

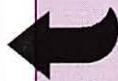
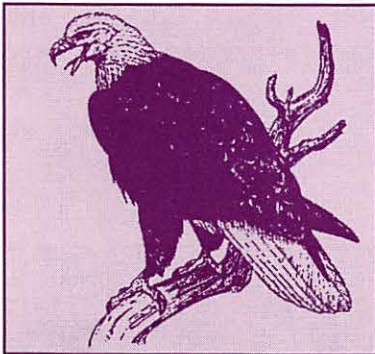
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washington apple pi

The Journal of Washington Apple Pi, Ltd.

Volume 12, Number 2

February 1990



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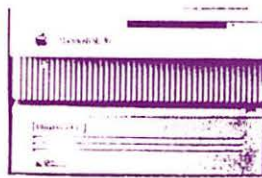
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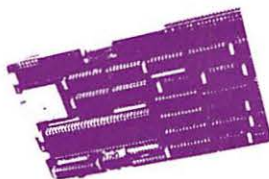
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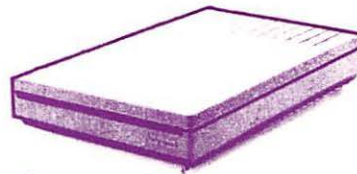
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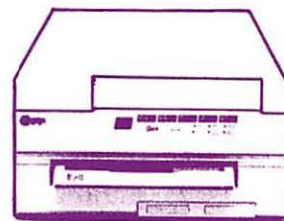
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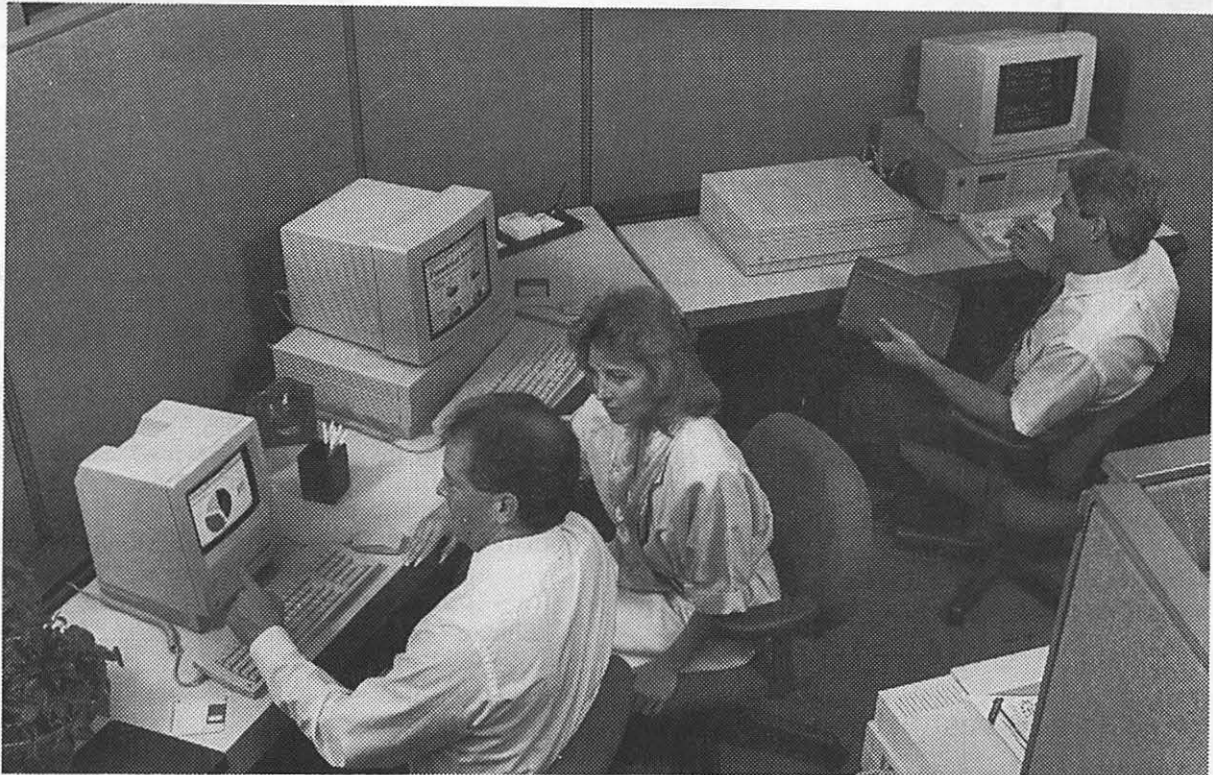
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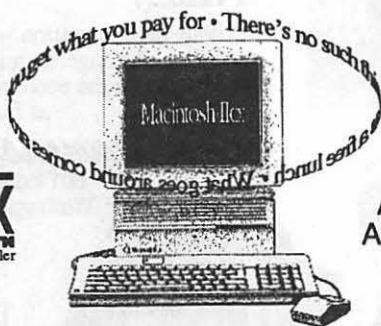
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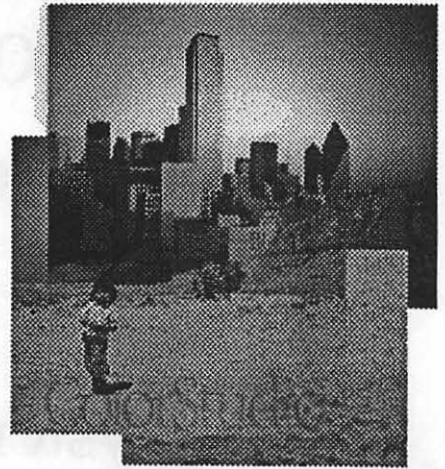
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We were going to say something eloquent about being in the middle of a transition. We were, anyway, until we realized that this is nothing new at all: the organization is well along in a transition from its troubled times of last year and things appear to have settled down. Not to the point that they are boring, mind you, but at least our dreams, during the nighttimes and elsewhere, are not so troubled by shrieks of outrage as they once were.

Either we are getting hard of hearing or it really is quieter. Looks like the latter to us, and we will not hear you if you suggest otherwise. So there.

The Journal itself is changing. The Apple II content is well up, and that ought to be pleasing to many. The quality of the material itself seems, to our jaundiced eyes at least, to be improving as well, and anonymous kind letters are sometimes thrown over the transom that suggest that we are not alone in this respect.

This is not to suggest that you authors out there can relax and assume that it is someone else's problem. We continue to need good new material, and we even anticipate the day that we will be in the happy position of being able to reject good stories for no better reason than that there are better ones waiting for publication. We anticipate it, you understand, but we're not there yet.

Several people have contacted us to offer their services, and we have accepted these (at least we did when we didn't lose the notes that we wrote to ourselves) and will continue to do so. This is, after all, a volunteer organization and it stands and falls on the dedication and contributions made by Apple owners and authors throughout the region (and elsewhere, if it comes to that). We are even beginning to

pick up indications of interest from people far afield, and from non-WAP members who have something to say.

We have been asked, from time to time, for a style sheet for authors, and we will be happy to oblige. We already did so, in fact—several months ago. Turn, if you haven't thrown it out already, to page 22 of the August 1989 issue and there you will see a bunch of suggestions for material submitted to the Journal, together with a list of things that we kind of grind our teeth about when no one is looking. Like the promiscuous use of "it's"

and the capital offense of misusing the adverb "hopefully." Idiosyncracies or ours, but we are accustomed to them, and you are going to have to get used to them too. "E.B.White is alive and well in Nashville."

One of these days, when life gets slower and easier, we will run the style sheets again, but if you feel the urge to communicate, don't let our hangups bother you—just sit down at the keyboard and have at it. And then send it in to us and wait for the next issue of the Journal. From here, the only higher place to go is the New Yorker...

Authors (and advertisers) will note, however, that the new process of mailing the Journal has resulted in a drastic change in deadlines. Generally speaking, deadlines for Journal material now occur one week before the end of the month for writers, and on the first of the month for editors.

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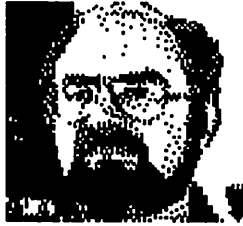
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Corner*

by David Morganstein

Important Issues. I would say that our most serious concern is that of balancing the many different needs of our diverse membership. Certainly one major distinction is each member's hardware of choice. The office staff has heard some concern that the club do a better job providing services to specific machine owners. A number of Apple II owners have asked for more Apple II articles and pointed out that the Journal has not included a list of Apple II GS or III library diskettes in several recent issues. It has also been mentioned that the Journal has in the past described diskettes that were not yet available. I welcome feedback from you on the quality of the services you receive. In some instances we may respond with a plea for help. We remain primarily a volunteer organization and rely heavily on the good will of our members to assist.

You should now see all our diskette libraries printed in every issue. By the time you read this, all diskettes which have been advertised should now be now available. If you want to see more articles of a particular type, say for the Apple II, please try to help us: submit an article of your own. The Editor runs just about every article he receives each month. Occasionally, if we have an overflow, an article is held one month but then receives priority in the next issue. If the Journal does not contain articles that matter to you, it is because we are not receiving them from our members. Tell us what you need and we will try to provide it. Help us when you can by offering your own time to assist in making it happen.

Desperately Seeking Laser-Writer. Do you have an old, only slightly dog-eared LaserWriter that you'd like to sell the WAP? We would like to get one for the office, but need to respect our modest budget. If you have one, or know of a source, please let us know!

Can We Account on You? As I requested in the November Journal, we have need for accounting services in several areas. We need someone to head up our audit committee. Our very hard-working Treasurer has asked repeatedly for an internal audit of our accounting procedures. We have one person who has indicated he would work on such a committee but would not chair it. If you have such skills, they would very much be appreciated!

For reasons which I can only guess, another unauthorized and unsigned mailing has been sent to some of our members, this one regarding accounting. Some will no doubt recognize the mailing as one more personal attack, a "tradition" from last year that is long overdue for passing into history. The letter suggests that WAP tax filings have rarely been submitted on time.

After a little research, I can report the following. In all but one instance, when forms were submitted after an initial deadline, a proper extension had been requested. What the mailing failed to mention is that the WAP has never been charged a fine for a late-filing. (In the single instance in eleven years where one form was submitted late, the accountants paid the fine for the late filing, not the WAP).

If the people who sent this unsigned letter were really interested in the welfare of the WAP, and not simply in carrying out personal vendettas, why did they not come to me or to the Board with their concerns? I believe every issue of the Journal since the new officers took up their assignments has asked for suggestions and ways to improve our group. Sending unsigned mailings with inaccurate information may make those behind it feel good, but it is not helpful.

The unsigned sheet supported both our Treasurer and my November request in suggesting that an audit would be desirable. It is my understanding that an outside paid audit might cost in excess of \$5,000. I would like to know the membership's preferences on this subject. Would you prefer we seek club volunteers who have not been involved in WAP accounting to date to do this review or spend the money to have an outside accounting firm perform an audit? If you know of a professional service that would perform an audit for a more modest fee, please contact us.

In the same November issue, we advertised the need for paid services to complete our tax paperwork. If you have an accounting practice and would like a nice client, please contact me, the office, or our Treasurer. As I understand it, the filing is a Federal 900, and 990T and a State 500 form plus some additional valuations. We would like to give this work to a member but will have to go to an outside firm if there are no members who can do it. Any accountants interested?

Many Thanks to: While we are on the subject of accounting, I'd like to offer my thanks to Ed and Priscilla Myerson for the many years they have served the WAP. Ed as Treasurer and Priscilla as board member have given untold hours on our behalf. Most of us join the WAP because of our computer interests. Some members like Ed & Priscilla spend an awful lot of effort doing very 'non-computer' things for the club. I very much appreciate their sound judgment and professional style which has benefitted the board and our members for

many years. I hope you all will join me in expressing our thanks to them.

Survey Mailed. Our membership survey has been mailed to about 600 randomly selected members (all those whose membership number ends in a certain digit). If all members who receive a questionnaire fill it out and return it, we should get a pretty good impression of what you want and what you don't want.

If you were not one of the lucky members to receive one, you can still register your interests. We had

a second set of questionnaires printed in a different color. Just send a self-addressed stamped envelope to the office (or stop by) and you will receive a questionnaire. We will tally the results of the random sample and, if we receive any volunteer responses, tally them separately, and then provide you with a summary of the results.

Second Class Mailing. Starting with the December issue, the Journal will be mailed Second Class (not Third, as in the past). This should result in both a reduction in delivery time and in cost. Unfortu-

nately, our usual mailing service let us down with our first effort, even though they had almost two months notice that the change was coming.

This issue has been mailed directly from the printer to you. We are also trying to move up the mailing schedule so that you have the Journal in your hand before our monthly meeting. We are hoping this will provide notice of the meeting and topic and perhaps stimulate a greater attendance. Attendance dropped somewhat last year and has not yet returned to previous levels. ☹

December Board of Directors' Meeting

The Washington Apple Pi Board of Directors met on December 2, 1989, to continue the agenda of its regular November 8 meeting.

-The Board reviewed the status of the Desktop Publishing SIG's seminar series. While no action was taken, it was the consensus of the Board that, while the DTP SIG was free to offer the seminars, they should not do so under WAP sponsorship, because of the significantly high attendance fees charged, compared to WAP tutorials.

- Meeting spaces were reviewed. The January membership meeting will be held Jan 20 at Bethesda-Chevy Chase HS.

-Discussion was held on the procedures and of filing an applica-

tion for 501(c)3 tax exempt status application, and on its probable impacts on the TCS, the disk library, and other services. It was felt that the matter should be re-discussed with the membership, and that an additional Board session would be required before any action was taken.

The Board held its regular monthly meeting on December 16, 1989.

-The Treasurer's financial report noted that renewals were down in the past few months. It was decided that Board members would telephone recent non-renewals to ask their reasons for not renewing, and to encourage their participation in the Club. It was also decided that an effort would be made to arrange with

computer stores and dealers to make WAP flyers available to customers.

-The Board approved salary increases for Nancy Pochevko and Ambrose Liao who have completed their first year of employment in the WAP office.

-In line with Bylaws requirements, the Board reviewed and approved a request by the TCS Committee to purchase two clock cards from Allan Levy, a WAP member.

- A draft copy of proposed code of conduct guidelines for members and officers was distributed for review and comment.

- The Board recognized a Hypertalk Programming SIG, to be chaired by David Mudd.

Columbia Slice

by Tim Childers

Our November meeting consisted of live demonstrations of two new on-line services: Prodigy and America Online. These two services are about as different from each other as it is possible to be, and both were different from CompuServe, the de-facto industry standard. Trial copies of both services were given out so that we could evaluate the services at home.

America Online is specifically aimed at the Macintosh community, both in its user interface and in the content of the information available. It is the new name for the long awaited AppleLink Personal Edition for the Mac. The Prodigy service is aimed at the average person who has no specific knowledge about computers. It is a joint venture between IBM and Sears.

The America Online interface is totally visual and looks and feels almost like the Mac desktop Finder interface. The Prodigy service is also totally visual but looks and acts exactly like those videotext services you may have seen in major airports. America Online has versions for other computers such as the Apple II, but they each have their own user interface, which I have not seen. Prodigy has exactly the same user interface across a broad line of computers including Commodore, IBM PC, Apple II, and Mac. [Ed—there is some uncertainty about the availability of Prodigy for the Apple II—at least there is here.]

With Prodigy on the Mac, the text characters are not in a standard system font but are graphic images sent from the service. They look crude and are very large in comparison to standard screen fonts. America Online lets you navigate around the system using either the pull-down menus or their command key equivalents, or by clicking on windows, icons, and dialog boxes. Prodigy does not have a menu bar; instead, it paints lists of choices at various locations around and at the bottom of the screen. You may use either the tab

keys, arrow keys or mouse to select a choice, and there are command key shortcuts as well. It also offers a large set of submenus for each choice and allows you to customize these menus. The demonstration and manual emphasize that you can set it up so that you could complete a session of any length just by hitting the tab key to take you to the next step in your personal session. The default session sequence varies, depending on factors such as sex and age.

America Online does not have any manual to speak of; most of the information needed is intended to be available in a free area on-line. So far I have not found much documentation, but then I haven't needed much either! Prodigy comes with a booklet describing the services offered and how to get to them. A big difference between the two is how they charge. The America Online charges are based on how much time is spent on-line. If you join before January, the charge is only \$4.00 per subsequent hour with a minimum charge of \$5.95 per month for the first hour, even if you don't use it. Prodigy charges a flat fee every month of \$9.95 regardless of whether or how long you use the service. How can they offer such a low price? Simple: you have to tolerate commercials running on a strip across the bottom of your screen.

The real meat of any information service is the information and service they provide. At first glance both appear to offer the usual services of airline reservations, banking at home for an additional fee with a limited number of banks, Dow Jones stock market information and on-line transactions, on-line shopping, on-line games, on-line education, on-line help, and finally 'chat' areas where you can meet and speak with people who share a particular interest. The real differences between the two programs are in who attends these meetings and what level of information is offered. America Online has classes like "Learning to program your Macintosh"; Prodigy has cooking classes. America Online has guests like Andy Hertzfeld and names you will recognize from their columns in the

major Mac magazines; Prodigy has columns by Gene Dixon and Gene Shalit. In America Online you can actually talk to the guests; on Prodigy you send them letters and they answer selected letters in a future column. America Online has computer industry news as it happens; Prodigy has a condensed version of "America Today." America Online has megabytes of public domain Macintosh software to download. Prodigy offers no software downloads. In short, Prodigy seems aimed at the typical TV audience, but tries to make it easy to access all the features of on-line information services while America Online is aimed at Mac users who want a truly Mac-like access to a nationwide on-line service.

I have tried both the Prodigy service and America Online. Unfortunately for Prodigy, I think the people who are most likely to review the service and publish articles in computer magazines are the ones most likely to hate it. It may sound like I am not recommending Prodigy but I think it may turn out to be successful on machines other than the Mac because it truly does make it easy for an average person to access an on-line service and does provide the types of information that there is a large market for. But for my money, I will choose America Online. I think of it as logging on to an AppleShare volume loaded with megabytes of neat software and networked to exactly the kinds of people with whom I would most like to share a hard disk. It is so similar to the Finder that I almost forget that it is a bulletin board. I can tell that I am going to have budget problems with this even at \$4 an hour!

Our December meeting was held at Apple Headquarters in Columbia, MD. It consisted of a tour of the facilities and a demonstration of their Executive Briefing Center. This office heads the Middle East Coast region and supports Apple Authorized Dealers, National Accounts, and Educational Sales. There is even a branch of Apple Advanced Technology Division here. I wish to extend our sincere thanks to Mr.

Rich Plourde, Jill Raybin, Garrett Moore, Dave Kyle and everyone else at Apple who provided us with such an exciting evening.

The meeting began with an unexpected surprise, a very nice buffet of drinks and snacks. More than 45 people came, so we split into two groups. While one group got a demonstration of the Executive Briefing Center, the other received a tour of the Apple Learning Center.

The Executive Briefing Center is a conference room equipped with absolute state-of-the-art presentation technology which is used to brief groups of executives about the capabilities of Apple computers. It contains a U-shaped table facing a curtained screen and podium. The curtains covering the screen and the window are computer-controlled, as are all the lights. The screen is a rear-projection screen, so none of the projectors or computers are visible to the audience. All video and audio equipment is controlled via either a radio keypad or voice input to a network of Macs running Hypercard with special XCMDs to control the various hardware devices. Two high-resolution video projectors get their input from either videotape, videodiscs, live video, satellite receivers, or directly from Macintosh or PC screens. The audio system is also top of the line.

The demonstration we received in the Executive Briefing Center was typical of what they provide to invited executives. It was an impressive mix of videotape, special effects and live presentations. In addition to the usual excellent psychological bits to break down the 'Big Blue Bias' there was an impressive demonstration of interoperability where the presenter demonstrated simultaneously logging both a Mac and a PS2-70 onto Unix, Novell, and VMS networks using LocalTalk, Ethernet, and Token Ring, and sharing data between the various environments. In addition to the normal presentation we saw a test of a system which allows voice input to the Mac using a third-party voice input device. The device presently must be trained by the voice which will use it and even then is not

100% reliable, in that sometimes commands must be repeated.

The Apple Learning Center consists of two rooms used for training dealers, National Account Support Coordinators, and Educators. The first room has over 20 Mac IIs for hands-on classroom instruction and the second has 8 interactive video-equipped workstations for self-paced training. Some of the available self paced training includes Macintosh Fundamentals, Intro to Desktop Publishing and Network Administration Skills.

In the demonstrations of the Apple Learning Center we saw videos demonstrating the uses of Macromind Director for combining sounds, and pics and animating them. We saw that in addition to the Macs they have IBM PS2-70s, a DEC VAX and WANG machines on the network to give hands on training in connectivity between Macs and other machines. We learned that Apple Support Coordinators should be available in any large company in any location where you have Macs. These are people who have received training and materials direct from Apple to support their companies' users. If your company has a National Account with Apple but your location doesn't have a local Apple Support Coordinator, you should apply to Apple for this training so you will have support right there.

In the Apple Learning Center there is a scaled-down setup similar to the one in the Executive Briefing Center but facing a classroom with 20 desks, each of which is equipped with a color Mac II. They are networked to each other and to the other computers in the building. The interactive video workstations in the second room are either Mac IIs or Apple II GS machines. Each is hooked to a Pioneer Laserdisc player with a video monitor and a stereo sound system. The Macs use Hypercard and the Apple II GSeS used a third party program called Hyperstudio to control the Laserdisc player. Several commercial Laserdiscs are supposed to be available for this kind of setup. Ones I have heard of include ABCs Campaign for the White House, and a disk containing

artwork from the Louvre museum. 🍎

AVSIG

by Carmen Della Donne

Art and Video SIG ended the year with a celebration hosted by Chairperson Nancy Seferian at her home.

Member Marianne Giguere reported on preparations for an exhibit of computer generated art and her efforts to have the exhibit held this year at Strathmore Hall in Rockville. Members reviewed some of the art already submitted.

All WAP artists and members are invited to participate by sending examples of their work to Marianne (301) 972-3083.

Several members showed examples of their work and discussed some of the problems they encountered. One of the members raised an interesting problem relating to the development of a logo and he invited suggestions from the group.

In a round-table, members discussed the merits of the logo design and the use of several possible fonts and, true to the spirit of AV SIG, our host offered to produce several of the design variations discussed, using a desktop computer, scanner and printer in her home studio.

Preparations are in the works to hold several tours of computer design studios in 1990. Plans are confirmed for a tour of Chris St. John's computer animation studio. Wednesday, January 24 at 7:30 PM. Call for directions and time. All are welcome. 🍎

WorksSIG

by Chris Bastian

"It was a dark and stormy night..." Well, it was certainly dark, and cold if not stormy. In the pre-Christmas chill, the Microsoft Works SIG rounded out 1989 with a brief look at AppleWorks ver. 3 on the Apple II (integrated software for the rest of us...?) and then sequed into a review of the WORKS TO WORKS TRANS-

PORTER. WTW is a file driver which works in conjunction with the Apple File Exchange (AFE) utility. With WORKS TO WORKS installed, AFE will allow an ordinary Mac disk drive (no FDHD needed) to read a ProDOS formatted diskette, and translate an AppleWorks word processor, spreadsheet or database file into MS Works format. Word Processing files are created in Monaco 9 font (AppleWorks doesn't have font selection) but formatting setting are carried over. Database and spreadsheet configurations and formulas are carried over as created.

To kick off 1990, a second session on desktop publishing features has been requested, and will be presented at the next meeting, on January 17. 🍏

Apple IIGS SIG

by Paul Tarantino

An amalgamation of hardware provided by Neil Laubenthal and Gary Hayman greeted those few hardy souls who braved the cold to attend our meeting at Dolley Madison Library in McLean. After a brief demo of Zany Golf, (or was it Gnarly Golf?) Gnarly Gary turned the meeting over to Zany Neil, who had a full agenda focusing on System 5.02, hard disks in general, and ProSel 16 in particular.

System 5.02 is mostly a bug-fixing update to the extensively revised system 5.0. A disk containing all the revised 5.02 files and an installer program which will replace all those files on system 5.0 System and Tools disks has been available for copying at the last several SIG meetings. (Appleworks GS version 1.1 also comes with system 5.02.) Neil reviewed the procedures for updating your system 5.0 disks, to wit:

- Make new copies of 5.0 System and Tools disks, and rename the volumes.
- Boot the original (not renamed) system 5.0.
- Open the 5.02 Install disk and run Install.
- Follow the on-screen direc-

tions. If you have only one 3.5" drive, be prepared to do lots of disk swapping.

-After the Install program has run its course, change the volume names on your newly updated disks back to what they were, recopy the disks for regular use, and save your archive copies.

A spirited discussion of the why's and wherefores of hard disk purchase followed (internal vs. external, SCSI vs. non-SCSI, how much capacity, how much access speed). Once having resolved these eternal questions, the new hard disk owner should use the installer program on the System Tools disk to install GS-OS on a hard drive. (Handy hint #1: If you already have a hard disk running under system 4.0, and you are using the installer program to update the HD to 5.0, first delete any system 4.0 special icons from all icon folders on the hard disk, and resave them to the hard disk from a floppy after updating to system 5.0. This will prevent a lot of pesky system crashes.) Further discussion focused on the need for parking a hard drive's heads on shutdown, which can prevent some damage to the hard disk medium if the drive is bumped or moved. SCSI drives park their heads automatically when shut down; other types of HD may require separate parking commands, and some HD management software (like ProSel 16) can be set up with a selectable option to park the heads.

Which is as good a lead-in as any to the main subject of Neil's presentation, Glen Bredon's do-everything collection of hard disk management utilities, ProSel 16, a software package with a lot of fans in the Pi. ProSel includes a sophisticated text-based program selector, with customizable screen layouts and programmable pathnames which make program selection much easier than with Finder if your hard disk has a complex tree of subdirectories. In addition, the ProSel 16 disk includes what is generally regarded as the best available hard disk backup/restore utility (according to Apple, the ONLY one which works under System 5.0), as well as a full bag of file utilities, diagnostics, and a disk

optimizer (which, when run periodically, will keep hard disk access times near their best). ProSel 16 is available for \$60 by direct mail order from Glen Bredon; small discounts are available from some mail order houses. Extensive documentation is included in a text file on the 3.5" disk. Many updates have been made to the program, often in response to requests from users (like, wouldn't it be nice if ProSel could...); these updates are made available to program owners through the TCS and several commercial services like Compu-serve.

Neil demonstrated the basics of installing ProSel on a hard disk, the primary steps being as follows. First, copy the ProSel disk to another 3.5" disk, and boot up from this backup disk (but you already knew that one, didn't you?). From within ProSel, print out the documentation (it can be printed as a text file with your favorite word processor, but the formatting and layout of the hard copy will be all ready to go if you use the ProSel print option on the menu). Then, running ProSel from the floppy, do a full backup of your hard disk and install ProSel. (A full backup will take quite a while and lots of floppies, in proportion to the capacity of the HD; subsequent backups can be incremental.)

The general conclusion seemed to be that ProSel 16 has a lot to offer, with many capabilities that the novice will have to grow into gradually (the documentation is excellent), but enough power and user-friendliness to help a hard disk user right out of the box.

Our January meeting date has been changed to Monday the 22nd (vice the 29th), and that the meeting will be held at 7:00 pm in Building 31C at NIH, in Conference Room 9 on the sixth floor. Hope to see you there!

And in conclusion for 1989, one last Handy Hint for all you modem users: remember that, after the first of the year, area codes will be required when you dial across state and district lines within the metro Washington dialing area. Revise your dial-up macros accordingly! 🍏

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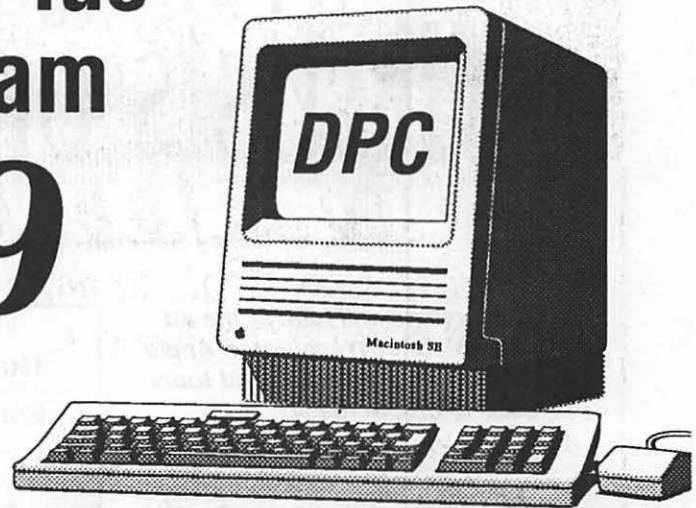
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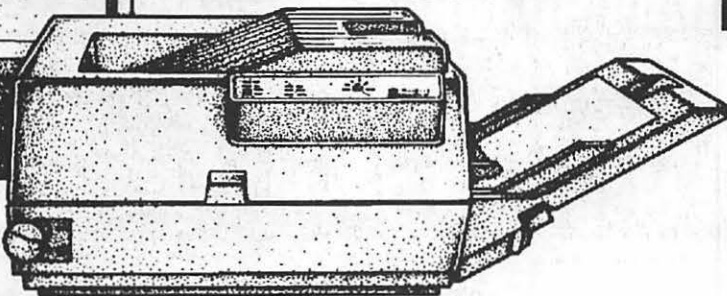
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Artists on exhibit

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.

Art: *Education Services*, brochure cover for promotional campaign for company, *Health Stars*, logo for health campaign for employees, *Salesdude*, illustration for career fair.

Artist: This month's artist is John Mac Dougall, a Senior Graphic Designer for Honeywell Federal Systems, Inc. He was graduated from the Ivy School of Professional Art in Pittsburgh, PA.

How they were done: "My department has always had a fine library of line art created by our artists, and when we became automated 2 1/2 years ago we began to convert that library to disks by scanning the art. Now when we create a piece we use that digitized line art for positions only, and use the originals for the final version that goes to the printer.

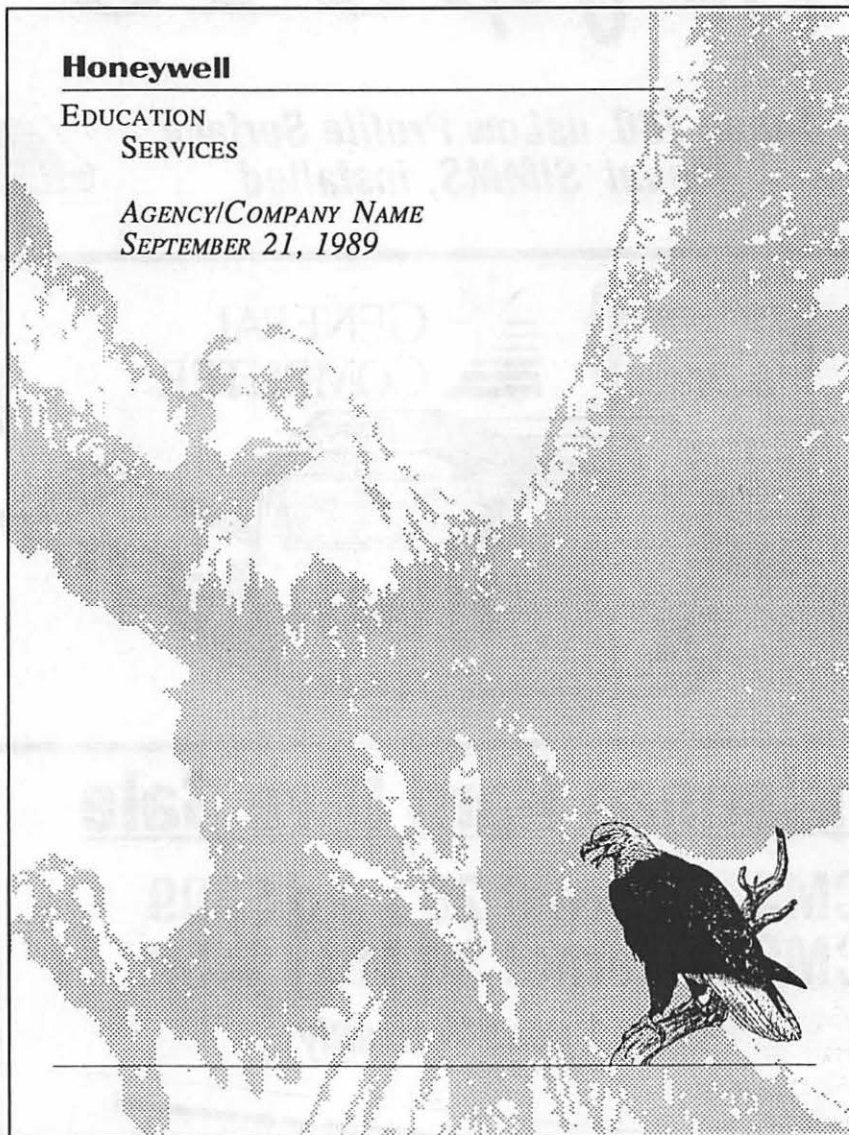
"To create the *Education Services* cover I began in PageMaker by setting the margins and placing the logo and all the other elements on the master page. The small eagle was 100% black, and for the large eagle screens of 20% of the PMS color and 10% black were selected for the final production piece. In order to show the client that the piece wouldn't be all black, I used the image control to lighten it up.

"Both eagles were scanned images. Two scans can't lay on top of each other and print on one page, since

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Education Services Brochure Cover

one scanned image will cover the other, so one page was printed which included the black eagle, text and lines. Then that same paper was passed through the printer again, the second time printing only the large eagle.

"For the *Health Stars* logo I drew

one star. Then holding the option key, dragged to duplicate. To resize I chose the scale tool while holding down the Option key and defined the scaling to precise increments. You can also use this tool to scale by manually eyeballing it. After creating the text in Helvetica italic I selected

the shearing tool and the text, held down the Option key, and typed in the degree of shearing at which I wanted to slant the text. I chose the same angle at which the side of the star was slanted."

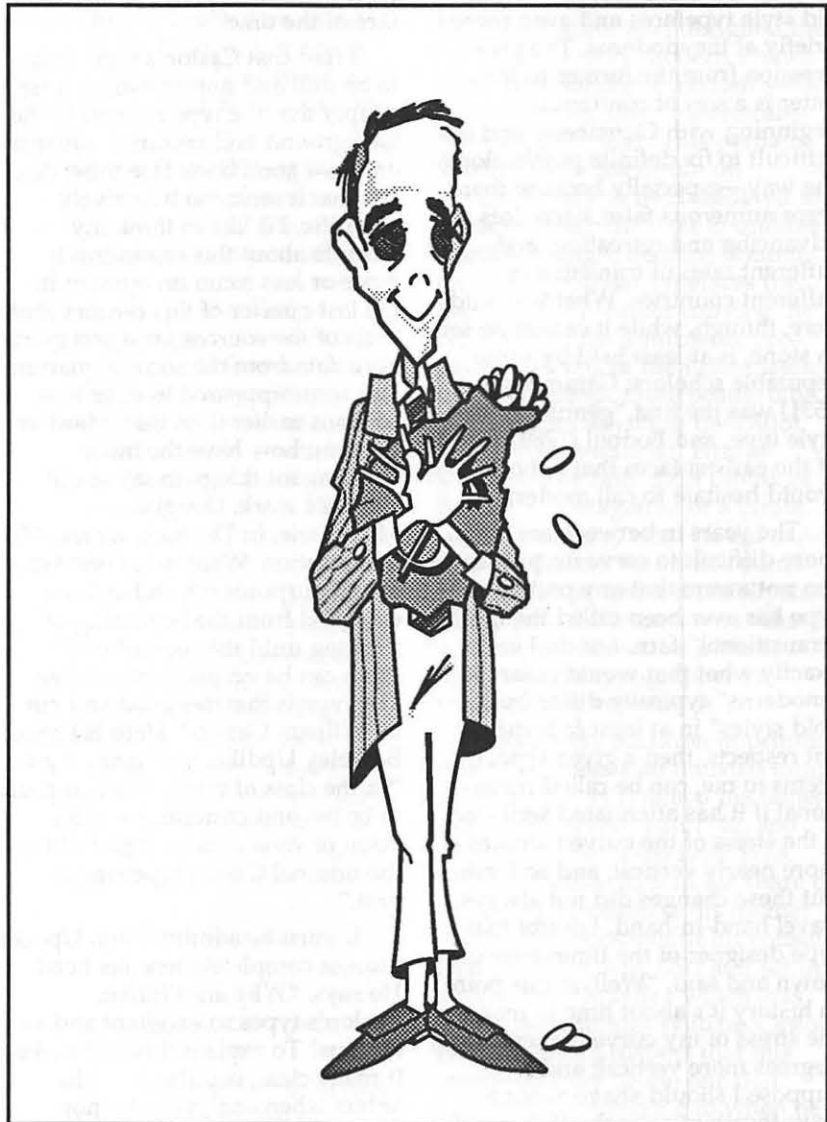


Health Stars Logo

"Salesdude was sketched by hand with a black marker on paper. Then it was scanned and placed into Illustrator. Separate shapes were created, one for the face, several for the coat, and so on, creating objects using the pen tool. These separate objects can later be filled in with various patterns and the separate parts even used for other illustrations.

