

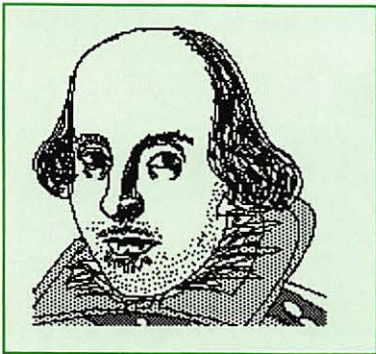
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The Journal of Washington Apple Pi, Ltd.

Volume 12, Number 6

June 1990

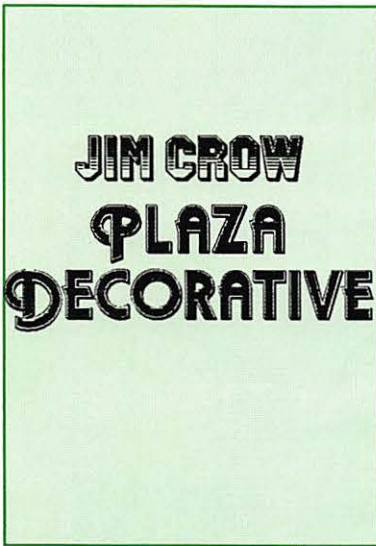


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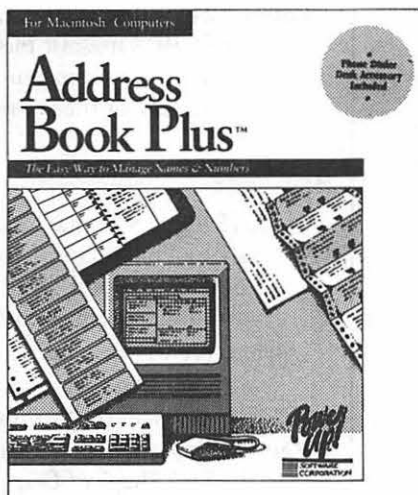
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Although this is the June Issue, we have some information that you really ought to know about in May.

So...if you read this in May, you will know that you should come to the meeting on May 26 at the Bethesda Holiday Inn. It's located near the old WAP Office—just around the corner, in fact. The street address is 8120 Wisconsin Avenue, and the meeting will be held in the ballroom.

And if you didn't read it in time and you went to the wrong place, please accept our most heartfelt apologies. We thought we were all set, and apparently they didn't agree with us.

We would like to say that it won't happen again—we *will* say it. And we sure hope that we will be right.

Sorry for the inconvenience.

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Please note the time and place of the May meeting: The Bethesda Holiday Inn, 8120 Wisconsin Ave. in the Ballroom., May 26. This is a major change, at the last minute. Call office for directions or for suggestions on the meaning of life.

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JulyJune 1
AugustJuly 1
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- Camera-ready ad copy**
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AugustJune 27

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Election time...

It's time for elections, once again, and the members have some interesting choices to make. In the center of this issue of the Journal is a set of campaign statements and a ballot, and they are important to all of us.

We have survived a difficult period in our history, and things seem to be on the mend. The board meetings no longer resemble a Demilitarized Zone and the directors now handle issues in minutes that used to take hours to resolve. Much—regretfully, not all—of the shrillness that used to characterize the affairs of WAP has muted.

A careful reading of the campaign statements would be useful, and we urge our readers to read those statements carefully and to make deliberate and considered judgments about those people who they wish to see handling the responsibilities of office in this organization.

Our sole and heartfelt exhortation: read the statements and to vote for those people who you think will best represent what you want and expect from this organization.

We are cutting short our editorial chatterings this month to print a letter to the Editor from the departing Treasurer of the WAP. Although he is not running for office again, he is concerned about a number of things, some of them perhaps actionable, that have been said about the way that he has discharged his duties. To set the record straight, and to throw light on what has—or has not—happened, we commend his letter to your consideration:

Letter to the Editor

Dear Editor and Fellow Members of the Pi,

I am writing this letter on the eve of my departure from the office of Treasurer which I have filled since 1982. For all of that time, lately with the title, my wife Priscilla has been my invaluable assistant. For the last year and a half or so our conduct of the office and our professional competence have been the subject of intense criticism by a very small but vociferous group that has voiced its complaints in board meetings, handouts, on the TCS and the Twilight Clone, and in complaints to governmental agencies including the IRS, the Virginia Department of Commerce, and the District of Columbia Lottery and Charitable Games Control Board. My purpose in writing this letter is to present the facts to the membership.

The attacks on our stewardship and on us personally have focused on the timeliness and accuracy of the Pi's Federal tax returns, the fact that we were paid for their preparation, an alleged misapplication of funds raised through the D.C. MacWorld lottery, and our alleged opposition to an audit.

The charge of lack of timeliness is based on our obtaining extensions of time to file the Form 990 (an information return) and 990-T (a money return reporting "unrelated business income"). Failure to file the 990 on time carries with it a \$10 per day penalty. With the exception of the last return that we prepared, for FYE 5/31/88, all Forms 990 were filed on time. Because we filed the

FYE 5/31/88 return late the Pi was charged \$298.14 (\$290 penalty plus \$8.14 interest) which the Pi paid and which we simultaneously reimbursed to the Pi.

The situation with the 990-T's is more involved. The 990-T is the return on which income from activities unrelated to the exempt purpose of the organization is disclosed and a tax liability established. In FYE 5/31/84 and 85 all of our taxable income was attributable to advertising revenues. In 1984 the American College of Physicians (American College) prevailed over IRS in an appeal in Federal Circuit Court in a decision which affected the Pi's need to file Form 990-T. The substance of the decision was that advertising revenues received by nonprofits from ads which educated the readership were not unrelated business income and therefore not taxable. Relying on this case, and after consultations with Pi Counsel, our outside accountant, and with technically knowledgeable members of the Pi, we elected not to file a 990-T for the most recently ended period - FYE 5/31/84, and subsequently for FYE 5/31/85. Although no statistics are available, we believe many nonprofits for whom advertising revenue was all, or a significant part of taxable unrelated business income, made similar decisions.

Prior to our decision not to file we had made a \$1,064 deposit to the IRS for the 990-T for FYE 5/31/84. After the American College decision and because there was no certainty attached to our decision (an IRS appeal to the Supreme Court was to be expected) we allowed our estimated tax payment of \$1,064 to remain on deposit with the IRS. By then we believed these funds would be sufficient to pay the two years' taxes should later events such as a reversal in the Supreme Court render them payable.

Continued on page 19

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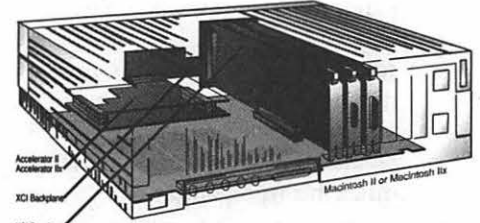
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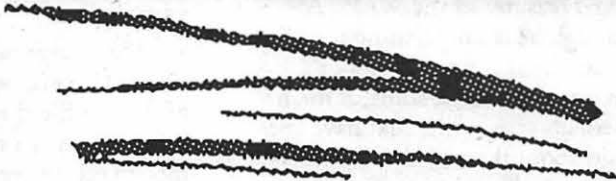


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*The
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Corner*

by David Morganstein

Apple][Forever. Some years ago the WAP sent a representative to an Apple Computer introduction of a 'hot, new' computer, the Apple IIe. At the meeting Apple made it 'very clear' that Apple][owners were not going to be shunted aside as new technology emerged. Much of the latest gossip in the trade journals suggests that Apple Computer's plan for the future of the Apple][(or IIe,][GS, etc) line includes a Macintosh that can run Apple][software. This might be a satisfactory solution to some, such as those who are ambidextrous, that is, who use both the][and the Mac. How do you feel about this direction? Is it adequate? What are your needs and what are your preferences? What should we as a user's group be telling Apple Computer to do? Let us hear from you so we can send the strongest possible message to Cupertino!

By-Laws and Standards of Conduct. We are very pleased to report that both of these items passed unanimously at the April board meeting. The meeting was very well attended with a significant number of interested non-board members. As you may be aware, the board meetings are open to all members in good standing and all those in attendance are permitted to vote. While there is an option for a 'board members' only vote, there has been virtually no call for such limitations during the past ten months, a positive sign.

Apple][Library. We would like to express our deepest appreciation to Jim Little for his many years of service to the WAP. Jim has been our hard working Apple][Librarian

and deserves our thanks for all of his efforts. At the same time, we would like to welcome John Ruffato as the new Apple][Librarian. John has over the past few months done a careful and thorough reorganization of the Apple][disks. The results will be better a better product to our members. John is seeking a 'Language' librarian who would be responsible for assembling and duplicating diskettes in Pascal or CP/M form. If you are interested, please contact John directly or leave your name at the WAP office.

Board of Directors. We would also like to thank Pat Kirby for her service as a member at large. Unfortunately, the pressure of work required Pat resign her position. She has been a voice of calm, enthusiasm and good ideas and we will miss her help. The board in choosing a replacement for Pat selected Mary Hockmeyer. Mary has been an active Mac Disketteria volunteer. She has shown a lot of enthusiasm and come forth with some excellent ideas as well as a willingness to help implement those ideas. We welcome Mary and look forward to her help in the future.

Elections. As you may know, it is that time again. We would like to thank Jon Hardis, Bruce Field and Ray Hakim for their willingness to serve on the elections board. We hope to have the ballots prepared in mark sense form so as to simplify their tally. The committee has asked that the ballots be incorporated in the Journal so as to ease the task of distributing them, not to mention to save on the cost of postage.

Future of the Pi Meeting. The April meeting generated a number of very good suggestions. Among the most important is that all new members receive a personal communication from an active volunteer, welcoming them and seeking to find out their interests. This contact could be invaluable in connecting new members with WAP services.

Unauthorized Mailings. A number of members reported that they had received a mailing which gave the appearance of being from the WAP. The return address on the envelope and the contents was the WAP. This was the same material distributed by two individuals at the December Garage Sale (the one cancelled by the ice storm) and is primarily a series of personal attacks on a few active WAP volunteers. If you have received this mailing, please let us know. We have turned several copies of it over to the Postal Inspector who has informed us that it is indeed a federal crime to use the mails to pretend to be representing someone else.

Volunteers Needed. As usual, we are in need of a few extra hands. If you are willing to help with any of the following, please give us a call! All assistance is gratefully appreciated.

Apple][New Member Co-ordinator. We would like someone to, at each monthly meeting, meet with new WAP members who principally use an Apple][family computer. This co-ordinator would help explain the WAP and its services to new members, telling them about ways in which they can get better use out of their machine through membership in the WAP.

Member Directory. If you have any page layout skills, we can use your help. We would like to assemble an up-to-date listing of our membership for distribution to interested members.

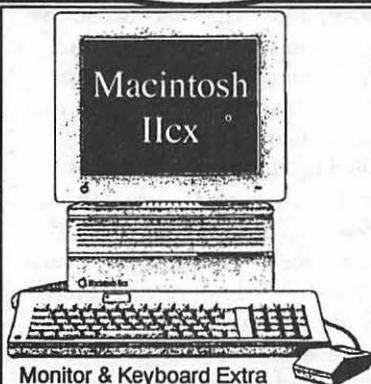
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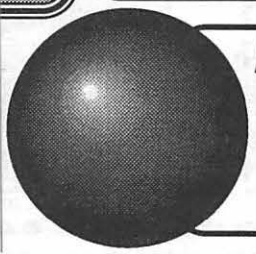
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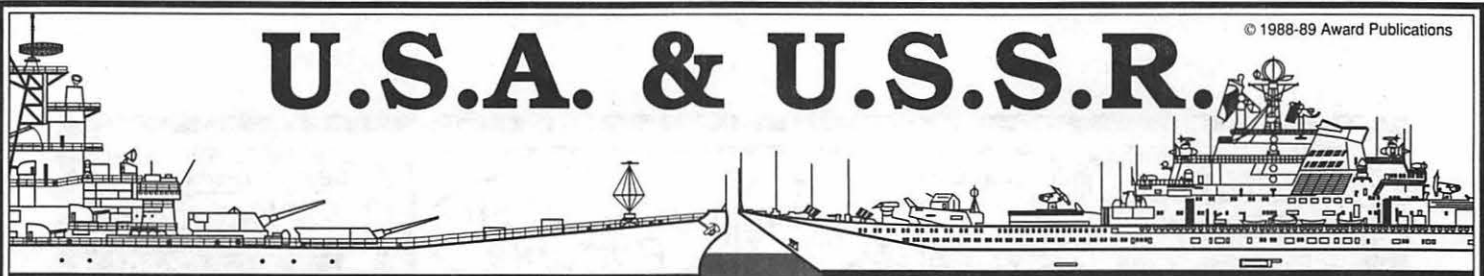
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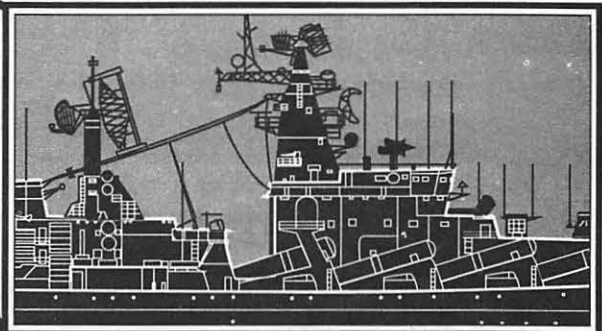
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Proposed Bylaw changes

[These Bylaws are current as of April 30, 1990. The issues of the WAP Journal giving notice of the amendment, adoption or repeal of particular sections are indicated in brackets.]

ARTICLE I - NAME

The name of the corporation is Washington Apple Pi, Ltd. (hereinafter referred to as "WAP" or the "Corporation").

ARTICLE II - PURPOSES

WAP is organized for such charitable and educational purposes as may qualify it for exemption from federal income tax under section 501(c)(3) of the Internal Revenue Code of 1954, as amended (or the corresponding provision of any future United States internal revenue law). More specifically, such purposes include, but are not limited to, mutual learning and education of members of the public who share an interest in computers.

ARTICLE III - PROHIBITED ACTIVITIES

No part of the net earning of the Corporation shall inure to the benefit of or be distributable to its members, directors, officers or other private persons, except that the Corporation shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth in Article II hereof. No substantial part of the activities of the Corporation shall be the carrying on of propaganda or otherwise attempting to influence legislation, and the Corporation shall not participate in, or intervene in (including the publication or distribution of statements), any political campaign on behalf of any

candidate for public office. The Corporation shall not carry on any other activities not permitted to be carried on (a) by a corporation exempt from federal income tax under Section 501(c)(3) of the Internal Revenue Code of 1954, as amended (or the corresponding provision of any future United States internal revenue law) or (b) by a corporation, contributions to which are deductible under Section 170 of the Internal Revenue Code of 1954, as amended (or the corresponding provision of any future United States internal revenue law).

No member, director or officer of the Corporation shall be financially interested, directly or indirectly, in any agreement relating to the operations conducted by the Corporation, nor in any transaction for furnishing services, facilities or supplies to the Corporation for compensation, unless the fact of such interest be known to the Board of Directors and unless such agreement or transaction shall be authorized by the Directors who have no interest, direct or indirect, in such agreement or transaction.

ARTICLE V - MEMBERSHIP

SECTION 1. CLASSES OF MEMBERSHIP. There shall be four classes of membership: family, student, educational institution and corporate patron. Any member of the immediate household holding a family membership shall be entitled to all privileges of membership, except that the family membership is entitled to a single WAP Journal and a single vote. Educational institutions and corporate patrons shall exercise the privileges of membership through a single individual and shall be entitled to a single vote. As determined by the Board of Direc-

tors, educational institutions and corporate patrons may be entitled to multiple copies of the Journal. [Amended July 1986.]

SECTION 2. ELIGIBILITY. Membership in WAP is open to any person interested in computers of any manufacturer, size or kind. New family members, educational institutions and corporate patrons shall be required to pay an initiation fee under the conditions prescribed by the Board of Directors. [Amended July 1986.]

SECTION 3. DUES. The annual dues for each class of membership shall be determined by the Board of Directors.

SECTION 4. LIMITATION OF AUTHORITY. Except as otherwise specified in these Bylaws, no member shall act in the name of WAP or take any action that would bind WAP. [Amended July 1986.]

SECTION 5. RESIGNATION. Any member may resign from membership in the Corporation by submitting a written resignation to the Secretary of the Corporation, but members shall not be entitled to a refund of any portion of the annual dues paid prior to such resignation.

SECTION 6. EXPULSION. A member may be expelled from membership in WAP for (a) failure to pay the annual dues for more than thirty (30) days after the due date thereof, or (b) engaging in activities prohibited by these Bylaws or any rule or practice adopted by the Board of Directors of which notice has been given to members. Damaging WAP property or disrupting WAP services shall be ground for expulsion. Before any member may be expelled for engaging in prohibited activities, written charges specifying the alleged cause shall be filed with the Secretary and a copy thereof shall be served on the member charged. The member charged shall be given notice of the meeting of the Board of Directors at which the member's expulsion is to be considered and the member charged shall be allowed a hearing

before the Board. If the Board determines that the prohibited activities are correctable, the member charged may, at the discretion of the Board, be given an opportunity to correct such conduct. The member charged may be expelled by the affirmative vote of two-thirds of those Directors present and voting at the Board of Directors meeting of which the member charged received notice, a quorum of Directors being present. The member charged shall receive prompt written notice of the Board's action. A person expelled from membership by virtue of (b) above may be reinstated as a member by a majority vote of the Board. [Amended March 1986, July 1986 and August 1989.]

SECTION 7. QUALIFICATIONS FOR OFFICERS AND DIRECTORS. All officers and members of the Board of Directors must be members in good standing in WAP. Notwithstanding Articles VII and VIII of these Bylaws, an officer or member of the Board who ceases to be a member in good standing shall be deemed to have vacated the office or the Board effective as of the date he or she ceased to be a member in good standing. [Added March 1987.]

ARTICLE VI - MEMBERSHIP MEETINGS

SECTION 1. REGULAR MEETINGS. Regular Membership Meetings shall be held on the fourth Saturday of each month, unless otherwise determined by the Board of Directors. Notice of these meetings, stating the date and hour of the meeting and the place where it is to be held, shall be by publication in the WAP Journal.

SECTION 2. SPECIAL MEETINGS. Special Membership Meetings may be called by the President, the Board of Directors or a signed petition of fifty (50) members. Notice of a Special Membership Meeting, stating the date and hour of the meeting and the place where it is to be held, shall be given by publication in the WAP Journal or by a mailing to all members and

shall state the purpose of the meeting. No business other than that stated in the notice shall be transacted.

SECTION 3. QUORUM.

One hundred members in good standing must be present at a Regular or Special Membership Meeting in order to conduct business.

SECTION 4. PROXIES.

No member may vote by proxy at a Regular or Special Membership Meeting.

ARTICLE VII - BOARD OF DIRECTORS

SECTION 1. POWERS.

The business and affairs of WAP shall be managed by its Board of Directors, which may exercise all powers of the Corporation and perform all lawful acts and things which are not by law, the Articles of Incorporation, or these Bylaws directed or required to be exercised or performed by or are conferred upon or reserved to the members.

SECTION 2.

COMPOSITION. The Board of Directors shall consist of 15 members: the President, the two Vice Presidents for Programs, the Secretary, the Treasurer and ten Directors-at-Large. The Directors-at-Large shall be elected annually pursuant to Article IX hereof. [Amended April 1984, February 1987, June 1988, August 1989, and ___ 1990.]

SECTION 3. TERM.

Directors shall serve for a one year term beginning on July 1.

SECTION 4. REMOVAL.

A Director may be removed at any time, with or without cause, either at a Regular Membership Meeting or at a special meeting called for such purpose.

SECTION 5.

VACANCIES. Upon the resignation or removal of a Director-at-Large, that Director position shall be declared vacant. The Board of Directors may, by majority vote, appoint a member as Director-at-Large to fill any vacant Director position. The Director-at-Large so

appointed shall serve the remainder of the term of the Director he or she replaced.

SECTION 6. REGULAR MEETINGS. Regular meetings of the Board of Directors shall be held monthly, unless otherwise determined by the Board of Directors. Regular meetings shall be held, at such time and place as may be determined by the Board of Directors, without further notice.

SECTION 7. SPECIAL MEETINGS. Special meetings of the Board of Directors may be called by the President, either Vice-President or two or more Directors on seven (7) days notice to each Director, if such notice is delivered personally, by telegram or by telephone; or on fourteen (14) days notice if sent by mail or published in the WAP Journal. No business other than that stated in such notice shall be conducted. [Amended June 1988.]

SECTION 8. CONDUCT OF MEETINGS. The Board shall by a simple majority at its first meeting of its term elect a presiding officer from among its members who shall preside at meetings of the Board of Directors for the balance of the term. In the absence of the presiding officer, the Board may elect a temporary presiding officer from among its members by simple majority vote for the duration of the meeting or until the presiding officer assumes the chair. By a two-thirds majority vote, the Board may permanently remove a presiding officer for the balance of the term. A simple majority is then sufficient to elect a new presiding officer. The Secretary of the Corporation, or such other person as the presiding officer may appoint, shall act as Secretary of the meetings. A majority of the Directors currently in office (not counting vacancies) shall constitute a quorum. Meetings of the Board of Directors shall be open to all the Corporation's members, except that upon majority vote, the Board of Directors may enter executive session to transact business which the Board determines to be confidential.

[Amended June 1984 and August 1989.]

SECTION 9. ACTION BY CONSENT OR BY TELEPHONE. Any action required or permitted to be taken at any meeting of the Board of Directors may be taken without a meeting if a written consent to such action is signed by all members of the Board of Directors and such written consent is filed with the minutes of the proceedings of the Board. The Board of Directors may participate in a meeting by means of a conference telephone or similar communications equipment by means of which all Directors participating in the meeting can hear each other at the same time. Participation by such means shall constitute presence at such meeting.

ARTICLE VIII - OFFICERS

SECTION 1. DESIGNATION AND TENURE. The officers of the Corporation shall be the President, four Vice-Presidents, the Secretary, the Treasurer, one or more Editors of the Journal, one or more Librarians, the Telecommunications System Operator, the Director of Group Purchases, and one or more Tutorial Directors. Only members of the Corporation are eligible to serve as officers, and an officer who ceases to be a member shall cease to be an officer. A member who has held an office for three consecutive years is not eligible to serve in that office for one year. (The preceding sentence shall be effective July 1, 1993, for all offices, after which this sentence shall cease to be a part of these Bylaws.) The President, the two Vice-Presidents for Programs, the Secretary and the Treasurer shall be elected annually by the members pursuant to Article IX of these bylaws. The Board of Directors has the power to appoint all other officers. An officer shall serve a term of one year and until his or her successor is elected. Other officers shall serve a term of one year, until the Board appoints someone else to that office, or until they are removed by the Board. The Board may by majority vote remove any

officer of the Corporation if the Board finds in its judgment that the best interests of the corporation will be served by doing so. The removal of an officer does not prejudice any of his or her contract rights. An officer who is also a member of the Board of Directors does not cease to be a member of the Board if removed or replaced as an officer, but in the case of removal or replacement by the Board the member appointed to fill the resulting vacancy does not become a member of the Board of Directors by virtue of his or her appointment as an officer. If any office becomes vacant for any reason, the Board may appoint someone to fill that vacancy. Any officer appointed to fill a vacancy in an office elected pursuant to Article IX shall hold office until the term of office of his or her successor begins. [Amended June 1984, June 1988 and ___ 1990.]

SECTION 2.

PRESIDENT. The President shall, subject to the Bylaws and control of the Board of Directors, have general charge of the business, affairs and property of the Corporation with general supervision over its other officers and agents. Subject to the Bylaws and the control of the Board of Directors, the President shall oversee and coordinate such programs, activities and other duties as may be delegated to the President by the Board of Directors. The President shall submit an annual report to the Board describing the past year's activities of the Corporation. [Amended August 1989 and ___ 1990.]

SECTION 3. VICE-

PRESIDENTS. There shall be four Vice-Presidents: two Vice Presidents for Programs, a Vice President for Community Affairs, and a Vice President for Administration. The Vice-Presidents shall serve as assistants to the President and shall oversee and coordinate such programs, activities and other duties as may be delegated to them by the Board of Directors or the President. From time to time, the President shall designate one of the Vice

Presidents who shall in the absence of the President or in the event of the President's disability perform the duties and exercise the powers of the President. [Amended June 1984, July 1988 and ___ 1990.]

SECTION 4.

SECRETARY. The Secretary shall give, or cause to be given, notice of Special Membership Meetings and of Special Board of Directors meetings. The Secretary shall keep the minutes of the meetings of the members and the Board of Directors. The Secretary shall send copies of the minutes of all meetings to the Board of Directors and shall also see that the books, reports, statements and all other documents required by law are properly kept and filed. The Secretary shall perform such other duties as may be delegated by the President or the Board of Directors. The Secretary may appoint one or more assistants. [Amended ___ 1990.]

SECTION 5.

TREASURER. The Treasurer shall have custody of the corporate funds and other valuable effects, shall keep full and accurate accounts of receipts and disbursements in books belonging to the Corporation and shall deposit all monies and other valuable effects in the name and to the credit of the Corporation in such depositories as may be designated by the Board of Directors. The Treasurer shall have the authority to disburse checks as provided in Article XII hereof. The Treasurer shall maintain a system of internal fiscal control and shall report regularly to the Board of Directors on the expenses and financial condition of the Corporation. The Treasurer shall perform such other duties as may be delegated by the President or the Board of Directors. The Treasurer may appoint one or more assistants. [Amended ___ 1990.]

SECTION 6. EDITORS

OF THE JOURNAL. The Editors of the WAP Journal, shall, subject to the general policy direction of the Board of Directors, be responsible for the Journal's editorial and advertising content and its publication on a regular basis. The Editors

may appoint one or more assistants. [Amended August 1989 and ___ 1990.]

SECTION 7.

LIBRARIANS. The Librarians shall organize the Corporation's collection of computer programs, computer media, books and periodicals, subject to the general policy direction of the Board of Directors. The Librarians may appoint one or more assistants. [Amended August 198 and ___ 1990.]

SECTION 8. DIRECTOR OF GROUP PURCHASES. The Director of Group Purchases shall, subject to the general policy direction of the Board of Directors, negotiate arrangements for the purchase of computer products and accessories by members. The Director of Group Purchases may sign checks on behalf of the Corporation in amounts not in excess of \$500. The Director of Group Purchases may appoint one or more assistants. [Amended August 1989 and ___ 1990.]

SECTION 9. TELECOMMUNICATIONS SYSTEM OPERATOR. The Telecommunications System Operator shall chair the standing Telecommunications System Committee. [Amended June 1986 and ___ 1990.]

SECTION 10. TUTORIAL DIRECTORS. The Tutorial Directors shall, subject to the general policy direction of the Board of Directors, arrange for and coordinate tutorials for the purpose of providing education and instruction in computer-related subjects. The Tutorial Directors may appoint one or more assistants. [Amended June 1984, July 1988, August 1989 and ___ 1990.]