"To duplicate the coin, I selected the whole coin, held down the Option key and dragged. This process creates another coin."

Tools: Macintosh SE with a 2.5 upgrade and Radius full-page monitor, LaserWriter Plus for proofing, and Linotronic 300 at 1270 dpi for final printouts, Hewlett Packard Scan Jet scanner, PageMaker, and Illustrator '88.



Salesdude

To submit art by mail, send it to
Nancy Seferian
1425 Foxhall Road, NW
Washington, DC 20007.

To submit art by modem to the
TCS, dial 986-8085. At the Main
Menu select (F) for File Transfer
Area. Then choose area 24 for
Journal Uploads/Downloads.

sons promptly changed their name to Caslon.

In 1785, while Bodoni was private printer to Ferdinand, Duke of Parma, he wrote a letter to someone called the Marquis de Cubières. This "letter" seems to have been more in the nature of a promotional piece. It showed samples of several of Bodoni's fonts and was printed in French and Italian versions. It may even have received the eighteenth-century equivalent of a bulk mailing, because a copy reached Franklin, who wrote to Bodoni in 1787 requesting samples of more of his work, and also a price list. Bodoni, as far as we can tell, was overcome. He ran to the Duke, waving his letter from the "President of the United States," and the Duke, who seems to have been equally disconcerted, had this rather straightforward piece of business correspondence translated into Spanish and sent a copy to his uncle, Carlos III, King of Spain. Why the Duke would do such a thing isn't certain, but it was probably because Bodoni was honorary printer to the Spanish

court, and praise from Franklin in those years between the revolutions must have been considered a noteworthy compliment to the discrimination of the Spanish king himself.

The fact that Ben Franklin turns up in connection with so many of these people—with the Fourniers and Didots, in person; with Baskerville and Bodoni, at least by letter—suggests two points.

First, the lasting respect in which Franklin held the printing industry. As ambassador to France, in advancing years, he set up a private press to play with in his home in Passy. His last will does not begin "I, Benjamin Franklin, signer of the Declaration of Independence," or "inventor and scientist," or even "patriot"; it says, as does his gravestone, "printer."

Second, it suggests that I've been guilty of a glaring oversight in these pages. In the December 1989 issue I made two statements. Both were true enough, but I didn't see the connection between them, or how the first of them explains the second. I said that the swash italic

forms of Bookman didn't really show very unusual shapes, and that some versions of Garamond and Caslon had very similar letters. I also said that Bookman italic, if it is set with a generous sprinkling of these alternate swash forms, can "somehow" evoke colonial America.

It should have been as obvious to me as it was to you that setting Bookman italic with lots of the variant letters is the only possible way to make Bookman even vaguely resemble Caslon, and this vague resemblance is what gives Bookman its evocative power. It doesn't directly suggest colonial America; what it really suggests is Caslon.

Lieberman, with emphasis added by me: "For Americans, Caslon has a particular importance, because it was the typeface used in the Colonial period. Both the Declaration of Independence and Constitution were first printed in Caslon, and Caslon italic and swash capitals are often used in the United States to convey a historic or American-antique feeling." 🍏

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Photographing Your Computer Displays

by Pete Crosta

We all have computers, and some of us are lucky enough to have the newer high resolution color monitors. We have created all this great art with our graphics software packages and then find that we have no way to show them off. Color printers can't really show the true luminescence of our creations. They appear dead even on color pen plotter. The answer is simple... photograph your display! With the information I am about to give you, it will now be possible to show your slides or Ciba prints of your work to friends, and more!

Requirements

- 1: 35mm camera
- 2: 105-135mm telephoto lens
- 3: either Ektachrome 64 or 100 ASA slide film
- 4: Tripod
- 5: Stopwatch
- 6: 1-50 magenta and 1-10 Yellow color-correction gelatin filters.
- 7: 30" x 40" black show cards
- 8: small carpenter's bubble level
- 9: cable-release
- 10: Gaffer tape

Getting Started

Clean your monitor's display screen with a glass cleaner and a lint free cloth. (Do this with the monitor off and spray the cloth ... NOT the screen!) Next, load and display a graphic picture that is of "average" brightness (not unusually dark or light colors). This first picture will give you an idea of how to compensate in the future for more contrasty subjects. Load your camera and place it on the tripod. Set up your camera so the lens is EXACTLY perpendicular to the center of the display. Take your

level and check to see that the monitor and camera's film plane match and are parallel to each other on their vertical axis.

Pay close attention to being centered on your display. Most monitors have a curved glass that will distort your image if you are not centered. This is the reason for using longer focal length lenses. They will diminish this effect if you are slightly off-center. A good test might be to photograph a graphic of a grid fill pattern, and see how you do in keeping it square. If you see it "bulging" out in the center, then you need a longer lens. If it is "flat" looking but the grid pattern seems "off," then you were not perfectly centered. (Note: Once you are more experienced, you might want to play with different focal lengths to purposely distort or "skew" your images for a special effect.)

You should try to photograph the display in near darkness to keep unwanted reflections from appearing on the display. Pay special attention to the area directly behind the camera, and to the camera itself! If shooting in a darkened room is a problem, or if you might want to photograph your art often, you might want to make a light tight "gobo" box to block any ambient light from the display and camera's lens: To do so, size up the image in your camera with either black show cards, or foamcore that is black on one side, make a box to fit that distance. The black side should be on the inside. It should be closed on one end, with a hole for the lens. The other end should be made to fit the outside dimensions of your monitor. Using gaffer tape, hold it in place on the monitor. If you think about it, you should be able to make it sort of "slip over" the monitor, and be self-supporting.

The object here is to create a way to set up easily in the future, and work with the room lights on.

Exposures:

1. Place the filter pack on your lens, and attach your cable-release. You are ready to expose your film.
2. Set the brightness controls on your monitor to between 25 to 35% of total brightness. The reason for this is to saturate the colors on the film. This will make the colors more intense.
3. Set your f-stop at f/8 and your shutter speed on Bulb (B) (or Time <T> if available).
4. Expose the film in increments of 10-13-16-20 seconds @ f/8. Process your film normally. Vary the exposures, or do a wider bracket too find the perfect range of exposures. These should be just about right, though.

Try making Ciba prints of your slides. And experiment with special effects filters, or double exposures of real-life & computer images combined!

The author, a professional photographer, teaches photography on the America OnLine information service. His classes run eight weeks and meet once a week for two hours. He can be reached on AO at the address of TEACHER pc.

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The Outlook for the Mac in Washington

by Thomas S. Warrick

The following article is based on the author's remarks as one of the keynote panelists at the opening of the Washington, D.C. MacWorld Expo last spring.

The keynote subject for this MacWorld Expo is an appraisal of the outlook for the Macintosh in Washington, with a particular focus on the Mac's role in the Federal market.

I bring a somewhat different perspective from that of the other panelists. I do not sell computers, nor do I have the benefit of direct experience in installing and implementing Macintosh systems in a government agency, as NASA's Dave Lavery, the previous speaker, has been able to do. But as a user group leader and a lawyer in one of the few Macintosh law firms in Washington, I've worked with users in both the Federal and private sectors. I've seen the days when it was virtually impossible to get Macintoshes in the door of a government office. Today, it's much less difficult, as the doors are steadily being pried open, largely by the fingers of the users themselves.

Let me offer a brief overview of what I see are four of the important issues facing the Mac in today's Federal environment. Each of these points can be discussed only summarily, because if the choice is being out on the exhibit floor playing with Excel 2.2 on a Mac IIcx, as opposed to being in this auditorium listening to speeches, I know where I'd rather be.

The Need for Aggressive Sales Support

The first and foremost issue facing the Mac in Washington is the need of Federal users for aggressive sales support. This need has been fully recognized over the years as one of the highest needs of

Mac users in Washington by users, by Apple Computer, and by Falcon Microsystems.

Why is this need particularly acute in the government market? Around the country—and here in Washington—the Macintosh's first business success was in small business, where procedures often are more informal and the institutional pressures to CPU conformity are less strong. The Federal marketplace, like big business, started out as less fertile ground for the innovative ideas that are the hallmark of the Macintosh.

As the Macintosh and its application software matured, the Macintosh moved into a number of niches in government, similar to the niches the Mac originally had in business. General purpose use in government is now coming, somewhat more slowly.

The barrier has always been at the point where one person or group of people has to decide what computers will be used by others. In my view, the primary failure of those who have so far been deciding what microcomputers government workers will use illustrates not only the way the Federal government works as an institution, but also the way Americans generally make decisions in large organizations.

Computer managers sometimes think of their users as being in the military, in the social services, in the technical or scientific fields, or in whatever their specific classification happens to be. In reality, most Federal government computer users are in the *knowledge industry*. Their jobs, in essence, involve getting knowledge from one group of people—inside or outside of government—to another group, who may be inside or outside of government.

This failure by some to recog-

nize what work their people are really supposed to be doing is not unlike the great failure of the railroad industry in the late 1940's to realize that they weren't in the railroad industry, they were actually in the *transportation industry*. As a result of this shortsightedness, railroads left it to others—specifically the airline industry—to develop air travel, which promptly wiped the railroads out of the long-haul interstate passenger business in a short 20 years.

We need government managers to recognize that their computer users are in the knowledge industry, and that the microcomputer that best allows those people to gather, process and disseminate knowledge is what they should be buying. When a manager looks at which family of computer—Macintosh versus MS-DOS—does this job better, the Macintosh should have been the right answer far more often than it has been so far.

This leads to the need for aggressive sales support, to ensure that the facts get into the hands of those who make the decisions.

The key to the process is to succeed *once*—to succeed the first time. After one success, the environment—specifically, the people who make the decisions that lead to buying Macintoshes or something else—will be more receptive the second time around, after Mac has had a chance to succeed in the same office or in a related office. The key to understanding the outlook for the Macintosh in the Federal market can be summed up in the sentence: *Success breeds success.*

Private Sector Fertilization of the Federal Workplace

A second, sometimes-overlooked way that Macintoshes can be brought into the Federal workplace is through private sector fertilization. This approach takes advantage of the many non-governmental contractors and consultants who are more likely to have Macintoshes than are government computer users. Consultants often find it an easier process to



justify the "Macintosh alternative" within their own offices. The fact that consultants often have Macintoshes gives Federal users who work with them an opportunity to lever open the door to bring in Macintoshes.

I call this the "Show Off" Solution. Let your consultants and contractors with Macintoshes show off to your agency's decision-makers what Macintosh technology can do. Try to get the people in charge to attend presentations and work side-by-side with experienced Macintosh users. I've seen from my own personal experience that the Mac is its own best advertisement. I've seen people become converts after they see what the Mac can do, particularly when the presentation requires major changes late at night but the presentation has to begin at 9:00 the next morning. Your consultants with Macs may be able to have the same effect on your agency's decision-makers.

If I can offer one tip in this regard, it's that perhaps the best application in the entire repertoire for impressing MS-DOS experts is Excel. (I'd say now that Wingz has the same ability.) I've seen Lotus 1-2-3 users become somewhat awed by the ability of an experienced Excel or Wingz user to turn raw numbers into a very impressive graphic in a fraction of the time that they're used to from MS-DOS systems.

To address parenthetically the issue of connectivity, I think this issue tends to be overplayed. In practice, connectivity is never more than a "second-best" argument. Remember that, no matter how much one talks about connectivity with MS-DOS systems, and how easy one claims it to be, connectivity is primarily a defensive argument. It doesn't justify the Mac—it excuses it.

The Problems with the Federal Procurement Process

Let me turn to a third point. If aggressive sales support and private sector fertilization are two of the roads into government for

the Macintosh, it seems fair to talk for a moment about the chief obstacle in the road: the Federal government's unique and rather charming way of doing business.

Nobody does business like the Federal government. No one writes specifications and solicits bids the way the Federal government can. The game of using specifications to predetermine an outcome is an old Washington trick, and is practiced to perfection by those who want to ensure that the end-users get only what the specification-writers want them to get. This is perhaps the most serious problem limiting the Mac's acceptance in Washington.

The Benefits of Virtual Memory in System 7.0 to Federal Users

Let me for my fourth point highlight something in the future of the Mac generally that will have a particular benefit here in Washington. One of the most important developments just over the horizon for the Mac is *virtual memory*, which will be an important part of the release of System 7.0, due out later this year.

Virtual memory allows the computer's operating system to set aside a portion of the hard disk as if it were part of the computer's own random-access memory, or "RAM." For example, if the user wants to run two programs at the same time, each requiring a megabyte of RAM, an operating system with virtual memory would store in the computer's own one megabyte of RAM only those instructions and data that are needed at that particular moment. When the user switches applications, the portion of memory containing the program to be switched out is saved as a special type of disk file, and the other program and its data are loaded into memory from a similar special disk file. It is as if that extra megabyte of disk space containing the second program was "virtually" memory. In virtual memory, the process of switching between actual memory in the computer and virtual memory on the disk is

totally transparent to the user. In other words, the computer appears to the user to have more RAM than it actually does.

Why is this important to Federal users? First, the ever-increasing memory requirements of new software makes having more than a megabyte of useable memory essential. On a one-megabyte Mac SE, running MultiFinder, a few "Init" files and a reasonably large Excel spreadsheet sometimes requires so much memory that not enough is available to use the print spooler of a LaserWriter unless you quit Excel first. This makes life cumbersome, to say the least, and destroys some of the usefulness of the Macintosh.

A further need for more memory will be created by the elimination in future System releases of desk accessories as we know them today. There will still be a need to have small programs running under MultiFinder to do the same functions while the main application takes up most of the Mac's memory. But given the way programmers usually write programs, the memory requirements for these small stand-alone applications are likely to be greater than those of today's desk accessories. (This, it should be emphasized, is a product of human, or programmer, nature, and not an inevitable result of the Macintosh operating system. The effect can be observed empirically in the way the memory requirements of many applications have increased over the years.)

The problem is that many Federal users will find it difficult to go through the procurement process to justify the hardware purchases necessary to increase installed memory directly, particularly where there are a large number of Macs in a single office. But it's relatively much easier to justify a installing a system software upgrade, which can be obtained easily from Apple dealers or user groups such as Washington Apple Pi. Because the procedures to obtain an upgrade of system software are usually much simpler, they are therefore more likely to occur.



Virtual memory is going to open up the Mac to opportunities where the Mac can excel (so to speak) over its MS-DOS competitors.

MultiFinder, combined with the linking of documents across applications such as Microsoft Excel 2.2 and Word 4.0, will bring most users all that they need in the way of multitasking. Many knowledge workers in the Federal government either are, or may soon find themselves, frequently using two different productivity applications—for example, a word processor with a spreadsheet. For many people, being able to work on two aspects of a project simultaneously is a very productive way to work. Virtual memory will allow Federal users to take advantage of these

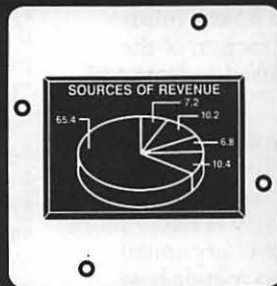
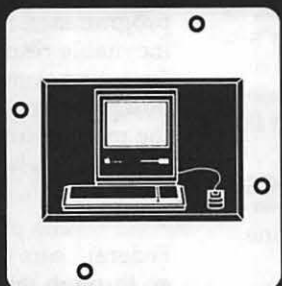
capabilities at little cost to their budgets and without the need to fight against the procurement bureaucracy.

Even aside from multitasking, virtual memory will give Mac users the ability to use more powerful applications that require prodigious amounts of memory, such as large spreadsheet, database or graphics applications. In some categories, the "application edge" will therefore be in the Mac's favor.

The fact that the Mac will have virtual memory by the end of this year... if Apple sticks to its schedule... will therefore be a strong advantage in a Federal marketplace where the "powers that be" have decided, in effect, that some upgrades are easy while others are difficult or impossible.

In summary, my forecast for the future of the Mac in Washington is a promising one. While I would suspect that the Mac's progress will be retarded somewhat by anti-Mac prejudices in some procurement circles, these prejudices are not all that different from what one sees in the private sector. So just as the Macintosh has been recognized as a success in the private sector in the last several years, it may be recognized now and in the next year or so as a success in Federal offices. If you want evidence of this, let me point to this MacWorld Expo—which was brought to Washington as the result of interest from users, including Federal users. The interest of Mac users is strong in Washington, and I hope we will be able to build on this interest next year, and the year after that. 🍏

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Dr. No's... ...Rambling Prose

by Phil Noguchi

Final Thoughts— ImageWriter

We saw last time how the use of fractional width spacing can, in some cases, make print from the ImageWriter look pretty decent 12 point sizes and below. It is certainly well accepted that at large sizes, that is above 18 points, that ATM is currently the best way to get good ImageWriter output. Not all applications currently fractional width spacing, most notably Word does not for ImageWriter printing. For Word, there is a patch available from CIS and other bulletin boards that will patch this deficiency. There is also an INIT in this package called something like AlwaysFract that will, at boot time, set a system global to enable fractional widths. Unfortunately, many applications will reset that global variable to off, thus negating the INIT. Finally, Lofty Becker, that veteran of marvelous utilities has written an FKEY called Fractional Width Key 1.0, that when invoked by say, shift-command-5 will toggle that system global to on or off. This last seems to be the easiest and most consistent workaround currently available for ATM.

My overall feeling on ATM for the ImageWriter? Definitely yes, if you need large, clear type. A definite maybe for type 12 points and below. I would say that for the average user, the useability of ATM for 12 point and below is marginal. The fun of playing with ATM and seeing a little of a preview of System 7.0 is pretty good, but for \$60 from MacConnection, if all I needed was 10 and 12 point output, I'd rather invest in a few good utilities, like After Dark or In-itPicker. These utilities work well, don't take up as much disk or RAM memory, and are usable all the time. ATM for the ImageWriter user is not always useable.

Non Postscript 300 dpi printers

For non-Postscript high resolution printers like the LaserWriter IISC, the answer is quite clear. ATM is the best way to get superb output from Adobe fonts, no questions asked. BUT, fractional width spacing is a must! The workarounds above should work for these printers as well. Note that not all 300dpi printers are currently compatible with ATM. Check with your printer manufacturer as this is changing as we speak.

LaserWriter

For this category, the usefulness of ATM is very much dependent on your needs. For example, to me with an original LaserWriter (no plus), ATM with the Plus Pak is a real bargain, giving me much of the capabilities of an LWplus without having to buy a board upgrade. For those who already have a LW plus, the Plus Pak is definite overkill.

Beyond this, what are some benefits for the LaserWriter user? Have you ever noticed that 12 point Times is a bit too big while 10 point Times is a bit small when printing? With ATM you can have an 11 point Times on screen which looks not too bad:

Times 11 with ATM looks like this, and is certainly quite readable on screen.

It is certainly better than preparing a manuscript at 10 or 12 points, then changing to 11 points just before printout. For specialized uses like providing figures of Adobe type in this journal, it works well in Canvas by converting the type to 300 dpi bitmaps. And for those who do page layout work where the placement of type, especially in titles and headings are critical, ATM will be of some

benefit. But, overall, the usability of ATM for the LaserWriter plus user is very much dependent on your own working habits.

Post Mortem

At the very least, ATM is an exciting product in that it shows the future. Outline fonts are going to be the common standard in a few years, and that ATM works at all is a minor miracle. It has some clear benefits that we have examined. But going back to the theme of the first column, ATM because it is produced by Adobe does not show the seamlessness that will be necessary for wide spread acceptance. Witness the following:

One of these words is bolded

Can you tell which one? This is how it prints:

One of these words is **bolded!**

So much for WYSIWYG! Why does this happen? In the normal Mac environment, bold is accomplished by one of two mechanisms. If a separate bitmap for bold is not present, then the letter is enlarged in the horizontal direction by one pixel. At 12 points or so, a typical letter would have a stem width of 1 pixel, so that two pixels it definitely looks bold. With outline fonts, the true stem width at 12 points is more on the order of 1/3 to 1/2 pixel, so plain show up as one pixel width. A bold outline font may translate to 1 full pixel, so that the net result is..you can't see the difference on screen! The only current solution with ATM is to add screen bitmaps of the bold and bold italic outlines to your System. But now, you are limited in terms of seeing bold on screen to the sizes of bitmaps that are present in the bold configuration! Sheesh, what a lot of trouble. The Apple System 7.0 System may, and I use the word may, have a mechanism to provide for this kind of situation.

Next time

ATM has been a challenge to present, so next time we will get back either to utility programs or to a basic introduction to Fontographer. 🍏



MacEnvelope 4.1

by Frank Potter

One of the not-so-neat things about having a computer to do your correspondence is the fact that, once the correspondence is completed, there remains one critical step: getting it to the addressee.

What that means, in turn, is that you either hand deliver it (impractical for most occasions) fax it (a growing option, but somewhat limited in scope) or mail it. And there's the rub: getting it into an envelope and out the door. Short of keeping a typewriter around just for that purpose, or hand-addressing the envelope, you're kind of stuck.

Unless, that is, you have access to a handy-dandy program that will do it all for you. Which is where MacEnvelope comes in. Produced by Insight Development Corporation, MacEnvelope will produce a good-looking envelope from an ImageWriter (or so I am told) or a LaserWriter (to which I can personally attest).

There are, of course, a number of programs that do this kind of thing, and I gather that many of them work well. Where MacEnvelope has an edge is in the *other* things that it does.

Bar code printing—for the Apple LaserWriters, at least, the

program will automatically print bar codes for the zip codes (up to nine characters) on the main address. (The Hewlett-Packard printers use a different system for gripping the paper, and bar codes just don't hack it, because the margins are too wide).

OCR printing—Insight included an OCR font for the post offices that can handle this kind of thing. (Ignore the fact that the USPS generally has run downhill since the Pony Express.)

Graphics—you can print a PICT on the upper left-hand corner of your letter. (It won't handle PostScript yet.) If you are running a color ribbon on an ImageWriter II, you can print this in color. This may even be a useful feature, if you are into that kind of thing.

Labels—You can print them, and even use bar codes, if the labels are the right size. Don't buy the program just for this feature, since you will need to do other things to the envelopes in many cases. On the other hand, if this is important, you can do those things. This is a little obscure, isn't it?

Bulk-printing—this is an option, and you can import and export address files to take advantage of it.

Sorting—the program sorts and stores names alphabetically. Thus, if you are doing bulk mailings, the program will do all the work for you that the Post Office requires (sorting by ZIP code). It will even eliminate duplicate mailings—now, *that's* a feature!

All in all, MacEnvelope is a respectable, bug-free program that could do some useful things for you. If your mailing activities can get to more than merely casual, it could turn out to be a must. If only occasional, its ease of use may still recommend it. The September MacWorld gave it a "Best of Breed" recommendation for heavy-duty mailing requirements. We agree.

It doesn't have a help file, but you won't really need it. The manual is small but adequate. And Insight works very hard to keep their customers satisfied. 🍏

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DOS Mounter

If you have a Mac with the FDHD (Floppy Drive, High Density) and use it with PC-formatted disks, then DOS Mounter from Dayna Communications will make your work easier and faster. It allows PC-formatted disks to be mounted on the Mac desktop and accessed like any other floppy disk. Thus it eliminates the need to access PC disks through the Apple File Exchange (AFE) program. Apple's system software only accesses PC disks through AFE, and only allows you to transfer the files from the PC disk to a disk on your Mac. Then your application can read the file. DOS Mounter is not a file format translation program, and you may still need translators provided with AFE. Many applications will also translate files when you open them.

The use of the program is extremely simple- just put it in your System Folder. Then you can insert a PC 3.5 inch disk into the FDHD and it will appear on your desktop, ready to be used with an application. The Finder also recognizes it, and will allow you to view it, transfer files, delete files, etc. The only thing you can not do is to erase the disk and initialize

it— this still requires AFE (as the documentation clearly states).

There is one more thing you can do with DOS Mounter, if you choose. It can map the extensions of PC files into Mac applications and file types. (An explanation, if you are interested: Mac files have a "creator" and "type" tag associated with them. When you open a document, the creator tag tells the system which application to run for the document. The file type tells the application exactly what kind of data file this is- for example, a word processor may handle text files, formatted files, etc. In the DOS world, the system does not do this. People often put an extension on a file name to remind themselves which program to run for this document. For example, the PC file "MyFile.WP" reminds me that this is a Word perfect file). DOS Mounter provides a reasonably intuitive, dialog-driven way to set up your choice of mappings. It comes with a few mappings in place, i.e., the extensions WK1 and WKS, commonly used for Lotus 1-2-3, map to Microsoft Excel.

DOS Mounter can have a problem reading PC disks if the

disk is absolutely full. The reason is that DOS Mounter must create the "invisible" desktop file required of every Mac disk. If there is no room to create this file, you will have to go back to a PC and either delete an unwanted file or else spread the files out over two disks.

DOS Mounter requires at least System 6.0.2 and Apple File Exchange 1.1.1. DOS Mounter comes with a comprehensive, professional looking, 48 page manual. There is no Help file (and no need for one with the manual), but a TeachText file includes a few notes.

DOS Mounter is said to be compatible with the DaynaFile disk drive, provided you have the current DaynaFile software. Look at the DaynaFile software version number and see if it is 2.3. Anything less requires the update. A telephone number is provided to request an update if necessary.

DOS Mounter is published by Dayna Communications, Inc., 50 South Main, Suite 530, Salt lake City, Utah, 84144. Their telephone number is (801) 531-0600. List price is \$90; I got it for \$55 from MacWarehouse (MacConnection didn't stock it). It comes with a 90 day warranty/support period. It works fine on my Mac IIx under MultiFinder. It is not copy-protected, although you are required to "personalize" the master disk with your name. This only means that a pirated copy will remind the pirate of his guilt every time the start-up screen flashes on. 🍏



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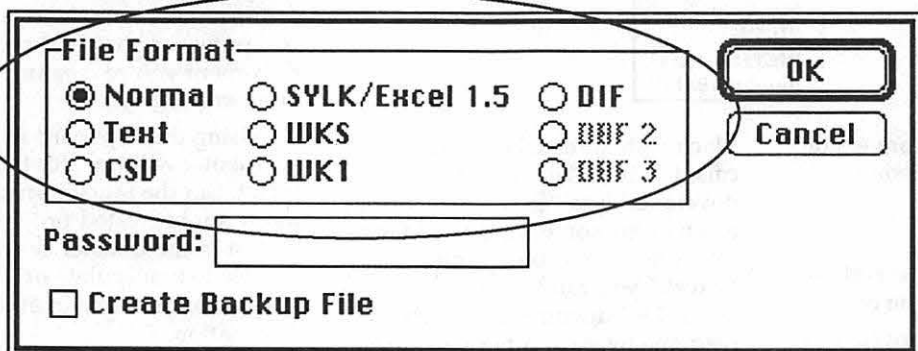
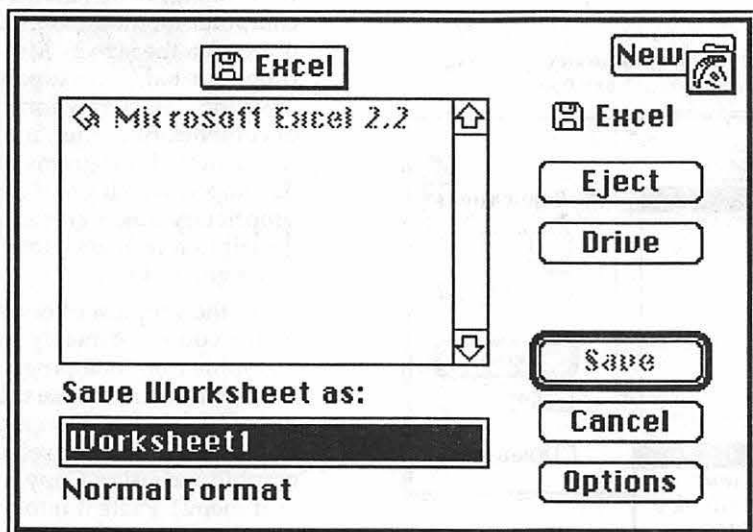
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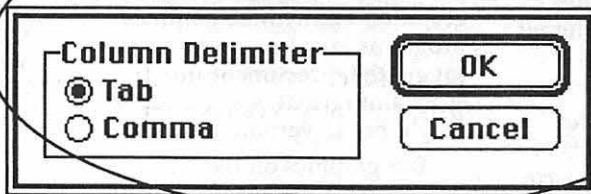
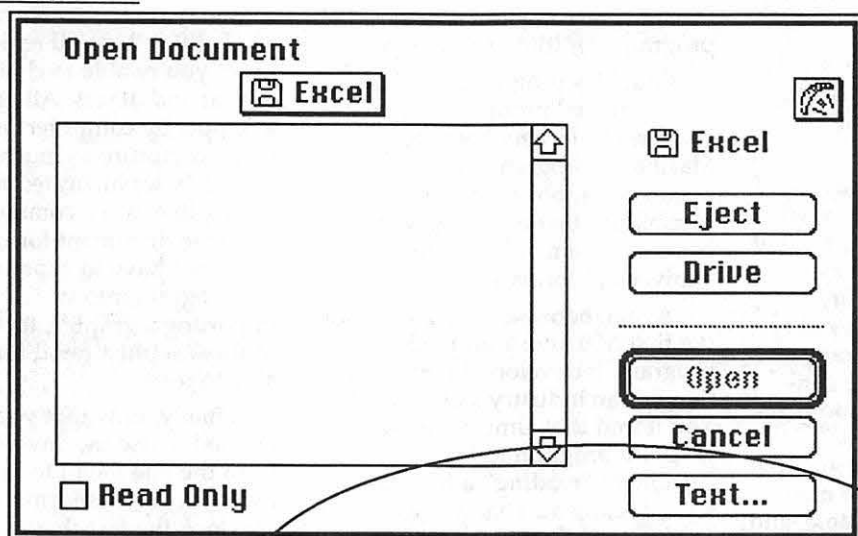
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Excel Save As...

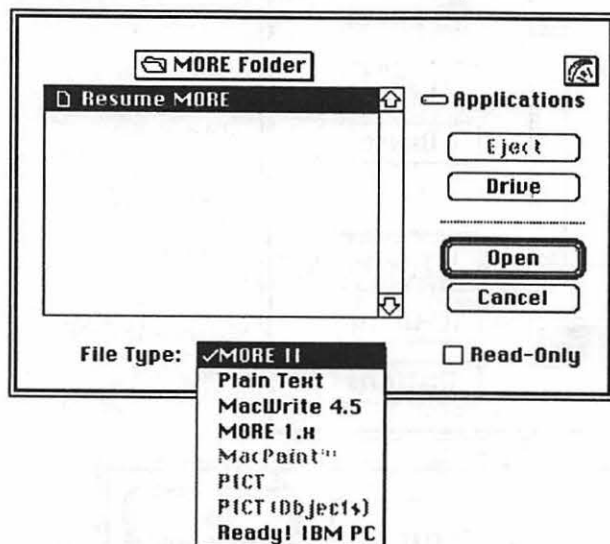


Excel Open...





MORE! uses a handy "pop-up" menu from which you may select document formats to "Save As..." or "Open..."



Recapping the file conversion process for word-processing documents:

- Save As...
- Choose a universal file format, such as MacWrite or Text
- Save document to disk
- Carry disk to another computer
- Open document using a different word processor

But what about other types of documents, such as spreadsheet, database files and graphics? There are solutions here, too.

Databases often allow saving of their documents in either a word-processing format (such as "text") or in a spreadsheet format. They'll save documents with tabs or carriage-returns, so that they may be imported by other programs which use those formatting conventions to separate data into rows and columns or into "fields." Again, the key is to make use of the Save As... choice in the File menu. You'll see the choices available, and you can pick one which is most likely to be readable by a different program on your colleague's computer.

Spreadsheets likewise offer several choices for the formats of saved documents. Because Micro-soft produced the first major

Macintosh spreadsheet (originally called "MultiPlan" but later developed into "Excel"), its format has become something of a Macintosh standard. From within "Excel," you can save spreadsheets as "SYLK" documents, which are readable by most other spreadsheet programs. Many Macintosh spreadsheet programs are also capable of reading the ".WKS" format created by the Lotus programs on IBM-style computers.

Graphics programs present some unusual problems in file conversion, largely because Macintosh programs have developed such sophisticated graphics capabilities that exchanging them has created a maze of different "universal" formats.

Again, because "MacPaint" was the first Macintosh graphics program, it developed into something of an industry standard. You'll find that almost any Mac graphics program today will be capable of "reading" a MacPaint-style document. That makes conversion easy for the simplest graphics. (Many Mac graphics programs are also capable of saving their documents in MacPaint format, specifically so they'll be convertible.)

But graphics on the Mac quickly outgrew MacPaint's

limited capabilities. "MacDraw" came along, which uses a different computer method of describing objects on the screen. Most drawing programs today are capable of "reading" MacDraw format documents. But other, much more sophisticated, programs have been developed which use their own proprietary object creation and description formats. Here's where it can get tricky.

In the simplest of cases, in which you want merely to transfer a graphic from one program to another document, use the Macintosh clipboard or the scrapbook. Copy the graphic (by selecting the graphic and using Copy from the Edit menu). Paste it into the scrapbook (for permanent storage or for on-disk transfer to another computer) or paste it directly into a document you're creating in another program.

Using the clipboard and/or the scrapbook will transfer the graphic intact. But the fancy formatting of many sophisticated programs will be lost in the transfer, so you won't be able to manipulate or alter the graphic once it arrives at its new destination.

Many of the most recent graphics programs offer you choices in the Save As... menu. You may often save documents as PICT, PICT 2, or TIFF files. Sometimes you're able to choose EPS format and others. All of these are attempts by computer programmers to capture as much of the graphic's sophisticated formatting as possible into a commonly-readable document format. You'll often just have to experiment with the program into which you're importing a graphic, to see which of these sophisticated formats it is able to read.

Finally, now that you've learned to use the Save As... choice from the File menu to save documents in various formats, don't overlook the fact that many programs also offer choices in their Open... menu selection. Choices which correspond to various document formats. Sometimes, the menu item is called "Import." Using these selections, you're able to choose from a variety of document types to read.



File conversion can seem daunting when a document created in a different program doesn't show up as readable by the program you're now using. But you'll often be able to find a solution to file conversion which will save you the time and trouble of either transmission by modem or recreation of the document from scratch. Explore your software and instruction manuals to see what options are available to make getting from there to here easier. 🍏

FileMaker II uses "Input" & "Output" to describe "Save As..." and "Import" options.

File	Edit	Selec
New...		
Open...		
Close		⌘W
Password...		
✓Exclusive		

Paper Sizes...		
Page Setup...		
Print...		⌘P
Preview...		⌘U

Input From...		
Output To...		
Save a Copy...		
Recover...		

Quit		⌘Q

File	Edit	Selec
New...		
Open...		
Close		⌘W
Password...		
✓Exclusive		

Paper Sizes...		
Page Setup...		
Print...		⌘P
Preview...		⌘U

Input From...		
Output To...		
Save a Copy...		
Recover...		

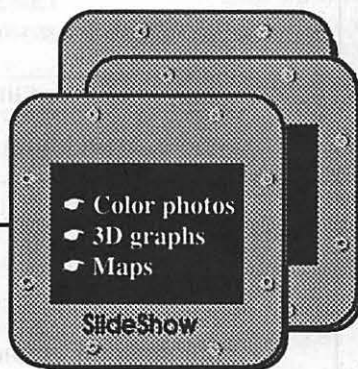
Quit		⌘Q

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The SUM of Its Parts

by Jim Board

Most users of computers face the inevitable failure of some magnetic media and the potential loss of valuable data. Since I, for one, know that the innocent message "This disk is unreadable, do you want to initialize it?" is most likely to occur with my most valuable files and at the most inopportune moment, I have been diligent in my backup duties. But I know I'm not obsessive, so for that extra protection and feeling of confidence, I'm a firm believer in data recovery software. And just like a first aid kit, it's best to have the data recovery software before you "need" it.

My first recovery programs were of the shareware variety—poorly documented, difficult to understand and largely unsupported. Disk First Aid, Apple's own utility supplied with the System software, seemed wholly inadequate, given my level of insecurity. So when my Mac began to grow in its importance, and the data files increased correspondingly in value,

I purchased 1st Aid Kit (1st Aid Software, Inc., 42 Radnor Road, Boston, MA 02135). To say that 1st Aid Kit is extremely well documented does not do it justice. The package contains a wealth of printed information on disk technology, the Macintosh operating system and error codes. 1st Aid Kit served me well, at one time recovering a large amount of text from a heavily damaged floppy.

Some months later, I purchased a DirectDrive hard disk (Jasmine Technologies, Inc., 1740 Army Street, San Francisco, CA 91412) and with it came SUM, Symantec Utilities for Macintosh (Symantec Corporation, 10201 Torre Avenue, Cupertino, CA 95014). Although I still refer to the 1st Aid Kit documentation, SUM displaced 1st Aid Kit as my recovery program of choice. The combination of SUM's ease of use, protection approach, and hard disk optimization utility won me over.