ARTICLE IX - ELECTIONS

SECTION 1.

NOMINATIONS. Nominations for President, the two Vice-Presidents for Programs, Secretary, Treasurer and Director-at-Large shall be submitted during the month of April. The nominations may be made at the April Regular Membership Meeting or sent by mail to the Secretary through the the

Corporation's office. [Amended ___ 1990.]

SECTION 2.

ELIGIBILITY. Only members in good standing may be candidates for elective office. An individual may be a candidate for more than one office, except that no one person may be a candidate for President and Secretary. Any dispute regarding the eligibility of a candidate shall be resolved by the Board of Directors.

SECTION 3.

BALLOTING. An election shall be completed during the month of June, except to the extent that a runoff election shall be required by section 4. Only members in good standing on the last business day before the Regular Membership Meeting in May may vote in the election. A ballot shall be mailed or hand-delivered to each member in good standing. Each ballot may cast one vote for each office, except that up to ten votes (noncumulative) may be cast for Director-at-Large. Prior to each annual election, the Board of Directors shall establish a deadline for the receipt of ballots. [Amended June 1984 and August 1989.]

SECTION 4. RESULTS.

In the event that any candidate for Director-at-Large is also elected as an officer, such candidate shall not be eligible for election as a Director-at-Large. The ten eligible candidates for Director-at-Large with the greatest number of votes shall be elected. The election tellers shall certify the results of the election to the membership prior to July 1 of each year. In the event of a tie vote, the other members of the Board of Directors elected in the election shall at the first regular meeting of the Board elect one of the tied candidates. In the event that no candidate for President receives a majority of votes cast for the office of President, a runoff election shall be held between the two candidates receiving the most votes. The runoff election shall be completed in July. Only members in good standing the day before the June Regular Membership Meeting are eligible to vote in any runoff election. [Amended April 1984 and

August 1989.]

SECTION 5. INTERIM OFFICERS AND DIRECTORS-AT-LARGE. [Repealed June 1986.]

ARTICLE X - SPECIAL INTEREST GROUPS AND SLICES

SECTION 1.

FORMATION. The Board of Directors may establish special interest groups (SIGS) to provide a forum for exploring topics of special concern to a portion of the membership. Among the factors to be considered by the Board of Directors in recognizing a new special interest group are: whether the group conducts regularly scheduled meetings which it announces in the WAP Journal and whether it has at least five members.

SECTION 2.

ORGANIZATION. Each special interest group shall elect from among its members a Chairman and Journal Columnist. The election of special interest group officers shall be conducted annually during the month of October, under the supervision of the Board of Directors. Each special interest group shall publish an account of its activities in the WAP Journal. [Amended November 1983.]

SECTION 3. LIMITATION OF AUTHORITY. No special interest group shall act in the name of or take any action which would bind the Corporation.

SECTION 4. DUES. No special interest group shall collect dues or contributions without the permission of the Board of Directors. [Amended January 1983.]

SECTION 5. SLICES. The Board of Directors may recognize groups of WAP members outside the Washington, D.C. area as "slices" of WAP. Slice members shall be entitled to the full benefits and privileges of membership in WAP. In all other respects, the Board of Directors shall have the power to regulate by resolution the formation, activities and dissolution of slices. The officers of a Slice shall be given notice whenever feasible of any

action to be taken by the Board or the membership involving the activities of the Slice. No Slice shall act in the name of or take any action that would bind the Corporation. [Adopted July 1986.]

ARTICLE XI - COMMITTEES

SECTION 1. AUDIT COMMITTEE. The Audit Committee shall be appointed by the Board of Directors to select the Corporation's accounting firm and to review the financial records and reports of the Corporation. The President, Treasurer, Head Librarian, Director of Group Purchases or other officer receiving or disbursing funds of the Corporation may not serve as a member of the Audit Committee.

SECTION 2. TELECOMMUNICATIONS SYSTEM COMMITTEE. The Telecommunications System Committee shall be a standing committee established by the Board of Directors. The Telecommunications System Operator shall chair the Telecommunications System Committee and shall appoint such additional committee members as necessary to conduct the business of the Telecommunications System of WAP. The committee shall establish policy for and operate the Telecommunications System subject to the general policy directions of the Board of Directors. An operating budget shall be prepared by the committee and submitted annually to the Board of Directors for review and recommendation to the membership. [Adopted June 1986.]

SECTION 3. OTHER COMMITTEES. The Board of Directors may appoint other standing or special committees.

ARTICLE XII - FISCAL CONTROL

SECTION 1. DISBURSEMENTS. Disbursements over \$25.00 shall be made only by check. Any disbursement over \$5.00 shall be supported by voucher or receipt. All checks, drafts notes and evidence of indebtedness of the Corporation shall be signed by the Treasurer and either the President or one of the

Vice-Presidents. However, checks in an amount not to exceed \$6,000 may be signed by either the Treasurer or by both the President and one of the Vice Presidents. The Director of Group Purchases shall have authority to sign checks in an amount not to exceed \$500.00. Designated staff shall have the authority to sign checks in an amount not to exceed \$6,000.00 from an imprest fund established by the Treasurer or from such other accounts as the Board of Directors may by resolution determine. [Amended April 1983, June 1983, January 1984, October 1986 and February 1987.]

SECTION 2. ANNUAL BUDGET. Prior to the commencement of each fiscal year, The Board of Directors shall prepare an estimated budget for the following fiscal year for the approval of a majority of those present and voting at a Membership Meeting.

SECTION 3. FISCAL YEAR. The fiscal year of WAP shall be from June 1 to May 31. [Amended March 1986.]

SECTION 4. CAPITAL EXPENDITURES. Capital expenditures in excess of \$1,000.00 must be approved by a majority of those present and voting at a Membership Meeting. Approval of a line item in the annual budget shall constitute membership approval of a capital expenditure.

ARTICLE XIII - NOTICE

SECTION 1. FORM OF NOTICE. Whenever under the provision of law, the Articles of Incorporation or these Bylaws, notice is required to be given to any Director or member, such notice may be given by publication in the WAP Journal or in writing, by mail addressed to such Director, officer or member, at his post office address as it appears on the records of the Corporation. Such notice shall be deemed to be given at the time it is deposited in the United States mail. Notice may also be given personally or by telephone or telegram.

SECTION 2. WAIVER. Whenever notice is required under the provision of law, the Articles of Incorporation or these Bylaws, a written waiver of the notice, signed by the person entitled to the notice, whether before or after the fact, shall be deemed to be the equivalent of such notice. Any member or Director who attends a meeting, without protesting the commencement of the meeting or the lack of notice shall be conclusively deemed to have waived notice of such meeting.

ARTICLE XIV - INDEMNIFICATION

The Corporation shall, to the extent legally permissible, indemnify and hold harmless any person serving or who has served as a director, officer or duly authorized agent of the Corporation against all liabilities and expenses, including amounts paid in satisfaction of judgments, in compromise or as fines and penalties, and counsel fees, reasonably incurred by him in connection with the defense or disposition of any claim, action, suit or other proceeding whether civil or criminal, in which he may be involved or with which he may be threatened, while serving or thereafter, by reason of his being or having been such a director, officer or agent, except with respect to any matter as to which he shall have been adjudicated in any proceeding not to have acted in good faith in the reasonable belief that his action was in the best interests of the Corporation.

Expenses, including counsel fees, reasonably incurred by any such director, officer or agent in connection with the defense or disposition of any such claim, action, suit or other proceeding may be paid from time to time by the Corporation in advance of the final disposition thereof upon receipt of an undertaking by such individual to repay the Corporation the amounts so paid if it ultimately determined that indemnification of such expenses is not authorized herein. The right of indemnification hereby provided

Continued on Page 18

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: Shakespeare (below) and Seasons (opposite)

Artist: The artist for June is Eduardo Bodmer, a sixth grade student at Pullen Elementary School in Landover. Eduardo used computers for the first time when he was in third grade. David Kreisberg, one of

magazine, Vignettes. His plans include continuing to create and study art.

How they were done: "The idea for Shakespeare began with a poster my teacher gave me. The purpose was to illustrate the cover of the literary magazine which was dedicated to Shakespeare.

"I used MacTablet, to draw Shakespeare. MacTablet is like a big

total figure. I made the head a freehand circle and then drew the outline of the body.

"Then came the details: the eyes, nose, mouth, and hair style. For the details I began with the face because it's the hardest. And the hardest part of the face is the nose. Sometimes it's either too big or too small. I used the lasso tool for the eyes. I created one eye, lassoed it, copied it and pasted it where I wanted it. You have to be careful getting the eyes lined up. I changed one eye with shading, so they would be slightly different.

"Then I drew the clothes. After the figure was drawn I chose the shades of gray for the clothes. It took me about 40-45 minutes.

"To create Seasons, I started with my own pencil sketch. The purpose of this drawing was to illustrate a poem in the literary magazine. I read the poem to get an idea of what should be included. The poem described bright leaves, sad trees, dying plants, little girls in dresses rubbing cold knees, and wrinkled, old flowers.

"When I could picture the scene in my mind I started with the closest objects. The tree began with a simple outline. I used the spray can for the grass. For the river I created a shape and then filled it with gray. I used the brush tool with the thick brush for the white shading in the river. I used the pencil tool to get the smaller white lines. When the pencil starts on black bits it creates white.

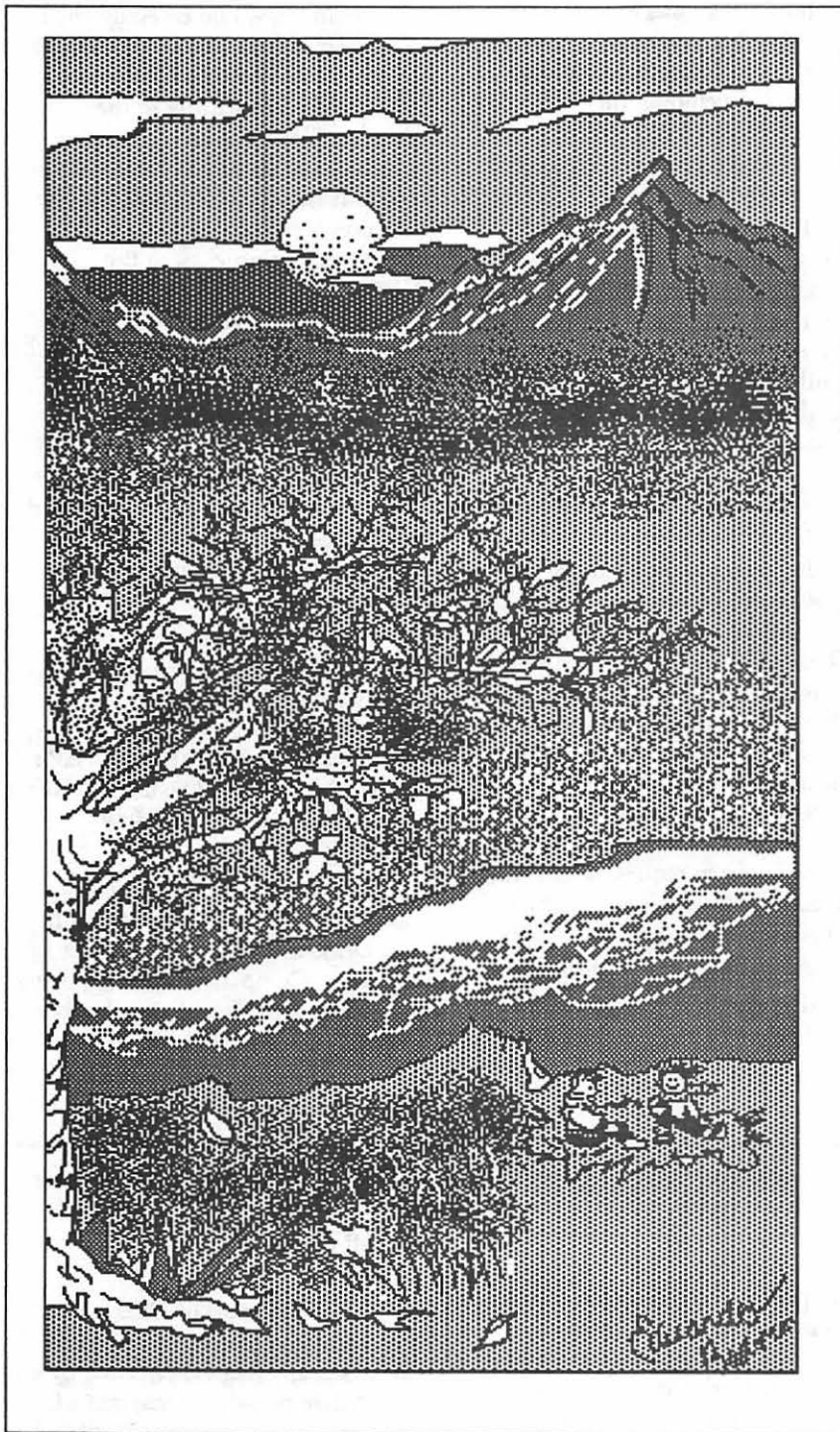
"Next I went to the background using the same gray as I did at the bottom of the drawing. I used the



Shakespeare

his teachers at Pullen, showed him how to use several paint programs and MacTablet. Eduardo has since won first place several times in the school's Write-A-Book Festival and illustrates for the school's literary

tablet with a pen hooked onto it. You can't see what's drawn on the tablet; it appears on the screen. The tool I use most often is the pencil tool. I began by looking at the shape and making a quick sketch of the



Seasons

spray can choosing different patterns to create grassy effects. I made the shape first with the pencil tool. I colored them with dark gray, the same as the river. I used the magnifying glass to get closer so I could find a single black dot. Then I did the outline that shows in black. Next I reversed to get white, starting with a black dot. Then I used the spray can (black) to get the shading that implies trees and background because things appear darker in the distance. I made a wiggly line by spraying back and forth. For the sky, I drew the clouds first, making each one a closed object. I used a circle for the sun. For the sun's dots I used the magnifying glass and the pencil tool, making them closer together at the bottom.

"I wanted the sky to be light at the top and become darker as it got closer to the horizon.

"I created the people last. I drew them outside the border of the drawing using the magnifying glass for details. Then I lassoed them to move them into the drawing. I used that same technique for the leaves."

Tools: Mac Plus, MacTablet, SuperPaint, and FullPaint.

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 Submissions, and upload.

WAP Board of Directors

Minutes—April & May B/D

The WAP Board of Directors met on April 20, 1989.

The proposed Bylaws changes (posted in the April Journal) were discussed at length, and were adopted unanimously. Two changes were made from the Journal version: Counting for the three year term limitation begins July 1, 1990 and affects persons still holding the same office on July 1, 1993. These dates are effective for both elected and appointed officers.

John Ruffato was appointed Apple II Disk Librarian.

The Standards of Conduct were approved, with minor technical corrections.

Mary Hochmeyer was elected by the Board to fill Pat Kirby's vacated seat as Director at Large.

A PostScript SIG was recognized, with Dana Emery as Chairman.

The Apples for the Students donations (currently about \$40,000) will be given to the Kennedy Institute, a school for adults and children with developmental difficulties. Approximately \$7,000 in Safeway receipts will be traded (for additional Giant receipts) to the Arlington Education and Employment Project.

Jon Hardis, Ray Hakim and Bruce Field will serve on the Election

Committee for next month's election. There was general consensus to use last year's rules, and to simplify the ballot distribution process by including them (and related material) in a special insert to be included in member's copies of the June Journal.

The membership status of Theron Fuller was discussed. Lacking a consensus as to whether his membership had been reinstated as a result of the events of March-April '89, the matter was tabled pending an opinion by WAP's legal Counsel.

The Board of Directors met on May 9, 1990.

Following a review of the matter by Richard Wohltman (WAP's Legal Counsel), it was determined that Theron Fuller had not been validly reinstated by WAP President Bob Platt in 1989, and should not currently be considered a member of the organization. Mr. Fuller will be notified that, if he desires to be reinstated as a member, he should make a written request which will be considered by the Board at the next scheduled meeting.

In discussion regarding the WAP election, it was agreed that neither the Board nor the Election Commission should edit candidate

statements for content, and that a disclaimer noting the statements were being printed verbatim should be published with the statements and ballot. It was also agreed that a special Committee of Priscilla Myerson, Gary Hayman, and one additional member to be selected by the President, would be established to review and rule on any challenges to the election results. Challenges must be filed in writing to the Election Commission within two weeks of the posting of the results at the June membership meeting. The Election Commission will forward them, with comments, to the Challenge Committee which will decide on their validity and report the outcome to the July membership meeting.

It was reported that more than \$80,000 in Giant receipts had been donated to the Kennedy Institute. The Board will ask Phil Shapiro and John Ruffato to select appropriate software from the disk library to be donated also.

Plans were discussed for the MacWorld-Boston show. Eric Rall, Marty Milrod, Bob Shaffer, and Dave Weikert will form a Committee to handle the running of WAP's booth. An effort will be made to sublet half of the booth to defray expenses.

It was announced that test operations of the WAP database on 4th Dimension had begun earlier in the week. Comparison runs are being made to ensure that all data has been properly transferred.

Continued from Page 15

shall not be exclusive of or affect any other rights to which any such director, officer, or agent may be entitled. As used in this Article, the terms "director," "officer" and "agent" include their respective heirs, executors and administrators.

The Corporation may, at the election of the Board of Directors, purchase and maintain insur-

ance on behalf of any person who is or was a director, officer, employee or agent of the Corporation or who is or was serving at the request of the Corporation as a director, officer or agent of another corporation, partnership, joint venture, trust or other enterprise against any liability asserted against him and incurred by him in or arising out of his position, whether or not the Corporation would be obligated or empowered to

indemnify him against such liability under this Article XIV.

ARTICLE XV - AMENDMENT

The Board of Directors or the membership may amend these Bylaws at any Regular Meeting by an affirmative two-thirds majority of those present and voting. Notice of all Bylaw amendments shall be published in the WAP Journal.

The IRS did appeal *American College* to the Supreme Court where the lower courts were reversed. Following the final decision we filed the two 990-T's (on 10/12/87 and 1/9/88 respectively) with letters explaining the prior non-filings and our reliance on the *American College* decision. Whether because the taxes had been substantially prepaid, or because the reliance on *American College* was reasonable and widespread, the IRS has accepted these returns. Additional tax \$(127) and interest (\$40.78), but no penalty, over the deposit of \$1,064, was due or was paid.

During the past year complaints alleging improper filing of returns and our conduct as accountants were made to the Virginia Department of Commerce. In the course of investigating the complaints the Department discovered that I was certificated in The District of Columbia and was practicing in Virginia. They allowed me to come into compliance by granting me a license in Virginia, and did not take any action on the complaints of improper filing of the returns. Priscilla, whose license in Virginia predates our partnership, and I have practised in Virginia under the name "Myerson & Myerson, CPAs" since January 1, 1986. We relied on her license and my District of Columbia status as authority to transact business under our partnership name. A regulation of the Virginia Department of Commerce requires that all partners in a partnership must be licensed in the state. During the Department's investigation of the complaints she was found to have been in violation of that regulation. We have been informally advised that she will be fined \$145 for the violation. However, the Department found no substantiation of the allegations regarding our handling of the tax returns in the complaints.

In a complaint filed with the District of Columbia Lottery and

Charitable Games Control Board (D.C. Gaming Board), The Pi and I were alleged to have misdirected funds raised by the D.C. MacWorld lottery. D.C. regulations require a nonresident sponsor of a lottery (the Pi is a Maryland corporation) to provide no less than 30% of the net proceeds to a D.C. charity. The Pi Board voted to use proceeds in excess of the required 30% to pay expenses incurred by the Pentagon and NASA Macintosh user groups in connection with the user group reception held during the D.C. MacWorld. The D.C. Gaming Board found the Pi's disposition of funds to be proper.

During the first year of of my service as Pi treasurer the books and the tax returns were done by an outside accountant. Priscilla and I took over the books (on an unpaid volunteer basis) in 1985. During that year, Pi President Tom Warrick, at my request and after consultation with Pi Directors, authorized us to prepare the Pi's returns and to charge the Pi a fee of \$500 a year. I made the request because of my desire to see the returns done internally where the Pi would have control over the process and in consideration of the amount of time and effort required to do them. The charge to the Pi by an outside accountant for the most recent tax preparation is \$750.

The charge of inaccuracy in the tax returns has been based on the list of Officers and Directors which is submitted as part of each return and that we failed to disclose compensation paid to Officers and Directors acting in other capacities, e.g. as tax preparers. We have submitted the lists in question as of the date the return was prepared. Our critics contend that the lists should have been as of the period covered by the return. The position of the IRS is that either is acceptable. We have reported no compensation to Officers and Directors since we interpret the requirement as applicable only to compensation paid in

the capacity of Officer and Director. The IRS has advised us that this interpretation is correct. It should be noted that the independent CPA engaged by the Pi to do the returns for FYE 5/31/89 (fiscal year ended May 31, 1989) reported Officers and Directors as of the preparation date, and did not report compensation paid to Officers and Directors acting in other capacities.

With regard to the audit issue, the record will show that the audit committee was established in the bylaws on my motion. It will also show that I have consistently proposed putting funds (I estimate \$5,000) in the budget for an audit, but the funds have never been made available. I am not opposed to an audit, only to ordering one without adequate funding. It should be noted that I am not independent with respect to the Pi and therefore would not be able to audit it.

I hope that this letter by fully setting out the facts surrounding the allegations that have been made will enable interested members to form their own judgements on these matters.

Edward J. Myerson, Treasurer

Introduction

Welcome CAD-SIG

by Jeff Sutton

On April 14th the board of directors of WAP authorized the formation of the latest special interest group — "CAD-SIG." The activities of the group will focus on Apple/Macintosh-based architectural, engineering and construction (AEC) applications

The CAD-SIG is open to any member who uses or has an interest in using Macintosh-based systems for both professional and personal endeavors. By incorporating a cross-section of people with different levels of interest, experience, and skills, the group can explore the technical as well as the practical and esthetic values of computer-aided design.

When I began a search for CAD-related information several months ago, I realized that it's a commodity in short supply. It became readily apparent that there was no one to ask even the most basic technical question of or any place to turn to for information. Given my growing professional involvement with CAD this was somewhat discouraging. I hope that the CAD-SIG will be able to fill this gap and provide both a forum for the exchange of informa-

tion and serve as a source of assistance for others.

The world of Macintosh CAD is not unlike that of a teenager's — full of promise but a little awkward in getting started. Apple, Inc. has (finally) developed the power hardware we need (if only we had a low-cost, large format—color of course—printer) and the software that exists will meet the needs of the majority of CAD users. But with more than 30 programs currently on the market and a myriad of system configurations there are a bewildering number of alternatives available to the professional and novice alike.

Hardware choices alone present seven different system bases: the Plus, SE, SE/30, cx, ci and the recently announced fx with its greater speed and power. CAD users also face a host of decisions regarding which, if any, of the other assorted peripherals to use — printer, plotter, monitor, accelerator, etc.

Then you have software packages, beginning with the most basic of design structures such as "MacDraft," and climbing in complexity and price, to programs

like "AutoCad" and "Architron." Not everyone needs all the benefits of the higher end products, but an understanding of the possibilities can only help in making an intelligent software choice.

Also, one of the most critical elements is document transfer and storage, and hardware communication and linking. Although the Macintosh family of computers is easier to learn, and use, than other systems, mastering the nuts and bolts of system/application integration is not a routine matter. CAD introduces complexities beyond those of other applications with its critical demand for both computing power and storage requirements.

Add all this up and you have a system development nightmare, especially for the uninitiated. However, by becoming involved with the CAD-SIG — people who are working with the technology daily— you will have someplace to turn to for real world answers, to share ideas and develop solutions.

So, come out and support the group. Whether you have questions about specific CAD packages alone or project management, business management or any other related material, we need your ideas and want to know your interests. Our meetings will meet the third Wednesday of every month (the meeting place varies) - see the schedule in this month's Journal or call Jeff Sutton at 587-1122 (W), 270-2859 (H) for information.



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Office News

by Nancy Pochecko

There are a few things I wanted to pass on to the members this month. First, thanks to the extensive efforts of John Ruffatto, we have a revitalized Apple II Disketeria. John has completely re-organized and re-cataloged the entire line of Apple II disks. These disks are now double-sided and organized into categories. The price has been lowered to \$2.00 per disk, so you now get twice as many programs for 30% less! We have expanded our volunteer base so that the Apple II Disketeria can begin to grow again. Now I'd like to put the call out to all of our Apple II members to help these new volunteers expand the available disks. If you bring in a disk of Apple II or Apple IIGS shareware or public domain programs, you may choose to receive a disk from the Disketeria or you can opt to get a blank disk. Additional changes for the upcoming months include a new Apple II catalog and Apple II Disketeria disks available in 3.5" format. We need your support and input, this is YOUR club, GET INVOLVED! We could use some help in re-doing the catalog, call the office at 301/654-8060 if you can help.

The next issue has been mentioned many times, but I'll risk being redundant in the hopes that some of you will give a hand. We need volunteers to help in the following areas:

- Contacting stores and vendors to open lines of communication. You would simply need to contact the store, talk to them about who WAP is and what we can do for Apple and Mac owners, and see if they would be willing to carry our brochures and Journals.

- We need volunteers who would be willing to contact new members

to welcome them to Washington Apple Pi. This program is still in the planning stages, but we need to organize the base of volunteers that will be helping out. You can help WAP and meet new people all at the same time. The more members we have for this program, the better. Call the office if you can lend a hand!

- Of course, there is the ever popular envelope stuffing. We always need help in this area. We do mailing 2-3 times a month, even if you can only come in for an hour or two it would be a great help!

- If you like to talk to people on the phone, answering their questions, or trying to help them with a problem, we welcome your help during the day.

If you can spare some time, the office staff would love to have you drop by. Speaking of the office staff, if you would be interested in working in the WAP office on a part-time basis (around 25 hours per week) please give me a call at the office. The hours are 10-2:30 Tuesday through Saturday. The duties include answering the phone, filling disk orders, outgoing mail, etc.

In closing, I'd like to thank all of the volunteers who put in so many hours to the other members of Washington Apple Pi. Unfortunately, there is still much to be done. If you would like to see a service offered which is not currently available, please let us know, it is only through your input that we can make changes. I hope to hear from you soon!

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Apple IIGS SIG

by Gary Hayman

"Shades" of the 50's—there were some strange goings-on at the Dolley Madison Library. If you weren't there you may have missed an experience of a lifetime. It was all in 3-D. Ed Moser supplied the shades—they were really paper glasses with red and blue lenses—just like we used to wear when we saw such films as "House of Wax" way back when. Using PaintWorks Gold, Ed then showed us how he produces fantastic 3-D images on the Apple IIGS. Yessir, right here in River City.