Last month I upgraded to SUM II (version 2.0). In its most recent

incarnation, SUM II continues as a well-integrated collection of utility programs for disk and file recovery and editing, disk partitioning, and disk performance optimization, while adding three new utilities—SUM QuickFix, SUM BackUp and SUM Encrypt. The original SUM features are improved upon by varying degrees, some just a little and others a great deal. All of the programs and utilities enjoy good documentation and an even easier to use interface than SUM II's predecessor. But don't let the user interface fool you, SUM II is quite powerful.

Symantec has made installation extremely easy by including a installer program, SUM Install, which for SUM 1.x users is particularly beneficial in that it even removes portions of the original SUM from your disk. The installer program automatically installs as many or as few of the utilities as you request in an opening menu. I've installed everything except the SUM Backup and SUM Partition on my DirectDrive. There is a reason for these omissions which I'll explain later.

Fortunately, since upgrading I have yet to "need" the SUM II recovery capabilities, but I have played with them a bit in preparation for this article. I successfully recovered deleted files with SUM II and it worked as advertised,

quickly and easily. At SUM II's heart is SUM Disk Clinic, a diagnostic tool and launching pad for SUM II's appropriate recovery program. The user interface is simpler and easier to learn than the original Disk Clinic, which in itself is impressive. SUM Disk Clinic questions you about the problem and requests other pertinent information. Then Disk Clinic launches the appropriate utility.

SUM Recover physically retrieves the deleted or damaged files. This capability is available for disks with or without the SUM Shield INIT installed and is limited only by the

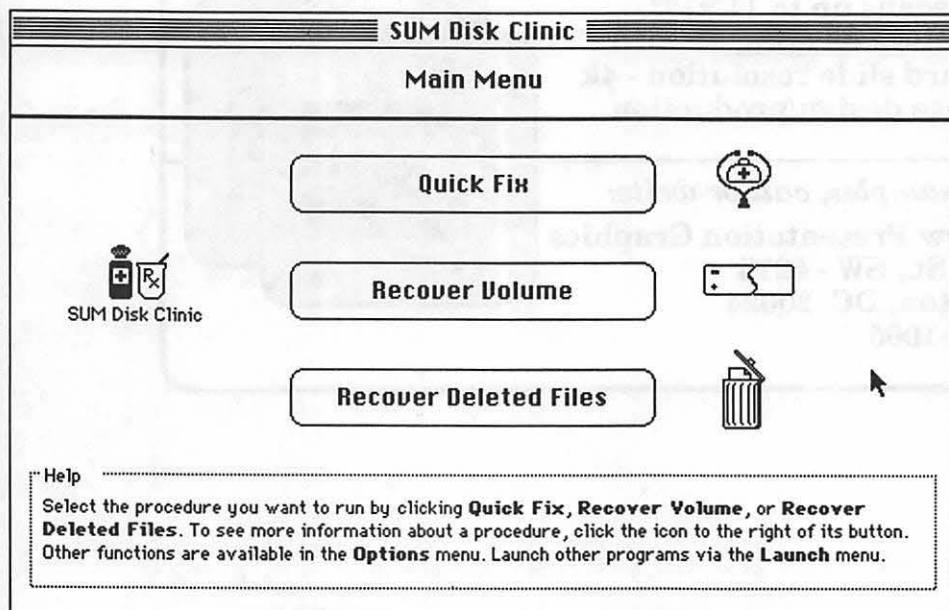


Figure 1: The Main Menu in SUM Disk Clinic.



extent of actual damage or amount of desired data overwritten by other more recently saved files. SUM QuickFix is the new addition to SUM II which will attempt to repair a damaged hard disk. Fortunately my DirectDrive has never failed, but as a result, I can't testify to this utilities effectiveness.... Yet.

SUM Shield INIT plays a key

created for it by SUM Recover. This is a slow and less reliable procedure but may be preferred by some users. The deleted file record used by SUM II is similar to the CPSSaveDeletes feature offered by Central Point Software, Inc. (9700 SW Capital Highway, Suite 100, Portland, OR 97219) with Mac-Tools, currently bundled with

particularly cruel viral infection.

SUM Disk Clinic prompts the user for information required to diagnose the disk problem and then will launch the appropriate utility. In this case, SUM Disk Clinic questions the availability of the volume restore records updated by SUM Shield INIT.

SUM II contains many individual utilities in addition to data recovery and loss prevention. SUM Partition is a straight forward approach to partitioning floppies and hard disks into separate volumes. The individual partitions can be encrypted with password protection and, SUM Partition allows creation of a partition in any contiguous free disk space at any time. SUM Partition operates with both an INIT and Desk Accessory for convenient access even without MultiFinder.

SUM Encrypt allows you to encode individual files or entire folders using the DES (Data Encryption Standard) method or

faster FasCrypt method. The files and folders are password protected under each, and without the password, DES encrypted files cannot be accessed by anyone (except with the right training and

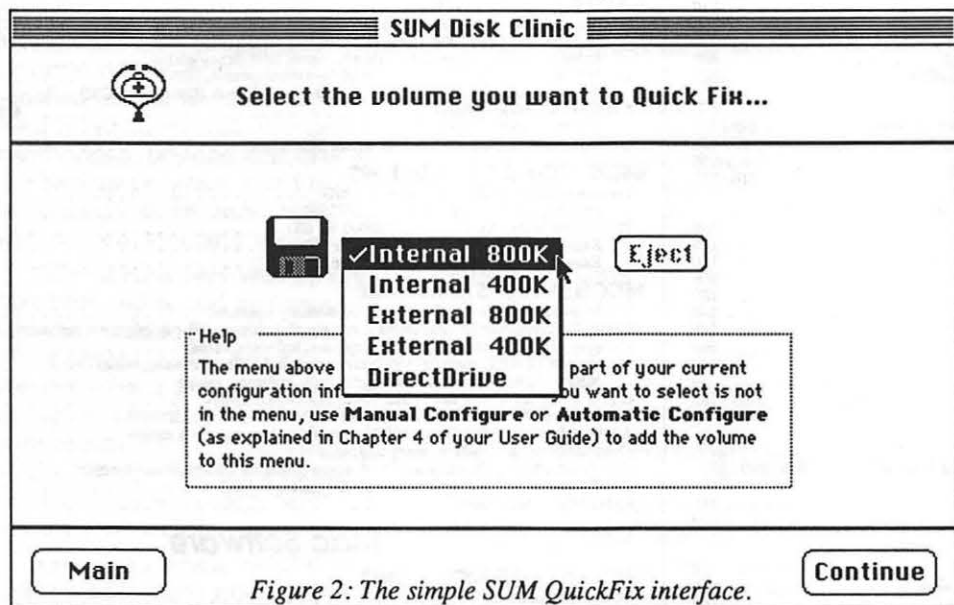


Figure 2: The simple SUM QuickFix interface.

role in this SUM II's integration of loss prevention and data recovery. SUM Shield INIT maintains a volume restore record and deleted file record in small, invisible files for use by SUM Recover. With these files, SUM Recover can quickly gather the disk and file information necessary to perform the required recovery procedures. The only performance penalty one encounters in this implementation is a delay of several seconds at shut down (about 14 seconds on my nearly filled 44MB disk drive) while SUM Shield INIT stores the changes to these files. This delay will annoy users which frequently restart the system. But there is a work around. If the volume restore record is not available on the specific disk at the time of recovery, one will be

Copy II Mac.

SUM Shield INIT also provides protection for your directory from accidental or malicious deletion; such as unintentionally coping over a disk, selecting Erase Disk or a

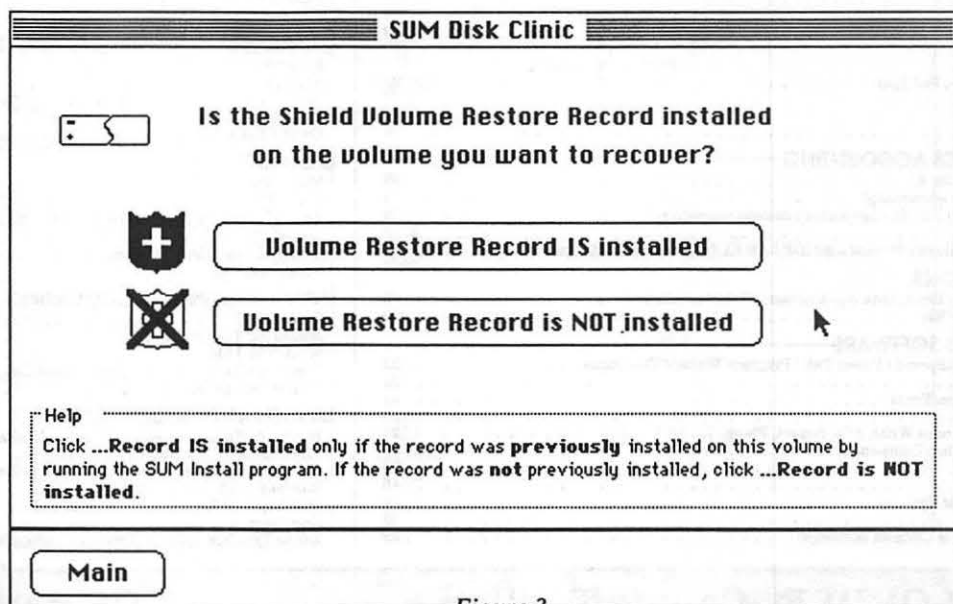


Figure 3



Bits and Bytes

by Lynn R. Trusal

First Impressions of the Mac IICI

I recently sold my Mac II and purchased a Mac IICI. I really didn't need it, you understand, but long ago learned to separate "wants" from "needs." I "wanted" a faster clock, a smaller footprint, the FDHD disk drive and updated ROMs for better compatibility with System 7.0. Having had my fair share of hard disk crashes of late, I bought a stripped down Mac IICI and installed my own RAM (80ns) and hard disk.

On the outside the ci is identical to the cx model except for a "ci" logo on the front of the machine and a video port at the back. The inside, though similar to the cx features several important upgrades: a 512K ROM (instead of the 256K), a larger ROM-incorporated color QuickDraw, 32-bit addressing, and hierarchical file support. The ci includes two expansion slots, one for a cache card and the other for a socketable ROM to facilitate later ROM upgrades. The 68030 CPU runs at 25 MHz and a video card is built into the motherboard. This video port supports the Apple 12 inch monochrome, 13 inch color and full-page displays running at 2, 4 or 8 bits.

The presence of SIMMs containing only two chips—for a total of 8 chips on four SIMMs—provided my first surprise. I guess since the ci requires 80ns or faster DRAMs, these are 1 Mbit chips and not the older 256 Mbit chips in the original MacII SIMMs. I removed these SIMMs and replaced them with 4 MB of 80ns DRAMs and 4 MB of 70ns DRAMs. A slightly different internal design for the mouse provided the second surprise. The hard rubber ball is now black, and the rollers are now made of a Teflon-like substance instead of the metal rollers. I would have thought the metal rollers were easier to

clean and more resistant to scratching.

Although the ci comes with a video board as part of the mother board, to maximize performance I chose to stay with my current 8-bit video board.

Wanting nothing more to do with Quantum hard disks again, I chose to install a 100 MB Conner Peripherals' 3.5 inch hard disk (\$625 mail order). Conner Peripherals has a good reputation; Compaq owns 40 percent of Conner Peripherals and uses 48 percent of its drive production capacity. If you are interested, check out the Club Mac (714-768-1490) ad in the back of MacWeek. \$625 for a 3.5 inch 100 MB hard disk with mounting kit and software is about the best price you'll find.

Installation of the Conner hard disk was uneventful and it was nice to see 100 MB available for storage. The hard disk is noticeably quiet and I do not hear any noise during seeks or saves. As far as performance of the ci is concerned, I noticed an immediate increase in the overall speed of the ci, particularly when opening and closing applications, and during saves, but not especially at boot up.

All in all I am pleased by the ci's performance and particularly by the Conner Peripherals' hard disk although I have not had it long enough to determine its reliability.

The ci will lose its newest Mac status. Any day now, the Mac II xi will roll off the production line. It will run at 33 to 50 MHz.

Installing Your Own Hard Disk

UniMac Universal Macintosh Products, Inc. of San Clemente, CA is a leading vendor, providing kits to install hard disks in Macintosh computers. I had never heard of it until my Conner Peripherals hard

disk arrived, but have since seen an article on them in Macintosh News. Their sales reached \$15 million dollars in their second year of operation. About 60% of their total revenue comes from overseas.

UniMac includes all the hardware needed including cables for particular Macs, mounting brackets, screws, directions and software called StorWare. The software includes partitioning, head parking, formatting, verify and updating capabilities.

UniMac supports hard disks made by Quantum, Conner Peripherals, Seagate, Imprimis, Micropolis, and MiniScribe, among others. UniMac sells the internal drive kit for about \$100 and external ones for \$250 to \$325. I should note that they may only sell to hard disk resellers. I do not know for sure, because there was no telephone number in the article.

In most situations, UniMac kits permit resellers to sell many makes of hard disks for Macintosh users for installation by the reseller. It also permits mail order houses to sell hard disks for Macintoshes and have the user do the installation themselves, such as I did.

I had no problem following the directions to install the Conner Peripherals drive, except that there were no instructions on installation of the drive light. One telephone call to Club Mac solved that problem.

Installation of internal hard disks would probably be easier in Mac II, IIX, IICX and IICI than in Mac Pluses or SE's. Availability of such kits can only help to lower hard disk prices that have decreased dramatically but still need to go lower.

Adobe Type Manager

I have been reading about the Adobe Type Manager (ATM) and its comparison to Apple's Royal font technology that will be incorporated in System 7.0 so I thought I would give it a try. It lists for \$99 but was only \$56 from MacConnection. It includes outline fonts for Helvetica, Times, Courier and Symbol, in addition to bold, italics and outline versions of the



same fonts. I installed these in the system using version 3.8 of the DA/Font Mover. The other LaserWriter Plus or NT fonts families are an additional \$113 by mail order.

The ATM arrived in two days and I installed the outline fonts by placing them in the System folder along with the ATM icon and another icon based on which CPU you have in your Macintosh. It is still a requirement to have the 10 and 12 point versions of the applicable bit-mapped fonts installed in the system. I also left 9 point installed because I did not like the appearance on the screen using just ATM. I then removed all the large font sizes (14 - 96 pt) of Helvetica, Times, and Courier I had installed.

ATM is then activated from a "cdev" found in the control panel after placement in the System folder. I then rebooted the Mac and immediately opened Word 4.0 and chose 96 point size of Helvetica and Times to view their appearance on the screen. The improvement in on-screen appearance was dramatic with a significant reduction in the jaggies that are prevalent with large font sizes without ATM. There is still a slight jagged appearance to the largest font sizes but I estimated this is reduced 95 to 99% by the ATM.

Another advantage of ATM is the dramatic reduction in the size of the system folder. I reduced mine by 1 MB from 1,911 K to 904 K. This would be a boon to users with two floppy systems for 20 MB hard disks that are noticeably full.

I should also note that when you examine the font size menu in an application only those bit-mapped font sizes that are "still" installed in the system are displayed in an outlined format in the menu. Larger non-installed fonts (not displayed in outline format) can still be used and they look excellent on the screen because of the ATM. It just takes a little getting used to based on past Macintosh convention.

Who will benefit the most from the ATM? First Mac users with only 1 MB and no plans to upgrade, since Apple's System 7.0 will require 2 MB. Second,

ImageWriter users and people who do on-screen presentations will benefit the most with ATM. Although on-screen font presentation is vastly improved, there is no benefit for LaserWriter printing.

The press has been generally impressed with the ATM but some reports feel that most of the benefits are with larger point sizes only. I would have to concur with that conclusion.

Spreadsheet Updates

1. WingZ has shipped free to registered users version 1.1 of their spreadsheet. A new rewritten 3 volume documentation set with a HyperScript manual is not included but you may order it for \$37. That seems more than reasonable to me. Also available for \$59 are two 120 min. VHS instructional video tapes detailing use of the HyperScript language. To the best of my knowledge this is the first use of video tapes for teaching a "Scripting" language.

2. Microsoft will ship free to registered user of Excel 2.2 a bug fix to address the reported problems with cutting and pasting formulas between cells. It took me 6 weeks to get it but it included a 3 disk set. The new version has a date of September 25, 1989 and a version number of 2.2a. From what I have read this may be a later fix than the one originally released to address the "formula problem." If you have Excel 2.2 with a date of

May 5, 1989, you should contact Microsoft Customer Service at 800-426-9400 to obtain the upgrade. No new features are included in this version.

Real Bits

1. Don't forget that your mouse needs periodic cleaning. I recommend every 3-4 months because the longer you wait the harder it is to get the ridge of accumulated dirt off the rollers. Use Q tips and some alcohol. Using a flat surface mouse pad which is periodically cleaned helps cut down on the need for cleaning. I find the second generation mouse pads that have smooth laminated surfaces to be easier to keep clean.

2. John Sculley recently exercised some of his stock options to buy 374,994 shares of Apple stock at \$7.75 per share. The purchase required \$2.9 million but was immediately worth \$14.2 million. At the current price of \$45 per share, it is now worth \$16.87 million. Sculley now owns 384,970 shares of stock. Maybe he will be around for awhile. It must be nice to have stock options!?! (Source - USA Today)

3. Aldus has recently released a Japanese version of PageMaker but has also announced plans for a Russian version also.

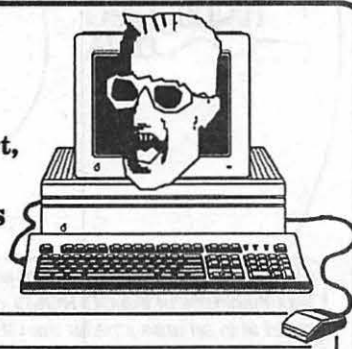
4. Texas Instruments (TI) has finally won a battle with the Japanese. Japanese courts have

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finally recognized the patent held by TI for the first integrated circuit. The patent is valid until 2001 and could be worth more than \$500 million a year to TI. Japanese chip makers must pay TI a minimum of 3% royalties. (Source - USA Today).

5. Have you noticed the number of companies that are providing users with tear-out Rolodex cards for instant insertion in your Rolodex box? I have received them from Adobe, Technology Works, Merrill Lynch, and Fidelity Investments. I use MacDialer from SideKick for my Rolodex. Maybe some day a disk will arrive in the mail instead?

Laserjet IIP Use with the Mac

For ImageWriter users who have longed for a laser printer, the price has suddenly gotten cheaper. The Hewlett Packard Laserjet IIP is a 4 PPM non-PostScript laser printer based on a new and smaller Canon engine. It can be used with a

new product called the "Happy Blaster" by Pacific Rim Data Sciences (415-651-7935). The "Happy Blaster" is said to produce 300 dpi PostScript compatible output on a Hewlett Packard Laserjet IIP printer but at 1 ppm output.

It is a hardware board that takes the place of the back panel on the HP IIP replacing the Centronics and serial ports with a Mac SCSI port but the printer can continue to function as a Laserjet. The hardware card uses Imagens's Ultrascrip PostScript-compatible interpreter and will run on any Mac with 1 MB of RAM. The cost of "Happy Blaster" is \$595 and will ship in January 1990. It includes Ultrascrip and 35 fonts and requires an HP IIP with 1 MB RAM (Source - InfoWorld).

White Knight 11.0

Scott Watson has finally done something with Red Ryder 10.3 and it has resurfaced as White

Knight 11.0 since he did not want to pay a much higher licensing fee for continued use of the name "Red Ryder."

One nice change is that it now runs under MultiFinder which version 10.3 did not. Hierarchical menus are supported as is color on a Mac II. A new Macintosh to Macintosh file transfer application called "Okyto" is also included as are two new documentation manuals. My version of Okyto was evidently a beta one that expired with a note to contact FreeSoft for a replacement. White Knight 11.0 appears to be a significant improvement but does cost \$35. You "must" mail your original disk to FreeSoft Company, 150 Hickory Drive, Beaver Falls, PA 15010 to obtain the upgrade.

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

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by Paul Schlosser

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File area 1 - Apple II Games

016 CHESS2.AE.SHK Text files to play chess by Modem
017 GUADALCANAL.SHK WWII simulation

File area 2 - Apple II Misc.

034 AKROCAD.312.SHK CAD program - documentation/tutorial
033 AKROCAD.311.SHK CAD program - 5.25 disk
032 AKROCAD310.SHK AKROCAD 310 - 5.25' disk
031 DCBB1289.ASC Focke's BBS listing
030 ITZHAK.TXT His views
029 TIC.PI.LOG.TXT New TCS system logon for "Talk is Cheap"

File area 4 - Apple II Utils

134 HCS.081.SHK X-10 Control for II+ and Later Apples
132 CHGFILE2.81.SHK v2.81 of "Change & Convert" files util.

File area 5 - GS Desk Accs

066 N.LIST2.60.SHK NiftyList 2.60 - System 5.0 compat.
065 CLOCK.NDA.SHK Clock NDA for desktop or menu bar.

File area 6 - GS Fonts

007 NEWMONACO.9.SHK A new Monaco.9 font for AWGS
006 MONACO.9.BOLD Monaco 9 Bold for AWGS
005 CHICAGO.SHK Chicago and Chicago Math Fonts

File area 7 - GS Games

033 PINPOINT.ACRES A tough Mean 18 course.
032 DMASTER.TXT.SHK Dungeon Master maps/hints

File area 8 - GS Graphics

037 CYCLE.ANIMA.SHK Color cycling for animation
036 GASTINEAU.E.SHK Stereogram ver. of digitized Gastineau.
035 JUGGLER.SHK Iigs version of the Juggler

034 STEREOPTIC2.SHK Make 3-D images with any paint program

033 GAS.ORIGINL.SHK Thunder-scanned pic/Gastineau

032 GASTINEAU.3D Packed w/ ShrinkIt!, a Red-Blue 3D pic
File area 9 - GS Misc.

034 ESS8.SHK Chaos research program—source and bin

033 DJB.ICON2.SHK Customs Finder Icons w/Hefy Trash bag

032 MASKED.ICNS.SHK Icons created w/ IconEd's Color Mask Op

031 BRK.CURSORS.SHK GS lockup notificaton INIT.

File area 10 - GS Utilities

057 DISK.UTIL.SHK Hard disk formatting utilities

056 SSTUDIO.SHK Sound Studio 1.2 — 640 mode

File area 11 - AppleWorks

047 AMORTIZE.SHK Loan Amortizer - AW 3.0

046 AW.3.QS AppleWorks 3.0 common questions

045 PHONEDIAL.MACRO Screen Dials Phone #'s from AW 3.0

044 PATCHER.SHK AppleWorks 3.0 bug patcher - Freeware

File area 12 - ProSel Updates

014 CASE.SHK A replacement command to change case

013 REVISE.16.SHK Describes recent ProSel-16 revisions

012 PROSL16.8.2.SHK ProSel-16 v 8.2

File area 14 - Mac Games

070 YATZEE.SIT Classic dice game in hypercard stack.

069 SOLARIAN.SIT Great Mac II game - Crystal Quest-ish

068 NETTREK2.SIT Network or standalone StarTrek game

File area 15 - Mac Graphs

072 MONSTERPAINT.SI Simple color painting program w/samples

071 VISAGES.SIT Faces.s.pt.2.0,saved in mcpt.(M.Y)

File area 16 - Mac Hypercard

079 VIRUS.STACK.SIT Virus Information — Ills & their Cures

078 MATCH.SIT Children's game - match the notes.

077 AUTOCAT.SIT Floppy & hard disk cataloger.

File area 17 - Mac Technotes

025 MAC.REPAIR.SIT Repair tips

File area 18 - Mac Utilities

156 SYSERR.DA.SIT List of system errors

155 MINWRIT.DOC.SIT Docs for MiniWRITER

154 MINIWRITER.SIT Mini word processor, v1.6

153 ROGER1.SIT SoundMaster file, see browse desc.

152 FISH.SIT Makes fish swim across screen

150 BOOMERANG20.SIT Boomerang V2.0, Shareware Utility

147 SHIPSBELL.SIT SoundMaster file, see browse desc.

146 XMAS2.SND.SIT SoundMaster file, see browse desc.

145 XMAS.SND.SIT SoundMaster file, see browse desc.

144 SUPCLOCK38.SIT SuperClock! version 3.8

143 OBNOXIOUS.SIT Try this on a friend — it's a scream!

142 GATEKEEPER.SIT Find/eliminate WDEF virus

141 SIREN.SIT Siren sound for SoundMaster

140 DISENFECT15.SIT Disenfectant ver 1.5

139 ADD.STRIP.SIT Reformat text files

138 KICKCAN.SIT Change Trash can icon

137 EZ.ENVELOPE.SIT DA envelope printer

136 MAC.ENVY.SIT MacEnvy ver 2.0

135 VIRUSDETECTIVE VirusDetective 3.1.1 DA

134 MAXFILES.SIT Powerful Disktop-like DA.

132 QUICK.CAT.SIT Quick Catalog, see browse description

131 SPEED.SIT Test your Macintosh

130 SCSIPROBE CDEV for checking SCSI Devices

129 VACCINE.SIT Disk/virus checker

128 PER.CAL.SIT Personal calendar creator

File area 20 - GIF Graphics

079 BLASTOFF.GIF Blastoff at the Cape

078 PARROT.GIF Colorful parrot

077 ORCHID.GIF Cone orchid

076 STEALTH1.GIF Close-up of the F-19 Stealth Bomber

075 SUNSET.GIF Lovely lass viewing sunset from beach

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SOFTWARE
VENTURES

Account with CheckMark

by Cindy Carter

So you have made it through another year — well, sort of. Is the trip to your accountant's office going to be a nightmare again this year? If your records are organized, congratulations. However, if you are like the typical small business, time has slipped away and once again your last year's resolution to be better organized has failed. You have a chance for this year. Check Mark, Inc. has produced three applications: Multi Ledger, Cash Ledger, and Payroll for the Macintosh Computer. Startup, small, and medium size businesses will applaud its integration of functions, ease of use and price tag. Applications available include General Ledger, Accounts Payable, Accounts Receivable, Inventory, and Payroll on either a cash or accrual basis.

Multi Ledger

This module contains the applications of General Ledger, Accounts Payable, Accounts Receivable, and Inventory for operating your business on an accrual basis. Set-up is quite simple and straightforward. Start anytime during the year and still be able to have your historical information entered. Passwords and profit centers are options. Modify the package's chart of accounts or create your own. Through the Ledger Interface, you set-up default posting categories used in certain transaction entry screens. Financial statements can be edited to change heading descriptions, range of accounts, and which accounts you might want to appear as one line summaries. Enter in your account and budget figures. Now to finish set-up, there are five

other areas that need to be addressed.

Customer and Vendor screens ask for the basic information. They can also be set-up to be used only one time and deleted at the end of the month as long as there are no outstanding balances. For your vendors you can set-up an expense account to serve as the default posting account. The system can support up to 1000 each vendors and clients.

When entering an item for inventory indicate the unit price, cost, quantity on hand, whether the sales is taxable or "commissionable" and what sales account is to be associated with the sales item. Set-up one to nine terms for cash, credit cards, or various discounts. Your salespeople can be paid commission based on either gross sales or gross margin at the assigned rate. That is it for set-up. The fantastic MAC interface makes it easy and of course once the information is in all data is retrieved through easy look up.

Data is entered into several different journals depending on its function. These journals are one of

- Item Purchases - Used to



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record purchase of items for resale.

- Customer Invoice - Use to record sales of items to customers and generate invoices.
- Payable Journal - Used to record purchases of products or services other than items for resale.
- Sales Journal - Used to record sales other than items to customers and to generate invoices.
- Vendor Payments - Used to record checks to vendors from Accounts Payable.
- Customer Payments - Used to record payments made by customers and to make deposits to the cash account.
- Disbursements Journal - Used to record checks for items not entered in Accounts Payable.
- Receipts Journal - Used to record deposits to cash accounts for items not entered in Accounts Receivable.
- General Journal - Used to record adjusting and automatic entries such as estimated depreciation expenses or bank reconciliation.

The bank reconciliation allows you to enter the month-end bank statement balance, prior outstanding total, and after you check the cleared checks, the current outstanding amount, revised balance, and ledger balances are automatically figured. Bank charges, voided checks and other miscellaneous charges appear on the screen as entries made to the cash account through the General Journal.

Reports can be sent to the screen printed and some made into graphs. Some can also be sent to text or SYLK files. There are a wide variety of reports available showing both detail and summary information. Mailing labels are supported.

You can use pre-printed checks, invoices and statements or by using the format feature customize your own. This is a feature not found in most packages costing many times as much. The only feature I don't care for is its inability to keep all months open throughout the year.

Cash Ledger

This module is used by businesses on a cash basis. Because it is cash basis you only have a few journals for recording sales, disbursements and adjustments. It operates in the same manner as Multi Ledger. Checks can be printed but not invoices.

Payroll

The first time I reviewed this module, I thought "it cannot be payroll, it is to simple!" If you already use an accounting software application but haven't found one for payroll, check this out. It can be used as a stand-alone module or integrated with Multi Ledger or Cash Ledger.

Beyond entering your basic company and department information, you are able to define deductions as well as other types of income. Each deduction and

income type can be fixed or variable and options as to how and what would be reported. Each employee can have up to three hourly rates and seven hour categories. Tax tables for Federal and States are already in and can be modified; a real plus and time saving feature.

Hours may be entered for both hourly and salaried employees. The entry screen resembles a spreadsheet with the seven different hourly categories across the top and the names of employees along the left side. You can enter information for your employees without flipping through several screens. Totals can be calculated, and reviewed before checks are printed. When your information is correct post to the General Ledger. Use pre-printed checks or customize to your own stock. Eight pay frequencies are available.

The export features allow your basic personnel information about each employee as well as earnings information to be pulled out and put into another file. The reports available are the normally accepted ones as well as mailing labels. Print out W-2 statements as well as your W-3 reconciliation for the year.

Check Mark, Inc. has created an excellent accounting solution for the small to medium size business with an attractive price tag. After entries, changes can be made prior to posting. You control when the information is posted after viewing the good audit trail. Another refreshing feature is their manuals. They are easy to read with little help notes in the margin. Classroom training is available in this area to help you get started. Most applications offering Check Mark's features cost \$395 per module not for the whole package.

Multi Ledger \$ 395 - General Ledger, Accounts Payable, Accounts Receivable, and Inventory

Cash Ledger \$ 195 - General Ledger and cash basis journals

Payroll \$ 295

Cindy Carter is President of Automated Accounting Solutions, Inc. of Silver Spring. She can be reached at 301-924-3502 if you have any questions.

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The Hewlett Packard LaserJet IIP Printer

With the advent of Adobe Type Manager and a number of printer driver software packages, it is now possible to connect your Mac to a number of non-Apple printers, including most of the Hewlett Packard models and their clones. But what's just as important, is being able to use these printers just as easily as any Apple product. I recently had an opportunity to try HP's latest little wonder, the LaserJet IIP which sells for under \$1,000.

The first thing that you notice about the IIP is its size. For comparison a LaserWriter II is 18.5" wide and 26.5" long, you can add another 12" to the length to get the paper tray out, and another 12" if you want to use the straight paper path (for envelopes). The LaserWriter II also weighs in at a unwieldy 50lbs. The LaserJet IIP is 14" wide and 16" long, add another 12" to feed in paper. When you consider the space needed for paper handling, the IIP even takes up a lot less room than an ImageWriter. The IIP also weighs in at a relatively petite 25lbs. In fact it's so light, I don't know why it doesn't have a handle. Care and feeding of the IIP is just as simple as with a LaserWriter. The front panel of the printer hinges down to deploy the Multi-Purpose Tray. This tray holds up to 50 sheets of paper of any width, or a half dozen envelopes. Alternately you can buy a Lower Cassette (~\$150.00). This cassette sits neatly under the IIP and does not add to its footprint, except to slide open the cassette, which holds 250 sheets of paper or a score of envelopes when using the envelope tray. Paper exits the printer face down on top of the printer, or face up onto a clip-on tray that sits above the Multi-Purpose tray. With the front panel down, a latch is revealed. Lift this latch and the whole front of the printer hinges down to reveal the paper path and toner

cartridge bay. Loading the included toner cartridge (additional cartridges are ~\$70.00) is just as simple as with a LaserWriter II, plus there is no separate cleaning wand. On the top front of the printer are six buttons used to configure the printer, and to control other functions including a self test. The self test page gives a complete readout of the printer's configuration, but lacks a page count. A small LCD display next to the buttons, shows the printer's current condition. On the back of the printer are separate parallel and serial ports. A covered slot on the side is for font cartridges, or a soon to be released PostScript cartridge (I'm not clear if this will be PostScript licensed by Adobe, or a clone). Internally there are two additional slots for extra memory modules. The IIP is a slow printer, with a rating of just 4 pages per minute, but has the same 300 dpi resolution of a LaserWriter and produces excellent blacks. The manual gives a 5,000 page per month duty cycle, half that of a LaserWriter II.

The IIP does not come network ready. But being a serial device, it is possible to add it to a network using Shiva NetSerial X232. This device is basically a serial port hooked up to an AppleTalk node, and would make the IIP available for Mac or DOS users on the net.

To connect the IIP to my Mac, I used MacPrint, version 1.2. This package comes with Chooser selectable drivers for most HP printers. Also included in this package is a cable with a DB-25 pin connector for the serial port of the HP printer and a min-8 pin connector for the Mac. I found that the IIP did not work with a standard modem cable. With the two machines connected, turn on the IIP, and follow the clear instructions in the MacPrint addendum to set up the printer. To prepare the

Mac, drag the IIP driver into the System Folder, then use the Font Mapper program that comes with MacPrint to create a font suitcase of the IIP's resident fonts. The Font Mapper can also create suitcases for font cartridges as well. MacPrint works with SuperLaserSpool 2.0, but I found that many times SuperLaserSpool would freeze up my Mac while working, in contrast to its normally transparent operation with a LaserWriter. MacPrint supports Letter, Legal, Executive and A4 paper sizes, in portrait or landscape orientations, and Commercial 10, Monarch, International C5 and International DL envelope sizes. MacPrint also supports the Lower Cassette tray, plus lets the user specify a letterhead page, and whether the printer should use the Lower Cassette, the Multi-Purpose Tray, or a manual feed for the letterhead page.

There are several ways text can be printed on the IIP. Sending a document that uses the internal fonts will produce a page in 40 seconds. The Mac actually frees up in about 10 seconds, but the paper handling of the IIP slows things down. Problem is that the internal fonts of the IIP are limited to Courier in plain, bold and italic (no bold-italic) styles, and only in 10 and 12 point sizes. There is also a font called Line Printer, a Helvetica-like face, available only in 9 point plain. Not a satisfactory situation for Mac users used to having a wide array of font choices. One solution is to buy a font cartridge which will maintain the quickness of the internal fonts while providing more choice. The other solution, and the one I prefer, is to use Adobe's Type Manager. This lets the IIP print any Adobe type face, (and other type makers fonts once Adobe has published their Type 1 specifications). I would imagine Apple Royal Fonts in System 7.0 would also work well with the IIP. Printing using ATM has two drawbacks. It's quite slow, a 1,000 character page took about 1:40 to print (again about 30 seconds was the printer handling the paper). This is not too much of a drawback, as MacPrint also supports resolutions of 300 dpi (high), 150 dpi (medium) and 75 dpi (low). Printing with the



medium resolution takes about the same time to print as using the built-in fonts, and looks better than all but the best dot matrix printers, making it quite suitable for proofing, or in-house circulation. The other problem with using ATM is that the IIP comes with only 512k of printer memory (as do all HP printers I think). This is insufficient to print an entire page at 300 dpi using ATM, unless you double space the lines on the page. The same limitations also apply to graphics such as a complex MacDraw document. Memory can be added to the printer in 1M or 2M increments up to a total of 4.5M. Memory for the IIP is not cheap since we're not talking standard SIMM's here. Ranges for a 1M upgrade are \$250-350, and for a 2M upgrade \$450-550 depending on whether you buy the upgrade from HP or a third party. A 1M upgrade is sufficient to print an entire letter sized page at 300 dpi, though I expect a 2M upgrade might be required to print an entire legal sized page at 300 dpi. Finally,

if you do not have ATM, MacPrint supports bit-mapped fonts, scaling down the 4X size for printing at 300 dpi. MacPrint comes with versions of Courier, Helvetica, Symbol and Times in extra large sizes for this purpose. The same limitations in speed and memory that apply to ATM, also apply to this method of printing, except there would be no infinite scaling of the fonts.

The paper handling of the IIP is very good. I've had no misfeeds during the time I've used it with a variety of paper stock from photocopier paper, to fairly textured 50lb bond. Envelope handling is the best I've seen. In printing over 100 envelopes I've had no misfeeds, while typically I've had 1 out of 10 misfeed in a LaserWriter, especially when using odd sized envelopes, or envelopes with a slick texture. Also I've noticed that on a standard LaserWriter the return address will print lightly due to the folds of the envelope near the corner, the IIP seems immune to this, also the IIP did not melt the glue of the envelopes, which would prematurely seal it.

The IIP and MacPrint worked quite well with every program I tried. This included Word 3 and 4, MacWrite and MacWrite II, WriteNow 2.0, FullWrite, MacDraw II, FileMaker, PowerPoint, Persuasion, KiwiEnvelopes 3, and even PageMaker 3.02. MacPaint prints only at 75 dpi as there are no smoothing functions available. The only exceptions were the programs meant for PostScript printers like FreeHand. FreeHand would produce a page, but grays would be dithered, and would be much darker than their PostScript counterparts.

The IIP is slow, does not come networkable and does not come with PostScript. But for the small office or single user with limited space, the IIP takes up very little room, is quiet even on standby, has excellent paper handling and produces sharp 300 dpi graphics. The IIP can use the same fonts as a LaserWriter II NT so you don't need to change fonts in a mixed printer environment and can work with DOS machines in a mixed machine environment. The IIP is an inexpensive printer, even optioned out with a Lower Cassette, 2.5M memory, a spare toner cartridge, MacPrint, and ATM with the 7 LaserWriter II type faces, the IIP costs under \$2,000 (under \$1,800 if you shop around). Or about \$500 less than the LaserWriter IISC which can't be networked and can't work with DOS machines. Plus I'll wager that the PostScript cartridge will cost around \$500. Which would make the IIP about \$1,000 less than the LaserWriter II NT.

My recommendation? If you need a personal laser printer for light duty, then check out LaserJet IIP. 🍏

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Ehman 44MB Drive

by Paul Heller

In my work, I find myself delivering fairly large quantities of data every few weeks, sometimes up to a few hundred megabytes at a time. I have several large external hard drives, and my arms and my patience were getting stretched by having to lug them to customer sites. That approach worked, but I figured there had to be a better way.

Those hard disks needed backing up on a frequent basis, too, and the time consumed in keeping floppy backups up to date was simply too great. There are some great backup programs for the Mac these days, but floppies are still floppies, and floppies are not fast.

The solution: a "SyQuest" type removable-cartridge hard drive. These drives are a fascinating cross between floppies (in appearance, at least) and fixed hard disks. The cartridges are hard drive platters in plastic cases, about 5.25" square and 0.5" thick. They pop in and out much like a Mac floppy, and they hold 44 megabytes apiece.

There are several manufacturers of the finished drives, but the mechanisms all come from the same source, so there's very little problem with compatibility from one manufacturer to the next. If you fill a cartridge on one brand of machine, the of being able to read it on another are pretty high, which is not only practical short-term but awfully comforting in case your manufacturer of choice were to disappear in a few years.

After having had a chance to play with a pair of cartridge drives for a few weeks, I decided that I just had to have one of my own. Checking the ads, I found that Ehman Engineering had dropped its cartridge drive prices to \$799 each, and I bought two of them, sight unseen.

Ehman's price is about 2/3 the price of its higher-priced competi-

tors, so you'd figure they must have cut some corners, right? The answer: yes, a little, but not in any performance-critical areas.

The drives arrived 21 days after I'd ordered them. They're a bit backlogged at Ehman these days—a lot of people are finding their prices too good to resist, it seems. They had warned me that there might be a 4-day back-order situation. They were right, 5 times.

The drives were shipped in very well padded boxes. Ehman warns you to keep the original shipping boxes; they won't honor the two year warranty (*eight times* longer than Apple's ...) unless you use their box to return the unit, and I don't blame them.

Each came with one 44 megabyte cartridge, and all cartridges were pre-formatted and ready to boot from. Interleave can be changed; as delivered, they're formatted for use on SEs, but you can reformat for a Plus or II if you want to maximize the data transfer rate. Carts formatted for one computer can be read on another with no difficulty.

The case is very attractive, designed to fit under a Plus or SE in a "zero footprint" configuration. Unlike some competitive units, the Ehman case is not tapered to give the Mac sitting on top an extra slant; personally, I prefer it this way. I've got four similarly-shaped boxes sitting on top of each other on the Mac II, and this way they sit squarely in a stack.

The only real surprise came when the time came to install the drives. The SCSI ports on the back are not the familiar 50-pin types we're used to seeing on Apple peripherals; they're the smaller 25-pin type, the same as the SCSI connector on the back of the Mac itself. The Ehman drives come with a 25-25 pin connector to plug directly into a Mac; if you plan to

daisy-chain the Ehman drives with other SCSI devices you should be aware of this plug difference, since it will mean that you'll have to be imaginative & either plug the Ehman drive in to the Mac, and the other units into the Ehman, or use a 25-50 peripheral cable "backwards" from the current last device in your SCSI chain to the Ehman.

The SCSI address is switch-selectable without opening the case. The drive is internally terminated; to remove the terminator you do have to remove the case. I didn't have to remove the terminators on either drive, fortunately.

The drives come with manuals and setup software, but as with many Mac products, it wasn't necessary to spend much time with the manuals, and the only software that's really necessary is an INIT that goes in your system folder to make sure the cartridges appear on the desktop when they're inserted.

I did spend a few minutes reading the manuals, and I'm glad I did, because they contain a few tips that will probably save time and money later. The key items:

a. You really shouldn't open the cartridges. Like laser toner carts, they have flaps that can be opened by hand, and you should resist the temptation to open or to blow into them. They're pretty rugged, but if you value your data you'll treat them with respect.

b. If a cartridge has been sitting in your mailbox for most of a cold winter's afternoon, you'll want to let it warm up to room temperature before trying to use it. I tested this by being a bit impatient when receiving the drives on a 15° December day; sure enough, the carts wouldn't mount until I let them warm up as recommended.

c. If you need to move the drive to another machine, turn everything off first. Plugging and unplugging power cords with switches in the "on" position is asking for trouble. I can attest to this, because I blew the power supply in another hard drive just a few weeks ago by plugging its cord, already plugged into the wall, into it while the switch was on. Pop, fizz, back to the factory. Likewise, don't attach or remove





SCSI connectors while the power is on. Good advice.

The drives, like all SyQuest units I've seen, are brisk performers. Seek time spec is 25 ms, and SCSI Evaluator clocked each drive at 24 ms, one on the II and the other on an SE. Data transfer rate is spec'd at 1.25 megabytes/second. The one on the SE replaces an old DataFrame 20XP, and the overall difference it made in the perceived speed of the computer is amazing.

Like all of the current SyQuest-based cartridge drives, the Ehman unit is set up so that you can't accidentally pop a cartridge out while it's still mounted, or bump the eject button on the front by mistake. To eject a cartridge, you drag its icon into the trash, then press the button on the front of the drive, then slide a little lever. Pop, and it's out, and you can push a new one in, slide the lever, and

start working with the new cartridge.

It's too soon to know how reliable the drives will be, but the SQuest mechanisms have developed a good reputation, Ehman estimates 30,000 MTBF (Mean Time Between Failures), and in any case the warranty is a comforting 2 years. There's a tollfree "800" number for technical support.

Ehman is gaining a reputation for quality products at low prices. How do they do it? One secret: locating the factory in Evanston, Wyoming rather than on either coast. Another: cutting frills without sacrificing performance.

The use of 25 pin connectors was the only cut corner I really cared about; I'd really rather have standard 50-pin connectors on the back so I could mix & match the drives more freely or quickly add

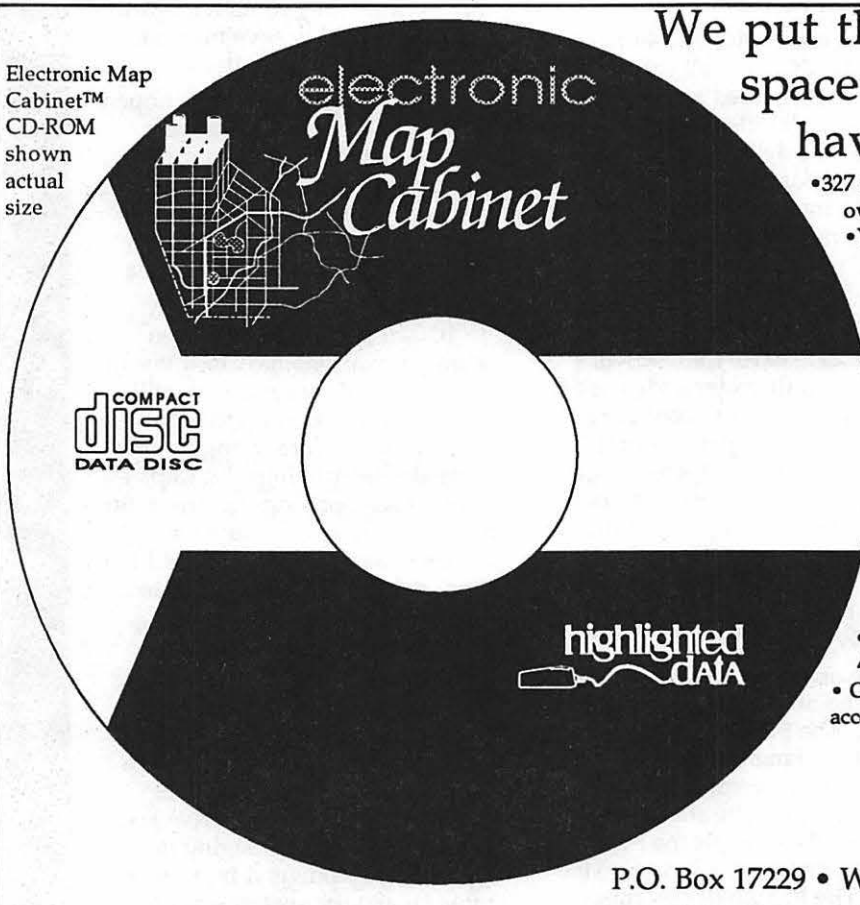
or remove a SCSI terminator when required. The price of the drives make up for this sort of thing, though, and it's a lot cheaper to go with the Ehman and its 25-pin connectors, adding a new cable or two if necessary, than it is to go with Ehman's more standard-issue but more expensive competitors.

The Ehman 44 Megabyte Cartridge drive is a great buy at \$799.00. Additional cartridges are available from Ehman or other vendors at prices in the \$99 range. These drives make a lot of sense, even as primary drives, and as backup devices they are so much faster than tape or floppies you'll wonder why you waited so long to get one. 🍏

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Print Shop

Thomas O'Hagan (301) 593-9683

Spreadsheets

General

Walt Francis (202) 966-5742

MagicCalc/SuperCalc 2.0

Leon Raesly (301) 220-0717

Terry Prudden

(301) 933-3065

Telecommunications

Allan Levy (301) 340-7839

TimeOut Series

Morgan Jopling (301) 261-3886

Utilities: ProSel

Barry Fox (717) 566-6709

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Dianne Lorenz (301) 530-7881

Leon Raesly (301) 220-0717

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A.D. (Bill) Geiger (703) 237-3614

Letter & Simply Perf

Leon Raesly (301) 220-0717

Mouse Write

Barry Fox (717) 566-6709

Publish.It!

Gary Hayman (301) 345-3230

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Peter Combes (301) 251-6269

Gene Carter (202) 363-2342

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Jon Vaupel (301) 593-3316

Word Perfect

James Edwards (301) 585-3002

Henry Donahoe (202) 298-9107

Word Star

Art Wilson (301) 774-8043

General

Barry Fox (717) 566-6709

General/PaintWorks+

Paul Tarantino (703) 455-7670

//e Upgrade

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Dale Smith (301) 762-5158

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Bob Sherman (305) 944-2111

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Barry Fox (717) 652-2899

VIP-Pro/Multiba

Jim Frison (703) 525-9395

816 Paint/Writ'rs Ch.El

Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives, AppBuddy

(515) 294-5727

Paul Tarantino (703) 451-7670 (before 10P)

Neil Laubenthal (703) 691-1360

Fred Tillman (703) 503-8895

A.D. (Bill) Geiger (703) 237-3614

Bill North

- Hotline is for club members only.
- Remember these are volunteers: be courteous; ask for help, not for a job to be done for you.
- Respect all telephone restrictions where listed—no calls after 10:00 PM except where indicated.

Beagle Buddies

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Ray Settles (Annapolis) (301) 647-9192

W. T. Cook (Columbia)

Gary Hayman (Greenbelt) (301) 345-3230

Lee Raesly (Adelphi) (301) 220-0717

Harvey Kaye (Bethesda) (301) 299-8994

Allan Levy (North Potomac) (301) 340-7839





David Page (301) 599-7630

VIRGINIA

Kenneth De Vito (Alexandria) (703) 960-0786

Neil Laubenthal (703) 691-1360

FEBRUARY

- 1 Thursday
 - 7:00 PM Columbia Slice Columbia
 - 7:30 PM GameSIG office
 -  Editorial Deadline—March Issue
 -  Ad Copy Deadline—March Issue
- 5 Monday
 - 7:30 PM PI-SIG office
- 7 Wednesday
 - 7:30 PM dPub SIG PEPCO
 - 7:30 PM Mac Programmers office
- 8 Thursday
 - 8:00 PM StockSIG office
- 10 Saturday
 - 9:30 AM Annapolis Slice Anne Arundel Co.
 - 9:30 AM Frederick Slice Frederick
 - Music SIG Call
- 14 Wednesday
 - 7:30 PM Board of Directors Meeting office
 - 7:30 PM Database SIG/4D Computer Factory
- 21 Wednesday
 - 7:00 PM WorksSIG office
 - 7:30 PM Excel SIG office
 - 7:30 PM Fed SIG Call
 - 7:30 PM HyperTalk SubSIG Arlington
 -  Writers' Deadline—April Issue
 -  Ad Space Deadline—April Issue
- 22 Thursday
 - 7:30 PM Business SIG office
- 24 Saturday
 - 8:00 AM Apple Iigs SIG Call
 - 8:00 AM AppleWorks Sig Call
 - 9:00 AM WAP General Meeting Call
 - noon HyperCard SIG Call
 - noon Telecom SIG Call
- 28 Wednesday
 - 7:30 PM AV SIG Call
 - 7:30 PM Apple III SIG Call

Note the changes in deadline dates for the Journal articles and ads. We are shifting to a more accelerated schedule in order to be sure that the Journal gets into your hands before the monthly meeting date.

Until now, the Editor has had no problems with premature hair loss. That situation appears to be changing.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at the Uniformed Services University for the Health Sciences Building B, affectionately known as USUHS. It is located at 4301 Jones Bridge Road on the campus of the National Naval Medical Center in Bethesda.

Come as early as 8:30 AM to join, buy public domain disks, pick up your monthly WAP Journal. 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 after the meeting begins at noon.

Meeting Notices

Annapolis Slice 2nd Saturday; Anne Arundel Community College - Careers Bldg. Lecture Hall, Arnold, MD, 9:30 AM.

Apple Iigs SIG Apple IIGS SIG (normally) the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and (NEW) NIH (building 31) in Bethesda at 7:00 PM. (February meeting Dolley Madison, February 26.) Call Gary Hayman 345-3230 for information.

Apple III SIG 4th Wednesday; WAP office, 7:30 PM.

AppleWorks SIG just prior to the regular WAP meeting at 8:00 AM in the USUHS cafeteria or other meeting room.

AV SIG (arts and video) 4th Wednesday; 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 2nd Wednesday; Computer Factory, Silver Spring, 7:30 PM. May be subject to change; call Eric Gutsche to confirm, (703) 379-1265.

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

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.

February

SU	MO	TU	W	TH	FR	SA
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28			

Meeting Notices

Frederick Slice 2nd Saturday; at the library at 110 East Patrick St., Frederick, 9:30 AM.

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

HyperCard SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon.

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

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

MusicSIG 2nd Saturday; call Bill Bittle, 236-9898 for location and times.

NeXT SIG meets monthly. Call Hugh O'Neill, (202) 328-9510.

PI-SIG (Programmer's Interface) 1st Monday; WAP office, 7:30 PM (except for Monday holidays). Call office for information on January meeting.



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

Telecomm SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon.

Tutorials are held in the WAP office and at the Fairlington United Methodist Church, Rt. 7 and 395, Alexandria. Call the office for the location of any you wish to attend.

WorksSIG 3rd Wednesday; WAP office, 7:00 PM.

MARCH

- 1 Thursday**
 - 7:00 PM Columbia Slice Columbia
 - 7:30 PM GameSIG office
 -  Editorial Deadline—April Issue
 -  Ad Copy Deadline—April Issue
- 5 Monday**
 - 7:30 PM PI-SIG office
- 7 Wednesday**
 - 7:30 PM dPub SIG PEPCO
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 - 9:30 AM Annapolis Slice Anne Arundel Co.
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- 22 Thursday**
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 - 8:00 AM AppleWorks Sig Call
 - 9:00 AM WAP General Meeting Call
 - noon HyperCard SIG Call
 - noon Telecom SIG Call
- 26 Monday**
 - 7:00 PM Apple Iigs NIH
- 28 Wednesday**
 - 7:30 PM AV SIG Call
 - 7:30 PM Apple III SIG Call

March

SU	MO	TU	W	TH	FR	SA
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Macintosh

General

Jeff Alpher to midnight (301) 630-2036
 Bob Wilbur (703) 379-2960
 Donald Schmitt (717) 334-3265
 David Gursky (703) 522-8345

Art & Video

Nancy Seferian (202) 333-5817

Borland Products

Doug Ferris day only (800) 826-4768

Databases

Fourth Dimension

Bob Pulgino (301) 474-0634

FileMaker II

Tom Parrish (301) 654-8784

Helix

Jim Barry to midnight (703) 662-0640
 David Gursky (703) 522-8345
 Harvey Levine (301) 288-9380

MS-File

John Love (703) 569-2294
 John Spencer (301) 730-1084

Omnis 3 & 3+

Paul Tabler (703) 278-8657
 Jeff Alpher to midnight (301) 630-2036

OverVue

J.T. Tom DeMay, Jr. (301) 461-1798
 Tom Parrish (301) 654-8784

Pro-Cite

Elizabeth Mangan (703) 750-2710

Desktop Publishing

General

Frank Potter bef. 9 pm (703) 620-8886
 Jay Rohr (301) 655-0875

ReadySetGo

Jim Graham (703) 370-5737
 Marty Milrod (301) 464-5981

Graphics

General

Bill Baldrige (301) 779-8271
 Jay Rohr (301) 655-0875
 David Gursky (703) 522-8345

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Ling Wong (703) 378-5102

Canvas

David Gursky (703) 522-8345
 Bill Baldrige (301) 779-8271
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MacDraft

Bob Wilbur (703) 379-2960

MacDraw

Tom Berilla (301) 434-3256
 Tom Parrish (301) 654-8784
 John Spencer (301) 730-1084

HyperCard

Holger Sommer (301) 474-3467
 Rick Chapman (301) 989-9708

Inside Mac

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

Languages

Pascal

Michael Hartman (301) 445-1583

Machine

Ray Hobbs (301) 490-7484

MS BASIC

John Love (703) 569-2294

MacMoney

Chuck Sicard (301) 963-2879

MacProject

Jay Lucas (703) 751-3332

Spreadsheets & Graphics

General

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 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (703) 750-9449

Excel

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 Mark Pankin (703) 524-0937
 Jim Graham (703) 370-5737
 Dick & Nancy Byrd (703) 978-3440
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (703) 750-9449

MultiPlan

John Boblitz (301) 356-9384
 John Love (703) 569-2294

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 David Gursky (703) 522-8345

MacTerminal

David Gursky (703) 522-8345

Versaterm

David Gursky (703) 522-8345

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 Tom Parrish (301) 654-8784

Word Processors

Word

Marty Milrod (301) 464-5981
 Harris Silverstone (301) 435-3582
 Tom Cavanaugh (703) 750-9449

WriteNow

Bill Baldrige (301) 779-8271

WordPerfect—Mac

Curt Harpold (202) 547-8272

General

Franklin & Laser 128

Bob Martz (301) 795-5689

Games-Apple II

Charles Don Hall (703) 356-4229
 John Wiegley after 2:15 (703) 437-1808

IBM

Ray Hobbs (301) 490-7484
 Leon Raesly (301) 220-0717

Math-OR Appins

Mark Pankin (703) 524-0937

Modems-General

Allan Levy (301) 340-7839

Hayes Smartmodem

Bernie Benson (301) 951-5294

Practical Peripherals

Allan Levy (301) 340-7839

Music Systems

Ray Hobbs (301) 490-7484

Printers-General

Walt Francis (202) 966-5742
 Leon Raesly (301) 220-0717

MX-80

Jeff Dillon (301) 662-2070

Stat Packages

David Morganstein (301) 972-4263

Stock Market

Robert Wood (703) 893-9591

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Frederick Apple Core Help Line

Please limit calls to reasonable evening and weekend hours and never after 10 P.M.

Oscar Fisher	(Frederick) 694-9237	Apple II
Dick Grosbier	(Frederick) 898-5461	Apple II, GS, & Mac
Harold Polk	(Frederick) 662-6399	Apple II
Tony Svajlenka	(Frederick) 694-6209	Apple II
Doug Tallman	(Frederick) 663-3268	Mac
Scott Galbraith	(Monrovia) 865-3035	Apple II & GS
Stephen Hadley	(Mt. Airy) 831-5353	Mac
R. Carl Myers	(Smithsburg) 824-7122	Mac & GS

A Couple of Programs from Quality Computers

by Bob Oringel



I would like to add some more kind words to the comments made by Lee Raesly in the September '89 Journal about RepairWorks. It is one of two programs that I recently spent some time with, the other being EasyDrive. Both programs are from Quality Computers of Grosse Pointe, Michigan.

RepairWorks 3.0, the latest version, is a utility program which will repair damaged AppleWorks word processor and database files. It does not claim to, nor will it repair spreadsheet files. Programs do crash, and we wind up with data disks with damaged files and blocks. RepairWorks to the rescue, in most cases. If you get the message, "Getting errors trying to read," try RepairWorks. But be aware, RepairWorks cannot repair a file that does not appear in the catalog or whose directory is damaged. Damaged directories must be fixed with a disk repair utility. The docs for RepairWorks suggest that if the program doesn't work successfully the first time, try it again.

RepairWorks was written by Gary R. Morrison, PhD, who in my estimation ranks along with Alan Bird, Bob Lissner, and Randy Brandt, one of that small band of super-programmers who have made our Apple IIs the wonderful tools that they are.

RepairWorks is menu-driven, and the first item on the Main Menu is "Repair a File." Choosing that option, the program lists your AppleWorks WP files available for repair, and you choose the damaged file by highlighting it. Press Return, and the program goes to work. There are two choices of re-creation available. It can either create a new AppleWorks file, or it can create an ASCII text file. There is also a choice of where the

recovered file will be written. Choose another disk! I tested the program on two disks with bad AppleWorks files that have been lying around uselessly for ages. Although I had re-created the files by rewriting the text, sending the files through RepairWorks did the job perfectly.

As to database files, RepairWorks attempts recovery by writing an ASCII text file which you can then use to create a new database file. The program comes with a 28 page manual which clearly explains its operation.

The second program from Quality Computers is version 1.5 of EasyDrive and this is not a review, but a description.

Its package includes a 71-page, loose-leaf book with three appendices, titled "Beginning with ProDOS 8 & 16," by Morrison and Steven M. Ross. It is found in the same loose-leaf binder as the EasyDrive documentation. This is a well-written short treatise explaining how ProDOS works.

EasyDrive is a storage management system for a hard drive. It self-installs on the hard drive, it automatically installs a whole raft of Apple software through an included database of installation scripts, it launches installed programs, it performs utility functions like copying, renaming or deleting, provides hard drive backup, a hard drive optimizer which will defragmentize files, and finally, provides an indexing utility which will make a list of files on the hard drive in sorted order and indexed by subdirectory. It too is accompanied by a clearly written instruction manual. I was unable to test this program because my system does not include a hard drive.

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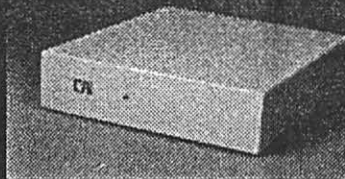
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You write 'em (part one)...

by Ron Evry

It has been pretty well established by now that home computers are multi-faceted machines. All a user need do is dream up a function and go buy the appropriate software for the job. The shelves of the stores are crammed with software promising to make the computer your servant. Just put up the cash, take it home and boot it up. No muss, no fuss. In our mass-merchandised, instant gratification-oriented culture, the availability of a wide spectrum of ready-made applications has been almost solely responsible for the home computer boom.

By and large, the average computer user has been pretty well-to-do; usually able to afford software in the three-figure price range. And for years, the price of most software has reflected this wealthy market. The rule of thumb at Apple Computer has always been "perceived value" as opposed to cost-based pricing.

A case in point to consider is a tale of two software developers. One had an idea for a terrific arcade-style game, the other dreamed up a business application that would save corporations hundreds of thousands of dollars. Both programs took the same number of months to complete. The wholesale cost of putting the programs on disks and packaging them were virtually identical. Allowing for some variance in advertising the two programs to radically different markets brought the game's cost to about three dollars and the business program to six. The game could possibly be marketed for forty or perhaps fifty dollars — no more. There is a limit to how much the public will pay for diversions. But the business package could easily be retailed at four or five HUNDRED dollars, based on the fact that it has a value to the user of thousands of dollars saved!

To many people, time is money. A busy executive earning thousands of dollars a week has little precious time to spare on computer programming. But there are many of us who would like to save a few dollars, and perhaps have a few spare hours a week to devote to thriftiness. The new breed of computer user is one who scraped together enough cash to put a machine in his or her home, and does not have the wherewithall to pick up commercial programs on a whim. And judging from some of the horror stories one reads about some programs, purchasing even high-priced software can be a gamble. But the thing to remember is that virtually every piece of software you can buy was created on a computer pretty much like the one sitting on YOUR desk!

The next few editions of this column will explore the world of writing your own programs — don't flinch! It is not nearly as difficult as you would think. Of course, you are not going to pick up assembly language in a few spare moments, but you really don't need to. In fact, if you can copy text from magazines and books, you will have thousands of programs for your computer at your disposal — all for FREE!

There are a number of magazines that feature type-in programs. All that you need to do is copy the programs line for line and SAVE, usually on a disk with BASIC.SYSTEM (but not always!). While there once were dozens of magazines that offered copyable Apple programs, the pickings have slimmed down a bit. The best of these magazines is Nibble, packed with more programs per issue, on a consistent basis, than any other journal. The programs range from simple one- and two-liners to multi-part marathon type-ins comparable to some of the best commercial products.

My suggestion to the beginner is to start with the one- or two-liners, then tackle some of the harder ones. Get a FEEL for how the programs work as you type them and run them. Eventually, you will find yourself attempting to modify and debug programs. After typing in a few, you will begin to get some ideas for programs that you want to write yourself, from scratch. And that is when you will be glad you're in the Apple II world, where you can attempt such things and accomplish them.

Many libraries have back issues of Nibble available, as well as some of the older magazines that used to print fine type-in programs. Back issues of Compute magazine used to have type-ins for the Apple, as did the late, lamented Family Computing. An occasional program can be found in back issues of InCider and A+ magazines. Generally speaking, the older issues are better than the more recent ones for this sort of thing. A rare treasure for keyboard copyists is Softalk magazine. Forced out of business by very short-sighted people, this gem of a journal had everything an Apple owner could want, including incredibly good type-in programs and tutorials to go along with them.

Besides libraries, you might want to haunt thrift shops, flea markets and yard sales for these magazines. They can usually be picked up for a song, and even the oldest of them only go back to the early '80s. You can also find a nice magazine collection at the Pi office, where members are welcome to browse. That's what they are there for! While you are there, you may want to check out some of the type-in programs in the WAP Journal back issues. Some of them are terrific!

Next issue, we will explore some of the best books featuring type-in programs (of course, you will find many gathering dust at the public library), and I will even include a few one- and two-liners for you to try. Until then, don't spend one cent more than you have to on anything! 🍏



Facemaker - A Review

by Phil Shapiro

In the past 20 years psychologists have come to recognize creativity as an important facet of intelligence. This enlightened new view of creativity significantly expands the classical view of intelligence, which emphasized computational and analytical skills as the hallmark of intellectual development.

The new thinking on creativity also goes beyond the age-worn dictum that creativity is a gift, handed out in tidy packages at birth. The modern view is that creativity can be learned, just as any other cognitive skill can be learned. And, once learned, creativity can be one of the most powerful tools in our cognitive arsenal.

To "learn" creativity, children must be given ample opportunities to exercise their creative powers where each of their individual choices is celebrated as a product of their rich imaginations. With positive reinforcement at an early age, children come to appreciate the awesome creative powers of their imaginations. In later years they can tap into these powers of the imaginative mind when solving the everyday problems they will face at home and at work.

Microcomputers can play an important role in helping children learn about the delights of the imaginative mind. At a young age children can learn to create and manipulate objects and icons on a computer screen. They can print out their creations, with all the fanfare of a dot-matrix printer; or save them to disk, to be reincarnated at a later time. Not only do these activities help children gain a sense of mastery over their environment, but they intoxicate the imaginative mind with its own astonishing powers.

Even pre-schoolers can partake of the feeling of being a Homo Fabricus: a human being who

makes. A builder. An artisan. An engineer. A craftsman.

Several software programs serve to foster this area of the mind. Print Shop, by Broderbund, is a classic creativity tool, giving both children and adults a powerful means of self-expression. Another program that delights and tickles the imaginative mind is Facemaker by Spinnaker.

Using no more than the space bar and the return key, children construct fanciful faces from a palette of ears, noses, mouths, eyes, and hair. (New versions of the program also allow a small body to be appended below the neck.) The idea here is similar to Mr. Potato Head, the plastic childhood toy found in homes across the land. But Facemaker goes further than Mr. Potato Head. Much further.

Because once a face is finished being constructed, then the fun really begins. The program gives you the option of animating the face, or playing an involving "Simon Says" memory game with the face.

You'll probably want to play with animating the face before you jump into playing the memory game. Knowledge of how the face looks and sounds when animated is an important pre-requisite to fully enjoying the memory game.

Animating the face is as simple as pressing the letter corresponding to the appropriate command. Pressing W will make your new face wink, for example. You can also make it cry, cross its eyes, smile, frown, move its tongue, wiggle its ears and dance.

Each animation lasts a few seconds and is accompanied by a unique short jingle. For example, the "cry" animation is accompanied by a sad-sounding jingle, and the "smile" command is accompanied by a short happy-sounding

jingle. The dance command has the longest and most musical jingle.

The funnest part about building and animating a face is the joy of experimenting with different combinations of body parts and commands. You can easily mix and match ears, eyes and noses to arrive at a variety of different creatures.

Younger children enjoy making the face as fierce as possible. It's easy to make the face look pretty wacky, but not so fierce as to cause nightmares. If you have a color monitor, some of the hair combinations are rather vivid: blue, neatly combed hair is one option; multi-colored, spiked hair is another. Kids shriek with laughter upon seeing some of these.

The easiest place to start experimenting is with the different bodies that go underneath the face. Here's a list of the eight choices: 1) ballet dancer, 2) man with dog, 3) jack-in-a-box, 4) baby, 5) swordfighter, 6) grandmother in rocking chair, 7) astronaut, 8) robot.

Each body dances differently with the "dance" animation command. Some of the dance sequences are simply delightful: the swordfighter does a Soviet-style sort of dance; the grandmother dances by rocking in her chair; the little dog dances in the man-with-the-dog body.

But wait, there's still more. You can still put "extras" on your face, such as a masquerade mask, a pair of glasses, earrings, bow-tie, hat and mustache. Children love adorning the face with inappropriate extras. First they'll put a mustache on the ballet dancer, and then earrings on the swordfighter. Then they'll put glasses on the robot, and a masquerade mask on the astronaut.

Note: these extras are lots of fun, but you may want to remove them when you get to playing the memory game later on. Sometimes the extras cover up the animation, making it difficult to see what's happening on the face.

Younger children enjoy the building of the face as the best part of the program. Older children, however, should be urged to try out the memory game. It's a tough



game that requires a great deal of concentration. The first few times you ought to play along with the child to help them gain confidence and technique.

The memory game is played the same way as the popular, handheld Simon game. The object is to remember and repeat an ever-growing random sequence. However, in the Facemaker game, instead of repeating colors and tones, you repeat the letters of the animation commands.

Here's an important tip, though. All the letters for the animation commands are clustered together at the left-hand side of the keyboard. Even a pre-schooler can find the appropriate letters, once he or she has had a little practice.

The longest animation sequence of is 16 segments long. This makes it a difficult, but not impossible challenge. By playing the game with a friend, it's possible to pool your concentration skills to reach the longest sequence.

The final activity on Facemaker is the printing of the face. You can print the face on the Apple Scribe, Imagewriter I and Imagewriter II printers. Unfortunately, you cannot print the face on a non-Apple printer. Also, the face is always printed in black-and-white, even if

you have a color ribbon in your Imagewriter II.

These limitations notwithstanding, the face prints out quite nicely on the Imagewriter printers. Before printing the face, children have the option of typing in a short description to be printed alongside the face. Younger children can dictate such a description to you. Older children will enjoy typing in the description themselves.

Facemaker is a classic in the field of educational computers. Yet, it has a few minor flaws worth mentioning. First, the documentation is a bit skimpy. The entire documentation is contained on a small, four-paged flyer. While there is much to be said for brevity in this world, it sure would have been nice to see fuller instructions.

The best educational programs give suggestions for supporting activities away from the computer, and explain in more detail the educational benefits of the program. In other words, the documentation gives the bare instructions for using the program, but could go a lot further in explaining all the subtle nuances in using the program.

One other small flaw in Facemaker is that the program automatically goes into a demonstration

mode after the start-up screen. To get to the main menu, you have to forcibly hold down the return key. The cryptic message, "Press return to skip demo," is unlikely to be intelligible to the uninitiated. And young children don't like the idea of having to "skip" anything, even if it is a non-participatory demonstration of the program.

Truth is, no-one has the patience to sit through a demonstration of how Facemaker works. The great appeal of the program is participating in the making of a face. Parents and teachers can quickly give children a demonstration of how to build a face. From then on you literally have to pry the kids away from the computer.

One final point. Older versions of Facemaker (pre-1986) have inferior graphics to the current version. Make sure if you buy a second-hand copy of Facemaker to get the current "Golden Edition."

Facemaker runs on any 64K Apple II, including the Apple II+, IIe, IIc, IIGS, and IIc+. A color monitor is not required. It is published by Spinnaker Software Corp., One Kendall Square, Cambridge, MA 02139. 🍏

Phil Shapiro develops educational software and teaches computers in elementary school.



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The Finder Path and the IIGS

by???

In 1984, Apple Computer Inc. changed the face of desktop computer interfaces forever with the introduction of the Macintosh. It was not radically different to those on the forefront of computer interface research, it's just that Apple was the first to mass market the concept successfully.

What Apple owners know as the Finder and its associated mouse menu accouterments has had a far-reaching impact on the microcomputer and workstation markets in general, and even the development of the company's own Apple II line.

Until the introduction of GSOS 5.0, Apple IIGS users generally avoided the Finder for the same reasons as microcomputer "power users" early on dismissed the Macintosh: it was slow (having to display all the graphic information, from exploding windows to thermometers) and it used valuable (and expensive) memory.

While Macintosh owners got one megabyte of random access memory (RAM) beginning with the Mac Plus, IIGS owners were first saddled with a measly 256K, and had to buy a memory card to take full advantage of the GS's capabilities. Then Apple provided a memory card with 512K on it, and in 1989 announced that 1M will be delivered with new GSs for the same base price.

Why the Finder?

Computer interfaces are like any other personal preference: you either like them or hate them. I've heard many complaints about the Finder, but the least intelligent is the assertion that it is for the illiterate masses. There are people even today who continue to believe this, usually people who make a living by keeping the operation of your desktop computer a mystery!

The truth is, "The rest of us" are just too busy with our other work and home responsibilities to learn long pathnames and arcane non-words associated with command-line microcomputer interfaces or pay computer consultants to tell us how to make our computer do what we know it can do.

Apple Computer has gone far in proving that it is committed to the Apple II line with GSOS 5.0. Now that the GS standard is up to 1M of RAM, the latest version is almost identical to the Macintosh interface, including the addition of lower case letters in volume and file names, utilization of data and resource forks for files, and a respectable implementation of Apple's Quickdraw graphic description language.

In fact, GSOS, now at version 5.0.2, has a few features not present in the Macintosh Finder. While Macintosh System 7 will surpass GSOS in its sophistication tenfold, these features may be a glimpse at what Mac owners may find in their new Finder.

My experience comes from using the Macintosh Finder, not Multifinder, which may have features that I'm not familiar with. I also refused to spend the money for new user manuals that came with versions 4.0 and 5.0, so there may be some undocumented features I'm not aware of (Hey — another reason I use the Finder is because it's free). And, as there are inits and cdevs to do everything but butter your bread, there may exist such animals to perform some of the functions I will describe.

The GSOS Finder has extensive on-line help. By accessing "Help..." in the desk accessory menu, you can get more information on dimmed menu commands, saving window sizes and positions, selecting icons, disk copying

options, moving inactive windows and file copying options. From the latter, for instance, you can learn that you can choose to replace all, one or none of duplicate file names before the file copy take place by holding down the option key while dragging the files or folders to their destination.