Ed started off easy by producing circles and ovals on the screen. He then duplicated these figures, cut parts from them, moved them, colored some red and some blue, filled the missing parts with a brown color, and did some other magic. The crowd gasped when he was done. I kid you not. When everyone looked at the IIGS screen it had seemed to transform itself into a clear plastic sheet where the circles were resting. About 10 inches INTO the screen, at just about a point where the neck of the CRT tube would be, was a plane of ovals. And floating about 10" in front of the computer screen was another plane of ovals. You could almost reach out and touch them. The effect was far superior and clearer than any 3-D movie I had seen.

Mr. 3-D (Ed) then brought to the screen a football player picture in 3-D and proceeded to show us the step by step procedure of producing the 3-D picture. The original picture was scanned, using Thunderscan, from a magazine. With manipulation of palettes, masking, cutting and pasting, coloring, etc., Ed then created the stupendous 3-D effect. Ed confessed that the technique is not fast, but that he is getting better at it.

Most of his best work, at this point, involves multiple figures in various planes. He showed us a more complicated technique of having a single figure appear in various

planes—such as the football player with his closer shoulder sticking out of the screen while the trailing shoulder appears in back of the screen's surface.

I certainly hope that at one time or another everyone in the club can see Ed's work. Perhaps he will set it up at a general meeting sometime for all to view and be amazed.

Meanwhile, in a secret room, behind an ominous looking screen, Mr. Icon (Kim Brennen) dwelt in this lair. Kim had brought his IIGS for the sole purpose of doing copies of shareware and public domain programs—and the line was long. Many were able to get the five SoundSmith song disks and three-disk set of Bouncing Bluster as well as other programs. It always pays to bring many blank disks to a IIGS meeting.

Kim has his IIGS so populated that he reports that if he leaves it on for 3 hours it gets too hot—even though he has an internal fan and a Kensington System Saver. At the meeting he removed the CPU case to let the ambient air cool the innards. However, I think he did it to impress all the onlookers with how many cards he had in the computer. Kim also had his 150 megabyte hard drive hooked up. That's a lot of storage, and I am sure with the multitude of programs that Kim has, it will be filled in no time.

Mr. Icon is the opposite of being "iconoclastic"; that is, he creates and populates his Finder screen with a variety of attractive icons which he uses to launch his programs. Kim takes great pride in using this environment—no ProSel for him.

Chairman Gary Hayman announced the early May meeting at NIH where the Audio Animator would be presented. He also informed the group about AppleFest, which will be (at the time of this writing) held the first week in May. Volunteers were solicited for future presentations and Computer Bringers. The upcoming scheduling for the June in Virginia meeting will be an AppleFest report of new

products and happenings as well as some interesting odds and ends and some programs that we have not had the chance to get to. The July meeting in Maryland will feature HyperStudio in all its splendor. It won't just be a demo of the program, but an actual stack will be prepared from scratch. This will be a good learning experience.

EdSIG

by Phil Shapiro

A small but enthusiastic crowd of people showed up for the April EdSIG (educational special interest group) meeting at the Pi office in Bethesda. Since the Apple IIGS was being used for a Publish It class, we gathered around the office IIe instead.

Sue Racoosin, a middle school language teacher, brought a crateful of good software to show. We started off by looking at a program that teaches children about analogies.

As with most good software, you can enter your own data when you've exhausted the data contained in the program. The fun part about this disk was the arcade game reward which followed after the drill and practice. We all agreed that the arcade game, titled "Tidal Wave," was lots of fun, and provided an excellent incentive.

Next Bernie and Paula Benson stopped by with their two charming kids. We didn't have any preschooler software on hand, so we had to pass up the opportunity of getting the kids involved. But in retrospect it worked out better that way since we had a lot of ground we wanted to cover anyway.

Following that Carol Hyatt showed up with lots of cheese and crackers. A motion was made to change the name of the group to the EdSIG Cheese and Cracker group. However, our mouths were too full for anyone to second the motion.

A discussion then ensued about

how some educational software is more suitable for school use, and some more suitable for home use. Supermom Carol Vogel pointed out that some simulation games take over an hour to play, and would therefore be more suitable for an unrushed home environment. And other educational games have too much of a school "flavor" for the kids to want to do at home.

Sue Racoosin then demonstrated a delightful program titled "Pow! Zap! Kerplunk!" (or something very similar), by Pelican Software. This program is a creativity tool, allowing children to create cartoons using graphics clip art. Then children can add little text balloons, and fill in the balloons with amusing text. Everyone agreed the program had great potential, especially after Sue showed us some of the creative screens she had put together herself.

The program offers two important other features: 1) you can print and save whatever you create, 2) you can use the program with the Echo II and Cricket speech synthesizer boards. That is to say, with the appropriate hardware, kids can get the program to talk.

At this point Phil Shapiro talked about the desirability of having an EdSIG directory, so that teachers and parents who can't make the monthly EdSIG meetings would still be able to network with one another. Apparently the Pi has over 350 members who list that they are involved in education in some way.

The great appeal of such a directory would be that people could contact others with similar interests, living in the same general vicinity. Teachers could swap notes. Parents could swap software. If you'd like to have your name included in the directory, you can send a note to the Pi office with your name, school affiliation (optional), and phone number. Or you can give me a call at (202) 686-5465 (before 10 PM please).

The next EdSIG meetings will be on Thursday, May 25, and Thursday, June 28. Also, we will be

holding a special mid-summer meeting at Fred Lynn Middle School on Saturday July 14, hosted by Pi member Grace Gallagher. See elsewhere in the Journal for an announcement giving full details on this exciting meeting.

Phil Shapiro

Columbia Slice

by Tim Childers

Our 1 March meeting was mostly an informal exchange of ideas, tips and opinions. Pat Cappelaere gave a demo of various children's software for the Mac while Tom Cook and Tom Cowley showed version 1.1 of AppleWorks.

We had about 16 members for the Macintosh SIG. As promised last month I discussed how to open your Mac and install more RAM. Several people were interested and seemed ready to order SIMMs from The Chip Merchant. They had the lowest price I saw in scanning the mail order ads and I was pleased with the service they provided when I ordered mine. Other companies will throw in the special Torx driver and case opener or even a video on how to do the installation but since I already had the tools and Apple Tech Note #176 I went for the lowest price. If you don't want to do it yourself most dealers should do the job for a small fee. If you really want you could even bring your Mac to the meeting and we'd install it for you for all to see. I cannot offer any guarantees but I've upgraded mine twice now and it still works. Please call ahead first.

Pat Cappelaere gave demos of Reader Rabbit, Alphabet Blocks, Inigo Gets Out and Laura's Letters. These are all software aimed at the child who is just learning basic letters or reading skills. Alphabet Blocks and Laura's Letters show the letters and speak the name of each letter. Alphabet Blocks seemed to have many more capabilities than Laura's Letters. I didn't see much of the Reader Rabbit demo but it appeared to be aimed at children who were

starting to be able to read. Inigo Gets Out is the first of a series of HyperCard stories for children featuring the cat Inigo. They are gentle and entertaining and can be appreciated by any child who can point and click the mouse. The Mac, especially running HyperCard, is amazing in the hands of young children. My four year old has been drawing with HyperCard now for several months and has mastered the concepts of selecting a new tool to draw with and hitting command-N to make a New blank card.

I also described a new CAS club disk which contains the freeware anti-virus tools Gatekeeper, Gatekeeper Aid, and Disinfectant. Gatekeeper 1.1.1 and Gatekeeper Aid 1.0.1, when added to your System folder, will protect your Mac from infection by all of the currently known viruses, including WDEF (as of March 1990). Disinfectant 1.6 can be used to scan and repair floppies or hard disks which have been infected. While the best protection is to purchase a subscription for regular updates from a commercial anti-virus software company such as Virex or Symantec Anti-virus for Macintosh, these packages offer protection for those who are on tight budgets.

In the Apple II group Tom Cook and Tom Cowley showed version 1.1 of AppleWorks. They demonstrated the new features added for the version and also ran over the basics of the program. They tentatively plan to go back and cover Classic AppleWorks at the next meeting. They had a good turnout of about 10 people with 2 new members joining that evening. They are currently trying to talk to Gary Hayman of Ultra Macros fame to give some sort of presentation at a future meeting.

After the main meetings Tom and Tom and I met to discuss plans for future meetings. In June the Mac presentation will tentatively be on MacSchedule and MacFlow. We will also show the Apple User Group Connections videotapes if there is interest in seeing them. While we

haven't settled on a Topic we have decided to try and combine the two groups for July since that is typically a very small crowd due to the many vacations. We would appreciate ideas for Topics for future meetings. Some of the ideas we are considering are: the NeXT Machine, File Translation and Exchange, Desktop Publishing, the Introduction to the Apple II and Introduction to the Mac courses, Write Now, Word and Excel and getting someone who wrote an article for the Journal to give an in-depth presentation on it. If you have any ideas or suggestions please call Tim Childers (301) 997-9317 in the evenings.

Apple II SIG

by Joe Wagovich

A spirited brainstorming session marked the April Apple II meeting at Bethesda's Walter Johnson High School. Partially, it was generated out of necessity (our featured speaker on hard disks was forced to withdraw with regrets two days prior).

But there was a more pressing reason. Having just left the monthly General session, in which the slate of nominees for the upcoming Pi election had been presented, most of us were left in shock: there were no candidates for the two principal Apple II posts, Vice President and Director at Large. And none came forward during the meeting.

"But why?" posed Sam Knutson, our current Apple II veep. Does this new apparent lack of enthusiasm reflect Apple Computer's dwindling support? It shouldn't, Gary Hayman offered. In fact, as the company's support fades, the need for a strong user's group should grow. Where else can you learn how to use that old Apple II Plus that Uncle Fred gave you? Like antique cars, CLASSICS NEED USER'S GROUPS.

Why, when so many schools in the area are Apple II users, can't the Pi attract more interest? The idea brought a rush of ideas, from \$18 ads in the *POST* to flyers and the wider distribution of membership

applications. More promising was the possibility of EdSIG joint activities with a local school district. Also, tutorials and workshops might be made available to teachers as well as WAP members.

The Pi should be accessible for more Virginia Apple owners, it was suggested. Dave Harvey described the Novapple experience. Seventy-seven members and nearly all active. An idea came from the group: check the membership database to see who has older systems. One problem people have with older Apples is the availability of software; members who have upgraded their systems and still hold software from their previous Apples could easily make it available to them.

The meeting turned next to the benefits of Pi membership for Apple II people. Lest we forget, there's the Journal, and Apple II articles are always needed. They don't have to be long, just a few paragraphs about a problem that someone solved—an attempt to install/configure/set up/write/repair software or hardware—and it worked! Software reviews. Consumer news. There's a consumer advocate in the Pi, Gary Hayman, who accumulates information on the good, bad and ugly (most of the reports he receives on dealers are quite positive!).

There's the Disketeria, now called the Library. John Ruffatto has been hard at work re-cataloging programs to reflect subject categories, not disk numbers. Volunteers are needed to test programs, copy disks, upload files from other services.

And, of course, there are Pi meetings, such as this one, which ended up producing not only some encouraging enthusiasm, a number of good ideas, but also a couple of candidates for the two soon-to-be vacated Board of Directors posts.

WorksSIG

by Chris Bastian

The Microsoft Works SIG, dislodged from its normal meeting slot, squeezed tightly into the office on April 26, next to a tutorial class and the EdSIG gang. There was still plenty of room, however, to delve a bit into the Works spreadsheet and database, and throw in a bit of macro creation for good measure.

While certainly not a competitor to Excel or Wingz, the Works spreadsheet contains most of the "popular" mathematical functions, and well as date/time converters (which translate a date such as '4/10/90' into a numeric serial number, allowing you to calculate the passage of time from one date to another), and logical "if/then/else" statements which allow specific calculations to be made only when specified conditions are met.

All the Works math functions are easily accessible from the PASTE FUNCTION command in the EDIT menu. It should also be remembered that the BORDERS command can be used to stylize a spreadsheet table for display, for example boxing the final answer to a formula, or placing lines between adjacent columns of numbers. AND, don't forget that the DRAW features are functional within a spreadsheet document, for when you really want to excite someone with figures.

The database, regrettably, is not as flexible in its output options. Using the REPORT command, you can determine which records in a file will be output, and in what order fields will be displayed, but little else (don't forget, math commands ARE possible in a database file, but must be field specific, e.g. RETAIL = WHOLESALE * 1.05). However, data can be quickly copied into a spreadsheet for tidying up and printing. And wouldn't an automatic procedure be great for that, you say? Welcome to macros. Selecting MACROS ON and then START RECORDING from the menu will

make Works remember each keystroke that follows, such as:

^ COPY ALL (in Database)

NEW FILE (to create a blank spreadsheet file)

PASTE DATA (to copy the database information into the spreadsheet columns)

BORDERS (to highlight your data and the data total)

SAVE AS (to save the data as a distinct spreadsheet file)

PRINT (to print the output)

Once you STOP RECORDING, and SAVE MACRO FILE, those commands will be stored for future use. So, next month, when there are 10 additional records in the database, you can PLAYBACK the macro, and automatically execute the same procedures with the now larger dataset. Always remember, though, when using macros, think carefully BEFOREHAND about what you want the procedure to do, as Works macros cannot be edited; one mistake and you have to start over.

Microsoft Works SIG returns in May to its usual THIRD WEDNESDAY roost, at 7:00 in the Pi office. Call Chris Bastian at (301) 907-8187 for updates.

Annapolis Slice

The latest news from Annapolis Apple Slice is that we have 81 active members as of 3/16/90. This seems to be the average number—we have varied from 110 to 60, and fluctuate monthly, as the memberships now come due on the month you joined, instead of the calendar year system previously used. Of course, if you joined before the monthly system was begun, your dues will become renewable on Jan. 1 of each year. And we still offer a two-year bargain rate of \$25 for AAS membership. Your expiration date appears on your mailing label. Contact our Membership Chair/Treasurer Bill Derouin (647-0802) if you are due for renewal.

We also have a famous president.

Ray Settle was voted by the Maryland Vocational Association as the Cooperative Education Teacher of the Year for the State of Maryland. He is also one of 10 finalists in the Thanks to Teachers contest sponsored by Channel 13, Apple Computer, National Foundation for Improvement of Education, International Alliance of Business, and coordinated by the Maryland League of Women Voters. How 'bout them apples!

The AAS February meeting covered taxes and was presented by Louise Tanney for the Apple group and Steve Toth for the Mac group. A timely subject for those us of doing our taxes.

The March meeting was on Tutor Tech and was again presented by Louise Tanney, speaking for both groups.

The April 14 meeting had Dave Jenkins presenting a program on Macros. All of these programs have been well received by those present, usually between 15 and 20 people.

The May meeting will be on Grammar Checker and Spell Checker; June is expected to be Advanced Telecommunications. August will be on CD Roms; September will focus on Back to School Education software. October will feature Games, plus nomination of officers, and November will be our annual Garage Sale, and we finish up with a music program in December and election of officers. Any of these programs could change at the last minute, so be sure to check with an officer if you are interested in knowing the program before attending. AAS is looking for program presenters, so if you are interested, please contact one of the officers to discuss your subject. Summer programs (June and August) will be held at another location; please call before attending. July will be the annual picnic. Watch for news on location and time.

AAS needs a Publicity Chair, a Group Sales Chair, and disketeria people. If you are interested, please contact President Ray Settle (647-

9192) for details.

CRABBS (553-6929) has a new section devoted to Members Only for messages, news, etc. The Chesapeake Region Apple Bulletin Board System is popular as always and is capably run by Sysop Bill Arndt.

The MacSIG is going strong, meeting every third Thursday from 7 p.m. to 9 p.m. at the West St. branch of the Anne Arundel Co. library. Prodigy, HyperCard, Back to Basics, Q & A are just some of the topics that this group covers.

The II SIG is still meeting one hour before the regular meeting, i.e. the second Saturday of the month, 9 a.m. in the lecture hall of the Careers Building at Anne Arundel Community College in Arnold, Md. The regular meeting begins at 10 a.m.

GameSIG

Loyal GameSIG members sacrificed watching a crucial episode of "Twin Peaks" to attend the regular monthly GameSIG meeting on May 3. Their perseverance was finally rewarded: we had *three new games* to distribute for review!

Legends of the Lost Realm (Avalon Hill, Mac, \$39.95): the first in a series of new fantasy/role-playing adventures;

Gold Rush (Sierra, Apple II/c, 128K required, joystick recommended): a 3-D animated adventure set in the era of the California Gold Rush;

Sands of Fire (Three-Sixty, Mac Plus or better): a tank-simulation game recreating actual battle scenarios from World War II.

David Romerstein give us a demo of Sands of Fire, which he had actually beta-tested. Look for GameSIG reviews of these products in future issues.

In gaming news, Chairman Paul Moore led a discussion of rumors about the "cheap Mac" expected later this year. Of course, we're ready with plenty of advice on what it should include! As you already know, Chris Crawford recently showed up

at the Pi Meeting touting his latest, **Balance of the Planet**, an environmental simulation in which (according to Chris Bastian) there is no real winning or losing, but in which you can "insert your biases" (e.g., whether nuclear energy is good or bad) and trace global ecological changes over a 12 year period. (Someone called it Sim City without the traffic!)

Charles Don Hall mentioned that some hope to start a letter writing campaign to convince Lord British to convert **Ultima VI** for the Apple series. Feel free to join in. We also learned that Lisa Petrison (the

Mindscape representative who came to the main WAP meeting last August to show us their products) has now left to become PR manager for an importer of fine wines!

Finally, according to unconfirmed reports, Parser St., Inc. has taken its cue from recent issues of the WAP Journal and has decided on a whole new direction for the **Pixel's Revenge** series. In the next installment, we hear, you will play Cooper Black, a lowly bookman, called upon to rescue the princess Lucida from the clutches of the evil wizard Hiroshige and to save the kingdom of Helvetica from being

condensed. To win, you will need to organize a party of benguiats, palatinos, orators, hobos and glyphas, and acquire such weapons and magical objects as the new century spellbook and dingbats. Experience will be measured in point sizes, and both characters and monsters can be edited using Adobe Trol Manager and Aldus Mage-Maker. Or at least that what we've heard so far....

The next two meetings of GameSIG (in case I miss the deadline for the next issue) will be on June 7 and July 5. Please join us!

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Capturing the Creativity of Young Minds

by Phil Shapiro

Young children face the awkward situation of having lots of ideas, but few ways to record those ideas.

Yet if children are to develop a fondness for language, they need to be given an opportunity to express their ideas at an early age. Parents and teachers should devote some time to helping children express their ideas in a written form. Using a word processor, children can dictate their ideas to an adult or older sibling.

Last week I had an enriching writing session with a young writer. Towards the end of a computer lesson we fired up a copy of AppleWorks, and proceeded to do a little writing. While I sat at the keyboard, my kindergarten friend dictated the essay below.

As I typed this in, I could not help but wonder where the child had gotten all his information. Had he been watching a television special minutes before the lesson? Or had he been studying deserts for the past month in school? Had he perhaps eaten an encyclopedia for dinner?

In any event, my role as teacher and typist was to prompt the little boy along. Suitably phrased questions elicited detail. Awkward-sounding phrases were gently reworked.

Care must be taken, however, not to put words into a young child's mouth. Suggestions as to wording can be offered, but the final choice of words must be left to the composer.

The word processor, of course, allows for quick and easy revision. By

engaging the young writer in a dialogue over the emerging prose, you can sharpen the writer's self-editing skills. In time, your comments, suggestions and reservations will be internalized by the writer.

More important than constructive criticism is that whatever comes out of the mouth of the young writer should be celebrated as a product of his or her rich imagination. Whether the writing be prose or poetry, sense or nonsense, praising the writer's creativity bestows a tool that no writing lessons could ever give him.

A comment such as, "Boy, look at all you've written today," or, "I can't believe you've written a short book," can cause wide-eyed amazement. Print a copy of the work so that the child can hold and feel his handiwork.

Some children relish the role of being an expert in a given field, as demonstrated by the "desert" essay by my young friend. Other children prefer dictating stories in the first person. One easy and enjoyable topic is "One Day in the Life of _____," where the blank is filled in with the child's name. Dinosaurs, zoos, and planets are other popular topics of discourse.

Preschoolers especially may write a story that sounds remarkably similar to the story read to them last night. While one hopes for original material, if your child starts dictating a story that sounds familiar, by all means encourage them to continue. As the story develops, they will bring their own personal touches to it.

When planning an open-ended writing activity with small children, try to minimize any external distractions or interferences that might crop up. This might mean turning on the answering machine, or finding activities to occupy siblings or classmates.

(The author teaches computers in elementary school, and enjoys writing for and with children.)

The Desert

The desert has cactuses that have cactus juice inside of them. The desert also has lots and lots and lots of sand. There's jackrabbits in the desert too. They have fur so that they can lean against the cactuses and sticky bushes.

They also have all different kinds of lizards. The desert is almost too hot for anybody to live, unless they had water, or a saw to saw off the top of the cactuses.

The desert doesn't have any computers because there's no electric plugs or circuits. However, the deserts in Africa people can live in. They have bikes there. And only the very richest people have cars.

Camels live in the desert. They have two or one hump on their backs. Only the people in Africa know what is inside of the humps.

The desert is like a big big sandbox, but there's no wood around it. If you wanted to make a big sand castle, the desert would be a good place to make it. The sand in the desert is very very deep.

In the desert there's not a lot of rain. The sun in the desert is so so hot. That's why there are not a lot of clouds.

Chris Moberg, Age 5

Typefaces explained...

I Like Your Face—Part 7

by Jim Donnelly

Dead Horses Beaten Here

Last month I overstated my case when I said that the first-time printing customer ALWAYS asks that Old English be used for the headlines in a printing job. That's an exaggeration, of course, but for every first-time patron who asks for Mistral or Peignot Bold, it seems to me that I meet three or four hundred who ask for Old English.

Let me illustrate by telling you that I have a friend who is a professional magician—the sort that stages full-evening shows of intricate, elaborate and costly illusions. He first appeared on local television about 15 years ago, when he duplicated Houdini's feat of dangling over the sidewalk, hanging by his ankles from a crane atop Keith's Theater, and shedding a straitjacket while in that predicament. He has appeared on national television. At an international magicians' convention in Switzerland he won the grand prize for best presentation of an original illusion. For a time he operated his own theater of magic in Annapolis.

I bring all this up to show you that this man has a very great deal of practical knowledge about public relations and the advertising business. Yet once, when he was planning a performance with a Merlin theme and came to me for a poster, *EVEN HE* asked for Old English (the Merlin connection, you see).

I ignored that part of his request and instead found a dry-transfer font called Stonehenge.

Now I ask you: if you were Merlin, would you want your name associated with a typeface called Wedding Text, or Engraver's Old

English, or something like that, when you could just as easily have your name set in a type with a perfectly splendid name like Stonehenge? I didn't think so. To me, Stonehenge appeared to be a much, much *older* Old English, almost Druidic, on the point of disappearing back into the mists. In any case, when my magician friend saw the two fonts side by side he immediately agreed and stopped talking about Old English.

It may well be that I was prejudiced in favor of Stonehenge at least partially by its name alone, and I may have dreamed up some of the other features that made it seem exactly right for the job. But here's the point: given an urge, or even a nudge, in the direction of Old English, it's almost always possible to find something better.

Live Horses in Stampede

Having said all that, what I have to relate from this point is an unrelieved tale of woe. Anybody who has not yet learned that it's usually better to skip over these pages every month would be well advised to adopt that practice now.

JIM CROW

The unfortunately named font shown here was responsible for all my troubles this month, and it has prevented me from following up on the scheme I had in mind when I presented a small puzzle (which I slyly called "Exercise 1") in the last issue. Of course, there was to have been *at least* an "Exercise 2," and it was going to be a variation on the earlier puzzle: instead of asking you

to select from five typefaces the one most appropriate for the probable contents of each of five imaginary books, I had planned to have you match the names of five authors with the typefaces most appropriate to their typical works.

Regrettably, the first author who came to mind was Mark Twain. I don't know why—it might as easily have been Damon Runyon or Josephine Tey or John O'Hara—but it was Mark Twain. And the first typeface that came to mind as suited to Twain's work was Jim Crow Capitals. Again, I don't know why; it might as easily have been Ringle or Diamond Jim (*alias* Phidian) or even Davida. I am sure, at least, that the connection between Twain and Jim Crow was not an ideological one; I don't agree with the bozos who think that Twain, of all people, was rabidly racist, and that *Huck Finn* should be banned from school libraries. Jim Crow Caps simply seems to be nicely reminiscent of Twain's chronological and geographical situation.

Be that as it may, once I had discovered what a problem Jim Crow was going to be I should have given up on it and switched to another font, but I was pigheaded; I succumbed to temptation and tried to go one-up on J. Ben Lieberman, who describes the font as follows: "A toned, shadowed, chamfered or octagonal grot-gothic, first cut around 1850 as Gothic Shade. Its present name is as mystifying as many another type name." That struck me as something of a challenge, because it seemed to me that there is no mystery at all about its present name.

I have distinct memories of the first time I ever saw this type in a catalog of typefaces. My first reaction was: "Of course! It's right off the label on the Jim Crow whiskey bottle." I'm willing to swear that I've seen ads for that product in the past, though it occurred to me that the last time I had seen an ad for it I was too young to buy it. I didn't want to base my one-upping of Lieberman on a chimera, so I set about trying to

prove to myself that there really is, or had been, such a product on the market.

That was a mistake. Everyone I asked reacted in the same way: the first response was, "Sure there was a Jim Crow." But then everybody felt obliged to go into Jimmy Stewart mode and say, "Well, now, just a minute." Some people added that they may have been confusing it with Old Crow. Nobody was able to give me any real corroboration of my early recollections.

I consulted the current issue of the *Beverage Journal*, published in Baltimore and containing page after page of advertisements listing the offerings of all the distributors in the state of Maryland. No such beverage is currently available in the state.

Next I consulted the on-line catalogues of all the University of Maryland libraries, including some in Baltimore and on the Eastern Shore, but I discovered that their collections contain only the skimpiest of references to distilleries—there is more, in fact, on the history of moonshining than on legal brewing and distilling.

I was even reduced to asking a couple of liquor store proprietors whether they knew of any old bottle collectors among their customers. They all said, "What?"

Finally, as the *Journal's* deadline drew near, I wrote to the United States Patent and Trademark Office, asking what steps I had to take to institute a search for a trademark registered to a brand of whiskey called Jim Crow. At this writing, which can't be delayed any longer, my letter is presumably shuttling from one desk to another and causing an outbreak of scratched heads among the trademark honchos.

So I fear I must report that I have so far come up empty, but I'd still be willing to bet a nickel that the name of Jim Crow Caps is not at all mystifying, and that it's due to the fact that this typeface was once used on the label of a bottle of liquor. It

sounds like a bourbon, but I don't have any recollection of that. Perhaps its name has been changed (and not a moment too soon). Maybe it *is* Old Crow now, for all I know.

That, however, represents only the first of the fits into which Jim Crow threw me. The second problem arose because this type is extremely difficult to reproduce at small sizes. I have three books that show the entire Jim Crow alphabet, and none of them shows it larger than about 18 points. The result of that is that it was very difficult to use those samples as models to illustrate these notes. It's hard, for instance, even to tell how many shading lines the letters contain, even under magnification, because the white space between the thickest lines tends to fill up with ink. In one sample only seven lines can be distinguished; in another I can see ten, and that's what I drew in the illustrations here; but in the third I think I can see eleven. I doubt that it would be possible to produce a really accurate eyeballed copy from any sample smaller than about 48 points. And for 300 dpi reproduction, even a 48-point font as elaborate as this one might not print acceptably.

JIM CROW PLAZA DECORATIVE

If anything is to be salvaged from these ramblings, consider the two faces shown here. One of them is clearly 19th-century, and the other is clearly art deco. Yet their structures are very similar, at least as far as their embellishment is concerned. Today's quiz: How can this be? What are the features of each face that make their respective eras so obvious?

I think my own response would probably include the following points:

■ The shading lines of Jim Crow appear to be an attempt to simulate

what we know today as a "graduated fill," and if you squint hard at them they work pretty well. But this is an effect that could have been achieved by somewhat more sophisticated means after the introduction of the halftoning process. The horizontal lines in Plaza, however, don't seem to serve any purpose other than decoration for decoration's sake;

■ Something similar might no doubt be said about Plaza's swashes. They're simply a mannered affectation and their only effect on me is to remind me of the real beauty that swashes often added to the classical types. Besides, swash forms are usually much more effective with italics;

■ The perfectly circular basis of the Plaza C and O (which would also be apparent in the smaller, swashless form of D) would have been quite uncommon in any face designed before the early twentieth century.

I left New York at the age of fourteen and have seldom returned there, but I have a notion that the basic form of the Plaza type, stripped of all the fancy footwork, was used over the entrance to the Plaza Hotel—hence the name. This memory, however, is nowhere near so clear to me as the memory of the Jim Crow whiskey ads, so you might keep it in reserve for the next time you wash your hog.

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The Promise of HyperMedia

by Phil Shapiro

The thrill of the first book read is quickly lost as children move onto the next book, into the uncharted territory of unfamiliar words. We, as teachers and parents, offer what guidance we can, but there comes a day when our patience wears thin, and the best guidance we can offer is a gentle suggestion to "look it up in the dictionary." Like our forefathers before us, we expect the new readers to have enough skill and patience to master a bewildering reference book.

True, the human mind is self-booting. But beginning readers are not independent scholars. College-level students have the maturity and resolve to use reference books to their own advantage. But a beginning reader hardly has the patience, or skill to use a dictionary effectively.

Take a minute to consider the chore of "looking it up in the dictionary." First, the beginning reader has to locate a suitable dictionary. Often the most suitable dictionary is not likely to be within easy grasp of the beginning reader. It might even take a small search to find where the dictionary was placed after last being used.

Once the dictionary is firmly in hand, the chore has barely just begun. Now the tedious step of searching through the dictionary begins. First find the section of the dictionary with the same first letter as the unknown word. Then find the sub-section of the dictionary with words having the same first two letters with the first two letters of the unknown word.

Continue doing successive iterations until you end up in the vicinity of the unknown word. Then, cross your fingers and hope that the unknown word appears in this particular dictionary. Not all dictionaries contain all words in the

English language. Children's dictionaries, in particular, are not meant to be comprehensive listings.

Finally, with your finger pointing to the unknown word, the task is now to make sense of the definition following the word. In some cases the definition will be elucidating. In other cases the definition will contain other words of unknown meaning. In which case, go back to step one and start all over.

Is there any good reason to continue this 18th century mode of teaching literacy in this modern day and age? The answer, of course, is an emphatic "no." The microprocessor is an unparalleled tool at sorting and delivering information. And software developers have worked hard to give us programs capable of delivering information, delivering knowledge, at the press of a mouse button.

Children of today need not go thru the frustrating and bothersome chore of consulting a dictionary every time they encounter an unfamiliar word. Granted, dictionaries are useful tools. Yet it's ludicrous to expect a child to use a dictionary before they've developed considerable skill at processing the written word.

Consider the time it takes a beginning reader to look up a word in the dictionary. From the time they determine a word needs looking up, to the time they locate that word in the dictionary, at least five minutes time has elapsed.

So, supposing they need to look up 10 words a day. That means they'll be spending almost an hour each day flipping thru the pages of a dictionary.

Look at it another way. The English language contains about half a million words. If you spent five

minutes looking up each word, you would spend over 1,700 days paging thru the dictionary.

What if this page-flipping ritual were replaced by a simple mouse-click? What if elucidating definitions were no more than a mouse-click away? To "look up" a word, point to the particular word, click the mouse, and you'll quickly be transported to a full dictionary definition of the word.

Ideally, the definition would be followed by two illustrative sentences, showing how this particular word could be used in two different contexts. And, where appropriate, a simple graphic image might give fuller meaning to the word.

A pronunciation button could then be clicked to give a proper pronunciation of the word. No more pronunciation hieroglyphics. Who could understand those silly symbols anyway?





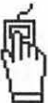














The end-result of hypertext is to give beginning readers knowledge on demand. No physical or mental effort is required to find out more about a particular word. In a hypertext environment, beginning readers could well learn 20 or 30 new words a day.

More importantly, hypertext gives beginning readers greater control over their own intellectual development. No longer do they need to depend on the patience and availability of parents and teachers. And no longer need they be chained to using a reference book to teach them literacy skills.

Mouse-click based knowledge will allow the human mind to be truly self-booting. Beginning readers will be able to use their knowledge base as a tool to further expand their understanding of the world. Literacy will be transformed from being an arduous chore into being a beckoning temptation.

(The author is currently working on a hypermedia literacy project using HyperStudio on the Apple IIGS.)

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The Mac in Medicine

by Robb Wolov

It's been almost a year since we last spoke of the Mac in medicine. No, not Macs used for mere billing or word processing, but used on the cutting edge of education and research. You don't have to be a doctor or medical student to find these developments of interest, since computers used in these applications are mirrors to the future in all lines of endeavor.

This past March, I participated in a meeting co-sponsored by Apple Computer at Cornell University, of medical school educators from the East coast. Here, we exchanged notes, tried to set some guidelines on interfaces and create mechanisms for exchanging digitized anatomic and microscopic images.

At Georgetown, as well as other medical schools, numerous folks have been diligently at work creating medical educational software, medical image databases and the networking protocols needed to tie all of these together. Not to sound like a commercial, Georgetown has been very progressive in its attitude towards the place of the computer, particularly the Mac, in the future physician's office.

There are huge literature databases running now on medical school mainframes and the National Library of Medicine. Hospital clinical labs spew out tons of numeric patient data. X-ray departments such as Georgetown's and Cornell's have completely digitized their film archives, so that any image can be called up and piped to a physician's terminal. Couple the myriad of computer networks criss-crossing the globe such as InterNet in this country, NorthNet in Canada and EastNet in Europe and anyone with a terminal can have their own private electronic mailbox.

However, we now have the hardware and operating systems to allow a doctor to link all of these together. A doc can have one window open showing a patient's old records, another window linked to the hospital's lab computer (showing results graphed in any manner chosen to best show subtle trends), another window linked to a library computer with still another handling electronic mail (e-mail). This dream office is not pie in the sky. The pieces are all here, now. All that is left is to put them together.

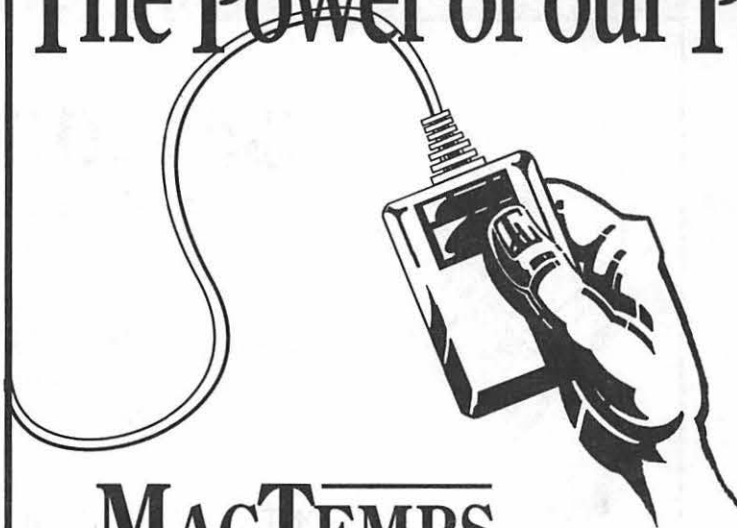
Dr. Cornelius Rosse from the University of Washington School of Medicine demonstrated "The Digital Anatomist," a computerized system

allowing a student to dissect a "virtual", computer simulated cadaver. A real cadaver was specially processed in order to create a large series of digitized graphic layers which were then reassembled by the computer to form 3 dimensional images of the original structures. However, now all of these structures can be manipulated, magnified and disassembled in ways that would not be possible in the "real world".

The use of simulated "virtual" objects in the Digital Anatomist is only the beginning to using such technology for training in other areas. Surgeons can practice difficult operations before entering the OR on computer models of their patients. Technicians can disassemble complex machinery to better understand a new device. Manipulating virtual objects could be used as the interface for control devices of mechanisms physically inaccessible, such as satellites in orbit or the

Continued on Page 34

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Continued from Page 33
radioactive core of a nuclear reactor.

More System 7.0...

Latest *official* word from Apple is that System 7.0 will be released this August. My inside sources admitted that unofficially they expect shipping to slip to the fourth quarter of '90. So far beta versions have been pretty stable and only break when routines are called on that have been pulled from the initial release (such as the print manager). It was also confided to me that with so many Mac pluses in the field, Apple expects a long extended life for System 6.0X.

Also along the line of System 7 business is the Mac IIfx. Those

DMA chips (direct memory access) that control the disk drives thus unloading the CPU from such mundane housekeeping, are *not* fully functional under System 6.05.

Many system calls are still being routed back to the 68030 under the current operating system. With System 7, these chips (which are modified 6502 CPU's like those used in the Apple II and custom 53C80's) will function as stand alone processors taking care of ADB, floppy disk, hard disk and SCSI bus control and data routing.

A Window Tip

Starting with System 6.04 (and now 6.05) there is another handy

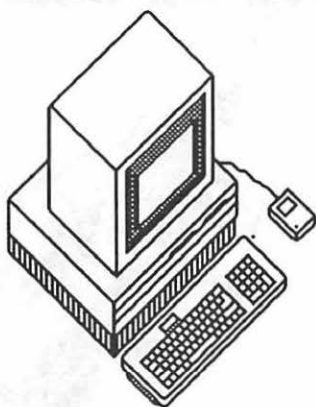
undocumented feature. If you hold down the option key while *opening* a folder, then the parent window of that folder will close behind i.t. The old trick of holding down the option key when *closing* a window continues to close all currently open windows on your desktop.

Until next time...

Robert Wolov, M.D. is a pathology resident at Georgetown University School of Medicine. His areas of interest, besides molecular and orthopaedic pathology, are digital microscopic image analysis and writing medical education software.

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Bits & Bytes

by Lynn R. Trusal

Many potential buyers of large-screen monochrome monitors have been dismayed by the high prices, but more reasonable alternatives have begun to appear.

The 19-inch Ehman monitor is a 2-page, 72 dpi resolution with a screen refresh rate of 78 Hz. (The higher the refresh rate, the less screen flicker.) A 30-day money-back guarantee and a 1-year warranty are standard. It sells for \$899 (minus \$40 for WAP members) and includes a 1-bit video card, cable, tilt swivel and Stepping Out II software.

InfoWorld rated the Ehman monitor a 6.1 out of 10.0 with a "very good" for value, "good" workmanship, "satisfactory" technical support, "very good" setup, "good" documentation, and "satisfactory" image definition. It said the image quality was acceptable but that it did have some pin-cushioning and focus problems at the periphery of the monitor.

The Cutting Edge 19-inch monochrome monitor is the same one as the Ehman, except that Cutting Edge may cost more (\$1,495 list).

The Nutmeg monitor has the same specs as Ehman and also includes Stepping Out II, a video card and stand but retails for \$1,195.

Mirror Technologies offers a 19-inch PixelView two-page monochrome display for the Mac, for \$897. It offers the same resolution and screen refresh rate as the Ehman. It includes both screens active, cursor sizing, pop-up and tear off menus, and a screen saver. A screen copy capability is added along with an anti-glare filter and a 1-bit video card. The monitor comes with a 30-day money back guarantee and a 1-year warranty. Mirror Technologies also offers a 15-inch full-page portrait display for \$667 with a "flat screen" design.

RAM Prices Begin to Rise

In early March, RAM prices began to rise again. One major mail order vendor said that U.S. fair-trading tariffs were placed on foreign chips, and two of the world's largest makers decided to cut production 30 to 40% to increase prices. Another story was that manufacturers were switching to 4 MB SIMMs and that the switch was responsible for the price rise of the 1 MB SIMMs.

Most dealers are selling mostly 80 ns SIMMs which may be used in the MacPlus and higher-grade models, but only the Mac II ci and Mac fx users get the full benefit from the faster speed. Eventually the price must come down again, but like the stock market, prices will rise and fall based on the world's situation.

Real Bits

1. If you are tired of Pyro or public-domain screen dimmers and would like a greater variety, give "After Dark" a try. It costs \$22 mail order and offers 16 different color or b&w screen-dimming effects that move around the screen to prevent screen burn. You can customize both the time till dimming and which corner of the screen activates

or never activates Ala Pyro. There is also a lot of customizing you can do for the individual images from speed to duration of effect, etc. After Dark is controlled by means of a Cdev and Init file like most things these days. New version 1.1 adds some more effects and increased compatibility. You can find an updater file on some national TCS systems.

2. One of the criticisms of the Apple portable is that the "active matrix" screen is difficult to read in low light. This is because it is not back lit, even though it has the best resolution of any portable screen on the market. The active matrix screen in Sony's portable Walkman VCR/TV is back lit, so the technology is available and perhaps Apple will add that to a later version of the portable.

3. Pixar, Inc. will soon release its "Renderman" software for the Macintosh. Pixar is owned by Steve Jobs and has been one of the leaders for 3-D graphics-rendering. Some graphics applications will embed Renderman code in their packages, and others will offer it as a stand alone package for about \$995. This package will permit graphics to be created and stored as "Renderman Interface ByteStream (RIB) files for creating of 3-D effects. (Source - *PC Week*).

4. Buick Division of General Motors is again distributing a free 800k Mac disk called "Buick Dimensions '90" containing some slick graphics and general information on their 1990 Buick car line.



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This is the second year they have issued this free disk. Ford began doing a similar thing this year but is charging \$6.50.

5. Apple is now being sued by a teenager who says that his Apple IIc screen exploded or imploded causing him to be knocked unconscious, suffer a concussion, lacerations and even a post-trauma psychological disorder. He is unable to deal with computers anymore. (Source - *MacWeek*)

6. Honeywell and Apple are telling the GAO that they did not understand the true nature of the Apple multitasking proposed in the Air Force Command and Control contract won by Apple and Honeywell. At issue was the fact that Macintosh applications can run in a multitasking mode on a Mac IIx using the A/UX (Unix) operating without the need for the typical Macintosh operating system under which only one application can run at a time. In other words, the Mac OS was not even part of the contract. (Source - *MacWeek*)

7. Adobe Systems has purchased Emerald City Software. It is a match made in the marketing department, since Adobe markets the Adobe Type Manager (ATM) and Emerald sells TypeAlign, which only works with ATM to produce some neat font and type style effects.

If you thought Adobe was down for the count, think again. Its stock has more than doubled since the low it reached after Apple bailed out, mostly because IBM's decided to offer Adobe type 1 font support in the future. (Source - *MacWeek*)

8. Ehman of Evanston, WY is a major supplier of reasonably-priced Macintosh peripherals. Their 44MB removable Syquest cartridge drives are about about the cheapest around, as is their 19" two-page display. They give user-group discounts to clubs such as Washington Apple Pi, although they do not seem to advertise that fact.

The user group order number is different from their other order number. The phone number of the

Ehman User Group Connection is 800-257-1666.

9. The ROM slot in the Macintosh portable is designed not designed for new Apple ROM upgrades as in the Mac II ci, but to be used by companies to incorporate permanent information in ROM for use on the road.

Tips

1. Always turn off computer equipment before connecting or disconnecting cables.

2. Owners of Quantum hard disks that have failed should write directly to John Sculley, care of Apple Computer, 20525 Mariani Avenue, Cupertino, CA 95014.

He has communication specialists in his office to deal with complaints that go directly to the Chairman. Disappointed consumers should only take this course of action if they had a problem that occurred within the first year, and if they were not able to reach a satisfactory solution with their local dealer. They will need to send a copy of the repair order from the dealer who fixed the problem.

3. Those who use PageMaker as a printing and sizing vehicle for gray-scale images saved in TIFF format can do it a faster way if they do not have a PageMaker-compatible print spooler, but they do use MultiFinder, have 2-4 MB of RAM and have a program like Freehand. While PageMaker does not spool for background printing by using Apple's MultiFinder background capabilities, Freehand does and only takes about one minute to spool a gray-scale TIFF image.

4. When making business cards, use a shiny cardboard stock to improve the quality of the final product. Rough surfaces prevent the toner from being fused to the surface of the card, and it often partially rubs off. Business card stock with a shiny surface yields the best results because the toner remains on the surface of the card. It even has a raised feeling similar to profession-

ally printed business cards.

5. RAM prices have decreased low enough for all Mac owners with 1 MB to increase their RAM to 4 MB. This is the minimum to make good use of MultiFinder. Mail order vendors such as the Chip Merchant (800-426-6375) and Technology Works (800-662-2210) are two sources. Prices will probably be in the \$60 to \$65 range.

Remember Macs from the Plus to the SE can take up to 4 MB of RAM, and the Mac II can install 8 MB with 1MB SIMMs and up to 32 MB with 4MB SIMMs.

6. Do not reformat 1.4 high density floppy disks as 800 K disks. The 1.4 formatting is a weaker write signal to the disk than 800 K formatting, and once made 800K they can not be reformatted with the weaker signal again. (Source - *MacWeek*)

7. People sometimes have trouble opening a file on a disk because the file was created with one version of a program, and after they upgrade to a later version, they try to open the original version of the file by double-clicking on it. Situations like this are easily handled by first opening the late version of the application, and then choosing the open command from the file menu. The application can then convert the earlier to the later format.

8. Those having bootup problems should try replacing their System and Finder icons. Those with trouble printing should replace the ImageWriter or LaserWriter icons.

Icons can get corrupted, and replacing them often fixes the problem.

Lynn R. Trusal, Ph.D. is in the U.S. Army stationed in Tokyo, Japan and may be reached at the U.S. Army Materiel Command, Science and Technology Center, Far East, APO San Francisco 96328-5000.

Letter Writer with a lot of pluses

by Douglas M. Bloomfield

I spent a lot of time at my Mac, usually with my trusty word processor, on a variety of tasks and fielding phone calls in between. Occasionally I have to break and write a quick memo, do a simple letter or send a fax. I have just discovered a great little labor saving device that makes those jobs much easier. It is called Letter Writer Plus.

It is a convenient DA that appears with a flick of the wrist and presents me with a menu of letterheads, or stationery, I've prepared in advance. Just pull down the handy menu and select whether I want my business letterhead, a client's letterhead, my personal stationery, a memo form or a fax cover sheet. They are easy to create and keep available.

That's really one of the great assets of LWP (formerly ExpressWrite): it is so easy to use and write. A well-written manual leads the user through an excellent tutorial for creating stationery, writing letters, addressing envelopes and performing mail-merge. And if that's

not enough, tech support from the publisher is excellent.

The bar across the top of the page tells everything the user needs to know, with icons for each function, as shown in a view of the Help screen below:

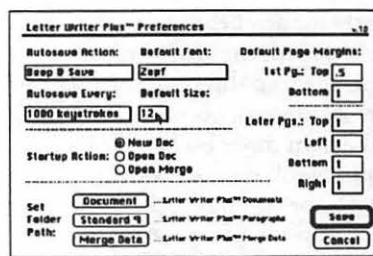
If you don't like writing your own letters or need some help, the package also includes a collection of 50 sample business letters from "Letter Works" for such purposes as responding to a request for information, notifying customers of price increases, apologizing for employee rudeness and accepting a new job.

But if you're writing your own letters, as most of us should, start with a nice letterhead. You can design it in MacPaint or a similar program and import it through the clipboard. Click on the letterhead menu, which will lead you through placement of the graphic, and then save it to the Stationery Menu. If you don't use any graphics, just set it up on the LWP blank page and go the Stationery Menu in the top left and save it as stationery. Before

making that save, however, set your tabs and defaults for type fonts and sizes from the "Preferences" section under the LWPlus menu atop the page (not shown here). Next time you need that letterhead or any other stationery you've created, just go back to that stationery menu and select the one you want.

New margins, tabs, type styles, fonts and other attributes can be set for each document.

The "Preferences" menu sets defaults for the program and can be done once and forgotten. There are also a pull-down menus behind the icons atop the page (see figure below) for customizing fonts, sizes and styles I prefer 12 point Zapf Calligraphic. It is one of the fonts

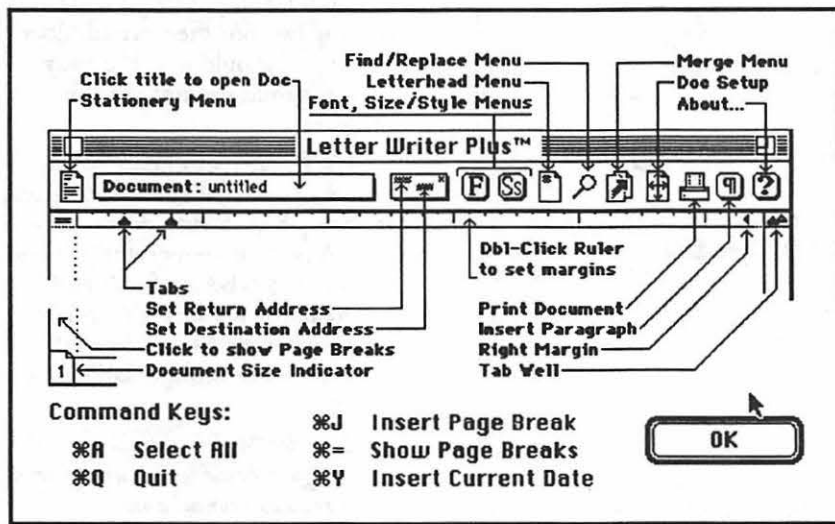


that came with my GCC Personal LaserPrinter, and it gives a crisp, readable document. LWP prints faultlessly on my printer and is compatible with all others, according to the publisher.

You can determine where to "file" copies of your LWP documents. The defaults shown above are those that came with the program and since they make the most sense, I've decided to keep them that way. By the way, the program will not let you change documents or quit and accidentally erase the document you've been working on; it will first ask you if you want to save or discard.

Since you've already stored your collection of stationery headings, all you need to do after choosing Letter Writer Plus from the DA Menu is start typing.

If you're writing the same letter to many people, then you'll want to





take advantage of the mail merge feature. It can't be any simpler. I thought it was easy in WordPerfect, my primary word processor, and it is, but LWP is quicker and easier. This is especially important if you only do mail-merges infrequently and have to refresh your memory from the manual. As an added advantage, LWP will read files from its sister program Address Book Plus (see review in WAP Journal, April 1990). It can quickly open ABP files and permit the user to manipulate the fields for special use with Letter Writer Plus. From there it is an easy step to printing all of your envelopes from the same list. The only drawback is there is no easy way to print our your mailing list on a separate page.

One very valuable feature is quietly hidden behind a simple icon marked with the sign of the paragraph. Behind this door the user can store all kinds of goodies. These are the custom made boilerplate paragraphs we all use, our own standard opening or closings and other inserts. It reminds me of my days as a Congressional staffer, when our favorite insert paragraph was:

Please be assured I will keep your views in mind when this matter comes to the floor of the House of Representatives for a vote.

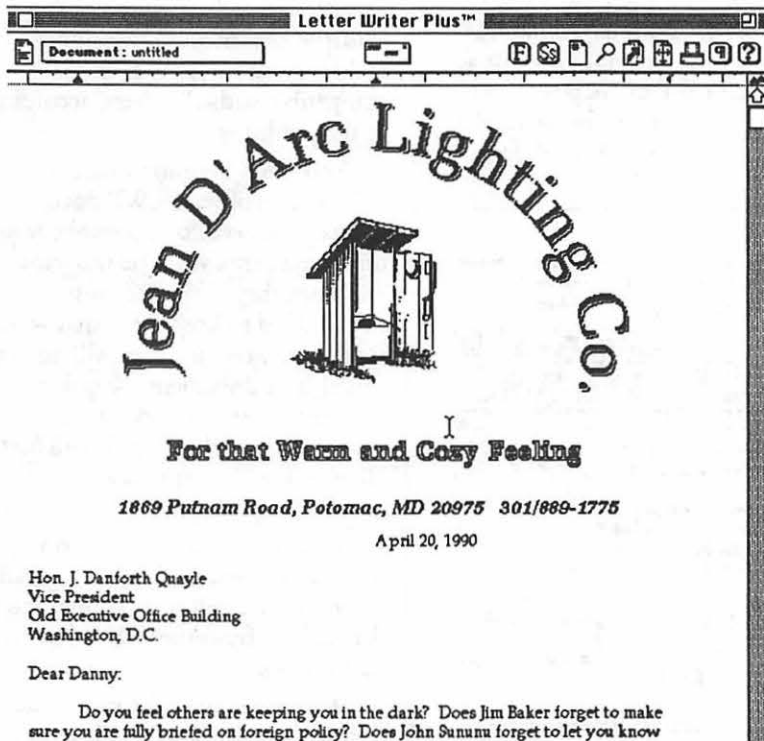
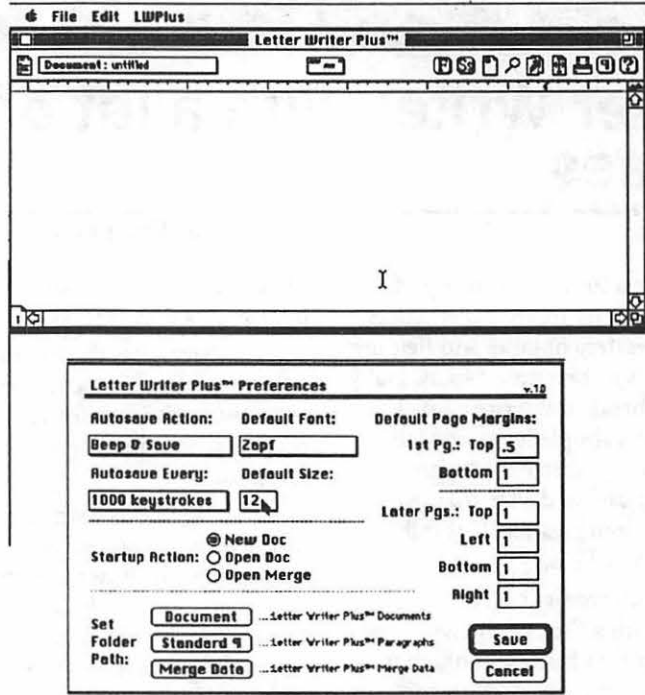
You may have something more sincere or more utilitarian. It matters not, just put it here and forever use it. That's a lot simpler and speedier

than creating a text macro in an all-the-bells-and-whistles word processor and having to call up just the right one when you need it.