One of the most elegant features that has been present in GSOS since version 4.0 is one of the simplest. When presented with a list of documents and folders to open in the familiar dialogue box, pressing a letter key will take the cursor directly to the first file in the list starting with the letter. That is, if presented with a list of instruments in an orchestra in a music program, and you wanted to use the digitized xylophone sound, you would just press "x" rather than scroll through the entire list.

In our household, where the power user is a second-grade student, one of the more valuable features is the ability to turn off the Finder's practice of saving window size, position and "view" (icon, small icon, name, etc.) information as windows are opened and closed and applications are launched. The function is found under the "Preferences" menu item, and appears as a check box for "Save Finder Information Onto Disk."

On a Macintosh, small, unsteady hands rearrange windows permanently. And should you commit the unforgivable sin of turning off your computer without properly shutting down, the next time you turn it on there may be so many windows open you'll be blinded to the desktop. Not so with the ability to turn off all the Finder file saves.

Once arranged just the way you want them, your personal window defaults will be viewed just the way you want them whenever you turn on the computer or quit an application. The GSOS Finder conveniently allows you to override whatever you have the preference set at by holding down the option key while closing a window.

Another preferences option allows you to choose to show "hidden" files, such as those that



store window positions. If you're morally against allowing hidden files to lurk undetected on your disks, at least now you have a choice.

Another nifty feature in GSOS is the ability to deactivate DAs and inits. It is rumored that the Mac's System 7 will do away with Font/DA Mover and will use the same method for loading fonts and DAs that the GS does — merely drag them into a Fonts or Desk.Accts folder. Using the "Get icon info" menu selection, you can cut down on your DAs without having to archive them and actually delete them from your disk. Yet another GSOS function facilitates copying volumes. By dragging one volume over another, GSOS allows you the choice of copying all files and folders onto the destination disk, whether to overwrite any files and folders with the same name, or

simply to replace the contents of the destination disk with the source. In the Macintosh Finder, the latter is the only choice.

A great timesaver that Mac owners will surely see in System 7 is a dialog box of file copy options. When file copying, if the GSOS Finder encounters a file with the same name, you have the choice to not replace the old file with the new file, replace only that file, or replace all files with the same name. When updating folders with documents or other data in them, this is indispensable as you do not have to confirm the replacement of each item as they are copied. In GSOS, you can get to that dialog box before the Finder encounters duplicate file names by holding down the option key while dragging the files to their destination.

While Apple has made great strides in bringing the power and

ease of graphical user interfaces to the people, there is still much more that can be done. WordPerfect GS has an ingenious innovation on the standard dialogue box. Whenever presented with a question requiring a yes or no ("Save Document?"), you can press the "y" or "n" key instead of using the mouse pointer. This method can be applied to many situations on the Mac and GS, and like command keys, are a grand timesaver.

Advancements will continue to occur in user interface techniques. Touch screens may someday make mice obsolete, and multitasking systems may eliminate desk accessories, but one Apple metaphor will stick: generations from now, whatever you see when you aren't looking at an application window will probably be referred to as a desktop. But it took the Finder to get there. 🍏

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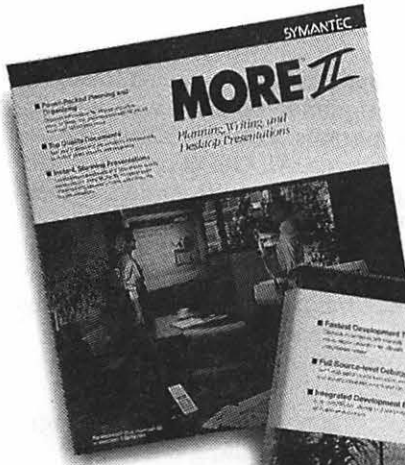
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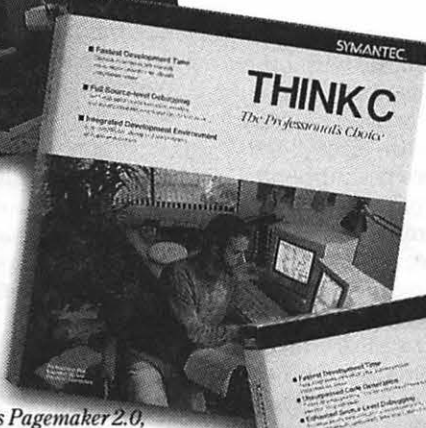
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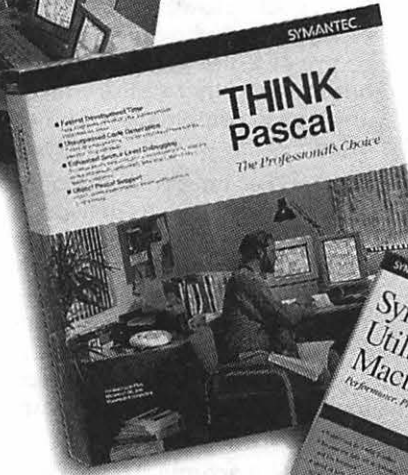
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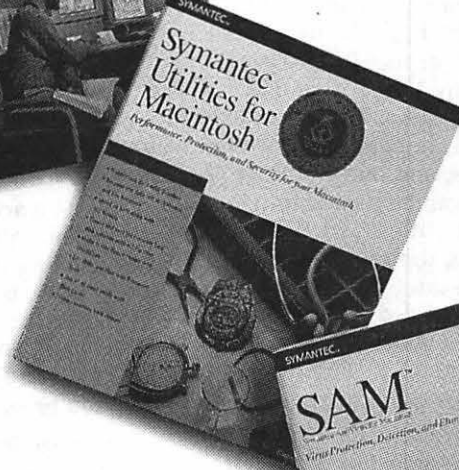


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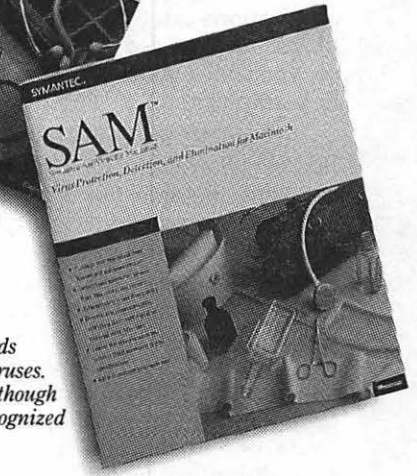
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geoFile: a review

by Ron Evry

Some months back, I reviewed geoPublish, the powerful, icon-based desktop publishing program from Berkeley Softworks. Since then I have acquired the entire GEOS collection of programs for the Apple II line. These include the GEOS base package (featuring geoWrite, geoPaint, geoSpell and geoMerge), geoCalc (a powerful graphical-based spreadsheet and chart maker) and geoFile, which we will examine here.

GEOS stands for "Graphic Environment Operating System." All GEOS programs feature the famous Macintosh style "WIMP" interface (Windows, Icons, Mouse and Pointer), especially designed for use on any 128k Apple II or compatible system. The entire line of software is integrated, much like AppleWorks, and one GEOS application can be pasted into another with little effort. Unlike AppleWorks, though, all GEOS applications can easily be displayed and printed out in a variety of type styles with custom layouts and graphics.

In geoFile, the people at Berkeley Softworks have taken the database, the oldest of computer applications, and added zing to the tedious tasks of filing and sorting information. Essentially, all a user needs to do is draw various sized boxes on the screen to put information into. The boxes can then be labelled and formatted to be grouped in a variety of custom "indexes." By placing the boxes (actually called "fields" in geoFile) side by side, and eliminating borders, multiple fields can appear to be in the same section. Each field may be labelled in type, or invisibly. An entire series of logical formulae is available for individual fields or various combinations of them.

Of course, there are a range of font types included with the package, but I should give a word

of caution here: unlike with other GEOS applications, users with a single disk drive or with no extra RAM are stuck with "BSW," the default font. There is simply no room to place geoFile on the same disk with a different font and a created file. However, every typeface, including the default, can be presented in boldface, italic, outline and other styles, either alone or in combination with each other.

Another important use of geoFile is as a "forms generator." This application gives the user the ability to design and print out custom forms and contracts. As an added bonus, information entered into a paper form can later be copied directly into an on-screen form that is identical in appearance!

geoFile accepts AppleWorks databases with ease, instantly transmuting them into graphic arrangements, which can be altered to suit the user. Any die-hard Visicalc owners out there who need to transfer a DIF file to GEOS will find it a breeze, as well.

In programmer's jargon, making a large program fit into as small a memory space as possible is called "bumming." This is not a derogatory term (at least not in the Apple II world). In fact, most

Apple II software seems to be designed to do more with less than programs written for any other machine. All GEOS programs are masterpieces of bumming. When I demonstrated some of them to a friend who owns an IBM, he was quite amazed! "To run a program like this on an IBM," he said, "you would need at least 640k, and perhaps even a hard drive!" he said.

GEOS has brought the 16-bit style of computing to the 8-bit world. As proof of that, get a hold of a copy of the January issue of A+/inCider magazine. In it you will find an article demonstrating how to use the fine features of AppleWorks GS to balance your checkbook with style and pizzazz. With a few minor changes here and there, this article makes a great geoFile tutorial as well! The entire layout demonstrated in the article can easily be produced in your 8-bit machine with geoFile. Perhaps even more can be done if you have the imagination. Certainly, geoFile is more than just a "file cabinet" type of program. It can be the key to unlocking your own potential abilities. Wow!

Soon, I will be reviewing geoCalc, the spreadsheet and charting program. I am considering starting a users group for Apple GEOS owners. If there are any of you out there interested in this project, please drop me a line, care of the Journal, or post a message to me on the Desktop Publishing board of the TCS. 🍏

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*The Apple II and Mac Shake Hands*

Graphic Glasnost

by Gary Hayman and David Kreisberg

If the United States and Russia are mending fences, it is only sensible that the Appletonians and Macovites do the same. In the spirit of cooperation, we are pleased to report that in the past month great strides have been made and success has been obtained.

It was earlier learned that the KGB (Keep Graphics Beautiful) arm of Pravda - er, the Washington Apple Pi Journal, was looking for Apple II graphics for publication. Other than receiving such graphics via diplomatic pouch, and either using high tech spy scanning or cut and paste techniques, graphics could not be transmitted to The Committee Station (TCS — Tele-Communications System) via modem in a form that could be translated easily.

Our mission — and we accepted it — was to find a way to get Apple II graphics to the KGB people via the TCS.

At first it appeared easy. Our spies said to use TGE (The Graphics Exchange) to process our Double Hi-Res Apple II graphics. The manual says the program will convert and save a black and white MacPaint 576 x 720 file to an Apple II disk. Agent Gary Hayman easily did this and then, through the underground network, placed a call for a "meet." Agent David Harris, a Macovite, uploaded the prepared files to his Mac and declared, "garbage!" Agent Lou Pastura, a recent wall climber, tried the same and stated, "nyet!" and started banging his shoe on the table.

Agent David Kreisberg, who is really a double secret agent (a Mac at home and a Apple IIGS at school) took up the challenge. He received the file, processed it and found that he could get the graphic on the screen, but it appeared in several pieces. Through a tedious cut-and-paste technique that he learned in K through 12 school, he

reconstructed the graphic, but it took time and the outcome was not perfect.

Through satellite communication, Agent Hayman contacted the "Roger Waginski" publishing company in El Cajon, California, who advised that all was not A-Okay. Their technical negotiator stated that although TGE would read MacPaint graphics from a Mac disk into an Apple II, they had thought that the program would permit saving Apple II graphics in a MacPaint format on an Apple disk. His face was "red" as he apologized, stating that they were trying to contact the author John MacLean. But he had escaped somewhere into the outback of Australia and was not answering calls.

Attempting to bleach out the "red herring," Agent Hayman turned to SHR.Convert version 2.1 (available on the TCS). This Apple IIGS 16-bit program will convert graphics from one format to another. Hayman selected Apple II Family, loaded a DHR graphic, code-named Princess, and selected processing in GIF format in the original screen size. There was a long, long wait while the thermometer bar painfully inched its way across the screen, much as a pre-revolution wooden barge carrying a heavy load of potatoes slowly proceeds down the Volga river (so much for the metaphors and analogies). After completion, the file was transmitted via modem to Agent Kreisberg who attempted to crack the code. But wait, I'll let him tell it:

Once the file was received by me over the secure phone lines on my Mac, I launched "Sky Lab," correction please, "Vision Lab" (available on Mac II Disc 20.12). This program allows me to open a variety of graphic formats including the necessary GIF. PICT, MacPaint, PixelPaint, and Thunder-

scan files can also be processed. Gary's GIF file opened without a problem, but couldn't be saved as a MacPaint file immediately. I now needed to go to the BitMap menu and select one of the twelve methods of converting the graphic image — the first choice, Albie, did the job nicely; however, different effects can be achieved with some of the other methods under that menu: Contour, Dither, Old Albie, Patterns, Random, Threshold, Trace Edge, Zebra, Floyd-Steinberg, 2x2 Dither, and 4x4 Dither. After the conversion I was able to choose "Save as MacPaint" from the File Menu.

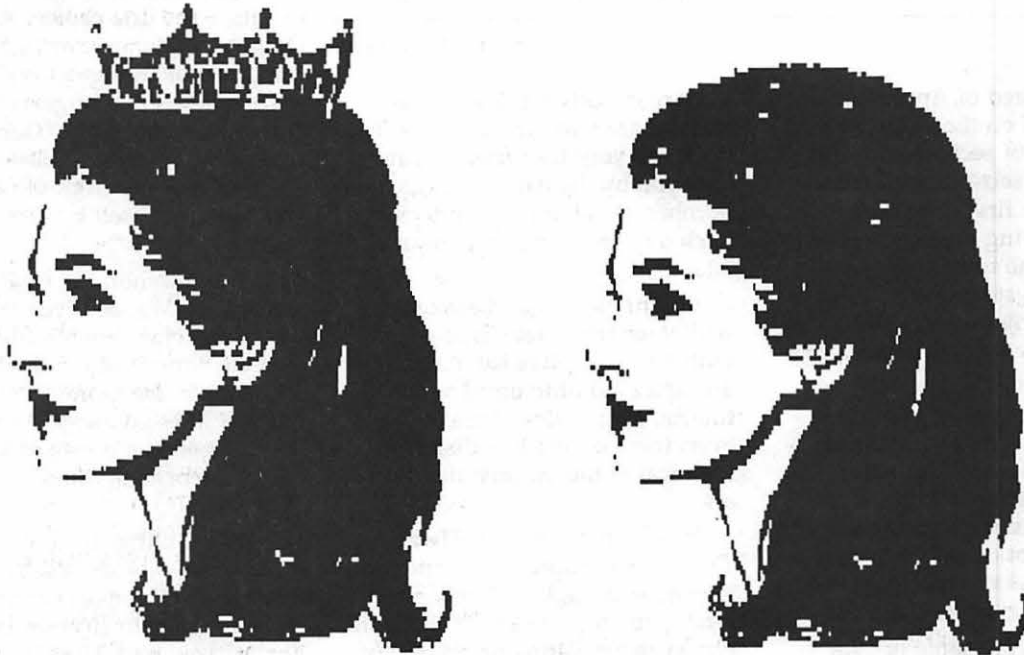
I could also save the GIF file without making any choices under the BitMap menu. The file could be saved in PixelPaint, PICT, or EPS (Encapsulated Postscript) formats. The last two are probably more desirable for use in a Mac page layout program. See our results with the presented picture. Back to Gary.

Now with the graphic being able to be converted and unscrambled, other Apple II agents can prepare their HR or DHR graphics for ultimate transmission to the KGB Master Double Agent, Tim McGraw; who, having both species of computer equipment, one for his right hand and one for his left, can decode it for proper presentation in the Journal.

Let's all rejoice for this marvelous cooperation, and announce to the world that, "Life's a Gasseel!" 🍏

Gary Hayman is currently on the Washington Apple Pi board of directors, is Chairman of both the AppleWorks and Apple IIGS Special Interest Groups and is SYSOP of several Boards on the WAP Telecommunications System.

David Kreisberg is a computer arts teacher at the Pullen Arts Magnet School in Prince George's county.



This graphic was produced from a scanned newspaper ad with Thunderscan on an Imagewriter II connected to an Apple IIGS and saved in DHR format. The graphic was then "cleaned" using Timeout Paint and altered into two heads — crowned and uncrowned. Then the process described in the accompanying article took place.

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For our newer brethren...

Advice for Second-Hand Apple IIc Owners

by Phil Shapiro

A new breed of Apple II users has appeared on the scene: first-time owners of second-hand Apple IIc's. Buying a second-hand computer as your first computer involves making the extra effort to find out all the nitty-gritty details about your system. Even if you received the owner's manual, you still may have lots of unanswered questions.

Of all the Apple II line of computers, the Apple IIc is probably the best Apple II for first-time buyers. The IIc was originally designed as an appliance: you plug it in and it works. No mussing or fussing with slots and cards and hardware mumbo-jumbo.

Here then are some tips for novice users who've brought a second-hand Apple IIc into their lives. Some of this is generic advice, applicable to all Apple IIc's.

First, some history. The IIc was unveiled in April of 1984, and discontinued in October of 1988 with the introduction of the Apple IIc+. In chronological age, the IIc comes after the IIe and before the IIgs (and IIc+).

So what can you do, as a second-hand owner of a IIc, to find out all about your machine? First, read the owner's manual. If you didn't get the owner's manual with the system, find a copy from a friend or users group. Unlike some of the earlier Apple II owner's manuals, the IIc manual is a model of clarity. It's actually written in plain English.

One section of the owner's manual that is really fine is the section titled "Frequently Asked Questions." Using a question and answer format, the manual covers quite a lot of ground in just a few pages. It certainly is reassuring to know that other people have as many questions to ask about computers as you do.

Accompanying the owner's manual are five tutorial disks. The disks are very user friendly, and take you by the hand through a number of entertaining tutorials. Each disk takes about an hour and a half.

If you didn't get these disks with your IIc system, find a friend with a IIc+. All five tutorial disks are squeezed onto one 3.5 inch tutorial for the IIc+. Almost everything on the IIc+ disk is identical to the original IIc tutorials.

Now, about your hardware. There are a couple of switches and gizmos you ought to know about. First, you ought to know about the two switches sitting on the top of your keyboard: the "80/40" switch, and the "keyboard" switch. These switches operate by pressing them down with the point of a pen or pencil. Press them again and they pop right up.

You may find this hard to believe, but the "80/40" switch is entirely useless. It refers to the columns of text going across your screen, but the switch does absolutely nothing. The "80/40" column switch is a gigantic "oops" in the design of the IIc.

Sitting beside the "80/40" switch is the "keyboard" switch, an equally useless switch. By pressing down this switch, your IIc keyboard gets automatically rearranged (internally) to the Dvorak keyboard layout. Unless you're in the mood to learn an entirely different layout from the standard QWERTY layout, leave the "keyboard" key in the up position.

Moving from the ridiculous to the sublime, you'll note the volume control dial on the underside of the left side of the keyboard. The volume control dial is very handy for noisy programs, although many programs allow you to choose to

have the sound switched off. But it's also nice to have the sound turned down, but not entirely off.

Moving up to the left side of your monitor, you'll find another dial for controlling the brightness on your monitor. (This dial may be on the right side of later Apple IIc monitors.) In a room with varying amounts of sunlight, you might like to adjust the brightness of the monitor accordingly. Generally speaking, it's best to place your computer away from the annoying reflections caused by direct sunlight.

One common but easily corrected annoyance is curved lines running across the middle of your screen. Simply adjust the knobs on the back of the monitor and the curved lines go away. As the old saying goes, an ounce of knowledge is worth a pound of diagnostic repairs.

Which brings us to the subject of external disk drives. You can plug in two types of external disk drives into your IIc: regular 5.25-inch drives, and 3.5-inch drives. Most people buy the 5.25-inch external drive, if they buy any drive at all. If you happen to come across a used 5.25-inch "Disk II" with a surface mount connector, you can get a converter from Applied Engineering that will make it possible to hook it up to the external drive port on the back of your IIc.

What's the big deal about getting a second drive? A second drive makes it more convenient to make back-up disks, and makes it more convenient to use applications such as AppleWorks. Typically, you put the application program into the IIc's built-in drive, and your formatted data disk into the external drive.

But don't go rushing out to buy a second drive if you don't need one. If you have simple needs, all you really need is the IIc's built-in 5.25 inch drive.

If you do decide to get an external drive, the Laser drive, at \$95, is the best deal. It's pretty reliable, too, except be careful about opening and closing the disk drive latch. The latch has been known to fall off with vigorous



treatment, causing the drive to be virtually inoperative.

Hooking up an external drive is as easy as finding the floppy disk icon on the back panel of the IIc. Likewise, if you need to hook up a joystick, modem, or printer, find the appropriate icon on the back panel. The joystick connection, or "game port," can also be used for attaching a mouse.

Far more programs on the IIc use a joystick than a mouse. MousePaint, a painting program, is pretty nifty, though, and originally came free with the purchase of the Apple IIc mouse. The Laser mouse is a good substitute for the Apple mouse.

If you decide to get a joystick, the best one for your money is the Mach II by CH Products. The price runs at about \$27. You can buy more expensive joysticks that do the same thing, or less expensive joysticks with fewer features. The Mach II is a fine product at a good price.

Oh, by the way, you might be interested in knowing how much memory comes with your IIc. All the IIcs ever built came with 128 kilobytes (128K) of memory. You could expand this up to one megabyte of memory, but very few choose to do so.

Don't be confused about 128K being a small amount of memory. Sure, Macs and GSs all have one, two, three, and eight megabytes of memory. But their programs are memory hogs.

As my mother used to say, "128K of memory is plenty for a boy like you." You can fit up to twenty-five typed, double-spaced pages into 128K. Unless you're writing a big fat novel, you're not going to run out of memory in your word processor.

From a historical perspective, 128K is gigantic, considering that the original Apple II was sold with 16K of memory, the old II+ came with 48K and the earlier Apple IIe came with 64K of memory.

Some earlier models of the IIc had problems that Apple fixed free of charge. The most common and pesky problem was a bad ROM (read-only memory) instruction

that prevented the IIc from communicating with a 3.5-inch disk or modems operating at any speed faster than 300 bits per second. If you have trouble communicating with one of these devices, take the computer to an authorized Apple dealer and they will swap the necessary parts, usually in about a day. You aren't required to show a sales receipt for the computer, but some dealers will ask you to show a proof of purchase of either a 3.5-inch disk drive or a 1200 bps or faster modem.

Which types of blank floppy disks should you get? You can use just about any 5.25-inch floppy disks in your drive(s). Single-sided, single-density; double-sided, double-density; they all work the same. Just don't get the "high-density" 5.25 inch disks for other computers, easily distinguishable by their very high price.

You don't need to buy brand name floppies, as the generic ones work just as well. You can save a lot of money by buying blank floppies via mail. Prices go as low as 20 cents per disk. A "disk notcher" is a hole punching device that doubles your storage space by allowing you to use the back side of the disk. A small minority of

people, most of them close relatives of floppy disk manufactures, claim that using the back side of disks increases the chances of getting dust into your drive (and thus harming the drives).

You can fit about 60 typed pages of text on a formatted 5.25-inch data disk. The smaller 3.5-inch disks, strangely enough, hold about five times as much data.

The smaller disks also are referred to as "800K disks" because that's the amount of data a formatted disk holds. By the way, you can't notch the back side of the 3.5 inch disks because the 3.5 inch disk drive automatically uses both sides of the disk.

So what is your IIc capable of, you might ask? Or, properly phrased, what type of software run on the IIc?

Take a look at any copy of inCider/A+ magazine (or any of the old A+ magazines). The IIc runs thousands of different programs, from educational to business to entertainment. (The folks at Apple would have you believe otherwise, but the IIc can even be used to run a small business.) Find out what old-time IIc users like, and you'll be off to a good start. 🍏



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Large-Text JoyReader: A Review

by Pete Jones

For the past few weeks, I've been experimenting with Phil Shapiro's Disketeria contribution, Large-Text JoyReader. While it has some rough edges, I'm impressed. Describing it, however, is difficult; I can best sum it up as far superior to going to summer school.

Two or three summer vacations of my youth were spent in summer school. For the most part, these summer school courses were unremarkable. Of them all, only two can be recollected: typing and speed reading. At the time, a male taking a typing course was unusual, to say the least; nowadays, however, anyone using a computer knows that a touch-typing course is invaluable. (It's called "keyboarding," though, not typing, and even eight-year olds do it.) As a matter of fact, I can still knock out about 65 wpm on the Apple II, and almost as fast on my antique Royal, if I have to.

The speed reading course, on the other hand, was a loser. We watched movies of words going by. We had timed reading tests. We had machines with spring-driven windows in them which only let you see words at a certain speed. Yawn, or scratch, or gaze out the window for just a second and you missed whatever you had to read. No going back, no second tries. I don't know if they still have those mechanical contrivances or not. But, thank goodness, there's a better way.

In the August 1988 WAP Journal Linda Van Zee wrote at length about a program donated to the Disketeria by Phil Shapiro, entitled JoyReader. Phil found a way to control the speed at which text was displayed on the Apple's 40-column screen, and by using this technique developed a very useful program for training readers.

Now, Phil has written a second program which uses the same basic concept, but which actually expands the possibilities of the Apple II family. The new program is Large-Text JoyReader (which we shall refer to simply as LT JoyReader). The basic concept of the program is the same: interactive control of the rate at which words are displayed on the Apple II screen. This allows readers (regardless of their level of reading expertise) to read at their own optimum rate. So there is no more fooling with shutters or movies. Instead, you move a joystick (from which comes the "Joy" in JoyReader) or paddle to control the speed of the display; move the stick forward, the words come faster. Pull 'er back, and the words come slower. You can pace yourself, and you can challenge yourself.

The difference between "classic" JoyReader and the new Large-Text JoyReader is in the name: Large Text. Phil has managed to cram a full upper- and lower-case 36-point roman alphabet into the JoyReader disk. The alphabet is in a very readable gothic face (in some ways similar to the Helvetica which appears on most PostScript-based laser printers), and it's legible 10-15 feet from the monitor. Phil claims 20 feet; on my 13-inch Amdek monitor, it's a close call. As a result, the user doesn't have to squint or get up close to the CRT screen to read the display. The letters are large enough that the display is, in effect, a 30-column by nine-line CRT. (The concept is similar to the classic Apple II/II+ word processor ScreenWriter, which used the Hi-res screen to generate upper and lower case text for a word processor, thus getting around the requirement for an 80-column card. In its' day, ScreenWriter was one of the best, but it fell out of favor as 80-column cards became more and

more common.)

By using the hi-res screen on the Apple II, Phil has increased the legibility of the display. For the purposes of training, the new 30 x 9 text "window" seems about right. The characters are large, clear, and unmistakable. As I write this, I'm sitting about 10 feet from the Apple II and the screen display is immediately legible. In addition, text lines appear with a horizontal line under them (looking like the electronic equivalent of that lined paper we all used in elementary school), which actually improves readability; you don't have to worry (unconsciously, at least) about where the next line of text is going to appear. Seems trivial, but it does seem to take some strain off the reader's eyes.

Using the Program

The easiest way to use LT JoyReader is to boot it up at power-on, or to type "PR#6" from BASIC (it is a ProDOS program, however, so plan on having 64K of memory in your Apple II+ or higher). When you first boot the disk, you get a two-screen introduction, followed by a choice of either instructions or the user menu. The introduction consists of Phil's quick explanation of shareware, plus his name and address for sending in your shareware fee. (For the record, Phil is requesting \$12.00 — about the same as one medium-size home-delivery pizza. Coincidence?)

If you select the instructions, you will see a seven-screen set of simple instructions covering the basic use of the LT JoyReader and the use of the joystick and keys. The menu, on the other hand, takes you to a choice of 14 different reading examples, in a variety of reading levels.

At that point, you're pretty much free to run through the sample files on the LT JoyReader disk.

Problems and Opportunities

Despite my enthusiasm for Phil's technical approach, I do anticipate some problems. LT JoyReader, you see, remains a



demonstration program for the concept of interactive large-text displays. As such, Phil provided no capability for you to enter your own text, or even change the texts which are in the disk's example files. Therefore, beginning readers will have eight reading examples to work with, and older readers will have six more, plus a "message-board" example which lets you put up seven lines of large text on one unmoving screen. Is that enough? It wouldn't be enough for me to use LT JoyReader on a regular basis. Perhaps it is for you.

With the eight simple text files, beginning readers (including those who want to learn English as a second language) will get a lot out of LT JoyReader. It has a reasonable set of files for younger readers, which will hold their interest for several readings. Older readers will probably tire of the few "grown-up" example files pretty rapidly.

A second problem is faced with the "ungraceful" exit required to leave the program. Simply stated, there is no documented way to get out of the LT JoyReader program. I wound up simply turning off the Apple or pressing control-reset. If there is a "Quit" function, it isn't any of the obvious choices, and I ran out of patience after a while. The lack of a graceful exit limits the usability of the program, particularly for RAM disk or hard disk users.

Third, the documents discuss the use of "control-S" for pausing and restarting the display, and using ESCape to abort a reading passage and return the user to the main menu. Alas, neither of these options worked on my Apple II+. Both ESCape and Control-S were just ignored. Phil stated to me over the phone that he never got the functions to work right, and decided to put up the program without them. It's not a crisis, but getting the functions running right would make the program more useable. Control-S and ESCape functions in Phil's older program, JoyReader (WAP disk number 819) work fine.

Finally, there is no capability for a hard printout of the large text. Needed? I think not, but I can't

anticipate every use of LT JoyReader. If a need develops for a printout, Phil may have to consider developing one.

While hardly show-stoppers, these few simple problems could cause an occasional user to shake his head sadly and put LT JoyReader in the back of the floppy box.

Now at this point, the concept behind the LT JoyReader is interesting, but hardly what we would call ground-breaking. Large-scale electronic text has been around since the moving electric sign on Times Square. A little imagination, however, runs up a lot of interesting possibilities in other areas, besides teaching reading. It's these other areas which make LT JoyReader appealing.

The applications for LT JoyReader will be greatly increased by simply providing a capability for the user to use his own text files for display. The principle is proven in a short demonstration program, in which the user can enter up to seven lines of text (in the 40-column mode) and see them printed out in the large-text mode. Perhaps one of the best ideas would be a simple stand-alone text processor which would format the text to the correct 30-column width and store it in a LT JoyReader-compatible file.

Reading improvement is only one possible application of LT JoyReader. Other applications beckon. Example: sight-impaired users would get a lot out of a program which provided large text for computer screens. Perhaps a sight-impaired version of books or magazines, formatted for LT JoyReader, might become a real boon to shut-ins. Couple this with electronic distribution (via modem and BBS) and we have a real-world application for handicapped persons. Imagine a sight-impaired person with an Apple II and a copy of LT JoyReader getting her weekly edition of Time or Newsweek delivered by modem and read on the computer screen!

Commercial possibilities also abound. The "message board" concept could be used for sales and

promotional demos. Shopping center owners could develop interactive "maps" in the malls; directions could be customized for each map terminal, giving clear text and graphic directions of how to get to a certain store ("Turn around; look for the third store on your right, just after the drug-store").

The applications for the capabilities shown by LT JoyReader are pretty significant. Phil is looking for commercial interest to take his program the final few steps to an impressive product. I hope he finds it. The opportunities presented by Large-Text JoyReader are worth a serious look. 🍏

Program: Large-Text JoyReader (ProDOS)

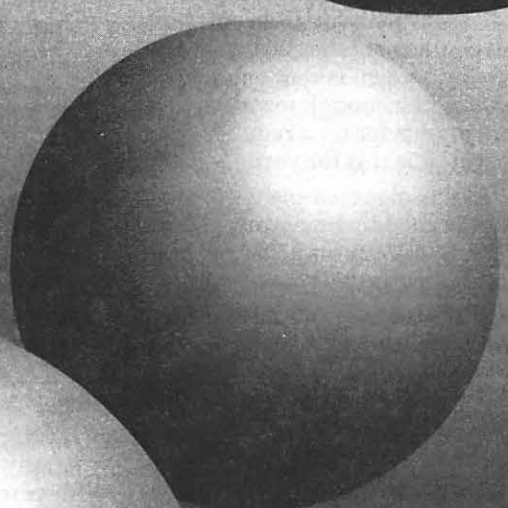
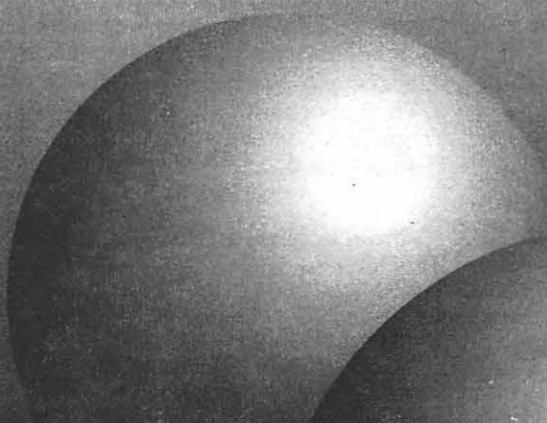
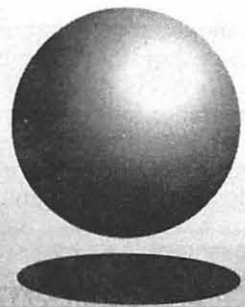
WAP Disk Number: WAP #823

Author: Phil Shapiro

Distribution: Shareware (\$12.00)

Hardware Requirements: Apple II+ or higher (no Laser computers) w/monitor or TV, 64K RAM (for ProDOS), Joystick or paddles (required for II+, optional for later models) and one disk drive

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Strip Those CRs...

by Gary Hayman

Suppose that last week you captured some very interesting text material from the TCS or some other telecommunications service. It is just what you wanted provided you can make some editorial changes and add a couple of your thoughts to the file. You saved the file to your disk as a text file. Today you have AppleWorks 3.0 up and running and have loaded the text file by using the standard of making a new file for the word processor from a text (ASCII) file (nothing new so far).

You look at your file and it appears very jagged. You realize that your margins are set for 1 inch on each side, so you make them 0 on the left and .2 or .3 on the right so you can read the material better. It looks better. Now you try and edit, delete, or add material and the word-wrap goes to pieces. You suddenly realize that carriage returns (CRs) are the culprits and you do an OA-Z to zoom-in and you see all those unwanted CRs. For your purpose, they shouldn't be there, and to remove them would take a lot of work by hand. (I will presume that you don't know how to write a macro to do this for you. I will address that in a future article.) Tizz a puzzlement! What to do?

I developed a technique, using Beagle Bros.' TimeOut TeleComm (v1.1), which is not really documented in the manual. SITUATION - your text file is on disk and each line has a CR at its end. You want to remove the CRs so that you can alter the text and take advantage of the AppleWorks automatic word-wrap feature.

Procedure

Select AppleWorks 3.0 from your selector program - TeleComm should be installed and configured. Press OA-ESC to get the TO menus.

Select TeleComm (your modem doesn't have to be turned on). Press OA-T to get to the transfer menu. Then select "9. Modify text send option." Make "options" read as follows (please note what they are initially so that you can change them back later):

Prompt: (nothing - use space bar to do this)

Line Delay: 0

Add CR: Yes

Add LF: Yes

Then press ESC to get back to the transfer menu. Select "2. Send text from file on disk".

Proceed through your normal menus, selecting your text file from the appropriate directory or sub-directory. When you finally press RETURN your file will be sent to the Main Screen and to the Review Buffer. Select the Review Buffer using an OA-V and you will see your file again.

Press OA-B and an interesting vertical line will appear running down the right hand side of the text. This is the new feature — divider line. Depending upon how the text was originally formatted, you may want to move this line as it will facilitate eventual word-wrap. The commands to do this are as follows:

"{" moves the divider line to the left 5 spaces.

"[" moves the divider line to the left 1 space.

"}" moves the divider line to the right 5 spaces.

"}" moves the divider line to the right 1 space.

"=" moves the divider line to its default position.

What you want to do here is to move the line, probably to the left, so that some text appears on the line's right side. Text lines that end to the LEFT of the divider will have

a CR added at the end (for most lines you don't desire this); while lines that end to the RIGHT of the divider will not (this is what you are seeking).

Place your cursor at the top or bottom of the text material and press OA-C so that you will be in the copy mode. Highlight the text you want to copy and press RETURN. Choose "Send to? Word Processor," then choose "Mode? Paragraph."

At the WP Index, choose "Create new file" and type its filename. Watch the spinning icon. Using OA-Q, exit TeleComm to the DeskTop Index. Highlight the file, then press OA-Z and discover that CRs are only at the end of paragraphs and at the end of very short lines.

You have successfully stripped the unnecessary CRs from the text file and it is now in a format that will allow you to alter the text, taking advantage of word-wrap features. While on the surface the above steps appear complicated, once you do it once or twice it becomes automatic and will probably take you less than a minute to accomplish. Remember to change your "text send" options back to what they were before you changed them for this procedure.