Although LWP has no macro capability (except for -Y, which sets today's date), that is easily gotten around if you have QuicKeys or a similar utility. Some changes I'd like to see include the ability to work on more than one document at a time; the ability to set text to right justification or centering; setting the opening default to a particular letterhead, and printing a copy of the mailing list. But these are admittedly minor and should not take away from the solid strengths of the program.

LWP is not a full bore word processor and makes no pretensions. It has a job to do and does it very well. And, more importantly, it helps me do my job better, faster and easier, and that's why it's a permanent part of my Mac and once you try it, it will be indispensable for you too. 🍏

Douglas M. Bloomfield is a Washington-based writer and government relations consultant.



Hotline Coordinator

Larry Feldman (202) 546-9556

Apple II

General

John Wiegley after 2:15 (703) 437-1808
Leon Raesly (301) 220-0717

Accounting Packages

BPI Programs
Jaxon Brown (301) 350-3283

BPI & Howardsoft (Tax)
Otis Greever (615) 638-1525

Dollars & Sense
Barry Fox (717) 566-6709

Home Accountant
Leon Raesly (301) 220-0717

Quicken
Gary Hayman (301) 345-3230

Apple SSC
Bernie Benson (301) 951-5294

AppleWorks
Ken DeVito (703) 960-0787

Bob Martz (301) 795-5689
Ray Settle (301) 647-9192

Harry Erwin (before 10pm) (703) 758-9660
Gary Hayman (301) 345-3230

Leon Raesly (301) 220-0717

AppleWorks Database
Morgan Jopling (301) 261-3886

Communications Packages

ProTerm
Alan Levy (301) 340-7839

Talk is Cheap/Pt. to Pt.
Barry Fox (717) 566-6709

DataBases
dBase II
John Staples (703) 255-6955

dBase II&III, Data Perfect. Db Master-PRO
Leon Raesly (301) 220-0717

Profliter 3.0
Barry Fox (717) 566-6709

Dvorak Keyboard
Ginny Spevak (202) 362-3887

Hard Disk
CMC (not CMS)
Barry Fox (717) 566-6709

Corvus Omninet
Tom Vier (BBS) (301) 986-8085

Corvus
Leon Raesly (301) 220-0717

Sider
Jaxon Brown (301) 350-3283

Otis Greever (615) 638-1525

Languages
Applesoft

Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369

Leon Raesly (301) 220-0717
John Love (703) 569-2294

Integer Basic
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294

Machine
Ray Hobbs (BBS) (301) 490-7484
John Love (703) 569-2294

Pascal
Michael Hartman (301) 445-1583

C and TML Pascal
Harry Erwin (before 10pm) (703) 758-9660

Operating Systems

Apple DOS
John Wiegley after 2:15 (703) 437-1808

CP/M
Art Wilson (301) 774-8043

ProDOS
John Love (703) 569-2294
John Wiegley after 2:15 (703) 437-1808

ProDOS 8 and 16
Barry Fox (717) 566-6709

RWTS, Disk structure
John Wiegley after 2:15 (703) 437-1808

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

Word Processors

General
Walt Francis (202) 966-5742

Apple Writer II
Dianne Lorenz (301) 530-7881
Leon Raesly (301) 220-0717

AppleWorks GS
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

ScreenWriter II
Peter Combes (301) 251-6269

Gene Carter (202) 363-2342

Word Handler
Jon Vaupel (301) 593-3316

Word Perfect
James Edwards (301) 585-3002
Henry Donahoe (202) 298-9107

Word Star
Art Wilson (301) 774-8043

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

Neil Laubenthal (703) 691-1360
Fred Tillman (703) 503-8895

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

General
Barry Fox (717) 566-6709

General/PaintWorks+
Paul Tarantino (703) 455-7670

//e Upgrade
Morgan Jopling (301) 261-3886

APW
Andy Gavin (703) 734-3049
Jim Frison (703) 525-9395

Leon Raesly (301) 220-0717

Deluxe Paint II
Rich Sanders (703) 450-4371

GS BASIC
Barry Fox (717) 566-6709

Multiscribe GS
Ray Settle (301) 647-9192

Telecommunications
Dale Smith (301) 762-5158

Allan Levy (301) 340-7839
Bob Sherman (305) 944-2111

TimeOut Series & Utilities: ProSel
Chuck Ward bef. 9 pm (703) 830-3720

Barry Fox (717) 566-6709

VIP-Pro/Multitabe
Jim Frison (703) 525-9395

816 Paint/Writ'rs Ch.EI
Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives,
Guy Durant (202) 363-0366

Apple III

3 Easy Pieces

Tom Linders

Charlene Ryan

David Jernigan

Word Juggler

Tom Linders

Charlene Ryan

- 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

MARYLAND

Paul Schlosser (Mt. Airy) (301) 831-9166
Ray Settle (Annapolis) (301) 647-9192

W. T. Cook (Columbia) (301) 995-0352
Gary Hayman (Greenbelt) (301) 345-3230





Lee Raesly (Adelphi) (301) 220-0717
Allan Levy (North Potomac) (301) 340-7839

David Page (301) 599-7630

VIRGINIA

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

JUNE

- 1 Friday**
 Editorial Deadline—July Issue
- 4 Monday**
 7:30 PM PI-SIGoffice
- 6 Wednesday**
 7:30 PM dPub SIGPEPCO
 7:30 PM Mac Programmersoffice
- 7 Thursday**
 7:00 PM Columbia SliceColumbia
 7:30 PM GameSIGoffice
- 9 Saturday**
 10:00 AM Annapolis SliceAnne Arundel Co.
 9:30 AM Frederick SliceFrederick
- 13 Wednesday**
 7:00 PM NeXT SIG ?Call
 7:30 PM Board of Directors Meetingoffice
 7:30 PM Database SIG/4DComputer Factory
- 14 Thursday**
 8:00 PM StockSIGoffice
- 20 Wednesday**
 7:00 PM WorksSIGoffice
 7:30 PM Excel SIGoffice
 7:30 PM Fed SIGCall
 7:30 PM HyperTALK SIGArlington
- 22 Friday**
 Ad Space Deadline—August Issue
- 23 Saturday**
 8:00 AM AppleWorks SIG ... before WAP gar. sale
 9:00 AM WAP Garage SaleCall
 noon HyperCard SIGafter WAP gar. Sale
 noon New SIGafter WAP gar. sale
 noon Telecom SIGafter WAP gar. sale
- 25 Monday**
 Apple IIGSMcLean
 Writers' Deadline—August Issue
- 26 Tuesday**
 Ad Copy Deadline—August Issue
- 27 Wednesday**
 7:30 PM Apple III SIGoffice
 7:30 PM AV SIGCall
- 28 Thursday**
 7:30 PM EdSIGoffice

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at Bethesda—Chevy Chase High School, 4301 East-West Highway, Bethesda MD. Except sometimes, when we hold them other places. We try to give plenty of notice, but when in doubt, call. The place of meeting can, and does, change until we find a more permanent home. If anyone has ideas or suggestions about places that we could meet on a more regular basis, please call the Office and let us know.

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 at noon.

There will not be a General Meeting in June, instead we will be holding a garage sale, tentative location is the Eleanor Roosevelt HS at 7601 Hanover Parkway in Greenbelt, MD, please call the WAP office to confirm.

Meeting Notices

Annapolis Slice 2nd Saturday; Anne Arundel Community College - Careers Bldg. Lecture Hall, Arnold, MD, 10:00 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, C Wing, 6th Floor, Conference Room 9) in Bethesda at 7:00 PM. Call Gary Hayman 345-3230 for information.

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

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

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.

June

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

Campaign Statements

President (vote for one)



Eric Rall

I am honored to have the opportunity to follow in the footsteps of David Morganstein. David was president when I first joined WAP in 1983. Since that time, I have offered my time and energies in many aspects of the club, including VP Macintosh for two years, director-at-large, writing Apple II and Macintosh journal articles, telecommunications system programmer, hot line and Q&A help for both machines, working WAP booths at numerous local and national computer shows and speaking on behalf of WAP.

It is my hope to revitalize the same volunteer spirit at WAP that was present when I joined. In order to move forward through the 1990s, we need to pull together in a spirit of cooperation and mutual respect.

This is your club. The other members of your board and myself need to work together to represent you. Help us by reading candidates statements closely and voting for those people who are committed to spend the time and effort to work together for all of us. We need your help and support. We need you to elect a board that is committed to a positive track.

Washington Apple Pi needs you to get actively involved in your club. We need you to elect a board of directors that will concentrate on the membership's needs, and not argue about ancient history. Please help me to nurture the positive spirit that we saw begin to grow in this past year.

Vice-President-Apple (vote for one)

David Wood

David Wood has a Bachelor's degree in Computer Science, somewhat concentrated toward languages. He has been active in GameSig ever since he joined Washington Apple Pi, in 1987. He was also a member of the Apple Programmers' and Developers' Association but he has dropped it until they come up with something new for the apple series computers.

He is dismayed at the variety of less than good changes in the Apple community. Call-A.P.P.L.E. dissolved to keep a floundering Mac organ running, rumors of Death and Despair Speeding Around The Corner, and software companies leaving a "sinking ship" (the rats are the first to go) and grinding out insidious bandwagon merchandise. He is also happy with some things: the rumors of the ROM 04 GS and System Disk 6.0, support for Hewlett-Packard's laser and jet printers, and a revitalized interest in the low-end and education markets. He wants to get to the truth.

He would like the Apple][side of WAP to become more active in the community, gathering intelligence and sharing it with all the users in the Washington area...and beyond.

As this is his first attempt at office within WAP, he will absolutely need feedback and support from his fellow Apple][users. But then again, we all need it sometimes.

Factions? HAH! Politics makes him puke.

Grace Gallager

No material had been received from Ms Gallager by the time this issue of the Journal went to press.

Vice-President-Mac (vote for one)



Bob Shaffer

I have been a member of the board of directors for the past two years and have served as the SIG and Slice coordinator.

For the past year I have been the office staff supervisor, serving as the liaison between the board of directors and the office manager and staff on a daily basis. Through this role I have learned first-hand the operations of Washington Apple Pi. As a candidate for a position in which I will be an officer of the corporation, this experience should help me serve you, the members, well.

In a less formal capacity I have assisted this past years Macintosh Vice-President in anticipation of running for vice-president. I have learned much from Eric Rall through his cooperation. I have also been a regular member of the Macintosh Q&A panel at the monthly meetings and have filled in for Eric when needed.

Through my experience in WAP I feel that I can serve as an effective, professional Vice-President for Macintosh. Washington Apple Pi must grow with the changing needs of its members, and to do this the officers need constructive assistance from the membership. Remember, all of us are members and volunteers.

I urge all members when voting to read carefully all candidate's statements before casting your vote. There are many fine candidates running for director's positions, and it is the responsibility of the general membership to select those who have the skills, experience and desire to work cooperatively so that the board can best represent all WAP members.



Manny DeVera

Manny DeVera, WAP member for four years, is an Army Lieutenant Colonel working with Macs at the Information Systems Selection and Acquisition Agency. His work brings him in contact with major vendors and the latest Mac developments, which he can utilize to plan our meetings. If elected, he will also institute:

- programs relevant to both business and home users.
- introductions and interactions among members at meetings, by use of nametags, interest groups, etc.
- a mentoring/sponsorship program for experienced users to help newer members.
- a code of ethics to govern all officers, chairpersons and directors .
- improved fiscal procedures and monthly financial reports to the Board. Spending authority, within overall budgets, should be decentralized to SIGs and committees such as the Journal and TCS staff which are more directly in touch with programs than the full Board.

WAP must be redirected to meet the needs of both Apple and Mac users, not the vested interests of specific individuals representing WAP. He pledges his dedication and resolve to improve the services of our organization. His education includes an M.B.A and M. Ed. Manny DeVera is 42 years old, married and has two Apple-using kids. Having served as Treasurer of the Pentagon Macintosh Users Group, President of the Acquisition and Contracting Macintosh Users Group, participated in various committees such as FEDSIG and the MacWorld Booth committee, WAP Board meetings, and numerous user group activities both at the national and local level, he is especially qualified to be Vice-President for Mac Programs.

Treasurer (vote for one)

✓ **Edmund J. "Joe" Taccino, Jr.**

Joe Taccino has operated a business specializing in financial planning, income tax preparation, and other business support services and products for the past thirteen years. These services are provided both for the individual and for the business organization. He serves or has served as the president of several corporations involved in various activities. He is, or has been a partner in a number of real estate and oil and gas ventures. He holds a Bachelor's Degree in Physics and Mathematics.

Mr. Taccino has also been employed by the Federal Government for the past twenty four years in positions covering every aspect of personnel administration. He is currently responsible for compensation and position classification policies for the U. S. Public Health Service, which employees nearly 40,000 people. His prior positions include assignments as Chief of Employee-Management Relations, U. S. Department of Agriculture, and Chief, Personnel Operations Branch, Food and Drug Administration. In addition to extensive involvement with pay administration, including retirement programs, and labor relations, he has been responsible for recruitment and staffing, organizational design and evaluations, safety and health, security, and the automation of personnel and other business functions.

Secretary (vote for one)

✓ **Dave Ottalini**

Washington Apple Pi has a lot going for it after 10 years. I'd like to see WAP provide its members even more. As Secretary, I will be in a unique position to help keep the club on track, working to provide you, as a member, with the kinds of services you deserve in the 1990s.

I'd like to see more members become involved and will support efforts towards that end. I support a Mentor program for new members. And I will work to give the apple // family an equal voice with the Mac folks. I will also support efforts to improve our PD and hard copy library, as well as work to bring more

women and minorities into the club. I would also like to see more services for non-local members (such as exploring ways to make long-distance calls to the TCS less expensive). I appreciate your support!

Director at Large (vote for ten)



✓ **Dave Harvey**

I've been a member of Washington Apple Pi since about 1981 and since that beginning I've been an active volunteer in a number of roles, including being on the list of Hotline volunteers for a variety of subjects, Journal correspondent for the TelCom SIG and serving on various ad-hoc committees. I'm an Apple IIGS user and President of the Northern Virginia Apple Users Group. I believe in increasing the dissemination of information, both technical and general interest, to all WAP members and striving for new and more effective ways to increase this objective. I'm an electronics engineer recently retired from the Federal Government.



✓ **Chris Bastian**

As WAP's Secretary for the past year, I have had a chance to witness a refreshing, but welcome, change in the tenor of our decision making process. We are not all of like mind on issues; (life, and certainly Board meetings would be very dull if we were). But, our differing opinions and concerns are now discussed

calmly and cordially; issues are resolved by consensus, and without resorting to parliamentary gimmickry; and Board meetings have returned to a respectable 2 1/2 hours in length, instead of being all-night marathons.

Having re-learned how to work together, it is time for all of us (Officers, Directors AND regular members) to focus our attention on making WAP the best computer club it can be; making the already improved Journal a more informative and timely publication, providing the programs and services our Apple II members deserve, increasing our membership recruitment efforts, and providing greater assistance to new members and beginning computer users. I wish to continue to be a part of this effort, and I ask for both your vote AND your participation.

In addition to serving as Secretary, I am currently chair of the Microsoft Works SIG and the New Users SIG. I have also coordinated our "Apples for the Students" collection drive and participation at the FOSE and FedMicro computer shows.



✓ **David Morganstein**

David has served the Washington Apple Pi in many ways since its inception, including writing articles, teaching tutorials and serving as President on five occasions. He believes that the Wap should be fun for its volunteers and educational for its members. He believes that personal attacks have no place in this organization and as president has sought consensus and unanimity. He believes that WAP's strength is its active volunteers and that they should be treated with respect and dignity. He would like to receive more feedback from the members regarding their needs. During this past year he reinstated the annual

membership survey and called for a Future of the Pi open discussion of goals and objectives.



✓ **Dana J. Schwartz**

I have been a member of Washington Apple Pi since its formation over ten years ago, and have participated actively in its subsequent development. I have since been a vigorous proponent of the User Group movement both in the Washington area and across the country.

I have served WAP as Vice-President from 1982-1984, as Treasurer from 1981-1982, and as Secretary from 1980-1981. Since 1984 I have been charged by the Board of Directors with the maintenance of the WAP Membership Database and its support software. In mid-1989 I was appointed by the Board to fill a short-term vacancy in a Director-at-Large position.

During the last ten years I have had several articles and programs published in national Apple-related magazines (as well as the WAP Journal), and most recently have been producing the 'WAPacrostic' series in our Journal. As an Apple Federal Support Coordinator at my workplace I remain in close touch with the Federal User community, as well as with the Apple Computer Federal Systems Group.

In both my job and as a representative of other professional organizations I have championed WAP as one of the best sources of unbiased support for the Apple Computer User, and if elected I shall do my best to ensure that the organization stays in that position. Furthermore,

I believe that WAP must strive to maintain its volunteer nature, and that all members should have equal opportunity to benefit from its



services.

✓ **Dale Smith**

I am a physicist who joined the Pi after deciding that I would be getting an Apple but not knowing whether it would be a Mac or an Apple II - it was a IIc. I joined because I liked the breadth of the Pi in providing information on ALL the Apple computers and I still like that in the Pi, even though I now run a IIGS. I have been a beta tester for several Apple][programs and I have a hobbyist's interest in all types of telecommunications questions.

I want to see continued service to the needs of all types of Apple computer users...novice and experienced users of any of the machines that Apple has produced over the years. Many members are new users of an older machine or a different kind of machine from what they previously used who are looking for answers to problems that others may have worked out. I want to facilitate the exchange of such information between members—in the Journal, on the TCS, via the Disk Library, via tutorials, etc.

The strength of the Pi lies in the diversity of machines covered by its services and its membership—and I want to see that grow.



✓ Dave Weikert

I joined WAP in 1981 and own a Apple][+, Lisa (orphaned) and Macintosh. I am currently the Macintosh Librarian and a Director at Large. The Mac Disketeria volunteers and I collect, test, assemble, annotate, duplicate and sell the Mac Disketeria disks and catalogs. I write the monthly Mac Disketeria article with a lot of help from the volunteer annotators and you see me behind the disk sales table at the monthly meetings. My first volunteer efforts were duplicating the Apple][disks; I later coordinated all duplication and sales efforts for the][and was a "hardware helper" hotline volunteer for the][.

As a Director at Large of the Board this past year, I participated in decisions and actions designed to improve member services. I was instrumental in executing the second class mailing submission which results in lower mailing costs and faster postal delivery.

As a Board member, I will continue to work to bring the members closer together and to enhance and improve member services. I believe that I can continue apply my Disketeria experience and last year's experience on the Board to finding additional ways to better serve the needs of all our members, both Apple][and Macintosh. We have many challenges ahead of us this year and I would like to continue to represent our members while we continue to press forward together.



Bernie Urban

Hi, folks, it's me again. One more time. You may remember me as the Editor of the Washington Apple Pi Journal for ten years.

Gena, my wife, and I enjoyed working with a few folks, way back when, to help create a group who wanted to learn about microcomputers and who were willing to give as well as to take. Some folks now complain about the name Gena came up with, "Washington Apple Pi", but it was symbolic of the spirit of Apple Computer and of the pioneer users of the Apple II in our club. We've come a long way, some bad, but mostly good. We had a "ball" with the Woz on at least two occasions—once he brought Randy Wiggington, Andy Herzfeld, Burrell Smith and Bill Atkinson to unveil the Mac. We packed them into the Departmental Auditorium, approximately 2000 strong....We helped put on the first metro-wide Desktop Publishing fair in the Marriott on Penn. Avenue. It was a winner and raised money for the Pi. We managed to get Alan Kay to address the Pi on his Vivarium project....and Bill Atkinson to return to talk about his Hypercard. Oh yes, you may recall that both Gena and I helped run the Pi office and were co-editors of the Journal, perhaps not the fanciest newsletter "on the block" but one of the most informative and entertaining.

But, what have we done for you lately? Not very much, I'm afraid. It has taken considerable time for us to overcome the dismay we experienced. Yes, I still have ideas about how to rekindle the spirit, the interest, the willing exchange of information and the fun of the earlier years. If you vote me in again, I will join with others of like mind to re-create a vibrant users group.



✓ Bill Campbell

Early in 1983, I joined WAP and then bought an Apple IIe. WAP members and resources taught me how to use my computer. Now, I have added an Apple IIGS to my inventory and am helping other people discover the fun of computing. If elected to the board, two of the things I intend to pursue are: (1) getting the general meeting more organized, and (2) finding ways to get the club's resources out to more members. I will welcome your views and ideas. I would appreciate your support.



✓ Dick Byrd

Richard Byrd is an attorney in private practice in Fairfax. He has an Electrical Engineering degree and a Juris Doctor from GWU.

In 1984 my wife and I bought a strange new computer, the Macintosh, and we joined WAP. We are now Apple Certified Developers, having developed and marketed Macintosh software. I am currently a Board member and have been active in ExcelSig, ProgrammersSig, and MusicSig. I have contributed articles to the WAP journal and taught tutorials in Excel.

WAP should represent fun, learning and comraderie among people with a common interest. This past year has been one of reconciliation and healing, following the most difficult year in the club's history. The reconciliation has been successful! The six-hour, bitter

ordeals of Board meetings in 1988-89 have changed to shorter, pleasant and constructive meetings where the Club's business is dealt with in a friendly atmosphere of unified purpose. We now need to find how best to serve our members, attracting new members and keeping our existing ones. Five years ago the personal computer world was new and exciting, and users easily banded together as strange people in a unique pursuit. We must now adapt to the changing world where computers are commonplace tools, sometimes constituting a source of misery rather than wonder and enjoyment to many day-long users of the machine. This will be a difficult task in the coming years and everyone's ideas are needed to keep our club dynamic and responsive to our member's needs.

✓ **Marty Milrod**

Marty has served on the Executive Board in the past. He has taught introductory tutorials (where he gets excellent reviews) every other month for the past four years. He continues to serve as an active member of the Disketeria staff and is responsible for just about all downloading of public domain software for the Mac. He writes a regular Q&A column for the Journal. He believes that personal attacks have no place in the WAP. He would like to see some of the most vocal critics volunteer a little of their time to help in addition to criticizing from the sidelines.



Lee Raesly

Hi, that's a picture of me over there on the telephone helping people on the TCS. I wanted to use a picture of my daughter, but they wouldn't let me use it! After all, wouldn't you rather look at her

picture, than mine? I know I would!

Let me see, I am supposed to tell you that I am an incumbent (I AM NOT, I am as 'cumbent as anyone else!) as director at large for the last (so many) years. I think 5, or was it 6? Two years ago was the year of the war, last year was the year of boredom, this year I would like it to be the year of fun! Again! It is time to get the fun back in the PI! (Would that make a funny pie?) - Ohhh, that's awful!

Oh yet, I run a business with 5 offices and 21 staff, and would like to see more business practices into the PI BOD. I would bring that experience with me (I haven't figured out yet how to leave it behind!)

Hmm. I still have space left. So I guess I'll tell you that I have been the TCSO for 4 years, and also am on the Hotline (which is FUN!) Actually, so is the TCS! If you don't have a password yet, why not call the PI Office now and get one? You'll have FUN there, also!

Now where did I put my hat?
Take Care, Now! Lee...

Rob Clark

My name is Rob Clark and I'm a candidate for membership on the WAP board of directors. The following four reasons state why I believe I'm qualified to run and why you should consider voting for me.

Club experience: I started and ran a Macintosh user group for three years—a user group located in Hampton, VA. I'm proud to say the club is still active today, two years after I left. I'm also active in the pi, performing duties as the director of education for the past six months. The education program, while not yet perfect, is steadily improving. We're offering many more new Macintosh classes and are working to improve the course availability on the Apple][front.

Leadership: I'm a person who likes to get things done and to inspire others to follow common goals and a common vision.

Vision: I think the time is right for the Washington Apple Pi to be stronger than ever. WAP offers a large list of great services to the membership, and there is a large number of volunteers that make the

club run. But, it can be better. I see a club where the members and volunteers work more efficiently together, making this an outstanding organization.

Service: I firmly believe that this club has something to offer its membership—and it takes people to offer that something. I want to be one of the persons that delivers the promise of service to the individuals in this club.



Gail West

Last year many things happened to WAP. For reasons known only to themselves, a group known as the Peace Party felt obliged to surface. They felt that they could change the politics of a computer club to benefit others, well at least themselves. Most of you gave them a chance. Well a year has gone by

And what has it gotten us? ?

*An absentee president, who has been less than honest on at least one occasion.

*A definite decrease in membership due at least in part to petty partisan shenanigans .

* A distorted reflection of our former journal.

* SIG's that have either seceded or have had to rebuild their membership after outside, less partisan, groups formed.

* Problems with WAP's taxes

* Loss of USUHS, the best meeting place we would ever have

* Denial of constitutional rights to members and private citizens

* Vicious infighting and childish behavior We gave them a year and in that year the Peace Party has proven to be a Piece Party that has divided our users group into back-biting pieces. Only as a whole can WAP progress and function as a leader in users groups. The current people who hold office have proven that

they can't be effective leaders for WAP, it's up to you to elect a new and different Board of Directors.

Don't you think it's time to get computers back into WAP and leave the politics to Capitol Hill??

✓ **Mary Hockmeyer**

I have been a WAP member for about 8 years. Although you probably would not recognize me by face, you may have talked with me in years past when you called the Hotline. Now, I am a disk duplicator for the WAP library and an incumbent on the BOD by virtue of filling a vacancy for the past 2 months. I enjoy working with the members of WAP and the BOD. I am a candidate for Director-at-Large.

As a teacher in a local school system, I evaluated educational software for the Apple II series and used Apple II computers with students in my classroom and with adults in staff development. About 5 years ago I initiated a successful 3-school telecommunications project. Since the participants were uninitiated into the world of software and hardware incompatibilities, we (the students and teachers) learned together how to accomplish the job. I use a Mac at home and enjoy the different challenges of both computers.

I look forward to the growth of the WAP. I would like to promote increased volunteerism, perhaps by a mentoring system between the more experienced volunteers and new members. I believe that the latest membership questionnaire will provide some direction as to what the membership perceives as their needs and desires for new services. I look forward to working for new possibilities for all of us as members of the Washington Apple Pi.

Bill Geiger

No material had been received from Mr. Geiger by the time this issue of the Journal went to press.



Tom Vier

Background - Tom has been a long-term volunteer member of WAP as an active Hotliner and Telecommunications System Sysop. His articles have appeared in national Apple publications including the Pi Journal. He can also be found contributing to the Apple community on the GENie and CompuServe online services.

Statement - "WAP's greatest assets are its volunteers. They make possible the many fine services, unmatched anywhere else, that WAP offers and continue our founding tradition of users teaching and helping other users. We must ensure that all offers of assistance are followed up and utilized efficiently. The Pi should also be free of the influence of commercial interests in official positions. We cannot be diverted or impeded from enjoying the friendly education and good fun that make WAP the premier Apple user group."

Tom is employed as a Senior Studio/Field Engineer by the ABC television network.

Richard O'Connor

For ten years, WAP has been a productive and joyous group. When I wrote my first article for the Journal six years ago, I sensed a spirit of sharing in the group which has been the key to WAP's attractiveness to its members.

However, it has come to my attention that in recent years, certain WAP tax returns may have been filed containing erroneous information. The club, unlike similar clubs, has inadequate audit and financial accountability.

It is time for a change. WAP needs:

- An independent audit of WAP's books and financial systems.
- WAP should refile its incorrect

tax returns, as recommended by last year's Audit Committee; and

- Better control over WAP's membership records. The new Board must not only restore the trust and fellowship currently missing from the group, but it must also organize WAP's operations in a professional manner befitting a \$250,000 a year business.

My LLM in taxation and my employment experience in both Big Six accounting firms and local accounting firms gives me the skills necessary to restore WAP to its former health.

Meeting Notices

dPub SIG (desktop publishing) normally 1st Wednesday; PEPCO Auditorium at 1900 Pennsylvania Ave., N.W., 7:30 PM. July meeting tentatively scheduled for 2nd Wednesday, call to confirm.

Ed SIG (Educational programs) 4th Thursday; WAP office, 7:30 PM; August 23, Sept. 27.

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

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

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

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

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

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

Mac Programmers 1st Wednesday; WAP office, 7:30 PM. The June meeting of Mac Programmer's SIG will feature impressions of the 1990 Apple Worldwide developer's conference (May 7 - 11). These will be informally presented by developers at the WAP office, 7:30 PM, June 6, 1990. There will be no July meeting.

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 Ted Meyer (703) 893-6845 to confirm date, time and location.

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

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

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


Notice: Anyone having information on changes to the calendar is encouraged to call the Calendar Editor and leave a message on his home answering machine, tel.: (301) 595-2539 in Beltsville, Maryland.

July

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				

JULY

1 Sunday

 Editorial Deadline—August Issue

2 Monday

7:30 PM PI-SIGoffice

5 Thursday

7:00 PM Columbia SliceColumbia

7:30 PM GameSIGoffice

11 Wednesday

7:00 PM NeXT SIG ?Call

7:30 PM Board of Directors Mtng.office (Call)

7:30 PM Database SIG/4DComputer Factory

7:30 PM dPub SIGPEPCO

12 Thursday

8:00 PM StockSIGoffice

14 Saturday

10:00 AM Annapolis SliceAnne Arundel Co.

9:30 AM Frederick SliceFrederick

18 Wednesday


7:00 PM WorksSIGoffice

7:30 PM Excel SIGoffice

7:30 PM Fed SIGCall

7:30 PM HyperTALK SIGArlington


20 Friday

 Ad Space Deadline—September Issue

25 Wednesday

7:30 PM Apple III SIGoffice


7:30 PM AV SIGCall

 Writers' Deadline—September Issue

26 Thursday

7:30 PM EdSIGoffice

27 Friday

 Ad Copy Deadline—September Issue

28 Saturday

8:00 AM AppleWorks SIGbefore WAP mtng.

9:00 AM WAP General Mtg.Call

noon HyperCard SIGafter WAP mtng.

noon New SIGafter WAP mtng.

noon Telecom SIGafter WAP mtng.

30 Monday

Apple IIGSMcLean (Call)

Macintosh

General
 Jeff Alpher to midnight (301) 630-2036
 Donald Schmitt (717) 334-3265

Art & Video
 Nancy Seferian (202) 333-0126

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
 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

Adobe Illustrator
 Ling Wong (703) 378-5102

Canvas
 David Gursky (703) 522-8345
 Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784

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
 David Morganstein (301) 972-4263
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (703) 750-9449

Excel
 David Morganstein (301) 972-4263
 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

Telecommunications
General
 Allan Levy (301) 340-7839

ThinkTank-More
 Jim Graham (703) 370-5737
 Tom Parrish (301) 654-8784

Word Processors
Word
 Marty Milrod (301) 464-5981
 Harris Silverstone (301) 435-3582
 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

**Volunteer
 on the Hotline**

**Call us
 (so we can call you)
 654-8060**

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



Just The Fax, Ma'am

by Jim Board

About six months ago, I succumbed and purchased something I'd wanted for a long time: the InterFax fax modem by Abaton, a division of Everex Systems, Inc. (48431 Milmont Drive, Fremont, CA 94538, phone 800/444-5321). And if you are considering the purchase of a fax modem, or even just a data modem, read on. I think you'll find this item to be of interest to you.

The Abaton InterFax fax modem can send and receive faxes while also serving as a Hayes compatible modem. Abaton offers two models: the InterFax 12/48, a 1200 baud modem with 4800 bps fax communications capability and the faster InterFax 24/96 which offers 2400 baud and 9600 bps fax capability.

Some History

Early last year, I read an article in one of the "Mac" magazines about fax modems. The article titled *Not Ready For Prime Time* was nothing short of negative. The Apple fax modem led the pack in problems. It was justly abused for its purposely restricted functionality, buggy software, questionable hardware and high cost. Another brand, whose name escapes me, fared little better in the writer's evaluation. But the InterFax shouldered no serious criticism other than to be lumped in with the mediocrity of the other two fax modems. Nevertheless, after reading this article I was discouraged and purchased nothing.

So you understand the nature of my need, allow me to elaborate. My company, like many others, lives and dies by the fax machine. Such modern conveniences as electronic mail have yet to find acceptance in

the corporate culture. And even if "E-mail" had been adopted internally, so many other firms and government agencies rely on the fax machine that you are literally forced to share in that method of communication.

Now we have a fax machine in the office. Problem solved, right? Not really. That office is over in Rockville. My home is in northern Virginia, and I spend most days calling on customers in Fairfax County. Any of you who have driven the Capital Beltway between Tysons Corner and Rockville lately will know that I don't want to make that drive just to send a fax. So, for professional reasons and simply to avoid hours of driving to Rockville, I need fax capability at home.

Therein lies my inspiration—a need for fax functionality at home. And I wanted a data modem for a number of other reasons as well. Despite this well-founded need, I'm basically very conservative, and let's face it, I'm spending MY OWN MONEY! So the crushing review forced me into a wait state. Over a period of months I researched various brands, requesting information from the vendors, weighed the strengths and weaknesses, compared features and finally decided... the Abaton InterFax wasn't bad after all! In fact, it's the best I could find.

First Impressions

When I received the InterFax, I was pleased by the visual quality of the unit itself. It's well engineered in appearance and measures six and one half inches wide, one and three quarter inches tall and ten inches deep. The InterFax looks good on my desk matching the Macintosh

platinum color and is styled to look right at home with any new Mac. Clear and easily understood installation instructions are supplied but largely unnecessary. All necessary cables are included.

The Data Modem

As a data modem, you'll notice nothing different from the non-fax modems. The modem functionality is straightforward and totally Hayes command-set compatible. Indeed, I've been using Hayes SmartCom II communication software without any hint of a problem. No data communications software is provided by the manufacturer so plan on providing your own. Otherwise, the InterFax has everything you've come to expect from a top-quality modem.

The Fax Modem

Now the good stuff. The InterFax is supplied with a single 800K floppy containing the InterFax application (I'm using version 1.1); InterFax Control, a control panel device (cdev); and FaxMaker, a Chooser resource file (like the ImageWriter or LaserWriter drivers included with the Apple System software). Installing this software simply involves placing the InterFax application on your hard disk (strongly recommended by the manufacturer, mandatory in my opinion), dragging the InterFax Control and FaxMaker into the System Folder, then restarting your Mac.

The InterFax application creates five InterFax documents in the System Folder. One document each for a log of opened and unopened faxes, delivered faxes, a user-created directory of fax recipients and their fax numbers, and a schedule of faxes waiting to be sent.

Also supplied are two fonts designed specifically for attractive fax transmissions, SWA Swiss (a sans serif Helvetica look-alike) and SWA Dutch (similar to Times). Each is provided in twelve point sizes ranging from 9 to 72. These fonts

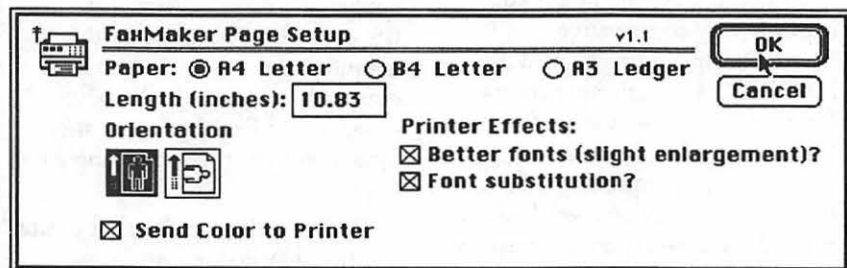


look good on screen and very good in printed faxes. They need not be installed in the System with the Font/DA Mover if you use Suitcase.

A truly impressive feature for the new user is the registration process. An application is provided which requests all the usual registration information and then walks you through faxing your registration to an Abaton toll free number. If this isn't enough, Abaton instantly faxes back to you a congratulatory note on your purchase including the technical support phone numbers, both voice and fax of course. This faxed registration exchange teaches you how to use the InterFax and confirms that your fax modem is installed and working properly—a well-done procedure.

Sending a Fax

A fax modem does not scan documents like a conventional fax machine. To send a fax you simply select FaxMaker from the Chooser and create your document using your favorite application, be it word processor, graphics package (paint, draw or PostScript) or spreadsheet (additionally, I've experienced no problems faxing from PageMaker 3.0).



Page Setup will allow you to select Font Substitution, thereby freeing you from manually selecting the Abaton provided fonts. When you're finished, just select print and you'll be presented with the FaxMaker print dialog box as shown in Figure 1; enter the destination phone number or select one from your own directory (a feature I'll describe later). You are also given the option of selecting the time and day of transmission, enabling you to send

it after phone rates go down or during low activity hours. Click on OK, and you are done. FaxMaker compresses your fax and saves it to the disk. Now you are free to move on to other tasks.

The document will be transmitted in the background, with or without MultiFinder, to the fax machine(s) you've chosen, essentially turning those fax machines into your remote printers. Other fax modems I looked at did not have background capabilities or offered a less desirable multi-vendor approach requiring the use of add-on software like BackFax from Solutions International (about \$125 mail order, and bundled with some fax modems) to perform background transmissions.

Managing your faxes is straightforward and includes a log tracking your outgoing faxes by date and time sent, destination, length of transmission, number of pages and document name. When documents are scheduled for transmission, icons show the status of each scheduled fax.

Monitoring of the fax receipt and transmission is easy through the InterFax Control, a Control Panel device (Figure 2). Current status of the fax communication is available to users of any application supporting

Desk Accessories (DAs). Users of graphics packages will want to turn off the InterFax Control, as fax monitoring interruptions will cause the mouse to jump during drawing. InterFax Control can be omitted from the system entirely by holding down the Option key during the startup process.

Fax Output

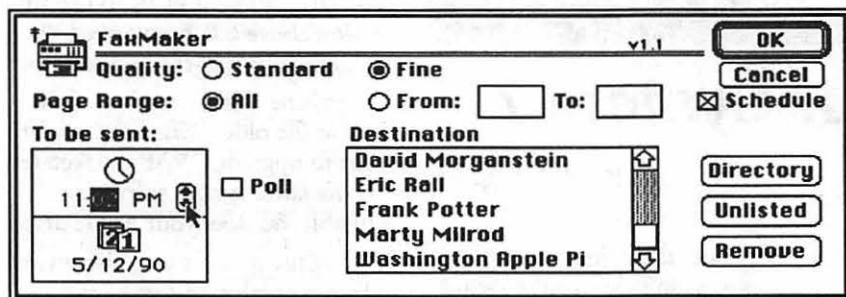
InterFax will work with any font, but for high quality output, you will

probably want to use the fonts supplied by Abaton. Like the ImageWriter LQ, InterFax will look for a font three times larger than that selected and if none is found it will scale an existing font to the size you've requested. Using the Abaton-supplied fonts you'll be able to send the highest quality type at up to 24 point. ImageWriter LQ fonts will work just as well as Abaton's. Don't plan on using PostScript fonts in large point sizes. Just like on an ImageWriter, they look lousy. Although I have not tested Adobe's ATM with InterFax, it could solve this problem entirely.

The quality of the printed document, while obviously dependent upon the receiving fax machine, is very good in my experience. Fax documents can be transmitted and received at two resolutions, with Fine Mode having a resolution of 216 dpi, the same as an Apple ImageWriter LQ. Since the document is transmitted directly to the fax machine, bypassing the usual fax scanning process, horizontal lines are always straight, never jagged; and there are no unsightly artifacts or distortion in the printed document. Letters are clear and easily readable down to 9 point with the exception of rotated text in italics (which is difficult to read).

The Fax Directory

The InterFax employs a useful directory feature. At its simplest level, the directory stores names and numbers for recall at time of printing. But entries can also be organized into groups or distribution lists so a single name can be selected to send the fax to all members of that list. I've used this association as a "copy to" feature so that any use of a name will also generate an identical fax to my Rockville office for file purposes. As your list of names and fax numbers grows, you may choose to create multiple directories, such as customers, co-workers or colleagues, suppliers, etc. The Fax Directory could use a little interface work, but it's understandable and a real time saver.



Although I haven't found the need for it, you can also add security code numbers to the directory for use in "polling," a feature that allows your InterFax to "ask" the remote fax machine if it has any documents for you.

Receiving a Fax

Unique to the InterFax and very few other fax modems is the ability to receive incoming faxes. Most low-cost fax modems I looked at were "send only" and do not receive fax transmissions, a major drawback in my opinion. Specifically check for this as you compare fax modems. With InterFax, the incoming fax call is automatically answered and the document is saved in an InterFax document, essentially a compressed graphic file, which can be viewed on screen (Figure 3) or printed.

Faxes can also be converted into the editable formats of MacPaint, PICT or TIFF. These converted files can become extremely large. For example, a typical one page fax of text and corporate logo was converted by InterFax into a 14K MacPaint file, a 42K PICT file and finally a 452K TIFF file! This TIFF file was too large to be opened on my system by Canvas 2.0.

The Rest of The Package

Documentation included with the InterFax is in two separate volumes. The hardware manual is excellent, but the more important software manual is only acceptable, appearing to have been rushed into production. All the important information is there, but it's lacking in organization and some detail is missing. Keep your fingers crossed

and version 2 will have a better manual.

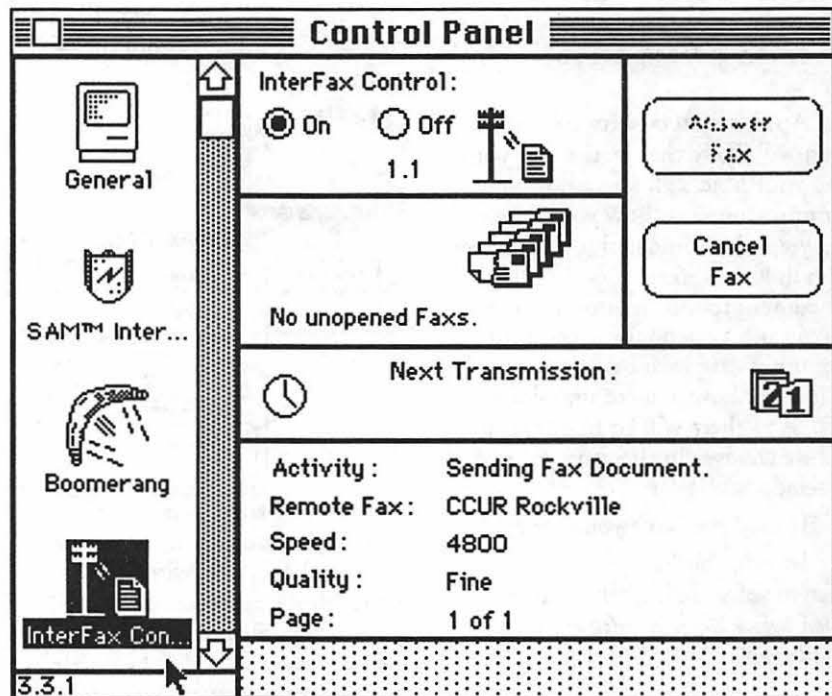
Technical support at Abaton gets a gold star. These people are very accessible (I got through on my first call!) and helpful. I experienced some difficulty transmitting faxes and learned from Abaton's technical support that my use of SuperLaser-Spool caused the problems. Removal of this Startup Document from the System Folder eliminated the failures entirely.

The Abaton Interfax runs flawlessly on my Mac Plus with System 6.0 and 2.5MB of memory. The InterFax application and supporting files require about 260K on disk, the fonts an additional 450K. InterFax has a suggested memory size of 384K. Abaton claims that InterFax will run on the Macintosh 512KE, Plus, SE and II.

Color is supported for you Mac II users. A hard disk is strongly recommended by Abaton as fax documents, like graphics files, can become quite large. For best performance, Abaton recommends use of Apple's most current System software. The InterFax includes a one year warranty.

The Bottom Line

If you choose the InterFax fax modem, I think you'll be pleased. I'd rate the hardware quality very high, the software reliable and easy to use with little room for improvement. I'll give the InterFax five out of six slices on the "Pi Chart." My criticisms are minimal, and I haven't seen an indication that the prices will drop any time soon. Local retailers advertise the InterFax at prices close to mail order firms, so check around before buying. The InterFax 12/48 should be about \$270 and the faster InterFax 24/96 around \$430.





Standing By for System 7

by Ralph J. Begleiter

Unless you're an avid reader of a Macintosh publication, you're probably not even aware that Apple is developing a "revolution" in the basic system software which runs your Macintosh. In fact, chances are you know very little about the system software you're using *now*. It wouldn't be very surprising if you didn't even know which *version* of the Macintosh system software you're using right now.


No matter. It's not terribly important for most MacNovices. One of the beauties of the Mac is that you're quite well capable of getting your work done *without* having to fuss very much with your system software.

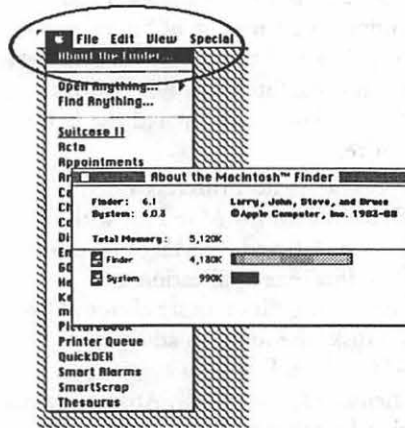
But you *should* know that there's a revolution brewing. Its *timing* is very much up in the air. Apple has already announced *several* publication dates for new system software, ranging from "first-quarter 1990" (that's obviously not happened) to "last quarter 1990." The latest rumors suggest the system revolution isn't likely to take place until early in 1991.


Apple's system software revolution will likely change the way you use your Mac. It'll affect how you print documents, how you file them on your electronic desktop, and how you link the information in one document to information in another. If you use a telephone modem to communicate with other computers, it'll affect how you communicate, too. And there will be hundreds of subtle changes in the ways your Mac interacts with you.

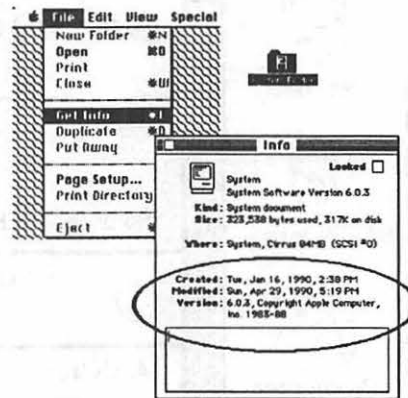
It may even cost you money.

In fact, the "revolution" in system software is likely to affect you *even before the new software is published!*

Why not check right now to see which system software you're using? Go to the "Finder" on your screen; the screen with all your folders and windows and icons. From the  menu, choose "About the Finder..." A small window will appear on your screen. It tells you which version of Apple's Macintosh System Software you're running.



To get more detailed information, open your "System Folder" and SELECT the "System" file. Then choose "Get Info..." from the  menu.



The very latest versions of Macintosh system software all have numbers beginning with "6.0." 6.0.3 is the latest general-use System file; 6.0.4 was published for the Macintosh portable; 6.0.5 has been released to manage the newest Macintosh, the

Mac IIx. While it's OK to use any version above 6.0.1, you need not rush out to install the very latest.

Anyone using a version of the System file older than 6.0.1 might want to upgrade (WAP's disketeria has the latest system software available. So does your Apple dealer.)

But the point is this: the system software revolution I've been speaking about will begin with System 7.0. (Given the history of *previous* Apple System releases, it'll probably turn out to be System 7.0.2 or 7.0.3 before a bug-free version is distributed.)

System 7 is the first *complete* rewrite of the Macintosh system software since 1984, when the Mac was born. Since then, various and sundry "patches" have been added to the original System file and to the Finder which accompanies it. System 7 is an attempt to incorporate those "patches," plus a host of new features, into a sleek new version of the software to allow another few years of Macintosh development.

Between now and the time System 7 is published, you'll find Macintosh software and hardware development somewhat "on hold." Developers have been given some indications of how System 7 will work, but they can't yet begin to write new programs (or rewrite old ones) to accommodate the changes Apple is making in the System file.

Sure, there will be "upgrades" to software you're already using. And there will certainly be some new products available in the next eight months. But *none* of those upgrades or products can be *guaranteed* to work properly with System 7.

So go slow in acquiring new equipment and software for your Mac in the next few months. As Apple comes close to completing System 7, developers will be given the software to test with their products. They'll be able to refine their products and begin planning "upgrades" to deal with the changes. But nothing "permanent" will be

Continued on page 47



done until System 7 is published.

Does that mean you should definitely shun *all* new software or upgrades in the meantime? No. It may prove cost-effective to purchase new products, and especially upgrades, while System 7 is under development.

When changes are required, many software developers may recognize the importance of *keeping* their customers by offering *free* or *low cost* upgrades to software which deals with System 7.

Also, you may decide *not* to upgrade to System 7 right away. You might wait a few months (perhaps as long as a year from now) before switching to System 7. In that case, it may be in your interest to upgrade the software you use often.

There may even be many MacNovices who decide *not* to switch to System 7. The current System file will continue to work just fine on your Mac for some time to come. You may not *need* the new features of System 7. And you may not choose to *pay* for the extra computer *memory* necessary to run System 7.

System 7 will require *at least* 2MB of RAM memory inside your Mac to run properly. (If past history is any indication, you'll need *more* than 2MB to run your Mac *efficiently* under System 7.)

If you're thinking about adding memory to your Mac, now's a good time to consider it. Prices are low and availability is high. And the "rush" likely to be prompted by System 7 isn't here yet.

There may be other costs of System 7, too. You may have to buy some new software to take advantage of System 7's features. And you may be forced to adapt yourself to the quirks of the "MultiFinder" (if you don't already use it), because System 7 will *require* the use of the MultiFinder.

So what's the advantage? Why bother with System 7? It'll add a raft of new capabilities to your work on the Mac. Without getting into a detailed list of *everything* System 7 will do, here are a few of its most prominent features:

• New fonts for word processing and graphics – System 7 will use Apple's new array of "outline" fonts, characters which are drawn automatically by the computer in *any* size or style you choose, without having to "install" sizes in your System. Documents will print with newfound precision and beauty, even on the most inexpensive Macintosh printers. This feature *alone* will be worth the price of admission to the System 7 revolution. (This feature, too, should give you pause before investing in fonts of *any* kind between now and System 7's publication.)

• Inter-application communications – This feature will allow you to create a pie chart in one software program, based on data in another. You paste the chart into yet a *third* program (such as a word processor document). Then, you *change the data in the original application, and the pie chart automatically adjusts to the changes in the word processor and the graphics program documents.* (Imagine the usefulness of this feature when you're crashing a deadline for a presentation or a

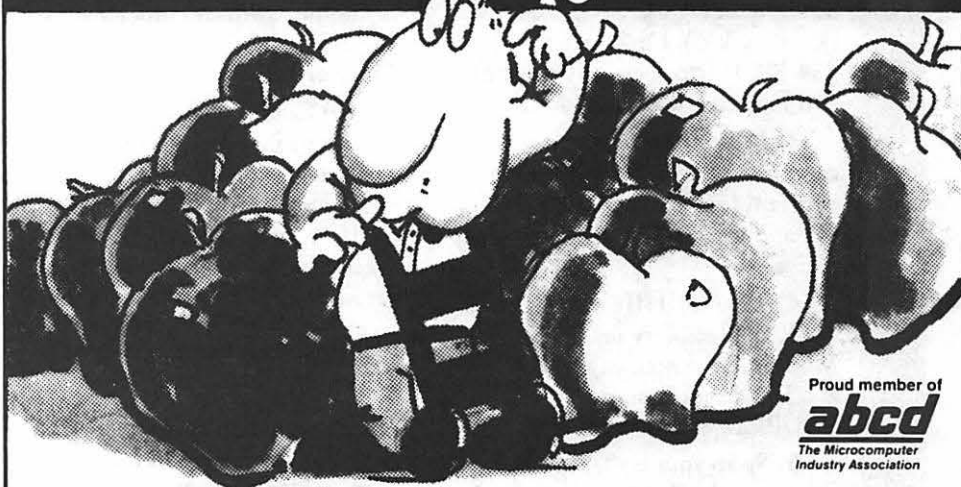
newsletter!)

• Telecommunications consistency – System 7 will help various communication programs become *consistent* in their instructions, so various programs will address modems and other communication devices with the same codes. This should streamline communications dramatically, and help users avoid the jungle of inconsistency presently in effect.

• Improvements in printing, file-finding, and customizing individual Macintosh desktops – These features will allow much simpler installation of fonts, sounds, and other System add-ons, as well as making document filing simpler and quicker.

MacNovices have a lot to look forward to in System 7. But between *now* and *then*, we'd be wise to think twice before investing in new software or hardware. Once System 7's features become widely described, and once Macintosh programmers and hardware developers make *their* plans public (perhaps by the end of this year), we can stop "standing-by" for System 7.

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Power Computing

by David Ottalini

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Ever wonder if it's possible to be a "Power User" on an Apple III? By "Power User" I mean you have upgraded your machine to its maximum, making it the most powerful it can be, and thus able to do practically everything your III is ever capable of doing.

A "MAX III?" Sure. For a price. But it CAN be done in a way that will include some products that can be used elsewhere (disk drives/modems/monitors), after you've decided to move on to another computer. Ready? Let's get started:

1) First off, upgrade your III's power supply to that used in the III+. It's more powerful and can better handle a full load of cards in your extension slots. SOURCE: Sun Remarketing (1-800-821-3221).

2) Add a clock chip/battery backup and interlace kit (improves screen quality). SOURCE: Sun (interlace kits), On Three (1-206-334-8001) (clock-battery combo) and Jameco (clock chip alone).

3) Now, upgrade to 512K so you can run any and every Apple III program (especially a must for Draw On and Selector). SOURCE: On Three.