Short Cut

If you are using TimeOut TeleComm to access the service, then the file will already be in the Review Buffer. Then all you have to do is to OA-V to the Review Buffer, OA-B and move the divider line, OA-C to copy the part you want, send it to the Word Processor in paragraph form, creating a new file as you do. You will not have to adjust the send file options in the OA-T (transfer) menu.

Enjoy your CR "Stripping." Go ahead, "Blaze" away! 🍀



View from the Cat House

by Kim Brennan

One of the "problems" with a program like Appleworks GS is, because it has all of the most popular applications, it stifles the development of new business applications. There are stand-alone programs for the GS representing every one of the Appleworks GS modules, but almost all came out before Appleworks GS. And in truth since I bought Appleworks GS, I've not really looked for any new business programs, other than the upgraded versions of Appleworks classic and Appleworks GS. Oh, well.

Since one of the Appleworks GS applications is page layout I've begun the task of learning more about desktop publishing. Unfortunately, the Claris user's guide explains how to use the program in reverse order of the way a user would set up a page. Claris first explains how to CREATE text objects, IMPORT text, IMPORT graphics, add pages, set up a master page, and lastly how to set up guides.

From other sources and a little experience I've found that the best way to set up a page layout project is to: (1) set up guides, (2) set up the master page, (3) add a couple of blank pages, (4) import graphics, and (5) import text. You start with guides because it will have the greatest impact on the overall look of the finished document. Setting up the master page (if you are going to use one) is, of course, near the top of priorities because everything done on the master page will appear on all the other pages of the document.

Adding a few blank pages at the beginning will make adding text and graphics easier. Putting the graphics on the page before the text allows you to format the text around the graphics while allowing you to link text objects together in a straightforward manner. After

you've done all that THEN you can draw rectangles (or rounded rectangles) about the text and/or graphics. As I use the page layout I'm sure I'll have more to say on this aspect of computing.

Paperless Society?

It's curious, years ago when personal computers first came out, I thought that the advent of word processors would reduce the waste of paper caused by retyping. However, most people proof their copy by printing it out and seeing how it looks. So much for saving on paper...

It Computes

One interesting piece of hardware for the Apple II line of computers is The Floating Point Engine (FPE) manufactured by Innovative Systems. This board is designed to fit in any Apple II computer and adds a 68881 floating point numeric coprocessor to your Apple. This is the same chip used in the Mac II. A numeric coprocessor is chiefly useful for those people with intensive computational needs, such as those people with large spreadsheets or heavy scientific calculations. While it won't speed up your word processor or graphics screen it will help your spreadsheets incredibly.

Innovative systems supplies software patches for Appleworks classic to make use of their board as well as a new 'toolset' that substitutes for the SANE toolset in GS/OS. With that substitution ANY software that uses SANE on your GS will automatically make use of the FPE. Additional software included with the FPE allows a knowledgeable user to make calls directly to the 68881 instead of through normal tool calls. This can bring even better speed results to some computations.

Hard Choices

Years ago, when I finally bought my hard disk (a Sider), I was very enthusiastic about having all of 10 megabytes of storage. Well, times change and so does the size of software. I'm still enthusiastic about hard disks but, sadly, my faithful old Sider is making me feel very cramped. On a GS 10 Megabytes makes for a nice boot disk, but doesn't offer a lot of room for other stuff. That is, of course, a slight exaggeration of the situation, but the emphasis is on slight.

Now there are several ways of expanding, and I've narrowed the field down to probably three contenders. Each has merits, though two are so similar as to be identical in all but the name. Applied Engineering with its Vulcan series of internal hard disks (I'm considering the 100M one) is getting excellent reviews. Vulcans utilize a custom driver that uses memory caching to improve performance. Now to counter that there is Applied Ingenuity with a lower price and comparable performance. In its 100M hard disk Applied Ingenuity uses a SCSI interface, unlike Applied Engineering. Applied Ingenuity is using Ohio Kache's new SCSI cache board to get the extra performance that the Vulcan has.

Caching for the uninitiated is simply using memory in between the hard disk and your computer memory as a buffer to speed up disk access. Several years ago I did a review on Ohio Kache's first cache board. It was a little like working with an accelerator on my Sider hard disk. It quickly becomes very addicting. When the GS came out there were some incompatibili-

ties with that original cache board. Ohio Kache has since come out with several new boards that work with 3.5 drives, 5.25 drives and SCSI hard disks. The one included with Applied Ingenuity's 100M hard drive is for SCSI hard disks only.

The other possibility (really a probability) is AMR's 45 Meg REMOVABLE SCSI hard disk. The price with an extra 45M cartridge is comparable to the other two at the discount stores, with the added benefit that extra 45 Meg cartridges only cost about \$110 and give tremendous flexibility in the race against filling up a hard disk. And as a back up media it has a lot to offer over other means of backup, i.e. the backups are completely usable by simply inserting them into the drive. Since both this drive and the Applied Ingenuity drive are SCSI, this combination would seem to be a logical choice (sorry Vulcan fans).☺

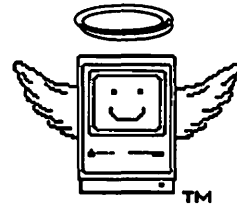
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A Horse of a Different Color

by D.D. Meisel

Recently faced with the prospect of having to buy a new color TV set for the family, I steadfastly insisted at the store that my purchase would only be made if the set had RGB outputs in addition to the standard ntsc ones. Since the Apple III owner's manual had a neat conversion circuit printed in it (on page 135 - Appendix c), I figured that setup would be no problem while the sensible solution, of course, would be a purchase of an RGB compatible monitor dedicated to the computer [Ed— *these are almost impossible to find*], my wife and daughters wanted a video recorder, and so the money for a separate monitor was spoken for. Besides, the Apple III at our house is for business only and games are not allowed. They couldn't understand what I wanted color for anyway.

Well, when I dutifully assembled the Apple conversion circuit and tried it with my newly purchased RGB TV set, it did not produce the standard Apple color set. When I ran the Apple III demo diskette, the one with the colored horses, the results were bizarre!

So, I went back and started hooking up the four xRGB Apple III outputs (after passing through the proper transistor matching circuits) to a single color input. Then, by looking at the standard 16 color chart, I was able to decode the meaning of the xRGB outputs.

The standard color chart consists of four horizontal stripes and four vertical stripes. By a superposition of these stripes the various colors come out. here is a list of the standard colors and the xRGB inputs used to make them:

- black none
- magenta xRGB1
- dark blue xRGB2
- lavender xRGB1, xRGB2
- dark green xRGB4

- gray #1 xRGB1, xRGB4
- blue xRGB2, xRGB4
- light blue xRGB1, xRGB2, xRGB4
- brown xRGB8
- orange xRGB1, xRGB8
- gray #2 xRGB2, xRGB8
- pink xRGB1, xRGB2, xRGB8
- green xRGB4, xRGB8
- yellow xRGB1, xRGB4, xRGB8
- aqua xRGB2, xRGB4, xRGB8
- white all xRGB inputs

Armed with this knowledge, I started to make a simple mixing network consisting of 2.2k ohm resistors. Then, by trial and error, I connected various higher resistance values across the 2.2k ones until I got a reasonable match for most of the colors. Since I had to use values to those commonly available at any nearby radio shack store, some compromises were made (the required transistors — 2n3906 pnp's and 2n3904 npn's — for the

circuits were available at my nearby Radio Shack store for only \$2.00 for 10!). Since my TV circuit required the synch to be hooked up separately from the xRGB ones I simply took the synch output from the two npn transistors shown in the circuit and hooked it up directly to the RGB synch input on my tv set.

My final resistance network is shown in the diagram on the next page. It is to be connected between the transistor xRGB outputs shown in the Apple III owner's manual circuit and the transistor RGB inputs on the same diagram. While the color match is not absolutely exact, and you might have to jack up the RGB monitor's brightness a bit to see them all, it does give the 16 distinct colors which are very close to the standard ones. In fact, I think they are better. Besides, my solution is cheap- about \$20.00! In the final test of these colors I ran the infamous demo horse sequence and got back quite a show!!

Now I am sure more experimentation would have produced results closer to the Apple ones, but I have not taken the time to do this. Anyway, I prefer the colors I have. In any event, this network is a good starting point if you want to mix your own set. Have fun! 🍏

A text representation of a graphic diagram illustrating this concept was submitted with this article. Unfortunately, it didn't exactly survive the ASCII formatting process. We were about to have a shot at it, until we realized that we might well cause you to short out your monitor and maybe the rest of the house at the same time.

Sorry...

WAP III SIG PD Library

by David Ottalini

We offer two new disks this month, III SIGers.

Disk 1085 is yet another offering from our good friend in Blacksburg, Dr. Al Bloom. This is a self-booting program that will take any AppleWriter ASCII text file and convert it into a correctly formatted 3EZ Pieces/AppleWorks text file.

You might correctly ask why should one need such a program when 3EZPs can directly import ASCII text files? The answer is that

Dr. Bloom's program can do the conversions quickly and with less "overhead" than 3EZPS can. If you simply need to convert a number of AppleWriter files into 3EZP or AppleWorks text files, then this is a great way to do it.

As with all of Dr. Bloom's disks, this one has extensive documentation (on side one). It's Pascal based, so once again, any of you Apple II Pascal phreaks could, with little effort, make it work on your II.

Disk 1086 is our third Contribu-

tors Disk. It has a number of real goodies on it: a Business Basic game, a tutorial on how to accelerate your Apple III, some Basic programs to help you with your finances, a number of excellent 3EZP templates from our own Jim Suthard (everything from doctor's information to labels). D.D. Meisel explains how he dealt with the desire to have an RGB Color Monitor attached to his III. And our long-time Canadian contributor, C.M. Davidson offers some font-related programs. One, FontFlip, is a reworking of Jeppson's Character Design Program to give the user the option of "making a printer font from an Apple III font."

Next month, we hope to have my 1989 compilation of Trail articles for you, and perhaps some other things also, so stay tuned!



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On the Trail of the Apple III

by David Ottalini

Repairs

Well, it seems even your illustrious III SIG Chairman doesn't know everything about his Apple III! That may be hard to believe, but I was humbled rather quickly this past December when I was given a non-working III.

AHA! I said and pulled out my Apple III service manual to do a little troubleshooting. I unplugged everything, turned SARA over and unscrewed the bottom plate with motherboard attached.

The main problem was that the 128K III would not boot. The first thing I did was to reseat all the chips. They needed it, but that (of course) did not fix the problem. I tried plugging in a different disk drive to see if that was the problem. No go. Then, using the aforementioned service manual, I began to replace chips from another motherboard I've had just for this purpose. Unfortunately, they didn't help either. AAUGH!

Was it the RAM card? It was a 256K board populated to be 128K. I replaced it with a full 256K board. I was then able to go into the Apple III's monitor (by pushing the CONTROL, RESET and OPEN APPLE keys together) and by typing in F6E6G run the III's self-check. It worked fine and said the RAM was OK. But that didn't help get the III up and running. (NOTE: We have two copies of the service manual in the WAP library).

Sooooo. I decided to take the easy way out and called Sun Remarketing. For \$250.00 they will send you a working motherboard and RAM card. When you send back the old motherboard, they will credit your account with \$50.00. About a week later (it being Christmas), I had the new (refurbished) III motherboard (it comes mounted on the bottom plate), installed it and everything has worked fine since then.

The moral of all this is that even if you THINK you know everything, sometimes everything you try defies your best attempts. \$200.00 (and postage) is a truly inexpensive way to let someone else worry about a sick III, and it gets you up and running within a relatively short time (if you are desperate, Sun will Federal Express it to you overnight). Sun's address is PO Box 4059, Logan Utah. Order line is 1-800-821-3221.

Dobrowolski News

I owe it to Joe Dobrowolski of Apple Users Group International to let you know that he continues to hang on and publish his News and Views newsletter each month. Hanging on is the word for it, though since he is still suffering from his move to Guam after being in Norfolk for a long while.

The newsletter continues to offer III articles (many reprints from the Journal) as well as providing MAC and II offerings. Although he sent WAP his III library, he continues to offer III software and some hardware. I've enjoyed his efforts over the years and you may too. To get a sample copy of News and Views, you can write to Joe directly at PO Box 21477, Barrigada, Guam. 96921. Membership is \$18.00 per year in the US.

Prodigy (An Apple Family Commentary)

Did my eyes deceive me, or did Ray Settle's November report of the last Applefest really say that the new Prodigy on-line service would NOT support the Apple II because "they will only support a system that will grow with them into the nineties."

Sears and IBM co-sponsor this new low-cost graphics-based service that includes on-line

advertisements. Maybe they don't think the millions of Apple II users (including those of us who use the III in emulation mode) buy anything. I suspect no one has told Sears/IBM that there are a lot more IIs out there than Macs. I even suspect more GS's were sold this holiday than Macs. Interesting that Sears sells Laser Apple II compatibles, which they've also decided not to support with this service.

I have seen some extraordinary short-sightedness by retailers, but this really takes the cake. It's not even an Apple II issue. I should think the Atari and Commodore folks would also be a bit upset. The point is, how does Sears/IBM know no-one but Mac or PC users would want to use this system. You can't tell me that the AMIGA, with its excellent graphics output, should not be a candidate.

Perhaps a letter or some other action might make them take notice. Prodigy's address is: Prodigy Services; 101 California St., Suite 500, San Francisco, CA. 94111. (415)-955-7400/1-800-822-6922, ext. 777.

Disks

We offer two new PD disks this month. I'll have more to say about them in the III PD article, but let it be said both should be of interest to you. Disk 1085 is a new program by Dr. Al Bloom. It will allow you to automatically convert AppleWriter text files into III EZ Pieces formatted text files.

Disk 1086 is our third Contributor's disk. We offer games, financial programs, a ton of III EZ Pieces data bases from Jim Suthard, and some other bits and pieces, so take a look.

In coming months I hope to offer you my forth "Best of Ottalini" disk, more graphics, diagnostics disks and more, so stay tuned. As always, your suggestions for disks are greatly appreciated. Let us know what you need!

RGB Color Monitors

As promised last month, we continue our discussion of color monitors by taking a look at RGB



As promised last month, we continue our discussion of color monitors by taking a look at RGB monitors for the III. Using an RGB monitor is a bit more complicated than a composite monitor for reasons we'll describe below.

If you can easily connect a color composite monitor, why even bother with RGB? I would again direct you to Dr. Mel Astrahan's fine article on connecting color monitors to the III in the February, 1986 "On Three". He notes that an RGB monitor will provide you with highly readable 16 color text and graphics, as well as providing "color quality equivalence approaching that of your black and white or green monitor (such as the Monitor III)." Bottom line is that picture quality (in native mode) is simply better than an NTSC composite monitor (The computer directly controls the Red, Green and Blue color guns, providing higher resolution and clarity).

Historically, when the III came out, there were few color monitors available (those that were cost upwards of \$1000.00). Because of its roots in the Apple II, the III was provided with a digital RGB output, rather than an analog output (yes, we have Steve Wozniak to thank for that!). What it means is this. All RGB monitors on the market today are analog. That creates a problem you can overcome (if you want to buy a new RGB monitor), but only by building what's called a "resistor weighted network" to change that digital output into an analog one. (Why Apple didn't build it into the III to begin with is beyond me. Wouldn't it have been easier to make it part of the III's design rather than count on monitor manufacturers?)

Early on there were some manufacturers who luckily DID include that resistor network into their design. Thus, all you had to do was plug it into your III's color video port and you were set. What models were they? Apple Color 100 Monitor, Amdek Color III Monitor, TAXAN RGBvision Color Monitor, Electrohome ECM 1302-2 (Dr. Astrahan's favorite), Heath/Zenith ZVM-135, and the Teknika MJ-22. Apple still makes a color composite monitor you can use with your III,

but other than that, none of these monitors are manufactured today. So if you can get ahold of one second-hand at a good price (\$200-\$400) do it. I know for a fact that Electrohome and Teknika still sell their reference manuals and you can still get a cable for your III from Teknika.

You'll also be interested to know that while Apple provided a schematic for that resistor network in the Apple III Owners Guide, it was WRONG and does not work! Dr. Astrahan redesigned it to work, and that schematic is in the back of the Draw On III manual, as FOTO files that come with Draw On, and is also available in the Apple III Data Library on the TCS (and from many other sources too).

Dr. Astrahan even went so far as to replace some of the fixed resistors with 5000 ohm 10 turn variable potentiometers. That allowed him to change those 16 available RGB colors into a color set that Dr. Astrahan says is "much more useful than Apples." Thus, if the available 16 colors don't fit your needs, you could change them fairly easily (obviously you need a bit of knowledge about circuit layout, etc. in order to build this).

Now, if you want to hook up your III to an RGB analog monitor, you'll need to find out what kind of plug the monitor has. It should be either an EIAJ-8 (eight total pins) or a DB-9 (IBM usually)(nine pins). Here are the pin-outs for the two connectors (again, the DB-15 is the Color Video Port on the back of your III):

- DB-15 to EIAJ-8 DB-15 to DB-9
 - 1-5 GND1-1 GND
 - 2-3 Green 2-4 Green
 - 3-7 Composite Sync 3-8&9 H Sync/V Sync
 - 5-2 Red5-3 Red
 - 6-6 GND6-2 GND
 - 9-4 Blue 9-5 Blue
 - 10-1 Intensity 10-6 Intensity
- Apple III DB 15 Pin Connector Designations:
- XRGB1 on the III equals Pin 5 (Red)
 - XRGB2 " " Pin 9 (Blue)
 - XRGB4 " " Pin 2 (Green)

- XRGB8 " " Pin 10 (Intensity)
- SYNCH " " Pin 3
- GROUND " " Pin 13
- +5 Volts " " Pin 15 (CONNECTED TO THE RESISTOR NETWORK ONLY AND NOT THE MONITOR!)

All the RGB colors produced by the III come from the resistor network and not directly from the III ... which is why you have to have it in order to produce a correct Apple III color set.

Interestingly, the early Apple publications I've been reading to research this article made reference to third-party manufacturers planning to introduce a plug-in RGB color card for the Apple III. And in the past year, I reported to you about Lt. Dale Sykora's work on a graphics card that would be hooked up to an RBG monitor. Unfortunately, none of them ever seem to have become actual products.

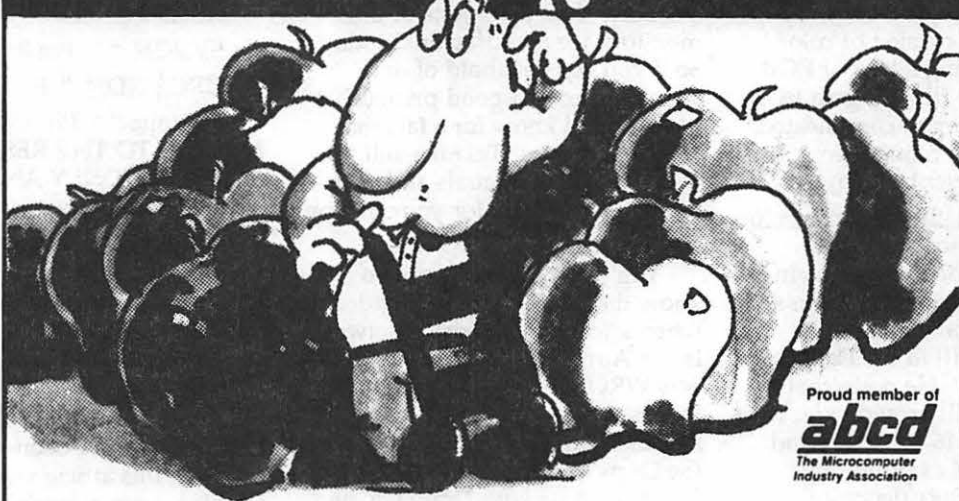
If you remain interested in purchasing a new color RGB monitor, there are a number available at reasonable prices. Looking through Computer Shopper, for example, I find a Samsung 14" RGB monitor for \$219.00, a TAXAN RGB monitor for \$215.00 and a Magnavox 14" RGB monitor for \$235.00 (with composite input). Jameco sells a Casper 14" RGB monitor for \$249.00.

Magnavox also still sells a composite color monitor. Lyco has it for \$189.95. I believe Apple also still sells a composite monitor.

Final Thoughts

Hooking up a color monitor can add some fun to your game playing, and can be useful while doing color graphics or using the III in emulation mode. But do you need to spend the money for one? It's really up to your own tastes. But my guess would be that unless you can get one of the used RGB monitors described above (most of which are switchable between RGB and Composite) you're better off getting just a composite monitor or sticking with your non-color monitor. ☹

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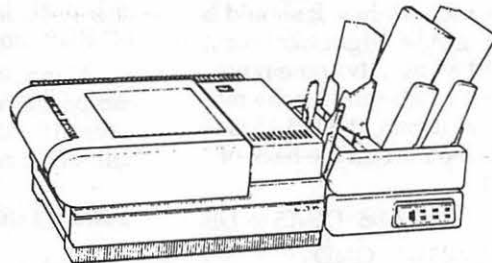
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Downhill Challenge: A Review

by David Wood

You're running down a hill at over seventy miles per hour. You're in the rough spot, and you can't keep your skis on the ground long enough to change direction. You're not past the quarter mark yet, and already you've missed four gates. Now is *not* the time to realize that you don't know what you're doing!

Downhill Challenge (Brøderbund) runs on, among others, the Apple IIGS with 512K, at least one drive, and maybe a joystick. The concept is simple: there are four different skiing events. You can either practice the event of your choice, or you can enter competition and play all four in succession.

The Slalom is what you'd expect: passing between pairs of flags, trying to miss as few as possible as quickly as possible. The Giant Slalom is pretty much the same, but the flags are larger and the hill is faster, making for different troubles. The Downhill

runs like the Giant Slalom, but it doesn't have nearly as many flags. It's just a run down the hill to beat the clock; but at speeds over a hundred miles an hour, you're also fighting gravity. Finally, the Ski Jump puts you at the top of the ramp, and gives you a chance to soar like an eagle...or drop like a rock.

In each case you're seeing the action from behind the skier, watching scenery scroll left and right as your turn, watching the path meander back and forth, and trying not to stray off of it; otherwise you'll hit a spectator or a tree. While it's not fatal, nothing hurts a good run like a 73 foot face-slide.

The backgrounds and graphics are fairly nice. The sound is a bit disappointing; the only big sounds are the "3...2...1..." of the announcer, and the constant "schushhhhhh" or "whoooooo" of either snow or wind scudding

under you. As for play, up to seven other people (any number of which may be played by the computer) can participate and try to out-do you...if they can figure out how the game works any better than you.

And this leads me to one of this package's biggest problems. Its documentation contains loading instructions for six or seven different machines and their respective joystick and keyboard controls, but it says very little about how each event should ultimately run! The only hint in the book is that you may get better distances in the ski jump if you hold the joystick button down when you leave the ramp. In fact, that's the *only* way to get a decent distance, and you have to move the stick while you're doing it, too! But otherwise, when you get over *vacuosa documentosis*, it's a nifty little action game.

LOOK: 8/10 (Animation's a little slow, but images are sharp.)

FEEL: 9/10 (Strangely, you get the best control from the keyboard.)

PLAY: 7/10 (A lifetime to learn, a little while after that to master.)

TOTAL: 8/10 (I've had fun so far, and that's what it's really all about, isn't it? 🍎)

King's Quest IV

by Michael J. Sofaer, age 10

King's Quest IV is a great game. It is suspenseful. It's a larger game than the other three King's Quest games. It needs more memory because there is more information for the computer in it. I recommend this game for anyone with a 128k computer.

I like the game because, like other King's Quest games, it's a mixture of different fairy tales. For example, the Frog Prince, in which you... but I shouldn't be telling you. You should figure it out yourself.

One of my favorite fairytales in the game is about the golden hen and the ogre. You have to hide in

the closet and fall asleep. Then you have to get out of the closet, grab the hen, get out of the house and take the hen out immediately to the left or the right before the ogre gets you.

When you start the game, it will ask you to type in a word from your KING's Quest IV green storybook, which comes with the game, to verify your legal ownership of the disk.

It will then show you an animated scene something like the end of King's Quest III, explaining what you are supposed to do in the game. When the game starts, a fairy

named Genesta will appear and say, "I'm about to die. Get my talisman back from the Lollote or I'll die." (A talisman is a magic charm.) Then she turns you into a peasant girl, and the game starts. You have to get the talisman back in twenty-four hours or Genesta will die.

King's Quest IV is animated, unlike most other adventure games. That means that everything moves, and you see yourself moving around on the screen. There are a few things you can't do, like hiding behind things and ducking down, or moving when the goons are chasing you.

I recommend this game for anyone who likes adventure games, especially those aged 9-12. It is being sold at stores everywhere. 🍎

The Dark Heart of Uukrul

by Chris Bastian

The first thing that came to mind as I reviewed *The Dark Heart of Uukrul* was Harlequin romances. Now, before I lose my loyal readers, let me say I do not mean it involves wind-swept beaches, dark, mysterious counts, and successful yet vulnerable young ladies. I mean that the same production approach used for the Harlequin line of books seems to have been applied here. Take a standard storyline, change the title, change the name of the villain, change the desired object, repackage it in a new setting and throw it on the shelves. One would have to look long and hard to find something original in either the design or play of this particular adventure. On the other hand, if sequels make big bucks in the movie industry, why shouldn't the computer biz try it? Also, DHOU is much simpler and quicker to play than your average *Ultima* or *Wizardry*, and might be just the title to pick for someone timid, fighting the usual collection of monsters and demons

to build up your experience and skill, all the time searching for Uukrul's black-magic heart (tastefully rendered in the game box's cover art).

Movement through the maze is displayed in *Bard's Tale* fashion, with the added feature of auto-mapping of the horizontal maze. Combat sequences are a dead ringer for the *Ultima* process, but with one nice touch: the animated characters actually swing their swords at the enemy or raise hands to cast a spell. And, when you're feeling lazy or bored, there's an auto-combat feature to make all the hard decisions for you.

Periodically, your party's progress will be blocked by a Sanctuary, which is both a blessing and a curse. These rooms will provide you with rest and a chance to regain lost strength (with the added bonus of completely curing your party of what ails it the first time each sanctuary is entered), but

force your participation in DHOU's copy-protection scheme, i.e. looking up the code word from the brown, uncopyable, paper. Oops! I meant, of course, from the brown, uncopyable "Soul Amulet." From each sanctuary you can teleport either back to another room, or further into the unknown...

And that's about it. Nothing impressively different, but not numbingly dull. A seasoned game-player could probably knock this one off in his sleep, but if you're looking for a harmlessly entertaining adventure where you don't have to face down a level 42 hornswoggler as soon as you begin, you could find a worse way to spend \$35.

"Dark Heart of Uukrul" comes on three (copyable) 5.25" disks, and will run on a *Ile*, *Iic*, or *IIGS* with at least 128k of memory. A fairly hefty, well-written manual explains game play and offers historical lore to get you going. You also get the four-page code sheet requiring you to translate rune characters into text. The game is distributed by Brøderbund, and was written by Digital Studios Ltd, which, by the names of the authors, appears to be located in merrie olde England. DHOU lists for \$49.95, and sells for about \$30-35 mail order. ☛

Hidden Agenda

by Jamie Kowalski

You have just come to power as the new president of Chimerica, so whatcha gonna do? Sit around and twiddle your thumbs? Better not...there are too many people out there just dying to sit in your chair. You have a lot of problems to solve, but there just don't seem to be any right answers.

Hidden Agenda (Springboard, Mac) starts you off on your first year of presidency, as reporters

clamor about and ask you questions about your future plans for the country. Your first move will be to hire your staff. Pick carefully! Read the bios and decide what positions are best suited for which people. If you pick someone who has basic disagreements with you, they are liable to stab you in the back. Don't worry, you can always fire them later.

The main play of the game is in

the form of dialogues with various important people of Chimerica. They present you with a grievance, and ask "What are you going to do about it?" You may take their suggestion, or ask the advice of your staff. The decision-making process is tough, because no matter what you decide, someone somewhere will be angry, and come in to talk to you. You just can't please everyone. One tactic is to please only those you fear, or those who can help you. (That's what the House Committee on Ethics in the U.S. is there for). One of the goals seems to be to set up free elections, and then get re-elected. This approach seldom does the trick. Or you can simply do what you think

(Please turn to next page)

The Play Room

by Steven Payne

Taking a cue from Umberto Eco's latest, our electronic cabbalist "Apple-laff-ia" has been busily generating all 39,916,800 possible permutations of the mystic letters AMIGATARIBM, searching for some clue to the great Plan behind the alarming decline in the number of new Apple and Mac games. (How's that for an obscure allusion?) So far, it looks like another sinister plot by the Knights Templar; why else would wargamers be faring better than most in the current drought, with Simulation Canada's *Kriegsmarine: Tactical Naval Combat in the Atlantic 1939-1945* (\$60 list) for the Apple II series and *Halls of Montezuma (SSG)* for the Mac (along with a color upgrade of *Panther's Fire Brigade*)?

Still, all is not lost for the rest of us. We hear from *QuestBusters* that Sierra (Coarsegold, CA 93614) will be bringing out Mac and GS versions of *Sorcerian*, a product which includes 15 separate role-playing games; they are also planning Mac versions of three new adventures, called *Code Name: Iceman*, *The Colonel's Bequest* and *Conquests of Camelot*. *Brøderbund* (17 Paul Drive, San Rafael, CA 94903) has come out with *Playmaker Football*, a new sports simulation at \$49.95 list for the Macintosh.

A company called Tengen (1623 Buckeye Drive, Milpitas, CA 95035) is promising the arcade game *Vindicators* for the Apple IIGS, and there is a new GS conversion of

Ancient Land of Ys (Kyodai, 58 Mitchell Boulevard, San Rafael, CA 94930). *MicroIllusions* (17408 Chatsworth Street, Granada Hills, CA 91344) is offering a new astronomy program (not really a game) called *Sky Travel*, for the Macintosh and Apple II series.

Finally, there is an odd item in the December *Computer Gaming World's* "Rumor Bag" about the possibility of a deluxe Mac II color version of *Ishido* from Publishing International, for a mere \$149.99. But my favorite announcement this month is for *Lawman* (Raecreations Software, 7371 Pebblebrooke West Drive, Indianapolis, IN 46236, \$49.95 list), a "Wild West" simulation for the Mac 512Ke or better. I know nothing about the game or company, but the ad promises three difficulty levels, three classes of badmen, eight authentic weapons, saloons, robberies, gunfights, showdowns, graphics, digitized sound...and an available Japanese language version! "Snatch the pistol from my hand, grasshopper..." 🍎

Hidden Agenda (cont'd)

and then get re-elected. This approach seldom does the trick. Or you can simply do what you think is right. How many of you out there would take that path? Raise your hands... Now the news: that doesn't always work!

During the game, you can read newspapers to see how the media thinks you are doing. The papers often disagree.

Whether you survive re-elections, get overthrown, or get killed, the game will eventually end. Then you may see how future generations will remember you. You are presented with a page from a future history book, which talks about your term as president. This is a nice feature, and it even fills in your name in the appropriate places. It often even clues you in on things you didn't know were going on.

Look: 8.5

It's a relatively handsome game, but nothing fancy. It comes with a map, which is unnecessary. It does not affect the game at all, and isn't even mentioned in the manual. On a Mac II you are given some colored buttons, but you almost don't notice them.

Feel: 8

OK, it's got a nice Macintosh interface, but you will sometimes be interrupted in the middle of an action, when the year comes to a close without warning.

Play: 7

It's just a tad confusing at first, and there's a little too much to read for my taste. Add 1/2 point if you're into text adventures.

Replayability: 5

Hidden Agenda gets repetitious after two games. The same problems keep coming up for you to solve. The same news items appear, and every conversation begins to sound familiar. After four complete games, (one of which I survived and was re-elected) it sits on my shelf. 🍎

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Such a puzzle...

G
A
M
E
S

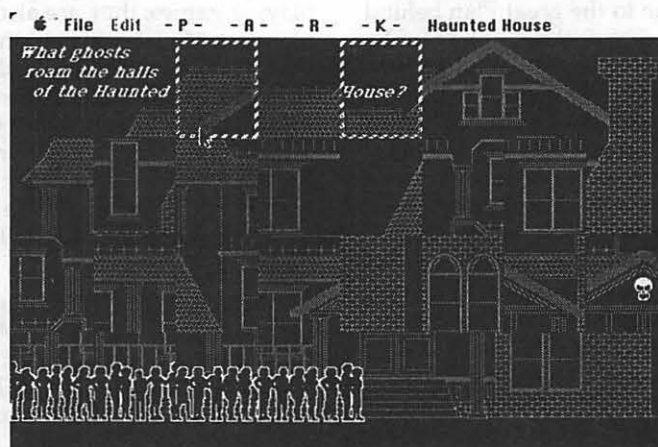
At The Carnival

by Steven Payne

"Hurry! Hurry! Step right this way!" The digitized voice of an unseen carnival barker urges you forward as you approach the all-too-aptly-named Hazard Park, full of fun and nasty surprises. You soon discover that the park's management has spared no expense...to your health and safety!

The Puzzle Gallery: At the Carnival (Miles Computing, Mac Plus or better, supports color) is the latest creation of Cliff Johnson, author of *The Fool's Errand* (reviewed in the November 1987 WAP Journal). Once again, you are confronted with a collection of on-screen verbal and graphic puzzles, 180 in all, this time thematically organized around 40 attractions at one of the most fiendish amusement parks you've ever imagined. To get past the "Parking Lot," for example, you must hold down your mouse and drag vertically, horizontally or diagonally across a series of scrambled letters to pick out the names of twenty-six different kinds of cars. Choose correctly and you hear a honking horn; miss and you get a gasping engine (in either case, your car gets

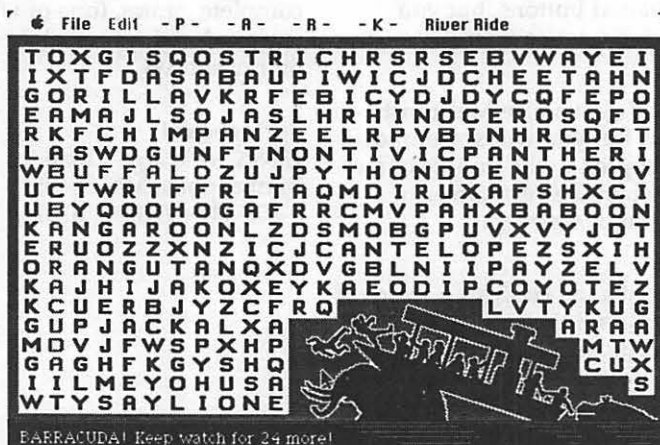
stolen!). Or try the 3 x 3 puzzles at the "Grease-Burger," where all the letters across and down must form



words (and one letter is immoveable). While you're at it, take a ride on "Laff-in-the-Dark," and find yourself groping blindly through a maddening maze. Or unscramble the graphic panels of the "Fun House." And there's much, much more! The accompanying screen shots give you a small sample of what's in store, and

rather anti-climactic, compared to the four-minute animated sequence that rewards you at the end of *The Fool's Errand*.)

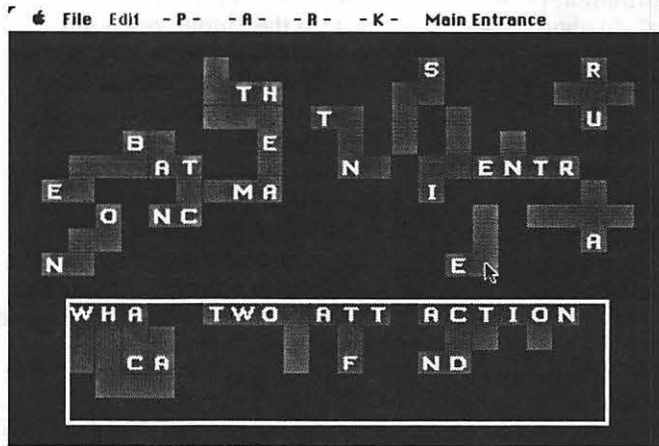
As usual, the graphics and sound effects are excellent, and the game is well-designed, though it doesn't contain as many different types of puzzles as *The Fool's Errand* (here there are only 10 different kinds, and none of the arcade-type challenges of the previous game). Actually, besides the usual documentation, the game package comes with two 800K disks: "The Puzzle Gallery" disk contains the actual program, while "At the Carnival" holds the particular puzzles. In this way, Miles Computing hopes to release an ongoing series of other puzzle disks which will work with "The Puzzle Gallery" to provide similar puzzle collections organized around new themes. The idea sounds good in theory, but will limit the flexibility of future products in this series. Only time will tell how long buyers will be willing to solve the same kinds of



puzzles over and over. (But I still turn to the New York Times crossword puzzle every Sunday, and that's a predictable format.)

My one complaint is that virtually all the puzzles are entirely independent of each other, so that completing one gives you no real help in solving others. Also, in many attractions the solutions are random each time you play, so you can't necessarily share hints. In my least favorite type, the "polygon," I spent hours pushing arbitrary combinations of buttons hoping to hit accidentally on the correct solution. Though I eventually succeeded, I would have preferred more logic to the solution; the correct buttons, for example, could have been matched to the letters of another word revealed elsewhere in the game. Still, Miles Computing is willing to sell you an additional clue book, "Hazard Park Survival Guide," for a mere \$12.95!

Cliff Johnson claims that the game is based on his own summer job experiences working for a real carnival somewhere...if so, one can only hope that the operation has since been closed down by some health and safety commission! The game is probably not suited for folks with delicate sensibilities; some of the attractions carry names like "Alpine Upchuck," "Colossal Coronary" and "Loop-O-Puke."



Still, if you enjoyed *The Fool's Errand* (as I did) you should enjoy this package as well. And once you've got the game disk, you'll be ready for all the new puzzle disks still to come. To quote again from our friendly digitized barker, "Yes, sir! Another winner!"

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Best of the Mac TCS

by Lou Pastura

Commodities Exchange: Soft PC

I've had occasion to spend some time recently with Soft PC, and I am very impressed with it. It performs a temporary lobotomy on your Mac to make it act like an IBM PC/XT. The technical term for this mystical transformation is "software emulation". In short, this means that Soft PC temporarily turns your SE/30, II, IIfx or IIfx into an IBM-compatible and enables you to run MS DOS applications on your Macintosh without any additional hardware.

On the plus side, the application is easy to set up and, once it's open, it performs as advertised. You set aside a portion of your hard drive as an MS DOS volume and away you go! You can designate a standard Mac folder as an "E" drive. This enables you to transfer text files (and even some data files, Word Perfect files, for example) between Mac and MS DOS applications directly, without Apple File Exchange. On the minus side, if you're used to a 286 or 386 machine, be prepared to exercise a little patience. This baby is pretty slow, about the equivalent of a 4.77 (or whatever that old number was!) MHz XT clone. If you have a newer Mac and the need to run an occasional MS DOS application, check this one out.

Thanks for the Memory

If messages on bulletin boards are any indication, folks are adding memory to their Macs in record number. I suspect memory price reduction (as low as \$75 for 80 nanosecond 1 Meg SIMMS) and anticipated higher memory requirements to run System 7.0 account for the upgrades. Assuming you have backed your Mac apart and you've gotten over the installation trauma, I think the next

question is "What do I do with all this new real estate?" One of the first things to consider is adding memory (temporarily) to Finder so that you can copy floppy disks onto a single floppy in one pass, thus eliminating annoying disk swaps. Temporarily changing Finder's memory allocation for this purpose is very simple:

1. In the Finder, open the System folder, single click on the file "Finder," then choose "Get Info" from the File menu (or type "Command-I").

2. At the bottom of the Info window that appears there is a small text entry box labeled "Application Memory Size (K)." Change this number to whatever amount you've decided to allocate to Finder. Experiment with the amount until you determine what works best in your situation. Remember, a high density disk will require more memory than a double density disk for a single pass copy. The amount you choose will also be dependent on the amount of memory you have available. Single pass copies of high density disks will probably be a viable option only on Macs with at least 2.5 megabytes of memory.

3. Close the Info window. Insert the destination disk into the drive so that it appears on the Desktop, then type "Command/Shift-1" to eject the disk without removing its icon from the Desktop. (DO NOT drag the icon to the trash).

4. Now insert the source disk into the drive. Drag the source disk icon over the grayed-out icon of the destination disk, and make the swaps when necessary. When you're finished copying disks, repeat steps 1 and 2 to return Finder to its original state.

New Journal Column?

Recently, I've been cogitating about and investigating the merits

of a new column for the *Journal*: a "debate" column featuring two writers discussing the pros and cons of software or hardware. The authors would work together, and each would have access to each other's drafts for consistency of issues raised. Here's a brief sample of ideas suggested thus far: WingZ vs. Excel (Dave Morganstein could argue with himself!); PageMaker vs. Ready, Set, Go!, or Mouse vs. Trackball (Eric Rall vs. Just About Anybody—he's from New York, you know). If you have an idea for a topic, or you'd like to discuss one, let our intrepid editor know or give me a call at 560-1477 (Northern Virginia number), or leave a message on the TCS or the Twilight Clone.

And Now a Word From Our Sponsor

Based on the large number of new names appearing recently on the WAP TCS, I conclude that modems were a hot holiday gift item this year. If that cash from Aunt Tillie is still around, or if you've still got the funds you received when you returned that awful eyesore of a blouse or tie, let me note that modem prices are as low as they've ever been, and now may be the time to take the plunge. With a little judicious mail order shopping, you can find a 1200 baud modem for \$70-\$90 and a 2400 baud model for \$110-\$130. Software costs are minimal. An excellent shareware program, ZTerm, is included on the WAP Mac TCS disk, which is available free for joining WAP. (The annual fee for joining WAP is only \$35, and includes a subscription to the *Journal* and access to WAP's many services.) For the Mac, ZTerm is my favorite communications software. It will easily more than meet your communications needs for a long time to come. So, the price is right and the time is right. Come join the fun.

This month Lou Pastura is an Arctic Explorer and avid rock climber. His job as a stealth bomber test pilot leaves him precious little time for hobbies: Macs and management of his international investment portfolio.

Best of the Apple II TCS

by Harvey Kaye

This month we have decided to include more new user material than we have done in the past. The purpose is to make our new members comfortable with reading the WAP Journal, even though they have little experience with computers. Many of these points will be helpful to experienced hands also.

MouseTalk and AppleWorks

FROM DAVID HAWKINS, ON 11/29 09:56PM

I had (and am still having the same problem with MouseTalk version 1.5. If you solve it I'll be interested. By the way did you have to request the 1.5.1 upgrade and/or did you get any notice of its availability? I have received no notice although I am registered. How much is the upgrade? What are the new features?

FROM DALE SMITH, ON 11/29 10:55PM

The update to v1.5.1 is a BUGfix update and is free [as contrasted to an upgrade where some features are enhanced or added]. You have to send your original disk back to United Software Industries and request the update. I don't think I received any announcement of the update EXCEPT via seeing announcement of it on online services (or the relay of such an announcement to the TCS).

As to your "problem" with MouseTalk, unfortunately I cannot duplicate the problem to tell you how to solve it. I never had the problem with 1.3, 1.5, nor now with 1.5.1.

FROM STUART KEITZ, ON 12/03 08:25PM

I am new to Pi and telecom. I am using MouseTalk on an older model IIC. My word processor is AW 1.2.

1) Although the Appleworks

manual says you can work with ASCII files, it doesn't say how to read them in. I am assuming that the files I download to disk are in ASCII. Can anyone tell me how to work with downloaded files?

2) Can I send Appleworks WP and spreadsheet files to an IBM for use in Word Perfect and Lotus? If so, does anyone have experience converting the files (e.g., using a conversion utility, etc.?) More generally, when I started reading one of the BB's in continuous mode, I couldn't get out without waiting to get to the last message. Am I missing something?

3) Also, there is nothing I have read that tells me how long I can stay on the TCS. How long before it hangs up on me?

FROM DALE SMITH, ON 12/03 08:36PM

1) Re: loading ASCII text file into AppleWorks: Just create a new wordprocessor file - from an ASCII text file. Then give the name of the ASCII file.

I would really suggest updating your AppleWorks though.

2) Can't comment on the utilities for converting AWP and ASP files to WordPerfect and Lotus. There are some, but....

3) Re: Time on the TCS - it's currently about 120 minutes (but not counting time spent in the editor posting messages, etc. — in general giving to the system).

FROM HARRY BACAS, ON 12/05 10:56AM

As to your point 2, sending AppleWorks files to an IBM-type machine for use in an MS-DOS program, the basic common denominator is ASCII text. You use AppleWorks to "print" to disk as an ASCII file. Then you use your telecom program, such as MouseTalk, to send this text to an IBM-compatible machine, using a modem and telephone line proba-

bly. If it's word processor file, a program like Word Perfect will be able to read it and convert it to its own file type. If it's a spreadsheet file, things get more complicated. Different spreadsheet programs have different requirements for loading data from a text file, things like how many fields per record, use of carriage returns or tabs to separate fields and so on. If those parameters are set right, then a MS-DOS spreadsheet program should be able to load the data from the Ascii file.

FROM DIRK BAKKER, ON 12/04 08:31PM

```
I/ram5/wap I-
[D#]"####.pswd"[ABORTS]"
"[ABORTS]" "<1] Main Menu>"B";
readcnf1
readon "C"[]]"2";
readcnf2 []]"G";[Aborts]
on [Boards Available]
off []]
V" Saving to /RAM"I+
I-V" Save to /RAM OFF"
[ABORTS]" ";
readon "C"[]]"4";
readcnf4 [ABORTS]" ";readon
Log-off
off []]"Q"[Main Menu]"F"
"D";[]]"P";G/ram5/newload
Sc /ram5/djb""
F/ram5/upload
"O";[]]"Y"off ""
-----tear here-----
```

The above text can be copied and pasted directly into your Mousetalk (MT) macro editor. Create the following "labels" (identified by beginning of line):

```
| Log-in |I/ram5/wap.....
OA-1 | readcnf1 | readon.....
| readon |[]]"G";[Ab....
| on |V" Saving to /RAM....
| off |I-V" Save to /RAM
OFF
OA-2 | readcnf2|[ABORTS]"
";readon "C"....
OA-4 | readcnf4|[ABORTS]"
";readon Log-...
OA-5 | FileTrns| off []]"Q"[Main
Menu]"F"
OA-6 | download |"D";[]]"P";G/
ram5/newload
```


OA-7 |sendtext|Sc /ram5/djb""
 OA-8 |upload |F/ram5/upload
 OA-9 |Log-off |"O";[?]"Y"off ""

I would first "Z"elect the boards I want to read regularly in the TCS, this, if you have not already, is done on the menu "above" the Conference 1-4. Where you see #####.PSWD substitute your TCS No. and Password. Note this presumes you wish to copy your session to a /RAM5 file called WAP. A simpler version of this macro is in pg. 67 of the article I wrote in the Novemeber issue of the Journal. Along with a full explanation. This is my latest macro.

BXY File types

FROM DAVE RANDALL, ON 12/01 07:07PM

I've uploaded Juggler (a graphics animation show) to download area 8 (IIGS Graphics). I had downloaded this file from a commercial BBS system and because it was a "BXY" format, I tried to pack it using Shrinkit v1.2, but Shrinkit would not let me. So I had no alternative but to use the original format (BXY).

I know this is not allowed on the TCS but what could I do? Is the TCS eventually going to allow BXY formats now? And how can I shrink resource files, etc?

FROM TIM MCGRAW, ON 12/01 11:08PM

Unfortunately, until Shrink It! GS becomes widely used and available, you will have to shrink to disk anything that has resource files within it—even small programs, such as NDAs.

FROM DALE SMITH, ON 12/02 03:21AM

First, you don't "pack" a BXY file - ShrinkIT was right to stop you, since the file is already shrunk and then "wrapped" in a Binary II format (which is what BXY is intended to mean). You should instead Unshrink the file and then reshrink to a Juggler.SHK file - or you can download the file originally with the Binary II mode of your communications program engaged, if it supports Binary II extraction on-the-fly as the newer

generation of Apple II communication programs do.

FROM TIM MCGRAW, ON 12/13 07:55AM

I just downloaded Clock.NDA.SHK to check you out on this. After downloading, I had a Text-type file, not a .BXY file (which perhaps I might have had IF I had Binary II >on< under GSOS 5.0.2). In ShrinkIt! 2.1a, it showed it as a normal NuFX archive. The original archive was done on Dec. 1, which is approximately when >I< turned it from a .BXY to a regular .SHK file. What gives? What makes you think this is a .BXY file?

FROM DALE SMITH, ON 12/13 04:51PM

You got a TXT file because you used Standard Xmodem (checksum) or CRC Xmodem to do the download rather than ProDOS Xmodem. The file is actually filetype

\$E0/\$8002 on the TCS - but that gets lost without ProDOS Xmodem, leaving a TXT file - none of which makes any difference to ShrinkIT.

FROM TIM MCGRAW, ON 12/13 05:58PM

Oh. But I recall that in the Binary II days (anyone remember BLU?) downloaded files would RETAIN their format.

My ORIGINAL complaint had to do with a file that I downloaded, and when I UNSHRUNK it, there was a .BXY file INSIDE!!! I now know that it was because I was using an older version of ShrinkIt!, thank you.

The joys of telecommunicating....

FROM DALE SMITH, ON 12/13 06:39PM

The "inside BXY" file is because of a quirk in the current version of ShrinkIT (it doesn't make any difference whether it's the first release of 2.1 or the second or 2.1a) — or you might say it's a quirk in the way the user uses it in naming a file. If you name the file SOMETHING.SHK, both the inner and the outer [BXY] filenames will be "SOMETHING.SHK"; likewise if you use xxxxx.BXY. I would

have [as many would] expected the inner name to end in .SHK while the outer ends in .BXY. It happens that way only for people using Binary II mode for uploads or people renaming the file.

Any way you look at it, it's a quirk that will just have to be adapted to, unless Andy does something about it with ShrinkIT/GS and ShrinkIT 3.0.

FROM JON THOMASON, ON 12/13 09:14PM

The TCS will list it as a BXY file, whereas ShrinkIt doesn't bother to tell you. Hehe... :) /;+/
 FROM DALE SMITH, ON 12/13 11:02PM

FROM DALE SMITH, ON 12/13 11:02PM

It would certainly make life easier if the next version of ShrinkIT, or at least ShrinkIT/GS would automatically substitute .SHK into the internal filename to replace the .BXY the user enters for a file they're creating with the BNY header added by ShrinkIT. I am afraid that there's insufficient memory for Andy to add that the ShrinkIT 3.0 but maybe it'll get in the GS version.

New To Downloading? ... read here!

FROM MARC BREWER, ON 12/08 10:47AM

Hi! I am a new user of the TCS. I finally figured out how to download programs but I have no idea how to run them. I've heard things about "unpacking" and "unsqueezing" but the instructions for them are Greek to me. I'd like to learn how to get the most out of TCS, but since I'm disconnected after 30 minutes each day, things have been going rather slowly. Please reply as soon as possible because I am eager to use these files.

P.S. Is there any way to talk to someone live on TCS??

FROM DALE SMITH, ON 12/08 02:47PM

Go to File Transfer Area #4; download the file SHRINKIT2.1.XTX.

Go into BASIC on your system Enter PREFIX <whatever the disk name is that holds SHRINKIT2.1.XTX> - this sets the

ProDOS prefix to point to the location of SHRINKIT2.1.XTX.

Now enter: "-
SHRINKIT2.1.XTX"

You'll be left with the original file and 3 new files: SHRINKIT, SHRINKIT.SYSTEM, and a ShrinkIT.DOCS file.

READ the docs — they are complete.

Just enter: "-
SHRINKIT.SYSTEM" from BASIC and the program will be run. You can use the Type function of the program to display the docs.

This program will unpack essentially all the packed files on the TCS with the exception of the GIF files, which need a special display program.

Try it ... you can't hurt anything.

FROM MARC BREWER, ON
12/10 08:22PM

Hi again. I got your message on how to get the SHRINKIT program to unpack my files. Well, I downloaded SHRINKIT and then I downloaded a game. When I ran SHRINKIT, I "SHRUNK" the game. Well, here's my problem:

I've only been into telecommunications for a couple of months. A lot of the things I read on here, I don't understand. I finally realized that you had to "unpack" a file to use it. Well, I've shrunk this game that I've downloaded by I have no idea how to run it so that I can play it. Please help me.

I'm not even sure I shrunk the program correctly. Some parts of the instructions for SHRINKIT were hard for me to understand. What I did was shrink "SPELLBINDER" and when it asked for another filename to shrink it to, I just typed "ADVENTURE.GAME" Now, how do I boot up this game so that I can play it.

Thank you very much for your time and patience.

P.S. Am I allowed to try to sell items on TCS?

FROM SAM UPTON, ON 12/
10 10:01PM

Marc - I'm also fairly new to telecommunicating, maybe I can help.

First, Shrinkit is used to >shrink< files to upload to the BBS. You shrink a file in order to save transmission time uploading and downloading. Then you can use Shrinkit to <unshrink> a file after you have downloaded it.

It sounds as if you got to the shrinkit menu and chose "shrink", you should have chosen "Unshrink/Extract". You would then normally be asked for the source volume and then the destination volume. With the files that you have already downloaded and reshunk, I suspect that you should just trash them and re-download (you would probably have to unshrink the file twice, but I've never experienced that and don't know for sure), then unshrink.

In addition to shrinking (which creates a file called Nufix), you have a number of other file compression conventions. Suffice to say for now that if you get the file from an Apple][file area, shrinkit will extract it automatically.

You can use the GIF files, but need to use a separate program to view these graphics files. These are graphics "ported" over from other computers that you couldn't usually use. The program I suggest for utilizing these files is called SHR.CONVERT.2.1.

Oh yes, by the way. When you unshrink a file it can unshrink to MANY different files, the unshrunk file(s) will have the names given them by the person who created/shrunk them. This is automatic and you don't have to name them yourself.

For your next question - Yes, you can put things up for sale — and I saw your message posted on the Hobbies and Models board, so you know where Conference 1 (general conference) is. [BTW - the "other conference is the MAC conference].

In conference 4, you have many different boards. I don't think there is a Photography-specific board but I could be wrong.

What is your system set-up? You could get more specific help if you gave that info with your inquiries.

Since SPELLBINDER is in the GS GAMES section of the down-

loads, I assume that you have a GS. Most of the time, you can run an application from GSOS. Just go to the desktop, open the file and double-click on the system file of the application. If it's a basic file, double click on the basic application. What I like to do, generally, is to set up a Ramdisk and copy the application files to it. Then I run them from the finder. You could also "install" GSOS on a disk with a specific application using the Installer program on the System.Tools disk. This is not something that I am too proficient in myself ... Plus, most of the files you download from the BBS are fairly small, and I like to group like-files on one disk (GAMES on one disk, UTILITIES on another, GRAPHICS a third -and so on).

Well, I hope you get something from my messages, from my experience you'll get more help from others, and maybe they will clarify/correct what I've told you.

FROM DALE SMITH

Marc, Shrinking is the "packing" command in ShrinkIt, not the "unpacking" command. You have to Unshrink the file. You will NEVER be asked for a filename to store unshrunk files to, since those names themselves are in the SHK archive. When you Unshrink the file, there should be a set of docs in a file that will tell you how to play the game. Remember that the SHK archive can have many files in it or even whole disks or any combination.

When you do give the Unshrink command you'll be asked to specify the file- type in the prefix for the directory where your file is; then you'll be able to highlight the filename and hit <return>; then you'll be given a list of the files within the archive - you can mark any or all of them to be extracted.

ProTerm Bug?

FROM DALE SMITH, ON 12/
09 05:53AM

This bug is a well-documented bug that affects ONLY the default File Transfer Path. All of the other

stored paths will do (eventually) an ONLINE call to show you all the volumes and start you over at the top of the tree, but not the File Transfer Path. Only you could figure a way to "eject a harddisk" <grin> If you do not have a PT.PARMS file, these paths will all default to the path to the program itself—until the next release of ProTERM it's either that or MAKE SURE you don't remove the currently logged File Transfer directory UNTIL you have accessed it for a file transfer, then you can back out of it to wherever you want. This is one of the most significant bugs in v2.1 also - not the only one, but one that really gets in the way more so than the others...

THANKS FROM MARC BREWER, ON 12/11 10:12PM

I haven't had a chance to download new files and unshrink them tonight but I will try this tomorrow or the next day. Thank you so much for your help. I will tell you when I've finally and successfully run a program. One more question about classified - Did you say that I can only try to sell something in the classified conference or can I try to sell something in another conference as well?

Also: When signing on to TCS, is there any way to receive all the messages for me, or do I have to go to each board and read all the new messages to find mail for me?

—If I need help with something, is there any way I can talk to someone on line or do I have to send a message to someone and wait until they receive it?

AppleWorks Time Out Series—UltraMacros

FROM GARY HAYMAN, ON 11/08 12:46PM

If you have had your UltraMacros updated recently to UltraMacros 3.0, you may, by inspecting the file listings by using AppleWorks 3.0 - NOT SEE ALL THE FILES.

The reason for this is that AppleWorks 3.0 only lists 51 files at the volume level and there are actually 54 files at the volume level

(the program VOLUME.CONTROL was used to permit this). You will not see three of the files. Unfortunately, two of them are IMPORTANT TO SEE as they are subdirectories which contain the "FILES.FOR.V3.0" and

"FILES.FOR.V2.0". Many of the AWP and ADB files are important for you to look at.

NOW HERE IS A POSSIBLE FIX - move the files up the menu ladder using a program such as SIDERFILE or CAT.DOCTOR. I have placed unimportant files such as "JEM.PRODUCTS", "ZMM.FIND.V2.0" and "RTN.CHAR" at the bottom of the ladder.

If you don't have SIDERFILE or CAT.DOCTOR but do have an alphabetizing utility such as Copy II+, you might try this. RENAME AS FOLLOWS:

INSTALL.SYSTEM → A1

FILES.FOR.V3.0 → A2

FILES.FOR.V2.0 → A3

Run your utility and alphabetize the volume. Change the file names back as they were:

INSTALL.SYSTEM ← A1

FILES.FOR.V3.0 ← A2

FILES.FOR.V2.0 ← A3

You will now have access to the files that you were not able to see before.

It is important to note that INSTALL.SYSTEM must be up at the top of the menu ladder, before any other ".SYSTEM" file.

ANOTHER THING: If you are using AW 3.0, you may want to copy the following files from the subdirectory FILES.FOR.V3.0 to the main directory, replacing (and updating) the five files that are already there.

SAMPLE.DB

SAMPLE.DB2

LINKING.SAMPLES

MACRO.MANUAL

CONVERT.SAMPLE

None of this will have any effect on how UltraMacros 3.0 is running in AppleWorks 3.0, but will provide you with the correct updated files and information to look at that will be pertinent to you.

AS ALWAYS, do all this sorting and transferring on a BACK-UP COPY.

FROM ROBERT LAMACCHIA, ON 11/23 09:38PM

Just a note to let everyone know that Beagle Bros. responded quickly to my question about printing with TO ReportWriter. I was trying to use 15 or 12 character/inch and was getting proportional on my ImageWriter II with an Apple IIGS. I could not get through on the tech assist phone line (always busy), so I faxed them the question on a Friday afternoon (Fax number in the manual!). Monday afternoon I got a call from one of their techies who said "yup, it does not work at any CPI except 10 and 17, and we are working on the printer driver". He then asked if I was a member of Washington Apple Pi, and when I said I was, he said that I could get the update through the "Beagle Buddies" there. Another vote of confidence in BB and their support.

FROM GARY HAYMAN, ON 11/25 09:43AM

If you have recently (last two weeks) have had your 5.25 Timeout ULTRAMACROS disk updated, please be sure that it looks like the catalog listed here, then check with your Beagle Buddy.

Please pay particular attention to the dates of INSTALL.SYSTEM and the TO.files. The below catalog was extracted from the OFFICIAL Beagle Update Disk received on or about November 20, 1989. Some updates may have been made with un-official updates which were thought to be correct but may, in fact, be slightly different.

ULTRAMACROS

/ULTRAMACROS		PRODOS	
Sys	16k	Mar 22	89
/ULTRAMACROS			
INSTALL.SYSTEM	Sys	29k	Oct 4 89
/ULTRAMACROS		ULTRA.20	

Sys 13k Jan 4 89
 /ULTRAMACROS ULTRA.30
 Sys 14k Nov 6 89
 /ULTRAMACROS
 TO.COMPILER Bin 15k Nov 6 89
 /ULTRAMACROS
 TO.MACRO.OPT Bin 10k Nov 7 89
 /ULTRAMACROS
 TO.UTILITIES Bin 8k Sep 8 89
 /ULTRAMACROS Notes
 Awp 26k Oct 26 89
 /ULTRAMACROS
 TO.CLIPBOARD Bin 3k Aug 30 89
 /ULTRAMACROS
 FILES.FOR.V3.0 Dir 1k Sep 14 89
 /ULTRAMACROS
 FILES.FOR.V2.0 Dir 2k Nov 7 89
 /ULTRAMACROS JEM
 Products Awp 5k Nov 3 89
 /ULTRAMACROS Macros From
 SMW Awp 4k Sep 1 89
 /ULTRAMACROS Macros
 Printer Awp 5k Sep 1 89
 /ULTRAMACROS Macros
 Special Awp 5k Sep 1 89
 /ULTRAMACROS Program-
 merTasks Awp 1k Sep 1 89
 /ULTRAMACROS Addresses
 Adb 1k Sep 1 89
 /ULTRAMACROS Phone Calls
 Adb 1k Sep 1 89
 /ULTRAMACROS Macro 0
 Memo Asp 3k Sep 1 89
 /ULTRAMACROS
 TO.HELP.V3.0 Bin 11k Sep 4 89
 /ULTRAMACROS
 TO.HELP.V2.0 Bin 4k Sep 4 89
 /ULTRAMACROS Task Sample
 Awp 2k Sep 6 89
 /ULTRAMACROS Read This
 Awp 2k Sep 6 89
 /ULTRAMACROS Changes in
 v3.1 Awp 2k Oct 26 89
 /ULTRAMACROS/FILES.FOR.V3.0 File
 Display Awp 1k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Linking Samples Awp 5k Sep 6 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Macro Samples Awp 6k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Macros Manual Awp 4k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Macros Ultra3.0 Awp 12k Sep 4 89
 /ULTRAMACROS/FILES.FOR.V3.0
 MacrosParagraph Awp 2k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Menu Sample Awp 5k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Hitters Adb 1k Sep 6 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Sample DB Adb 1k Sep 4 89
 /ULTRAMACROS/FILES.FOR.V3.0
 Sample DB2 Adb 1k Sep 4 89
 /ULTRAMACROS/FILES.FOR.V3.0

Convert Sample Asp 1k Sep 6 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Linking Samples Awp 5k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Macros Dialer Awp 3k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Macros Manual Awp 4k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Macros Path Awp 1k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Macros Ultra Awp 14k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0 No
 Keyboard Mac Awp 2k Sep 1 89
 /ULTRAMACROS/FILES.FOR.V2.0
 ZMM Find v2.0 Awp 3k Jul 12 88
 /ULTRAMACROS/FILES.FOR.V2.0
 Padres Adb 1k Sep 12 87
 /ULTRAMACROS/FILES.FOR.V2.0
 Sample DB Adb 1k Sep 14 87
 /ULTRAMACROS/FILES.FOR.V2.0
 Sample DB2 Adb 1k Sep 14 87
 /ULTRAMACROS/FILES.FOR.V2.0
 Convert Sample Asp 1k Sep 4 89
 /ULTRAMACROS/FILES.FOR.V2.0
 Macros Startup Awp 4k Sep 14 87
 /ULTRAMACROS/FILES.FOR.V2.0
 Help Ultra Awp 4k Sep 6 89

FROM LEE RAESLY, ON 12/01 04:30PM

Definitely, you want UM 3.1 Earlier versions won't run with AW 3.0, and UM 3.0 is BUGGY!

Appleworks 3.0

FROM LOUIS SAPIENZA, ON 12/01 08:41PM

Is this a bug in AppleWorks 3.0 or has AppleWorks always done this? I do not think that it has. I added a lables printer to the program and indicated "No" for accepts top of page commands. I used the lables printer to print some test lables on regular paper and they printed ok. Then, I went back, without turning off the printer and printed a word processing document as usual under my regular printer "Imagewriter". At the end of the document I would not get a form feed to the next available page in the printer. If I turn the printer off and clear its memory my top of the page formfeed works properly. I think that this is a bug in the program for some reason. I don't ever remember this happening before. Comments from the board will be appreciated. Thank You

FROM HARRY BACAS, ON 12/05 11:05AM

If I understand you, you used the same "printer" withOUT top of page (formfeed) commands to print your wordprocessor document? If so, that's why the paper didn't move up at the end. You need to use a different "printer" from the one you set up for labels.

When you turn the printer off and on again, it reverts to its default settings, which include top of page (formfeed) commands.

FROM HARRY BACAS, ON 12/10 10:12AM

The Imagewriter, and I guess most printers, has default settings for things like characters per inch which it uses until the software tells it different. It also remembers where the top of the page is as long as it is turned on. So you have to turn it off or send it a command to reset the top of the page. I'm still not sure what has caused your problem. If you have two "printers" in AppleWorks and just the one physical printer hooked up, then changing to the other "printer" shouldn't be a problem; the new

"printer" would send its commands the first time you print something. Can you describe what you were doing and what went wrong?

FROM LOUIS SAPIENZA, ON 12/26 05:03PM

I was printing lables and using my lables printer that I installed in AppleWorks. The only difference between the "lables printer" and my Imagewriter II printer that is installed in AW is that I simply have the "accepts top of page commands" turned off so I don't get a form feed printing lables. For some reason I didn't turn the printer off after taking out the lables and starting with my regular computer paper. When I ran a print out of something I did not get the top of page command or a form feed. I have not checked it since, but it seems to me that I didn't have to turn the printer off in the past. Yes, I think that using the regular printer should have sent the top of page command. If you have any ideas let me know. Since I have time over Christmas I will

check to see if the same thing happens again.

AW 3.0 & DIF Files

FROM ROCCO RAGANO, ON 12/04 01:30PM

Has anyone run into a problem reading DIF files into AW 3.0? I keep getting an AW 3.0 generated error when it tries to read a DIF file I created from Dollars & Sense.

FROM JOHN WAAK, ON 12/04 05:30PM

Rocky - I got errors using AW 3.0 trying to create a new spreadsheet file from a DIF file which I had just printed from the AW 3.0 database module.

It just would not work, although I was able to achieve the desired result copying the DB to the clipboard and then moving the info into the SS from the clipboard.

Smart Remove/Save

FROM GARY HAYMAN, ON 12/06 08:12AM

I found these undocumented AppleWorks 3.0 gems over on the ProAPA board that I thought you might find of use.

If you haven't found this little treasure, try it out. Using oa-rtn after you have selected file(s) to remove from the desktop. Have 3 or more files on the desktop that were added from different pathnames.

1. From the Main Menu select "Remove files from the Desktop."
2. Select the files using the right arrow or oa-right arrow.
3. Press oa-RTN (open-apple return)

Your files will be saved to their original pathname and removed from the desktop. (It uses the smart-save feature.)

A macro to save All files and remove them from the desktop has become pretty easy. (Remove files from desktop)+(oa-right)+(oa-rtn) (a few error checks) and your macros is complete!

THANK YOU VERY MUCH
Beagle Bros, Alan Bird, Randy Brandt and Rob Renstrom.

It only saves changed files, by

the way. Unchanged files are simply removed.

SuperPatch 6.1

FROM HARRY BACAS, ON 12/10 10:22AM

I've got SuperPatch 6.1, but not the manual (due later this month) and I have two problems/questions. I am using the Beagle patch for AW 3.0 and UltraMacros 3.1. When I install the Beagle Patch and SP 61, I can get the date/time display at the top of the AW screen. But as soon as I install UM, the date/time display goes away. Then the installation menu for SP 61 refuses to do the date/clock patch.

That's the first problem. Can anyone throw any light on this?

The second problem—if it really is a problem—is that SP 61, in its main installation menu, will not access SEG.ER or SEG.PR. These two were added between SP 60 and SP 61. But trying to run either one from the menu produces only a beep. Anyone had this experience or care to comment?

FROM BILL WYDRO, ON 12/10 02:46PM

Try installing UM first, then SuperPatch. In the initial set of SP questions, you will be asked if you have UM installed or not.

If your 6.1 is like mine, it has a note on it saying that it is a Beta version, and the bugs apparently aren't worked out on the ER and PR patches. John Link has purposely disabled them, and should be forwarding to you (and me) an update, as well as the manual from Quantum.

If you don't have the earlier docs, beware that a couple of the patches are drastic (like instantly quitting without saving), and one is irreversible. Appropriate notes accompany the patches, just pay attention to them!

FROM HARRY BACAS, ON 12/12 11:47AM

I finally realized the clock patch would work with UM 3.0 but not with UM 3.1.

So, for now, the choice is stay with UM 3.0 or not install the clock patch. I phoned Quality Computers and they said all SP 6.1 registered

owners would be sent a new disk in the next couple of days fixing the problem.

Thanks for the info on the unimplemented SEG.ER and SEG.PR patches.

FROM PETE CROSTA, ON 12/22 06:45AM

Harry, just for your information (and everyone else's), I called Quality yesterday (Dec 21) and they said the updates are being shipped "today", meaning 12/21. You gonna hold your breath?????? :)

FROM HARRY BACAS, ON 12/25 02:21PM

SuperPatch is indeed on the way, but the situation is still a little clouded. I got my copy direct from the author, John Link, because I had registered with him for earlier versions. And it is wonderful! Does everything it is supposed to, including working with AppleWorks 2.0, 2.1 and 3.0 and with UltraMacros 3.0 and 3.1.

However, Quality Computers, which is now the publisher/distributor for SuperPatch, is still shipping the earlier "6.1" which has problems with the clock display and other things. At least I saw one copy, shipped Dec. 22, which had those problems. I have written to John Link to advise him of this.

You can tell which 6.1 you are getting by looking at the modification date of the STARTUP file. Link's is dated Dec.1. The older version is dated Oct. 15.

If you want to deal with Quality Computers direct, they are at 1-800-442-6697. The address is 15102 Charlevoix, Gross Pointe, MI 48230.

FROM LOUIS SAPIENZA, ON 12/26 05:18PM

I have used the public domain program for fixing bugs in AppleWorks 3.0. If I get Superpatch 6.1

Classified Ads

FOR SALE

SuperPaint 2.0 (original documentation, warranty card) = \$99; PowerPoint 2.0 (original documentation) = \$99; More II (shrink wrapped, with warranty card) = \$150; Oracle for the Mac (original documentation, warranty card) = \$100; Trapeze 2.1 (original documentation, warranty card) = \$99; MindWrite Express 2.1 (original documentation, warranty card) = \$99; Super 3-D 1.0 (original documentation) = \$50. Call Lynn, 301-845-2651 evenings before 10:30 PM.

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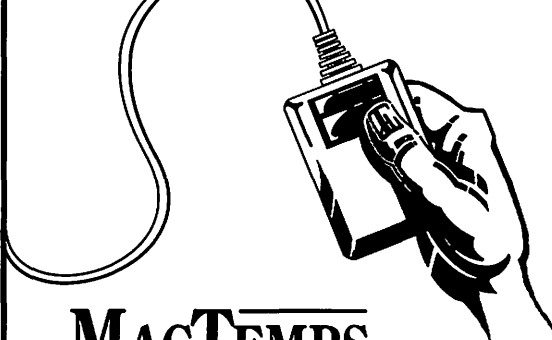
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Mac Disketeria

by Dave Weikert

New and Recent Disks

We have seven revised disks this month. These disks are the residue of the Miscellaneous Utilities series. This series has been reviewed and tested to ensure that the programs work with current models of the Mac and with current system software. The series originally included 13 disks; only seven now remain (Mac Disks #15.01A through #15.07A). The programs on the first six disks were all previously in the Miscellaneous Utilities library; Disk #15.07A includes updates of programs originally included in the series. Chuck Sicard is currently testing additional candidates for the Miscellaneous Utilities series; look for some more new releases in the near future.

Recent disks include Anti-Virus Utilities (Mac Disks #1.01B through #1.03B), FKeys (Mac Disks #4.01A and #4.02A), the initial disks of the INITs/cdevs Series (Mac Disks #9.01 through #9.04), the first of the Miscellaneous Series (Mac Disk #10.01 - Excel Templates), a Telecommunications disk featuring WAP's own TCS (Mac Disk #13.09) and the revised Adobe Screen Fonts series (Mac Disks #18.01A through #18.16A) which include NFNT ID numbers.

HyperCard StackWare & Externals

David Condit, our HyperCard librarian, is still looking for help. He has over 50 disks with stacks and XCMDs/XFNCs needing evaluation (and annotation if they are good enough to be included in the Disketeria). Give David a call at (703) 349-8752 if you can help. There are also a number of volunteers who have received stacks for evaluation and annotation and have not returned them. If you have

not done so, give David a call and let him know when you will have them done. It's been a while since we've seen any new StackWare in the library but if David gets the help he needs, we should see some real soon now.

Donations Still Needed

Most of the programs in our Mac Disketeria are archived on five-inch 20 Megabyte Bernoulli cartridges or on 45 Megabyte SyQuest cartridges. This includes material already issued as well as downloads waiting to be tested, annotated and assembled onto disks. Because of the expense, the club has been able to purchase only a limited number of these cartridges. I have used a number of my own cartridges but am running low and the programs keep coming in. If anybody has any of either type that they would be willing to donate or loan on a long term basis, I (and the club) would be eternally grateful. You may leave them at the office to my attention or give me a call at (301) 948-9646. The Bernoulli cartridges may be from IOMEGA, Mountain Computer or Bering; the SyQuest cartridges may be from PLI, CMS, MassMicro, LaCie or a number of other vendors. Thanks.