4) Titan's III+IIe cards will add 128K IIe flexibility for Emulation Mode and the memory can be used as a RAM disk in native mode. SOURCE: Sun Remarketing.

5) Swap your 6502A or B chip on the mother board for a 65C02 chip so that the Titan Cards can use the latest Apple II software (like Publish It!). This chip also uses less energy. SOURCE: Jameco among others.

6) Add an Apple II mouse or better yet a trackball for graphics purposes. SOURCE: On Three

(trackball/driver, mouse/mouse driver); Apple Dealers/Mail Order (mouse). (You will need On Three's driver for trackball or mouse.)

7) 800K Unidisk (with IIe controller card) or 800K CPS drive for easy storage, backup and importation of GS files. SOURCE: On Three (Unidisk and CPS drives/drivers for both); Dealers/Mail Order: card and drive.

8) Hard Disk. The Sider D7T Turbo holds 62 Megabytes of information (the most for any III hard disk). It's a SCSI device, which also means it can be used with a Mac or Apple II. Expensive, but we are talking power here! SOURCE: On Three (which also has other hard disks). Sun Remarketing also sells hard disks you can use on your III.

9) Modem. Today 2400 Baud is the standard. The III should be able to handle it with no problems. SOURCE: Various. Software: On Three or III SIG PD.

10) Color Monitor. We discussed the ins and outs of this at great length in past columns. If you can get an older color monitor that has the necessary Apple III RGB resistor network, get it. Otherwise, get a composite monitor and you'll be in fine shape. SOURCE: Various (see Computer Shopper).

11) Commercial Software: Selector program switcher for your hard disk. The Communications Manager for telecommunications. Three EZ Pieces; AppleWriter or Word Juggler; The Graphics Manager and Draw On III; Desktop Manager and its many accessories. ThreeWorks Apple III Encyclopedia on Disk. SOURCE: On Three; Sun Remarketing; Three Cheers Press (301-681-6136).

12) PD Software: The WAP PD library is a goldmine, even for power users. Daryl Anderson's programs are all excellent, as are Dr. Bloom's. I like the Sketchpad graphics program and all the graphics disks. Lots of excellent information about the III in general.

STICKY KEYS

Although I tried to cover all the bases in recent Trail columns about Apple III keys and keyboards, I overlooked one sticky problem some of you may be coming up against.

As usual, the great folks on CompuServe's Apple III section come to the rescue. The question about what to do with a sticky key was answered by John Lomartire and Dr. Al Bloom (Both III SIG members as well):

(Lomartire) The first thing I do when I get erratic performance from the keyboard keys is to take off the keyboard cover by removing the five keyboard cover mounting screws (underneath the keyboard). You will then be able to see if the keyboard needs cleaning. The key caps can be removed by pulling straight up on them. I have found that a chip puller helps get a good grip on the cap. After removing the cap you have a short stem and I squirt a little bit of WD-40 in the small column, replace the cap, and test the key. If it works, then reassemble the cover, and you are done. If this does not work, you may have to resort to key replacement, and that is a bit more difficult.

(Bloom) Yes, it is possible to unstick a key or two. The caps just lift off, the III's keyboard having been designed for re-mapping (say to Dvorak layout). I'd suggest, however, yanking the whole keyboard out for a cleaning. Easy. Four screws on the bottom under the keyboard and unplug a ribbon connector. Then vacuum around the keys, clean around the posts with a damp rag, and just maybe squirt with a non-conducting cleaner/lube (Blue Stuff TV tuner cleaner is my favorite from the days of TV tuning knobs). If that small stuff doesn't fix the problem, I'd chicken out at that point and

order a new keyboard from Sun. An "IC puller" is great for yanking key caps.

Diagnostics disk # 2

A note on disk 1094 (Repairs 02), our second Apple III Diagnostics disk. Like the first one, this disk was written in Integer Basic and runs under Emulation Mode (it is self-booting). But John Lomartire warns that the disk test section may be faulty. He says that while it will "correctly test the built-in drive, it does NOT test the peripheral drives even though it pretends to and will give you some fictitious results."

John asks if anyone on the II side knows much about Integer Basic, it might be a good project to look at the program and see if it can't be fixed. Any WAPer interested, I'll be happy to give you a free copy of BOTH diagnostics disks.

Public domain

Our Apple II Librarian, John Ruffatto, recently reorganized the entire Apple II library to weed out the deadwood and condense by putting programs on both sides of the 5.25" disks, just like we've been doing from the beginning with the III PD.

But as a result, John also pushed me (and he had to push hard) into reorganizing our library too. Basically, that means our disks are now going to be offered by category instead of simply in succeeding numbers.

Since I am not sure all the changes will have been made by the time you read this, I'll give you both the old and new numbers for our disks this month. Disk 1096 (Information 10) contains all of Dr. Bloom's "Inpert's Corner" columns which we have started to reprint the last couple of months. This is a double-sided disk and is self-booting. As usual, MenuMaker will allow you to read or print any of the articles you might be interested in.

Disk 1097 (Miscellaneous 05) is called Le Grayhaven Menu Plus! OK, so this is a disk full of recipes. Why not? And besides there are some interesting offerings here that

you'll want to try out. The "Plus" comes from the fact that we've added some recipes to the source Apple II disk that originated with the Big Red Apple Club in Norfolk, Nebraska. The III PD column has the complete rundown.

Finally, you might also want to note that ever so quietly, II and III disks have again been reduced. They are now just \$2.00 each. Non-members pay \$4.00 per disk, so this is a terrific bargain considering the fact that practically every disk is double-sided.

Graphics Revisited

I'll do more on this in a future column, but let me just say here that it IS possible to see color on your RGB monitor while using the Titan III+IIe cards. The key is using AppleSoft Basic's LoRes graphics (GR) mode instead of HiRes (HGR). LoRes offers the same 16 colors that the III's Graphics Mode 1 or 3 offers and that seems to be the

reason. HiRes offers the same Apple III Mode 1 screen size (280x192) but only 7 colors.

We'll explore this a bit more in detail later, and we'll also have a PD disk for you to compare graphics programs on the II and III. The translation is not always easy. And it doesn't always come out like it ought to. But it is helpful while trying to learn Business Basic or AppleSoft Basic. If you've done any translations of II to III graphics programs, I'd love to add them to the PD disk. I'll need both programs and their ASCII listing as well if possible.

Surveys

A few continue to trickle in. The Trail will have a complete report next month. So you still have time! So far, it seems that most of our out-of-town members have sent theirs in with a smattering of locals. If you did not receive one, please let me know directly and I'll send one out ASAP.



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Apple II Repairs

by Phil Shapiro

In a perfect world your Apple II computer would never break down, and you would live happily ever after. As you might suspect, the world we live in is not entirely perfect, at least not yet.

So what's a person to do when the old computer gives in? You have a couple of options of where to turn: certified Apple dealers, local "hobbyist" doctors, long-distance therapy, and local out-of-warranty computer repair shops.

Every certified Apple dealer has a repair shop on the premises or is associated with a repair technician. If something goes wrong, you can always take your computer over to the local dealer and have them diagnose what's wrong. A typical diagnosis costs \$25 for an Apple II.

Once you get an estimate of the costs and nature of the repairs, you can then decide what's the next logical step. If your checkbook can weather the storm, then perhaps you might want to proceed with the dealer's proposed repairs.

Be forewarned, though, that Apple dealers typically engage in "module" repair. Since the price of labor is so high, they usually do a minimum of troubleshooting. Once they locate the offending module, they'll swap the defective module for a new one. If you happen to have a defective chip on your motherboard, you may be looking at quite a sizable repair bill.

But there are other options, too. Several members of the Washington Apple Pi have an electronics background and enjoy applying their stethoscopes to ailing electrons. If you're having trouble with your Apple II, these people are good to get to know.

Here are the names of four Pi

members who have offered to help with Apple II repairs. Please note that they do charge for their services. Also, the phone numbers given are home phones, so all the usual courtesies of calling a home apply.

Ken DeVito (703) 960-0786, Alexandria, VA. Ken has been an active volunteer in the Pi for the past couple of years, serving as a hotline volunteer and the chairperson of the AppleWorks special interest group.

Rick Folea, (703) 818-0252 (before 9 p.m.), Woodbridge, VA. Rick is an electrical engineer who works in the computer field.

Andy Wallo, (703) 430-1553, Herndon, VA. Andy is a young electronics whiz kid who enjoys doing Apple II repairs as a hobby. Andy also has had experience working on the now defunct Franklin, the Apple II compatible computers.

Guy Durant, (202) 363-0366, Washington, D.C. Guy has an undergraduate degree in physics, and is working towards a masters in electrical engineering. Guy also serves as a WAP hotline volunteer, answering hardware questions about the Apple II.

You might be wondering what types of repairs can be handled by these local doctors. It's difficult to classify computer maladies into neat categories, but here are some general rules of thumb:

Disk drives, with their mechanical parts, are liable to break down more frequently than other parts of a computer. Typical repairs might involve adjusting the speed of rotation, re-aligning the magnetic heads or swapping the analog board. From what I hear, the older 5.25 inch drives are much easier to fix than the newer 3.5 inch drives.

Likewise, Apple brand drives are easier to fix than Apple-compatible drives.

As far as computers go, the older the model, the easier it is to work with. The original Apple IIs and Apple II+s, dating from the late '70s and the early '80s have a very open motherboard. Chips and other parts for these Apple IIs are not hard to find.

The Apple IIe also has an open motherboard, but is slightly more difficult to work with. The IIc is a closed computer, which makes accessing the innards a little harder. But the internals of the IIc are almost identical to the innards of late model IIs (except for the eight expansion slots, or course). The IIGS is the most difficult of all the Apple II's for hobbyists to work on. The reason: many of the chips are soldered into the motherboard.

Power supplies often fail. Power supplies are the large rectangular-shaped boxes at the back left side of your computer. They serve as transformers, transforming the 110 volt alternating current from your wall into 15 volt direct current for use by your friendly neighborhood central processing unit. Power supply failures are easy to diagnose: if nothing happens when you turn on your computer, your power supply has probably failed.

Monitors can be fixed too. Obviously monochrome monitors are easier to fix than color monitors. But you ought to keep in mind that you can buy a second-hand monochrome monitor for about \$50, so a repair bill could very well exceed a replacement cost.

In the category of "long distance" therapy, there are a few businesses that deal in second-hand Apple parts and repairs. The largest and best known of such businesses is Pre-Owned Electronics, located in Waltham, Mass., just outside of Boston. Their phone number is 1-800-274-5343. They buy, sell, and exchange Apple and Mac parts. For example, they have good rates on exchanges for defective mother-



boards. For about \$130 they will exchange your defective II+, IIe, or IIc logic board for a reconditioned, working motherboard. Best thing is to get a copy of their catalog, which they'll send on request.

Another long distance Apple II parts company is Shreve Systems, 2421 Malcolm Street, Shreveport, LA 71108. They "buy, sell, and horsetrade Apple II parts," according to their ads. They too have a catalog available on request. Phone number: (318) 635-1121.

Shreve Systems also has an electronic bulletin board for people to call with their modems. However, a recent call to this board found it to be not much more than their regular online catalog.

A lesser known outfit is The Arc (Apple Resource Center), a mom and pop business out at 3482 The Alameda, Santa Clara, CA 95050. They buy and sell Apple II and Mac hardware and also do repairs. Owned and operated by George and Sidra Goldsmit, The Arc services both the local Santa Clara community and

out-of-state Apple users. They have a price list of standard types of repairs. Mail orders are handled via UPS or Federal Express, depending upon your urgency and budget.

They genuinely want to help you out rather than sell you a Mac IIx. Take note: Steve Jobs' garage is alive and well, and living in Santa Clara. Phone number: (408) 247-6457. Work hours are California-style, 10 am to 7 pm, Monday to Friday and noon to 4:30 pm on Saturdays.

As for out-of-warranty repair shops, an article in Washington Consumers' Checkbook turned up four such businesses in the metropolitan area. These stores will not offer to repair your computer while it is still under warranty. But they will repair computers whose warranty has expired. Here is the list of stores:

- Computer Rx
1355-A Chain Bridge Rd.
McLean, VA (703) 748-3030
- The Computer Shoppe
756 E. Walker Rd.
Great Falls, VA (703) 759-6800

Computer Crafters
11246 Georgia Avenue
Wheaton, MD (301) 933-5820
DMCC
109 E. Broad Street
Falls Church, VA (703) 243-5730

One final pointer. Before you take your computer in for repairs, it pays to make sure that you have a hardware rather than software problem. Boot a number of different programs and see if the problem manifests itself in the same way. Check all cables and connections to make sure everything is securely connected. If you have a nearby friend with an Apple II, you might be able to pinpoint the problem further by swapping disk drives, monitors or, for the IIGS, keyboards.

Just as it pays to take responsibility for your own health, so too does it pay to take responsibility for your computer's health. Being informed is often half the way to a full cure.

(The author develops educational software and teaches computers in elementary school.)

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...what, NeXT?

by Ron Evry

Some astute readers of this column may have noticed a bumpkin-like individual wandering wide-eyed through FOSE (Federal Office Systems Exposition) at the Convention Center a short while ago. I admit it. It was this harried and mystified reporter playing Alice in the Wonderland of the latest technological advancements. Being a Pi member, I was sent a free invitation to the show, and I am a sucker for anything free.

While there was virtually nothing there for the Apple II enthusiast, I was impressed by the array of fancy computers, printers and programs ostensibly available to make today's bureaucracy more efficient, streamlined and productive. Considering the gains made by the various government agencies over recent years due to computers, I look forward to even more progress with this new generation of machines. No doubt, we can soon expect an era of speedy processing of forms, applications and requests, not to mention the total elimination of red tape, making our government administrators the marvel of the rest of the world.

Seriously, I found it difficult indeed to choke down the prices on much of this technology. Perhaps the government can afford a \$10,000 workstation on every employee's desk. I shudder to think of where I could scrape up enough money to put one on mine.

The one exhibit at the FOSE show that impressed me the most was not Apple Computer's new Mac IIfx (just ten grand or so) or the various memory storage units that hold terabytes and cost terabucks. No, what I was most impressed with was a miracle and a tragedy all at once: the NeXT computer.

A little background to this device is in order. Some years back, when Apple Computer co-founder Steve Jobs was kicked out of the company, he cashed in his chips (okay, his stock) and looked around for something new to get into. His original goal with the Macintosh was that it supplant the Apple II by providing a more powerful and user-friendly computing environment that would sell at a price that anybody could afford. The Mac was everything he dreamed of and more as far as the technology went, but the affordability of the machine went through the roof. The average working person could no more afford a Mac than a Mercedes.

Undaunted, Steve Jobs had become inspired watching scientists at a university perform an experiment. He saw no reason why a computer system could not be created that would simulate the conditions of any given scientific experiment and extrapolate the results. Jobs envisioned this as the next step in computing, so prophetically, he named his new company NeXT Computer, and set about putting his fortune to work designing an ultimate system.

Well, the NeXT Computer exists, and it is an amazing machine. Sure it runs the Unix operating system, which is nothing new, and it uses the WIMP (Windows, Icons, Mouse and Pointer) operating system and optical disks and a bunch of other things that have been around for awhile. But the total of the machine is greater than the sum of its parts.

The NeXT Computer sits on a space about the size of a normal desk. This includes the keyboard, monitor, processor, optical drive and 400(!) dpi laser printer. Yet the

machine has memory capabilities that come within a hair's breadth of a mainframe. The built-in read and write erasable optical disk and twelve(!) integrated internal channels provide multitasking capabilities that have the feel of running up to a dozen Macs at once on the same screen! Of course, the built-in programs integrate with each other flawlessly, and the entire operation is totally intuitive. I played with the computer for a long period before any sales people had time to deal with me (they could probably tell by looking that I had no dough), but nobody needed to give me one instruction. I ran the machine through its paces and was mixing up graphics from its powerful library with word processing documents and adding pieces from The Oxford Dictionary of Quotations in assorted typesyles, and I did all this with ease. If they had let me, I would have stood at the NeXT Computer all day, cranking out documents on the laser printer and learning what the machine can do.

This truly is a computer "apple-ance" in the sense that it comes out of the box with virtually all the software built in that a computer could need. There are some optional software applications available and more are coming, but NeXT has a remarkable feature that makes third-party software almost superfluous! Bundled into the machine is the NextStep programming environment, a series of built-in graphical and functional tools that enable any user to design custom programs as easily as pointing with a mouse.

Programs that used to take teams of developers months to create can now be built in mere hours by amateurs! NextStep almost (but not quite) enables the user to say, "here's what I want you to do..." and it does it! Application Kits designed for users with specific needs (say, physics professors) will be made available to supplement NextStep. The possibilities are endless. And therein lies the crux of the problem, at least as I see it.



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Over the last decade America has become a land of ever increasing contrasts between the richer and poorer segments of society. Those at the upper income strata have isolated themselves more and more from the mundane concerns of ordinary folks. Expensive computers are not just symbols of the ever increasing power of these people. They are power. Those of us with limited means wind up struggling with "toy" computers that play games, or nearly abandoned technology like Apple IIs, and we make do with what we have.

Now I love the entire Apple II line, as well as the Lasers, Franklins and Pravetztes. They represent an effort to put power into people's hands in a way the Mac has never succeeded, nor IBM, nor Commodore or anyone else. Still, when I see and handle a \$13,000 NeXT Computer, I realize that I am crossing a barrier into somebody else's dreams that do not include me

unless I can afford it. But I still can not help but dream, anyway.

This is my dream: to see the NeXT Computer (or something resembling it) on the desk of every single high school student in the nation! America's strength is in its technological and scientific advancement, and to be honest about it, we are slipping rapidly. More and more students are graduating from public school unable to read on a simple functional level. Coupled with that is a national drop-out rate of about 25 percent. The situation is more than just drastic; it is terrifying.

Yet the advent of incredible learning and resource machines like the NeXT Computer provide a ray of hope. The more hands that these kinds of machines get into, the better off we will all be in the future. The NeXT Computer is not just a business machine like the IBM, or a pseudo-video game that runs drill and practice rote memory programs.

It is a true resource machine, capable of bringing a world of knowledge to anyone's fingertips effortlessly. This miraculous device can draw out the talent and abilities of any person sitting at it, and there is a lot of talent in America going to waste right now.

I do not know how the nation's schools are going to put a NeXT into every classroom, let alone on every desk. All I know is that if something like this is not done soon, then our priorities as a nation have gone awry. Sending men to the moon was once among the wildest of human fantasies, an idea considered by many to be representative of human arrogance. But a strong commitment to do it made it possible. The Next Dream may center on the NeXT Computer. Perhaps we may never achieve the goal of one for every student, but we can try. And the closer we get to that goal, the better off we will all be.

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Resurrecting old disk drives

by Phil Shapiro

Prices for new Apple 5.25" drives run at about \$270, so Apple II users are always on the lookout for inexpensive alternatives. There are a number of companies that sell Apple-compatible drives for the Apple II. Probably the most popular compatible drive is the Laser 5.25" drive, which sells for about \$95. This drive has sold well to Apple IIc and IIc+ users looking for an external 5.25" drive.

Other companies also sell Apple compatible drives. I am using a Distar drive, and have seen quite a few MicroSci drives out there. Applied Engineering also makes a 5.25" drive, which sells for \$125 mail order. I cannot vouch for this drive, as I haven't had an opportunity to use it, but Applied Engineering has a very solid reputation in the Apple II field.

Another alternative if you're in the market for an Apple 5.25" drive is to use one of the old Disk II drives. Apple sold literally millions of these drives in the early days (i.e. before 1986). And a lot of them can be found on the second-hand market. Typical prices for such drives range anywhere from \$50 to \$80.

But, to connect them up to your IIc, IIe, IIGS, or IIc+, you'll need a little adaptor. This adaptor changes the old 20 pin connector into the newer style 19 pin, "D-shaped" connector. You can buy such an adaptor from a number of mail order houses as well as from Applied Engineering. I've had good success with an adaptor from Pre-Owned Electronics, 800-274-5343. They charge \$8 for the small adaptor, but have a \$20 minimum order.

You can use such an adaptor to plug your Disk II into the disk port of any of the newer Apple IIs. Or you can daisy-chain your Disk II

drive off the back of a daisy-chainable 3.5" drive. I've tried both such arrangements on a friend's Apple IIGS and had no problems either way.

The new ROM 3 Apple IIGS will not work with any 5.25" drive that was not made by Apple. So if you have a ROM 3 IIGS, and are looking for an inexpensive 5.25" drive, the Disk II drive is probably your best bet.

As you can see, there are a number of options available for people who would rather not pay full price for a new Apple 5.25" drive. Similar alternatives exist for 3.5" drives, although you can run into technical headaches if you're not careful. Perhaps someone else in WAP can write about the differences between the various 3.5" compatible drives, detailing the merits and limitations of each of the drives.

Sending 5.25" Floppies Thru the Mail

With all the good public-domain and shareware software out there, quite a few Apple II enthusiasts use

the mail to share their finds with friends and relatives. Instead of using floppy disk mailers, buy 6" by 9" clasp envelopes from the local office supply store. While the Jacob Gardner stores would charge you about \$15 for a box of 100, Staples office supply store sells the identical box for under \$6.

A 5.25" floppy disk fits quite comfortably when placed sideways into a 6" by 9" envelope. You'll need to put in some corrugated cardboard as a stiffener, though. I used to sandwich the floppy disk between two pieces of cardboard, but have found that one piece works perfectly fine.

Too many tales have been told about floppy disks being inadvertently mishandled by the postal service, so it makes sense to inform the postal service of the precious cargo they are carrying. The standard wording for such notices is: "Magnetic Media - Please Do Not Bend or Fold." The lower left corner of the envelope is a suitable place to write such notices.

If you're mailing just one floppy disk and a single page letter, postage adds up to 45 cents. So, for the price of a floppy disk mailer you can build your own mailer and have the price of postage thrown in for free. Then, with the money you save, you can rush out and buy a Mac IIcx—and matching laser printer.

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Slim Pickings

by Steven Payne

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There are far fewer gaming products appearing for the Mac and Apple than ever before. Still, you might want to know about what's still out there.

GameSIG members have had good things to say about Dragon Wars Interplay, Apple IIe) and Centauri Alliance (Brøderbund, Apple II series, mouse and joystick recommended); the latter is a new fantasy/role-playing space adventure by Michael Cranford (author of Bard's Tale I and II) in which you and a team from six alien races must defeat the traitorous Daynab Confederation.

Also, SSI has recently released Champions of Krynn (Apple II

series with 64K), which Shay Addams (editor of *QuestBusters*) describes as "the best in SSI's Advanced Dungeons and Dragons series"; the play is quick, with an emphasis on combat. Electronic Arts is apparently terminating a number of its adventures (e.g., *Questron I* and *II*), so you may be able to fill out your library at bargain prices if you know where to look.

Shay also reports that Merit Acquisition Corporation has swallowed up Polarware, and will be releasing *Transylvania III* and *The Apprentice*, new adventures for the Apple II series, sometime soon under the "Polarware/Merit Software" label. Apple II wargamers perhaps

already know about Panzer Battles from SSG, and Action in the Atlantic and Battleship Bismark, both from General Quarters Software. For GS users, Accolade offers *The Third Courier*, a spy adventure.

All my sources say that the Mac conversion of the fantasy/role-playing game *Starflight* (Electronic Arts) is excellent, particularly since it allows you to bypass some of the annoying features in other versions.

Avalon Hill is offering *Legends of the Lost Realm*, which the April *Computer Gaming World* describes as "another fine, fairly standard game of the fantasy role-playing ilk," one which makes good use of the Mac interface.

Veteran Chris Crawford is coming out with—gee, the title sounds a tad familiar!—*Balance of the Planet* (Accolade, Mac), a kind of global environment simulator and strategy game along the lines of *Balance of Power* but set in the future.

Unfortunately, I can't give you much more than second-hand information about any of the new programs mentioned, because (as usual) none of them have been sent to GameSIG for review. Ah, how well I remember the glory days when we would have half a dozen review copies to distribute at each meeting! My appeal to the Journal readers is to let me or the editors know if you still want these columns to continue; believe it or not, they *do* take a fair amount of time to research and write, so it would be worth knowing whether they are really serving the needs of the members. (Last time I asked this question I got no response at all!) My appeal to the software companies is to *send us review copies of your games!* GameSIG is happy to do its small part continue promoting Mac and Apple gaming, as we have always done, but we can only do so with your cooperation.

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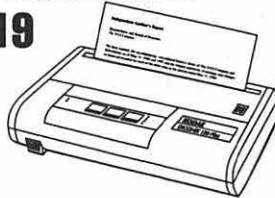
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Introducing the Kodak Diconix Portable Printer for Apple Macintosh Computers. So small and light it can be carried in a briefcase. So powerful it prints crisp text using Adobe Type Manager software (included) and striking graphics. And the Kodak Diconix M150 Plus printer includes MacPrint M150 Plus driver and ATM w/13 type faces and cable.

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Prints bright permanent Adobe PostScript images on paper or overhead transparencies. And Pantone-certified colors at 300 DPI assure accurate image reproduction. This combination of a precision printer and Océ's unique plastic based ink sheet give unsurpassed color vibrancy, sharp line definition and exceptional media durability.

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Fax power is now as close as your Macintosh with the Abaton InterFax 24/96 fax modem. The InterFax is a Hayes compatible 2400 bps data modem that also sends and receives faxes at 9600 bps for indispensable communications capabilities. Sends and receives in the background with or without MultiFinder.



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Mac II fx SIMMS 1 Meg: \$139

Prometheus Travel Modem w/BackFax: \$219

Maya Computer

800-541-2318

Download City

by Paul Schlosser

Our members uploaded the following files to the Teleconference System during the last thirty days. This listing represents only a small portion of the files available for downloading on the TCS. Call the Pi Office at 654-8060 to obtain a password.

File area 3 - Apple II Technotes

007 TNIIGS1.77.SHK Technotes: IIgs, #1 - 77
006 TNGSOS1.10.SHK Technotes: GS/OS #1-10

005 FTNS.9001.SHK Technotes: Filetype, 01/90

004 ABOUT.FTN.SHK About FileType Technotes, 01/90

File area 4 - Apple II Utils

126 NUFX.MESNGR.SHK Enter messages in ShrinkIt 3.0 archives
125 SHK3.0.1.XTX ShrinkIt 3.0.1 - file/disk archiver

124 IIPLUSSHK20.XTX II+ Shrink & Unshrink 2.0 [new]

File area 5 - GS Desk Accs

082 COLOR2.SHK DeskColor Cdev v2.0

081 SHOWPIC4.56.SHK Showpic NDA v4.56

File area 7 - GS Games

043 SHEEPSHEAD.SHK 640 Sheepshead card game.

042 FOURPLAY.SHK Tetris variation

041 EUCRE2.2.SHK GS Eucre v.2.2

040 SENSELESS2.SHK Senseless Violence 2

039 TETROTEX.SHK Tetris Clone

File area 9 - GS Misc.