Miscellaneous Utilities— Disk #15.01A-MU1

3D-Edit: By Colin Olson. Using drawing tools, simple geometric objects can be drawn and viewed from top, front, right and three-D positions simultaneously. Perspectives can be altered. **Shareware - \$15.**

AlbumTracker 2.0 f: AlbumTracker 2.0: By Michael Sackett. Allows you to catalog by 42 different fields your entire (max 1054) record, compact disk or cassette collection. As many as 8 icons can be associated with each entry by specifying the icon name in any field. Use the **Sample Collection** to see how the program works. Help is available under the

Apple menu. **Shareware - What you feel it's worth.**

Amortize 2.3 f: Amortize 2.3: By Jerry C. Welsh, Jr. Create schedules of amortization for your loans with this simple utility. Tell the program the amount of the loan, the number of payment periods, and the interest rate, and it will create a table with columns showing the amounts of your payments, divided into interest and principal. It also shows the remaining balance at each period and the total interest payments over the life of the loan. is a member of the Pi, so don't forget those shareware fees. **Shareware - \$15.**

CrossMaster (0.3A) f: CrossMaster: By Patrick J. Stevenson. This is a sample version of CrossMaster 1.0 which is a full-fledged crossword processor for creating and solving crossword puzzles. In the building mode you can easily create puzzles with your words and clues. Numbering is automatic and you choose the blank boxes. **Sample 1 - 3** are three sample puzzles are provided for the solving mode. The solve mode provides an option to cheat a little by toggling on the beep-if-correct function. **CrossDocs** is the program documentation.

Disk Librarian v1.82a f: Disk Librarian v1.82a: By Little Bit. This is the shareware predecessor of the commercial program DiskQuick™ (\$49.95), and is a somewhat dated disk cataloging program which allows you read the directory on a disk, to sort your files or disks, to view the catalog in many different ways and to show comments in the Get Info windows. It can be used with hard disks as well as floppies, and offers information on the size of folders, content, and date last modified for each file. Scroll bars make review easy and the program will run as long as you provide disks. One downside is that it catalogs all mounted disks; not a great idea when you run it with your hard disk mounted unless you want it cataloged. **Librarian 1.82a Doc** is the documentation. **Shareware - \$20.**

DollarSort 1.1: By Pierre Omidyar. Sorts every word in an output file (may or may not ignore case) or will sort by groups of lines using the first word of the "block" as the keyword. Output can be set to columns. **Shareware - \$1.**

EIapse 2.0: By Jim Hamilton. This program tells you how long your Mac has been on since it was last started up or booted. **Shareware - \$1.**

FixData f: FixData 1.0: By Todd Vernon. This utility allows you to change data files in such a way that the programs you use every day can interchange data. Different programs delimit columnar data differently, some with spaces between columns of numbers, some with tabs, others with commas, etc. FixData can transform one format to the other in seconds. In addition FixData allows you to

prefix and postfix any column of data with any string entered; this comes in handy when you are trying to read data into Excel. Excel changes data into dates unless data is prefixed with "=" and postfixed with ". You also have the option to delete columns of data. **FixData doc** is the documentation.

Football Picks f; Football Picks: By Jack James. This program can keep track of individual player bets on NFL Football, and allows you to "run the office pool." It allows the use of spreads in determining the winners, and the winner is based on the player with the most number of correct picks (with the spread) out of all 14 games. The total amount of points scored on the Monday night game is used as the tie breaker. **1987** is the schedule information for 1987 that will give you an idea how the program works. **Football Picks.Docs** is the documentation for the program. A subsequent shareware version was promised; contact the author for information as we have not seen it.

Inventory: Do your inventory of household possessions with this program. It has many features which allow you to organize your inventory.

Labelprinter: By Bob Faucett. Prints standard mailing labels from a text file of addresses.

LaserLabel 1.0 f; LaserLabel 1.0: by Jeffrey Y. Sue. Print 3 column labels on a laser printer. You can either print directly upon sheets of 3 column labels, or you can print a "master" which you can later photocopy onto 3 column label sheets. Allows you to select different "fields" of a record to print in different positions on the label. You may also choose which records to print, by specifying a search field. **LaserLabel** reads lines of text (ASCII) from a TEXT file. **LaserLabel Manual** is 5 pages of documentation. **Shareware - \$5.**

Miscellaneous Utilities— Disk #15.03A-MU 3

Form It! f; (v1.0)Form It! By John Holder. Creates forms with data fields such as invoices, certificates, registrations, etc. This form and data managing software package will automate your tasks and assist you in the tedious job of managing forms. The program will total columns or any fields you specify, add tax, give you sub-totals and even put in the correct date. The **PICTKey FKEY** which is bundled with **FORM IT!** converts forms designs into a PICT file. **Form It! docs** is documentation for the program. Included are four form samples files and respective data. **Shareware - \$40.**

ham radio utilities f: **ham radio utilities:** By Jim Sohn. Jim Sohn, a member of the Washington Apple Pi and ham radio operator with call letters

WA4DGB, sent us these utilities that he developed. This is a nice collection of utilities that solves some of the many engineering equations necessary in constructing and operating a ham radio station. Three of these programs are written in compiled BASIC by BASCOM and three are compiled with the ZBasic compiler, so they all are stand alone applications. The two that have a suffix notation "Talk" require MacinTalk which is included in this folder.

Construction: Computes the materials needed for the stone base and concrete slab given the length, width and depth of either base or slab.

Decibels: Computes decibel ratios for power, voltage and current values; ratio conversions for W-dBW, W-dBm, mW-dBm, dBm-W and dBw-W; and power/voltage/current gain numerical ratios. (If you have to ask what decibel ratios are, you don't need to know.)

GreatCircle: Computes the bearing and distance (in Nautical miles) between any two points specified by their longitude and latitude.

HamRadio: Computes transmission line attenuation for quarter, half and balun configurations. Calculates antenna construction parameters for specified frequencies. Lists power supply characteristics for different configurations such as full and half wave. Performs range and bearing calculations like the GreatCircle program.

HamTalk: A talking introduction to the HamRadio file preceding.

LineLoss.Talk: Computes IR loss in a specified length and gauge wire with a specified current.

Lunar Exposure Calculator: By Dennis Michelson. This program, written in Microsoft Basic, is for night photographers who would like an exposure guide based on the moonlight available on a specific night. One selects the f-stop, film ASA rating, kind of area being photographed, and the date. The program provides the moon phase, luminance in lumens per square meters and the recommended exposure time if there is enough moonlight.

Mac's Bar v2 f; Mac's Bar: By Mike Warren. It allows you to keep track of your favorite bar recipes (or any other recipes for that matter). **Mac's Bar** has with it over 100 drink recipes all ready entered with room for about 300 more. You may also keep a very simple inventory of the drink ingredients that you have on your bar and **Mac's Bar** will search out all the drinks that you can make. **Mac's Bar** is also capable of searching out all the drinks that contain a particular ingredient. **Mac's Bar Docs** is the documentation in great detail. **Bar1** and **Bar2** are start up bars; however you can create your own.

MacLoad: By J. Reider. Allows text files up to 32K to be entered into the Mac through the modem, as from, say, a laptop computer. When within a help screen topic, double click to return to the list of topics.

Miscellaneous Utilities—Disk
#15.04A-MU 4

MacAuto™ DEMO: By Scott Silerman. Auto in this case means automobile. This program keeps a detail record of gas and maintenance/repairs and reports out average miles per gallon and prompts for due oil change. The fully functional version which will save and print is sold as shareware. **Shareware - \$25.**

MacLoan 3.7C f; MacLoan 3.7C: By Robert K. Valentine. This program should help in those situations where one is considering the options associated with borrowing money at various interest rates or figuring the amount of the interest deduction for the year for tax purposes. Many times, not all of the variables are known (interest rate, monthly payment, principal, etc.). This program comes in handy because it will solve for the unknown factor if the other two are known. It will compute the monthly payment amount, the number of months it will take to pay off a loan, and compute the interest rate. Needs ImageWriter driver. **Read Me First** is one page documentation. **Shareware - \$25.**

MacMailing 2.2S f; Mac Mailing 2.2S: By A. Buscaglia, IsleSoft. This limited capability version of the MacMailing program is fully functional except it only saves 25 entries. The full version of this program permits one to create and maintain mailing lists and produces mailing labels with up to 2,500 entries. **Convert** is a utility to move data from MacMailing1.x to MacMailing 2.x which allows for expanded ZIP codes and additional information in addition to the address. **Welcome to Mac Mailing 2.2S(MW)** is letter of greetings. **Mac Mail Doc #1** is 12 pages of documentation and **Mac Mail Doc #2** is another 10 pages of documentation on the label function. **Shareware - \$20.**

MacSat 1.1 f; MacSat 1.1: By Bill Bard of BEK Developers. A satellite tracking program that can store data for up to 200 satellites and 100 stations. Data for the stations and satellites are contained in a file called 'MacSat Data'. Default data are contained in a file called 'MacSat Defaults'. Both files must reside in the same directory as MacSat. Some knowledge of satellite orbits is required to make good use of this program. Updates appear every two weeks on CompuServe Astroforum in DL3. **MACSAT.DOC v1.0** is the documentation you get until you pay your fee which includes the manual. **Look 10/19/88 072323** is a sample file. **Shareware - \$10.**

MakePaint: By Alan Dahlbom. Creates MacPaint documents from PICT type files or resources from the clipboard. Can also be used to cut, clear, or invert sections of the MacPaintings.

MedConvert f. MedConvert: By Stephen R. Ikeda. A fancy "filter" program which loads a text file created from a Medline (National Library of Medicine scientific database) search into memory, strips out unwanted characters, and adds the appropriate field and record delimiters so that the resulting output file can be read (or imported) by a database program. **MedConvert doc** explains how to use it.

MessageMaker: By Jeffery Abrams. A telephone call slip application; also allows creation of day plans and notepads.

Miscellaneous Utilities— Disk #15.05A — MU 5

MetroGnome1.03 f. MetroGnome1.03: By Bob Partin. Plays a timed tempo or an entered beat, compiling the frame count or beats per minute. **Shareware — \$20.**

NewsClocks: By Buck Donham. Eight clocks showing the time in eight major cities around the world (Honolulu, Los Angeles, Denver, Chicago, New York, London, Moscow, and Tokyo).

Numberer: By Dave Game. This program permits you to add line numbers to the beginning of each line of a text file.

OddsMaker 1.1 f. OddsMaker 1.1: By E. Lutz. This program (football handicapping program) is designed to improve your odds in predicting NFL football scores based on past score performance. Each week NFC and AFC scores are up dated and new projections become available. **1988 Season** is a sample document with no scores entered. **Shareware — \$20.**

PCXtc 8 f. PCXtc 8: By John Papiewski. Love your Mac and its great graphics? Tired of being locked out of MS-DOS graphic files, while THEY have nifty utilities to view OUR Mac stuff? PCXtc ("PC Ecstasy") is a translator/viewer for files created in the PCX format. PCX was defined by Zsoft for their popular PC Paintbrush program, and is used by other MS-DOS graphic programs and scanners as well. PCXtc shareware version .8 is a viewer only. It can open MacPaint or PCX files and let you scroll them around the screen. A fuller version 1.0 has the "Save MacPaint", and also the Print, Delete File, and Transfer functions fully implemented. **PCXtc Docs** is 3 pages of MacWrite information. **Shareware — \$5**

PicSynch f. PicSynch: By Tom Stark. Use PicSynch along with your sound and paint files to put on a show. Use Sound-Wave edited files only. **PicSynch Instruc-**

tions is the documentation. **PicSynch.Pic** and **PicSynch.Snd** are supporting (example) sounds.

Pro Football Pool v 1.01 f. Pro Football Pool v 1.01: By E. C. Stanke, II and P. Halliday. If you want to run your own football pool for the 1987-88 season, this program is for you. Up to 100 players may participate, each one picking the winners in each of the 14 games each week. You print the pick sheets, collect and enter the picks, enter the winners and print the results. There is a tie-breaker feature that limits the number of winners each week. **information** describes the procedures for its use and the limitations of the program. **Shareware — \$15.**

Quick File f. QuickFile: By Bill Atkinson. A little database that is an early ancestor of HyperCard. (Was first called "Rolodex" until the trademark police complained.) Great for telephone directories and address listings. **QuickData** is the file where QuickFile keeps data. It contains the instructions for using QuickFile on cards.

Reminder™ 1.01 f. Reminder™ 1.01: By Bob Patin. Application for displaying a short reminder message upon bootup when it is set as the startup application using Set Startup. It is invisible to the user except when a message has been posted for display. **READ THIS FIRST!!** is the brief documentation. **Shareware — \$5.**

Resolution f. Resolution: By Robert Gilbert. Resolution is used to determine the amount of gray-scale information that can be obtained from a certain printer resolution and a certain number of screen lines when outputting continuous tone images as halftones. For example, it will show you that for a 300 spot-per-inch printer and using an 80-line output screen you will be able to represent 9 gray scales. Dropping to a 70-line screen will give you 16 gray scales. **Resolution Text** is the documentation and it says the above, plus the name and address of the author.

Rolodesk: By Tim Endres. A card-file style Rolodesk program. Includes utilities for converting between Rolodesk files and Quick File and MacWrite files. Information is located in the "About Rolodesk" under the Apple menu and in the "Rolodesk Help" under the Utilities menu.

Sample It! By John Holder. Permits you to examine MacPaint and MacDraw PICT format files and to open Desk Accessories, FKeys and Fonts. Use option key to show all files when opening DA, FKey, PICT resource file. **Shareware — \$10.**

ScreenTest f. ScreenTest: By Thomas Inskip. A VERY simple program but effective. It prints five squares (four big ones and a smaller one in the center) inside a big rectangle which frames the whole Macintosh printable screen area. The big rectangle is supposed to be as

centered as you can get it, each one of the four big squares should be 2 by 2 inches, the smaller one should be 1 by 1 inch, and the big rectangle should measure 8.55 inches diagonally. Most probably there isn't a Mac that fits exactly into this, but it should be very close. If your screen is way off, take it to a repair service with a copy of ScreenTest and tell the service people to adjust the screen until it fits the requirements as closely as possible. **Read Me!** tells you the above plus more.

SmallView 1.2 f. SmallView 1.2: By Dean Wong. A calendar program that allows you to write, display and print notes and memos through the year 2039. Can generate a month-on-a-page calendar for any year between 1904 and 2039 along with personal notes and 14 holidays. **Smallview doc.wrt** describes the program. **Shareware — \$12.**

SuperConvert f. SuperConvert By Silicon Beach Software Inc. This is a utility application that converts SuperPaint files containing LaserBits™ objects to and from the following high-resolution bit-mapped file formats: ThunderScan®, Tagged Image File Format (TIFF), and Encapsulated PostScript® (EPS). Its main function is to convert scanned images from ThunderScan and TIFF to LaserBits format for editing and to convert LaserBits images to TIFF or EPS formats for importing into other programs, such as page layout applications. **SC User Manual** is a 12 page help document.

Miscellaneous Utilities— Disk #15.06A — MU 6

SortDemo: By Lloyd Chambers. Demonstrates the sorting of data using various sorting schemes. **Shareware — \$5.**

Tape Labeler 3.0 f. Tape Labeler 3.0: By Johnathon Z. Simon. A real winner for tape cassette fans. Prints professional looking cassette labels on the ImageWriter or LaserWriter. There is space to type two artists, two album titles and 30 songs, plus noise reduction mode and recording dates (for each side of the tape). Specify the tape length, bias/equalization, tape brand and tape type, a catalog number and a distinctive identification pattern. Even prints in color. **Tape Labeler 3.0 Doc** describes the features and how to customize it using ResEdit. **Source code (with comments) in ZBasic, \$15 and a blank disk.**

TapeMaker™ (Demo) f. TapeMaker™ (Demo): By Jeff Hoffman and Mike Walker. This application lets you describe your tape and recording characteristics, then keeps track of what selections you want to record and how long they run, giving you the elapsed time and time remaining on each side of your cassette tape, and it will warn you when you're run-

ning past the end of the tape. When your planning is finished, TapeMaker™ will print out a beautiful label for the cassette box, complete with the side titles, song titles, tape bias, noise reduction type, and personalization. If you have an ImageWriter II with a color ribbon, you can also color-code your tapes by categories that you define. The demo version includes all of the features of TapeMaker™, except Save is disabled and the label will have the word "DEMO" printed across it. **Bach/Talking Heads Demo** is a sample file. **TapeMaker™—Read Me** is the help file. **Cost for fully functional version is \$19.95.**

tears f: tears By Steve Morein. This application will bring tears to your Mac screen, its really so sad to see your Mac cry. **readme** is the help file. The author will only take money if you insist.

TellerPhone 1.0: By Brad Ferguson. Convert your telephone number into the equivalent letters on the touchpad. Type in your number, and the program will show you all the possible combinations. (Did you know that the Pi TCS number is Yum Tuk? The zeros don't count.)

TrackSheet™ 3.0d f: TrackSheet™ 3.0d: By Bob Patin, Missing Byte Software. A Demo application written for use in multitrack recording studios. It is intended to alleviate the bothersome paperwork involved when recording on 8, 12, 16, or 24-track recorders. This demo version of TrackSheet™ has certain features disabled which will not prevent you from seeing what this program can do. The disabled features are: all print functions; all file-saving functions and saving of new menu configurations. **TrackSheet example file** is a sample file. The **trackd.mnu** and **TS Help** files are supporting files and must be in the same folder as the application. **Shareware — \$66.**

TypingHelper f: TypingHelper: By Richard Harvey. This practice typing program offers you one word at a time. You must open a word file created in a word processor (saved as a text file) or you may use the existing file called **Words File**. At the end of the test (number of words in a test may be set by test taker) your score statistics are shown.

ViewPaint 1.7: By Steve Dagley. This program is a utility to manipulate Paint and StartUpScreen documents. It allows you to open, view, convert and print documents of either type. Also, you may view PICT files. **Shareware — \$5.**

Wine List f: Wine List: By Bill Clark. This program is a small yet full-featured data base for wine lovers and restaurants. This program will save your data in separate files, sort, edit and print formatted reports with titles. It is MultiFinder compatible and takes full advantage of large screens and the Mac II.

Sample List #1 is a list of over forty wines. **Wine List Info** in a MacWrite information document. **Free; commented source code — \$15.**

Works-Works Transporter f: Works-Works Transporter: By Productivity Software. A file that operates with Apple File Exchange® (AFE from Apple Computer, Inc.) that allows you to convert Apple II ProDOS® files on 3.5" diskettes to Macintosh files. Apple File Exchange uses "transporter resources" to translate the formats of Apple II application files into the formats of files of Macintosh applications. Apple provides several transporter resources on the AFE distribution disk. The transporter allows you to convert AppleWorks Spreadsheet, Word Processor, and Database files to Macintosh format Microsoft Works Spreadsheet, Word Processor, and Database files. **AFE for Works.Doc** tell you the above and much more.

YAPS: By John MacVeigh. This is not what a dog does; it is in fact "Yet Another Paint Scroller".

YOAP: By Eric D. Boegel. This admirably simple program needs little explanation. When opened, it allows you to print a Year On A Page calendar. The program apparently doesn't depend entirely on the Macintosh calendar, because it will go beyond the 1904 - 2039 range.

Zippy f: Zippy: By Chuck Shotton. Zippy is a program, similar to the infamous Talking Moose DA. Zippy hangs out in the background of your Mac, waiting to enlighten you with his random words of wisdom. Zippy is designed to run in the background with MultiFinder; you MUST be running MultiFinder to use Zippy (you can run Zippy without MultiFinder, but it's pretty boring). In addition, Zippy speaks using the MacinTalk speech synthesis driver. This file MUST be in your System Folder. **Zippy Instructions.text** tell you the above and much more. NOT TESTED.

Miscellaneous Utilities— Disk #15.07A — MU 7

AddressBook f: Address Book: By Jim Leitch. This is a phone list and dialer which permits viewing of 66 names (length limited to 40 characters) in three columns per page. Select name and double click to open record and chose one of three telephone numbers to dial automatically. Several pages of help and is MultiFinder compatible. Files can be exported. **Addr_list Demo** is a sample address list. **Shareware — \$10**

Household Shopper 1.4: By Charles R. Vass. Allows you to generate and maintain "shopping lists" for up to 40 categories and up to 40 items per category. An item includes name, brand,

quantity/size, need to buy and coupon availability. The list may be sorted and printed. **Shareware — \$10 (source code available).**

INFOMaker v2.5 f: INFOMaker 2.5: By Mark S. Wall. Format data from other computer systems (PCs, mainframes, etc.) or from other Macintosh™ applications. Places all fields of a record in order on one line, separates them with tabs, strips control characters and leading and trailing spaces, inserts information for missing data, removes any unwanted data, and sets the file CREATOR so that data can be loaded directly into an application. Can also be used to split files on record boundaries and recombine or append files. **Shareware — \$22.50 plus \$2.50 for shipping and handling.**

Mac a Loan 1.3 f: Mac a Loan 1.3: By Coconut Info. Calculates details of a loan from input information such as loan amount and interest rate. Doesn't provide for printing, but screenshots will capture the data. **Shareware — \$6.**

Retouch f (v1.4): Retouch: By Allen Akins. Retouch is an affordable, simple tool for transforming scanned images and bitmap art. If you use: Paint programs like MacPaint™ or SuperPaint™, Desktop publishing programs (like PageMaker™ or Ready, Set, Go!™) or HyperCard™ then Retouch can make your current job easier and give you a range of new capabilities. Retouch is similar to two well-known image-retouching programs (ImageStudio™ and Digital Darkroom™). **Introducing Retouch™** is the help document. **ThunderScan Ad** is a sample picture of a young woman. **Shareware — \$20.**

Test Pattern Generator f (v1.0b): Test Pattern Generator: By Larry Pina. Run this program after installing screen and memory up grades to test screen alignment. **TPatGen1.08.Help** is a help file. **Shareware — \$20.**

Apple II Disks

DOS 3.3
 41 IAC 25 Mach.Lang. Util.
 42 One Key DOS***
 43 IAC 29 Utilities H
 44 Utilities I
 45 Diversi-Copy***
 46 French Vocab. Tutorial
 47 Tic-Tac-Toe in French
 48 Boot for I'Hote
 49 I'Hote Story
 50 I'Hote Quiz
 51 French Poetry Tutorial
 52 Apollinaire Biography
 53 Albert Camus Interview
 54 Tic-Tac-Toe in Spanish
 55 Rafael-boot
 56 Rafael
 57 Rafael Quiz
 58 Matute
 59 Lo Fatal
 70 Business/Math/Statistics
 71 Music
 72 Keyboard Games
 73 Text Adventure Games
 74 Paddle Games
 75 Color Graphics for Fun
 76 Education
 77 Utilities
 90 Spreadsheet C Genl.Bus.
 91 Spreadsheet D Investment
 92 Spreadsheet E Bus. Recd.
 93 VisiPlot & VisiTrend
 94 CALCULINK***
 95 Spreadsheet F: Coin Collect.
 100 Utilities A
 101 Utilities B
 102 Games A
 104 Business A
 106 Science Engineering
 107 Games B
 108 IAC 10(Graphics)
 109 IAC 11(Applesoft Tutorial)
 110 Personal/Education
 111 Games C
 112 Utilities C
 113 Business B
 115 IAC 12/13 Misc.
 116 IAC 14 MicromodemII
 117 Picture Packer
 118 Utilities D
 119 IAC 15 Misc.
 120 IAC 16 Misc.
 121 WAPABBS 1.1 Doc**
 122 IAC 17 Misc.
 123 French Vocabulary
 124 Utilities E
 125 IAC 18 Misc.
 126 Sights and Sounds
 127 Math/Science
 128 Games D
 129 GLAQ
 130 Diversi-DOS***
 131 Personal/Educ. 2
 132 IAC 19 - Utilities F
 133 IAC 20 - Pascal & DOS 3.3
 134 New Members Disk
 135 WAPABBS 1.1 Disk 1**
 136 WAPABBS 1.1 Disk 2**
 137 IAC 21 Spreadsheet A
 138 IAC 23 Utilities G
 139 IAC 24 Education 3
 140 Education 4
 141 Special Data Bases
 142 IAC 28 Pinball Games
 143 Sports
 144 IAC 27 Applesoft Prog.
 145 Apple Logo Tool Kit
 146 Logo Documentation
 147 Apple Logo Sample Prog.
 150 EDSIG1 (Elem. Math)
 151 1983 Tax Template
 152 IAC 31 Miscellaneous
 153 Investments A

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

Eamon Series

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 181 Beginners Cave
 *182 Lair of Minotaur
 *183 Cave of the Mind
 *184 Zephyr Riverventure
 *185 Castle of Doom
 *186 Death Star
 *187 Devil's Tomb
 *188 Caves of Treasure Island
 *189 Furioso
 *190 The Magic Kingdom
 *191 The Tomb of Molinar
 *192 Lost Island of Apple
 *193 Abductor's Quarters
 *194 Quest for Trezore
 *195 Underground City
 *196 Merlin's Castle
 *197 Hograth Castle
 *198 Deathtrap
 *199 The Black Death
 *200 The Temple of Ngurct
 *201 Black Mountain
 *202 Nuclear Nightmare
 *203 Feast of Carroll
 *204 The Master's Dungeon
 *205 The Crystal Mountain
 *206 The Lost Adventure
 *207 The Manxome Foe
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 *209 Caverns of Langst
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 *211 House of Secrets
 *212 Sewers of Chicago
 *213 Slave Pits of Kzorland
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 *215 Lifequest
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 *217 Priest of Ximl
 *218 Heros Castle
 *220 Utility II
 *221 Utility III
 *223 Temple of the Undead
 *224 Quest for Holy Grail
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Pascal (See also 133)

300 PIGO: ATTACH 1.1/BIOS
 301 PIG1:

302 PIG2:
 303 PIG3:
 304 PIG4:
 305 PIG5:
 306 PIG6:
 307 PIG7:
 308 PIG8:
 309 PIG9:
 310 PIG10:
 311 PIG11:
 312 PIG12:
 313 PIG13: Guerrilla Guide
 314 PIG14:
 (PIGO; PIG2; PIG4; and
 PIG11: are reissues)

CP/M

401 Master Catalog
 402 Utilities 1
 403 Communications
 404 Utilities 2
 405 Utilities 3
 406 ZCPR2 Install
 407 ZCPR2 Documentation
 408 ZCPR2 Utilities
 409 Modem 730
 410 Essential Utilities
 411 Text Editor
 412 Spreadsheet
 413 MDM740AB (SSC&Comm)
 414 MDM740CD (7710 & A-Cat.)
 415 Orig. 350 Pt. Adventure
 416 Kermit Source Code
 417 Kermit Documentation
 418 Kermit Running Code
 419 Utilities: Z83, REZ, VDE
 420 Small C Compiler

Forth

700 Assembler/Disassembler
 701 Full Screen Editor
 702 GoForth Tutorial
 703 Fig-Forth
 704 Floating Point Arithmetic

ProDOS Volumes

802 Utilities (A)
 803 Filecabinet
 804 Shareware
 806 ZAP
 807 Imageworks
 808 Comm-Term
 810 Haunted House
 811 Adventures Disk
 812 Toddlers and Kids Game Room
 813 TAWUG-1
 814 TAWUG-2
 815 TAWUG-3
 816 TAWUG-4
 817 Telecom
 818 AppleWorks Tax Template IRS
 1987***

Apple IIgs

3 1/2" DISKS

2001 Utilities & Pictures A
 2002 Demo Disk A
 2003 Freeterm
 2004 Slide Show I
 2005 Demo Source Code 1
 2006 Demo Source Code 2
 2007 M18 Courses
 2008 Odd Bits I
 2009 GS Fonts I
 2010 GS Fonts II
 2011 GS Fonts III
 2012 AppleWorks Tax
 Template IRS 1988***
 2013 Odd Bits II
 2014 Sounds I
 2015 Sounds II Nostalgia
 2016 Slide Show II
 2017 Slide Show III
 2018 Mean 18 Courses
 2020
 2021
 2022
 IIGS Systems Disk

Apple III Disks

WAP /// SIG PD LIBRARY
 1000 WAP /// SIG PD Catalog
 1001 Games 1
 1002 Basic Utilities 1
 1003 Footnote ///
 1004 System Utilities & Data Disk
 1005 New Member Disk
 1006 Word Processing and WPL
 1007 Games for Kids
 1008 The Best of MAUG
 1009 The Best of the Source
 1010 The Best of TAU
 1011 D3.Backup
 1012 Sketchpad and Slideshow
 1013 A3 Diagnostics
 1014 Basic Boot Disk
 1015 Best of ///s Company
 1016 AppleCon
 1017 Pohlman Disk 1
 1018 Pohlman Disk 2
 1019 Pohlman Disk 3
 1020 Pohlman Disk 4
 1021 Pohlman Disk 5
 1022 Basic XT and Basic Utilities
 1023 The Retriever
 1024 Power Print ///
 1025 Disk Window ///
 1026 Source Window and Data Window
 1027 Power Cat and Basic XRF
 1028 ASCIDIF by Bloom
 1029 Ink Well Manual
 1030 Ink Well
 1031 Basic Extension
 1032 TerminALL Manual
 1033 TerminALL
 1034 Power Keys DM+
 1035 Best of Bloom
 1036 Ram+3/Two-N-Fro /// 128K
 1037 CustomFONT Manual
 1038 CustomFONT
 1039 Fonts Disk One
 1040 Ottalini Articles: Disk 1
 1041 Capt'n Magneto
 1042 GUCSPAR by Bloom
 1043 Apple // Emulation: Disk 1
 1044 Apple // Emulation: Disk 2
 1045 Disk Maker/AppleSeed
 1046 File Cabinet/Sort Directory
 1047 Phase /// Conference Plus!
 1048 Mail List Manager Utilities by
 Bloom
 1049 Mail List Manager Utilities by
 Bloom
 1050 Mail List Manager Utilities by
 Bloom
 1051 Basic GTO
 1052 SOS Drivers
 1053 Contributions Disk #1
 1054 Pascal Menu.Maker
 1055 Best of ATUNC
 1056 Programmers Power Tools
 1057 Best of ///s Company: Disk 2
 1058 Ottalini Articles : Disk 2
 1059 Ottalini Articles : Disk 3
 1060 3E2P/AW Business Templates
 1061 Contributions Disk #2
 1062 Graphics Disk #1
 1063 Telecommunications Disk #1
 1064 Telecommunications Disk #2
 1065 Telecommunications Disk #3
 1066 Kermit ///
 1067 XMODEM ///

Footnotes

* Requires disk #181 to start game
 ** Set of 3
 *** Shareware: Pay author fee to
 continue using after trial period.

Anti-Virus Utilities 3 disk set 1.01B - AV 1 1.02B - AV 2 1.03B - AV 3	INITs & cdevs 4 disk set 9.01 - /C 1 9.02 - /C 2 9.03 - /C 3 9.04 - /C 4	Telecommunications 9 disk set; \$27.00 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	Adobe Screen Fonts 16 disk set; \$48.00 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	Mac II Series 14 disk set; \$42.00 20.01 - M II 1 20.02 - M II 2 20.03 - M II 3 20.04 - M II 4 20.05 A - M II 5A 20.05B - M II 5B 20.06 - M II 6 20.07A - M II 7 20.08 - M II 8 20.09 - M II 9 20.10 - M II 10 20.11 - M II 11 20.12 - M II 12 20.13 - M II 13	Serially Numbered Disk 76 • Disk 77 • Disk 78 • Disk 79 • Disk 80 • Disk 84 • Disk 85 • Disk 89 • Disk 91 • Disk 92 • Disk 95 • Disk 96 • Disk 104 • Disk 105 • Disk 106 • Disk 108 • Disk 123 • Disk 134 • Disk 143 • Disk 147 • Disk 150 • Disk 151 • Disk 153 •
Desk Accessories 10 disk set; \$30.00 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	Miscellaneous 1 disk set 10.01 - M 1	Programmer/Hacker 1 disk set 14.01 - PH 1	Miscellaneous Utils 13 disk set; \$39.00 15.01 - MU 1 15.02 - MU 2 15.03 - MU 3 15.04 - MU 4 15.05 - MU 5 15.06 - MU 6 15.07 - MU 7 15.08 - MU 8 15.09 - MU 9 15.10 - MU 10 15.11 - MU 11 15.12 - MU 12 15.13 - MU 13	HyperCard StackWare 29 disk set; \$87.00 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	HyperCard Externals 4 disk set 21.01 - HE 1 21.02 - HE 2 21.03 - HE 3 21.04 - HE 4
FKKeys (Function Keys) 2 disk set 4.01A - FKs 1 4.02A - FKs 2	Digitized Sounds 31 disk set; \$90.00 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	System Utils 8 disk set; \$24.00 16.01 - SU 1 16.02 - SU 2 16.03 - SU 3 16.04 - SU 4 16.05 - SU 5 16.06 - SU 6 16.07 - SU 7 16.08 - SU 8	System Software 6.0.3 6 disk set; \$18.00 SS.ST SS.PT SS.U1 SS.U2 SS.LW 6.0 SS.32 Bit QDraw	HyperCard Update 1.2.2 HC & Stacks - HC.01 HC Ideas - HC.02	Serially Numbered Disk 28.1 • Disk 29 • Disk 30 • Disk 31.1 • Disk 32 • Disk 35 • Disk 41 • Disk 45 • Disk 46 • Disk 54 • Disk 55 • Disk 56 • Disk 74 • Disk 75 •
ImageWriter Fonts 15 disk set; \$45.00 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					
LaserWriter Fonts 5 disk set; \$15.00 6.01 - LW 1 6.02 - LW 2 6.03 - LW 3 6.04 - LW 4 6.05 - LW 5					

HyperCard Upgrade requires you to show HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk
Disks marked with a **bullet** in 400K single side disk format; all others are 800K double side disk format.

Mail this form with your check to: Disketeria 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.	
Number of Disks Singles 4 or less @ \$ 4.00 = _____ 5 or more @ \$ 3.50 = _____ Sets (marked above) \$ (above) _____ + Postage - \$ 1.00 /disk, max \$ 5.00 Disk Catalogs \$ 3.00 = _____ + Postage @ \$ 1.50 ea. _____ TOTAL AMOUNT _____	Member Price each Extended	Name _____ Box Number, Apartment, Suite, etc. _____ Street Address _____ City _____ State _____ ZIP Code _____ Daytime telephone _____ Evening telephone _____	

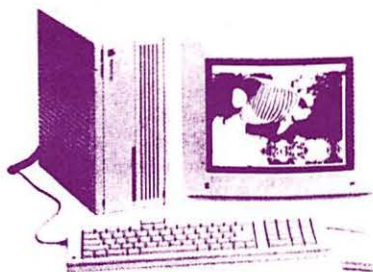
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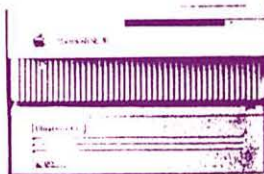
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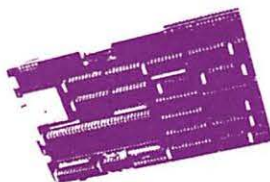
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The most powerful relational database package on the mac just got faster (as much as 100 times) and easier to program! Truly the relational database language for the mac, now with links to Oracle, and others.



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Radius brings us some of the most advanced color graphic solutions available. With a FULL two pages in view at all times this is the ideal system for CAD and DTP where it is not critical to have WYSIWYG



TSI 68030 Mac +/SE Accelerator: **\$1069.**

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Virtual by CNI: **\$239.**

Turn the hard drive in your Mac II, SE30, or TSI Accelerated computer into an extension of RAM and watch multifinder and RAM intensive applications fly! (Requires PMMU on 020 based machines).



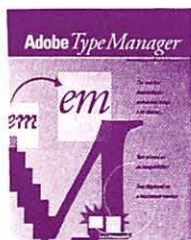
InterFax Modem by Abaton: **\$299.**

The Mac press found the Abaton InterFax to be the best performer and the best value for the Macintosh. The InterFax includes background software (that works under both finder and multifinder). *1 Yr Warranty*



1 Megabyte SIMMS High speed: **\$137.**

MacCorner guarantees you the best prices on low profile high speed SIMMS in the Areal fully compatible with all Macs, accelerators, large screens, full height hard disks, and any internal expansion your Mac will ever require. *2 yr warranty*



Adobe Type Manager by Adobe: **\$69.**

Adobe has developed a driver that allows your Mac's screen & quickdraw printer (image-writer, PLP, SC) to use adobe's postscript outlines, so all your fonts are always perfect, to the limit of the resolution of your output device!



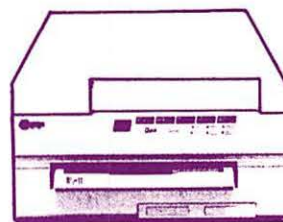
330 Meg. Maxtor Drive: **\$1578.**

Only a few left in stock! These are the last of a large delivery we took in early summer. The best deal in large capacity in the country, period. But there are only 7 left. Need we say more? *1 yr Manuf. Warranty*



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If you are shopping for drives, PLI's 50 is the best value in midrange hard disks! And their TurboDrive gives you all the formats in the Apple 1.44 drive, ads the famous PLI software set, and works with all Macs! *One year full warranty on both*



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