039 TWGS.PAL.SHK TWGS / High speed SCSI compatibility

038 ICON.UTILS.SHK Compilation of necessary icon utilities

037 FUNKY.TOWN.SHK Seems to be a SoundSmith song.

File area 10 - GS Utilities

056 RUNQ.SHK Init—run apps w/o return to launcher.

055 RESCUE.SHK Rescue blocks from corrupted disk.

File area 11 - AppleWorks

060 PATCH.2.X.SHK PR Patch 2.X,1.X

059 BBALL.STATS.SHK Baseball Stats Macro for AW3 & UM

File area 12 - ProSel Updates

025 REVISION846.SHK Recent ProSel-16 revision history

024 PROSEL846.SHK ProSel-16, V8.46

File area 14 - Mac Games

079 SOLARIAN.SIT Great game for the Mac II family, v1.02

078 HIDEQUOTE.SIT Create word puzzles

File area 15 - Mac Graphs

071 GIFCONVERT.SIT Crippleware B/W GIF file viewer

070 EASTERN.US.SIT PICT map of eastern states

File area 16 - Mac Hypercard

073 VIRENCYC.SIT Virus Encyclopedia, 4/5/90

File area 17 - Mac Technotes

016 RE.TUTOR.SIT Beginners guide to ResEdit, new version

File area 18 - Mac Utilities

201 AD1.1CUPDATE.SI After Dark update to v1.1c, read long
200 ADMODULE.SIT New After Dark Modules

199 JAPAN.NO.SIT Text of "The Japan that can say No"

198 NO.WDEF.SIT INITs to auto-remove WDEF virus

197 VIRDETECT40.SIT VirusDetective 4.0a

196 TERMULATOR.SIT Termulator, version 2.02

195 FNDR.SNDS.SIT For use with SoundMaster v1.5

194 SOUNDMASTER.SIT SoundMaster, version 1.5

193 DISINFECT.SIT Disinfectant, version 1.7

192 ZTERM.SIT ZTerm, version 0.85

File area 20 - GIF Graphics

083 EARTH.GIF For Earth Week... A Reminder

081 CLOWN.GIF Great close-up of a clown's face

080 ROBOTARM.GIF Robotic arm manipulates an object

079 FROG.GIF Beautiful picture of a small tree frog

078 BARTSIMPSON.GIF Bart Simpson; under-achiever

077 NEW.KIDS.GIF Hangin' Tough in black and white

File area 23 - Apple ///

017 PD.3CAT.1081.90 /// Public Domain Catalog Descriptions

016 PD.3CAT.1071.80 /// Public Domain Catalog Descriptions

015 PD.3CAT.1061.70 /// Public Domain Catalog Descriptions

014 PD.3CAT.1051.60 /// Public Domain Catalog Descriptions

013 PD.3CAT.1041.50 /// Public Domain Catalog Descriptions

012 PD.3CAT.1031.40 /// Public Domain Catalog Descriptions

011 PD3.CAT1021.30 /// Public Domain Catalog Descriptions

010 PD3.CAT.1011.20 /// Public Domain Catalog Descriptions

009 PD.3CAT.1000.10 /// Public Domain Catalog Descriptions

File area 25 - PC Transporter

013 CLEANP61.ZIP Virus remover

012 SCANRS61.ZIP Memory-resident virus scanner

011 SCANV61.ZIP Virus scanner

010 SLEARN.ZIP Generate Telix scripts automatically

009 FV127.ZIP List contents of all archive types

008 TREETOP.ZIP DOS Shell—Shareware

Best of the TCS

by Lou Pastura

The Folder That Stayed Forever

The first little goodie this month is one that comes up frequently on almost all the boards I follow. What in the world can one do to delete a folder that has no files in it (according to the Finder) but refuses all attempts to remove it from the desktop because that stubborn Finder insists there's something there? The best answer I've seen was found recently on one of the national nets in a message from an Eric Larson. Since I've taken the liberty of savagely editing his deathless prose, any blame for errors rests solely on my narrow shoulders.

Occasionally the Finder gets a little confused regarding the number of files in a Folder. Although the information on the screen may indicate "0 items," Finder has a different idea. It may even be a negative number. To solve this annoyance, try the following after you've backed up everything on the disk that's near and dear to your heart. (You will be using a sector editor which could do serious damage if you're not careful.)

1. Rename the offending folder, using a unique name that could not possibly be found anywhere else on the disk. I like to use a series of characters unlikely to be used anywhere else, e.g., xxxxyyxxx.) The safest way to make absolutely sure that the string is indeed unused is to use a string search utility like Gopher, for example, to try the string out before you rename the Folder. If it will make you feel better, you can give the Folder a name appropriate to the way you feel about it after you've tried unsuccessfully to delete it for a few weeks/months. "Pain in the Neck Folder"

springs to mind as an appropriate epithet, although I'm sure you can think of a better one if you put your mind to it.

2. Having renamed the Folder open up the disk (the entire disk, not an individual folder) using a sector editor with a Search feature, SUM Tools, for example, and Search for all occurrences of your unique string. (There may be multiple occurrences.)

3. For each occurrence, in the Hex window you will see a string that looks something like "0000 0100 XXXX" where "XXXX" equals the number of files (in hexadecimal) that the Finder thinks are in the Folder. Change "XXXX" to "0000" (those are zeros). Make sure you do this to all occurrences and make sure you write the edited block to the disk. You should now be able to trash the Folder and successfully empty the trash. If you can't, please don't call me because I'm out of ideas. Get yourself a TCS password and leave your questions for the real experts. (You knew there was going to be a commercial in here somewhere, didn't you?)

Upgrade News

Two recently released upgrades are getting a lot of attention, Adobe Type Manager and Soft PC.

The ATM upgrade solves the spacing problem in the smaller font sizes, eliminating the need for all the INITs and FKEYs that were written to deal with the fractional width problems. The Soft PC upgrade turns your Mac into a "Soft AT," a 286 version of an IBM clone (as opposed to the earlier 8086/8088 version). Although the code seems to run at a slightly faster clip, don't

expect the jump in speed you get moving from the PC to the AT in a hardware upgrade. However, the new version does run software written for the 286 that would not run on the first release. Video (which was CGA capable in the early version) is now EGA. Rumor has it that a 386/VGA version is being developed and could be out, or at least in beta, by the end of the summer (or thereabouts—we all now how that goes!).

DeskWriter Goodies

The good news is that the reinking process for the Hewlett Packard DeskWriter, DeskJet and DeskJet Plus ink jet printers seems to be working out extremely well for those hardy souls who decided to try it despite H-P's dire warnings of gloom, doom, and destruction. The bad news is that ink choices are still limited to water soluble ink which, if the page gets near any moisture whatsoever, runs faster than Bob Shaffer in search of T-shirts at Mac World.

Hewlett Packard is said to be working on the ink problem and will have a "solution" (sorry about that!) real soon now (well, sometime before the turn of the century).

The reinking process is really very simple, even for non-techies, and drastically reduces the production cost per page for this series of printers. You'll need a hypodermic syringe with a 1.5 inch needle and a bottle of suitable ink (Quink seems to be the most popular at this juncture).

1. Add approximately 10cc of ink to the syringe, being careful to avoid air bubbles. An empty cartridge will hold about 12cc, but 10 is recommended to be absolutely sure of avoiding overflow—that ink is tough to get out of the carpet.

2. Insert the syringe in the small hole in the top of the cartridge behind the arrow and slowly inject the ink into the cartridge to saturate the foam rubber sponge inside.

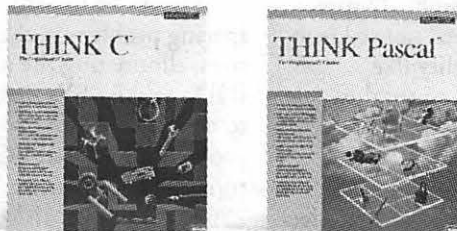
Continued on page 65

PUZZLES FOR PROGRAMMERS, #1.

What Created



Think.



All the Macintosh® applications above were developed in THINK C® or THINK Pascal®. Could it be coincidence? Think.

SYMANTEC.

to anyone who wishes to make the Finder a powerful program launcher. The following icon files are included: Alien.Icons, AppleLink.Icons, AppleWrks.Icons, AWGS.Icons, BLU.Icons, Box.Icons, Calvin.Hobbes, Copy2.Icons, DIcEd.Icons, Directory.Icons, Finder.Icons, Finder.Icons.X, GEOS.Icons, HD.Icons, Launch.Icons, Mean18.Icons, MouseTalk.Icons, PaintWrks.Icons, PrintShop.Icons, Shanghai.Icons, ShirinkIt.Icons, Standard.Icons, Thexder.Icon.

IIGS.UTILS.03—Utilities 2

This disk contains a variety of utilities. The utilities are divided into nine categories: Desk.Accs.Util, File.Util, Font.Util, Graphic.Util, Hard.Disk.Notes, Hard.Disk.Util, Misc.Disk.Util, Text.Util, and Virus.Util.

/Carpet.Bag/ contains a version of Carpet Bag that is only compatible with GS/OS 5.0.2. Place Carpet.Setup in your System.Setup folder and reboot. This init installs an NDA that can be accessed from the apple pull-down menu. This NDA will allow you to install NDAs and CDAs from within an application. When you choose the Carpet Bag NDA, a standard file dialog box will appear to let you select the DA you want. When you find what you want, Carpet Bag will load it and add it to the apple menu.

/Install.DA/ contains an application that will allow you to install CDAs and NDAs without having to reboot. You can have your DAs on a separate disk and load them as needed.

/Change.File2.81/ includes a utility for batch processing to change file or auxiliary type codes. It reads AWP files, converts text files to AWP files, and converts AWP files to text files. It will also convert AW 3.0 files to AW 2.x files for those who haven't updated to AW 3.0. It will also strip line feeds.

/FAZ.v2.6/ is a utility to easily change the primary type, auxiliary type, and access bits of any ProDOS file. The file access bits define the ways in which a file may be accessed and control whether or not a file can

deleted, renamed, written to, or read, and also indicate whether or not the file has changed since its last backup and whether or not the file should be invisible.

/Fixer.v1.1.1/ includes File Fixer, is a SHR mode P16 program that you can use to clean up files downloaded from an information service. It will allow you to clear high-bits, set high-bits, expand tabs and unexpand spaces, filter most control characters, add linefeeds, strip linefeeds, or "just don't do anything with linefeeds."

/FontASM/ is a GREAT font editor (\$20 shareware fee) for the IIGS. It came from France. It allows you to edit, customize and create standard font files, double the font size, convert Mac fonts, and much more.

/Font.Doctor/ is a shareware font utility. It allows you to edit, customize and create standard font files. FontDoctor 1.0B11 is now fully functional. The bug in previous versions that prevented display, resize, etc. to work with kerned fonts is now taken care of.

/Font.Info.Ed/ allows you to edit the font name and number of your fonts. This program is designed to help you resolve font conflicts which are common among the public domain fonts. The program contains a chart of the font numbers and names currently recommended by Apple Computer

/PSGS.Convert/ contains an Applesoft program that will allow you to move all of your DOS 3.3 Print Shop graphics to ProDOS disks for use by The Print Shop IIGS. It will convert an entire disk of graphics quickly. Includes menus to make it easier to use.

/PS.UpGrader/ is a short BASIC program that will read those Print Shop DOS 3.3 disks and convert the pictures to Print Shop GS format. Then they can be loaded onto your ProDOS hard disk and colored with PSGS.

/PWG.Patch/ is a patch written by Jason Harper, author of SHRConvert. It allows PaintWorks Gold to function properly under more recent system versions such as

GS/OS 4.0, 5.0, and 5.0.2. The patched version of PaintWorks Gold requires at least 1.5 meg of RAM.

/Slide.Show/ is an automatic slide show. It will look at the sub-directory and show all 65 block pictures (\$C1) starting with the one you designate. It will then repeat by itself.

/Build.Hard.Disk/ folder: This is the text of an information file on how to build your own SCSI hard drive for approximately \$650 for a 65 meg drive system, complete with SCSI interface card, using a Seagate STxxxN series drive. Warranty is one year directly from Seagate for the drive; power supply warranty varies by vendor. For more information, call The Washington Towne Crier (1-201-689-3649).

/HD.Tape.Info/ contains a file describing how to assemble a hard drive and tape backup in a single case for less than \$1,000. The directions are easy to follow and several diagrams are included. A list of "parts" vendors is provided.

/Share.Hard.Disk/ describes how to configure a CMS hard drive for sharing between a Mac and a GS. Note the cautions.

/Vanilla.Tape/ describes how to build your own "plain vanilla" SCSI tape backup system. Article includes list of hardware needed, list of vendors (and prices for comparison purposes only), cookbook directions for the assembly, and directions of using HDTAPE, the formatting, backup and restore software authored by Tim Grams. Other miscellaneous info is provided.

/Disk.Timer/ provides timings for multi-block reads. This will allow you to find the optimum interleave ratio for a hard drive. A list of timings for various hard drives is included for comparison purposes.

/HD.Format.v1.2/ includes a "low-level" SCSI hard disk formatter utility for use with the Apple II SCSI interface card Rev. C or later. Use it to build your own hard drive, fix bad blocks, or change interleave. Free-ware. This version features error codes, set block size, and support for unenhanced IIs. You had better be sure you know what you're doing

before trying to use this and MAKE A FULL BACKUP of anything on your HD FIRST!!!!

/SCSI.Hacker/ is a SCSI HD formatter by Joe Jaworski, author of DiskTimerGS. It will format SCSI hard disk drives or ST506/SCSI Controller drives. You need Apple's SCSI Card Rev. C or later and the SCSI.TOOLS disk that comes with the Rev. C card. READ THE DOCS AND USE WITH GREAT CARE!!!!

/Vanilla.v1.1/ is the plain vanilla hard disk utility designed to let you format and partition hard drives connected to an Apple SCSI Card in any IIGS, IIe, or 64K Apple II Plus. It is distributed as shareware. The fee is \$5. This program needs a slotted Apple II or clone and an Apple II SCSI Card with the Rev. C ROM.

/Check.Disk.Plus/ contains two programs which check the status of the drives connected to your IIGS IIe or IIc. They also return information telling you if your 3.5" disk drive has the current ROMs or if they may have the early Apple bug.

/DirMap.v1.0/ allows you to view the directory structure of any GS/OS readable disk in a graphical format. The width shown for each directory is proportional to the amount of disk space taken by files in that directory. Moving the mouse cursor onto a directory will show its ProDOS block size. This makes it easy to locate directories that are taking up more disk space than expected, perhaps due to some large files that were placed there and forgotten.

/Disk.Test/ folder: DISK.TEST uses ProDOS 8 to do three basic speed tests on any disk device, including floppy disks. It reads block 0 a total of 1,024 times. It does a sequential read from block 0 to block 1023 (or the max on the drive). And it does a seek test across one-third of the drive 100 times. The tests can be used to make ProDOS 8 comparisons between different drives, drive interleaves, and devices. This program is roughly similar to the Disktimer GS program, only it will work with virtually any ProDOS device.

/InterLeave/ is a small program that will check the interleave factor on a 3.5" disk drive on the SmartPort chain. (2:1 or 4:1). Nice to have if you don't know the interleave factor.

/Uni.Version/ contains the program UNIVER.OBJ written by WAP member Tom Vier to identify the firmware version number for the UniDisk 3.5" disk drive. If it's #0010, then it is prey to the write protect bug; but if it is #0011, it is the corrected version.

/HTE/ is "Herb's Text Editor," a IIGS text editor from GENIE that uses the TextEdit toolset in GSOS 5.0. It can cut, copy, paste and clear the text selected via the mouse.

/Text.Display/ v1.3 is a text lister for the IIGS with the ability to change fonts on-screen and scroll text vertically and horizontally.

/Vaccine2.v1.1/ contains Vaccine II 1.1, a virus detector for the IIGS by Joe Jaworski.

/Virus.Check/ is a LodeRunner virus-checker from La Belle France. "VirusCheck.SHK" uses a custom operating system and is included on this disk in a compressed format. Before using this file, you will have to "un-shrink" it with the application ShrinkIt, v2.1 or later. ShrinkIt can be found on WAP's TCS.1.04 disk. Virus.Check contains an acronym on the screen that may be offensive to some people.

/Virus.Detector/ is a new version of the Block0Save virus detector. It has been enhanced and works with GSOS. Virus Detector fixes the bug in BLK0SAVE that caused it to sometimes incorrectly identify which volume was the boot volume. Virus Detector will detect any infection of CyberAIDS or Festering Hate on your system.

/WOP.FOG.Vaccine/ is a vaccine for the CyberAIDS or WOP-FOG virus that been making the rounds of some of the BBSs. Useful only for this particular strain of virus and may not be effective against other viruses.

IIGS.UTILS.04 - Utilities 3

/Acer/ is a sound compression

utility. A sound file of James Bond is included.

/PS/ contains Poly-Sons, a sound creation and exploration tool for the GS. It is in French. An English translation of the documentation in AppleWorks format is included under the name Poly.Sons. It is really rather easy to follow on-screen even if you do not know French. Try it out—it's fun and it's free.

/Sound.Smith/ contains version 0.7 of the SoundSmith program, a 14-track sequencer that uses up to 15 ASIF or PSWV instrument files. The folder includes a 14-track song named Axel.F. The SoundSmith program is shareware (\$20).

/Sound.Studio/ contains the new 640-mode version (1.2) of Sound-Studio. It allows you to load, edit and play digitized sound files. It will load any type of sound file except ACER compressed sound files. Instructions are included.

Continued from page 61

3. Wipe the contacts on the cartridge with a lint free cloth. A facial tissue works fine for this, but don't use the ones with the lotion in them.

4. After installing the cartridge in the printer, turn the printer on and prime the cartridge once or twice to get the ink flowing again, and you should be off and printing.

Another bit of good news for DeskWriter owners is that Super LaserSpool's latest version (2.0.2) works. If you're tired of waiting for the printer to finish so that you can get back to work, this is the answer.

(Lou Pastura is a world renowned television producer who has forsaken the fame and fortune of commercial enterprise for the personal satisfaction of public service. His next public service spot, due out any day now, is a follow-up to his famous "This is drugs. This is your brain on drugs." The poignant, yet striking message: "This is your brain on drugs with toast and bacon.")

Mac Disketeria

by Dave Weikert

New and Recent Disks

We have ten new disks this month; all are additions to the Programmer/Hacker Series thanks to Tim Buehrer. Other disks are in work but took second place to my recent one week vacation to Canada and Maine.

Recent disks include Anti-Virus Utilities (Mac Disks #1.01C, #1.02B and #1.03B), the initial disks of the INITs/cdevs Series (Mac Disks #9.01 through #9.05), the second disk of the Miscellaneous Series (Mac Disk #10.02 - Tax Templates), a Telecommunications disk featuring WAP's own TCS (Mac Disk #13.09), Programmer/Hacker Series (Mac Disks #14.02 and #14.03), Misc. Utilities (Mac Disks #15.01A through #15.11A, only the last four of which are new programs not previously in our collection), HyperCard StackWare (Mac Disks #19.30 through #19.34), the recently revised Mac II series (Mac Disks #20.01A through #20.11A), HyperCard Externals (XCMDs and XFCNs) #21.05 and five disks containing Apple System Software version 6.0.5.

Programmer/Hacker Series

Tim Buehrer, our Somerville Massachusetts annotator, has another ten disks for the Programmer/Hacker Series. These include one disk dedicated to Assembly and ABC, Mac Disk #14.04; three to Pascal, Mac Disks #14.05 through #14.07 and six to C, Mac Disks #14.08 through #14.13. Although not for all Mac users, these are welcome technical additions to our library for those interested in programming. His earlier two disks, Mac Disk #14.02—Color Icon

Tools and Resources and Mac Disk #14.03—ResEdit, ResEdit Extensions and Resource Tools, have proven to be two of the more popular disks in recent issues. A number of our members have commented that they felt comfortable using technical tools like ResEdit for the first time because of the wealth of information which Tim provided on these two disks.

Tim has requested source code submissions from members of the Washington Apple Pi. If you have any code you think may be of interest, send a disk to Tim at 110 Prospect Street #2, Somerville, MA 02143 or via internet at buehrer@husc3.harvard.edu.

There are still a number of disks that Tim is working on and we should expect to see some additional submissions by this summer. Tim has said that there will be some more language compilers and interpreters, additional utilities and more Finder modifications. We will certainly look forward to these.

Apple System Software 6.0.5

The latest version of Apple System Software is a five disk set which comes standard with the new Mac IIcx. This upgrade provides many "bug" fixes and some new features. If you have seen unexplained glitches in your use of the Mac IIcx, IIci or Mac Portable, this update may well eliminate them. Perhaps the most significant enhancement for users of faster Macs (SE/30, Mac IIcx, IIci and IIfx) is the reduced the scroll speed of file dialog boxes so you can accurately select files and folders without overrunning them. The installer also recognizes whether you have the color LaserWriter driver version 6.0

in your System folder; it is updated to version 6.0.1 if you do and version 5.2 is installed otherwise.

In addition to Apple System Software 6.0.5, we will continue to stock 6.0.3 until System 7 is released. When you order, please specify whether you want System Software version 6.0.3 or 6.0.5.

Disk 14.04 - P/H 4

McAssembly & ABC

McAssembly (v7.3) f: McAssembly: By Signature Software. Combined assembler and linker. **McAsm docs #1-4:** Documentation for an earlier version of McAssembly. **Shareware** — \$50. The source code on this disk will have to be modified for use with McAssembly. **PushPop.Asm, StackMacros.Asm:** Two sets of macros for use with McAssembly.

ABC f: MacABC: By Stichting Mathematisch Centrum. An interpreter and programming environment for the ABC language. The language is described in "The ABC Programmer's Handbook" by Geurts, Meertens and Pemberton. **abcintro.doc:** A quick summary of the ABC language and the programming environment. **MacABC.doc:** The more complete documentation of the ABC language and programming environment. **MacABC.help:** A file used to implement the help system within the MacABC programming environment.

Apple Assembly Code f:

SCN.000.SourceCodeNotes: By Apple Computer. A document describing the source code available from Apple Computer Developer Technical Support. The two assembly language source code sets are included on this disk. **SC Note for MPW3.1:** By Apple Computer. A description of problems with the Apple source code under MPW v. 3.1.

SC.001.Sample f: ASample: By Apple Computer. A sample application shell developed using assembly language. The source code is in the files: **ASample.make, Sample.a, Sample.h, Sample.inc1.a, Sample.r, and SampleMisc.a.** All code is designed for the MPW system and may need to be modified for use with other systems. **SCN.001.Sample:** A short description of the Sample program.

SC.017.TbltDvr f: TbltDvr.a: By Apple Computer. A sample driver for an ADB tablet device. It implements routines to move the mouse pointer around the screen. All code is designed for the MPW system and may need to be modified for use with other systems. **SCN.017.TbltDvr:** A short description of the tablet driver code.

ShowInit 1.1b1 f: This folder contains the source code for the "SHOW" routine that is used by most INITs to display their icons on startup. It is written by Paul Mercer of Apple Computer. All code is designed for the MPW system and may need to be modified for use with other systems. **ShowINIT.a:** The code to use if you are including show Init in your own programs. **ShowIcon.a:** Code to create an INIT resource that can be placed in an existing INIT file to display its icon without modifying the existing code of the original INIT file. **ShowDemo.a:** Code to create an INIT file using ShowINIT.a. **MakeFile:** A file used to make the ShowDemo INIT file using MPW. **ShowDemo:** An INIT file created with ShowDemo.a. **ShowINIT info:** A short summary of the history of ShowINIT.a.

Transfer f: This folder contains the source code for the ASCII Transfer desk accessory

written by Tim Buehrer. All code is designed for the MDS system and may need to be modified for use with other systems. **ASCII Transfer:** A bare bones terminal emulation program that is capable of performing ASCII file transfers at up to 9600 baud. **Trans.Asm:** The main code segment for the DA. It contains the basic code for creating desk accessories and calls routines assembled from other files. **TransIF.Asm:** This code segment implements the user interface of ASCII Transfer. **TransSR.Asm:** This code segment implements the serial port interface for the program. **Trans.R:** This file contains the Resource Maker code for the resources used in the program. **Trans.Link, Trans.Job:** The linker and executive control code for the program.

Disk 14.05 - P/H 5

Pascal 1

SCN.000.SourceCodeNotes: By Apple Computer. A document describing the source code available from Apple Computer Developer Technical Support. All of the source code on this disk except for the Help system are from DTS. All of the DTS code is written for the MPW Pascal compiler and may have to be modified for use with other systems.

SC Note for MPW3.1: By Apple Computer. A description of problems with compiling the DTS source code under MPW v. 3.1.

Help System.f: Help: By R. Fronbarger. Using this code you can easily add a help system to any Macintosh program. The system displays text in multiple styles and colors. **Help.p, Help.rsrc, Help., and HelpDemo.p:** The source code for the help system in Lightspeed Pascal format.

SC.001.Sample.f:PSample: By Apple Computer Developer Technical Support. A sample application shell. This shell implements most of the basic parts of a Macintosh application. **Sample.h, Sample.p, Sample.r, and PSample.make:** The source code files for the PSample application. The source code for PSample is written in MPW Pascal format. **SCN.001.Sample:** A short description of the PSample program.

SC.002.TESample.f:PTESample: By Apple Computer Developer Technical Support. A sample text editing application. This program implements many of the basic parts of a Macintosh application that uses TextEdit. **TESample.h, TESample.p, TESample.r, TESampleGlue, and PTESample.make:** The source code files for the PTESample application. The source code for PTESample is written in MPW Pascal format. Some assembly is required. **SCN.002.TESample:** A short description of the PTESample program.

SC.003.SillyBalls.f: By Apple Computer Developer Technical Support. A very simple example of using color QuickDraw. **SillyBalls.p and SillyBalls.make:** The source code files for the SillyBalls application. The source code for SillyBalls is written in MPW Pascal format. **SCN.003.SillyBalls:** A short description of the SillyBalls program.

SC.004.TubeTest.f: By Apple Computer Developer Technical Support. An example of the use of the Palette Manager in an application. **TubeTest.p, TubeTest.r and TubeTest.make:** The source code files for the TubeTest application. The source code for TubeTest is written in MPW Pascal format.

SCN.004.TubeTest: A short description of the TubeTest program.

SC.005.HierMenus.f: By Apple Computer Developer Technical Support. A sample application shell implementing hierarchical menus. **HierMenus.p, HierMenus.r, and HierMenus.make:** The source code files for the HierMenus application. The source code for HierMenus is written in MPW Pascal format.

SCN.005.HierMenus: A short description of the HierMenus program.

SC.006.PopMenus.f: By Apple Computer Developer Technical Support. A sample application shell implementing pop-up menus as a useritem in a modal dialog. **PopMenus.p, PopMenus.r, and PopMenus.make:** The source code files for the PopMenus application. The source code for PopMenus is written in MPW Pascal format. **SCN.006.PopMenus:** A short description of the PopMenus program.

SC.007.FracApp.f: By Apple Computer Developer Technical Support. This application calculates a Mandelbrot set and then displays it using color quickdraw. All color manipulation is done without using the Palette Manager. **MFracApp.p, UFracApp.inc1.p, UFracApp.p, FracApp.r, and FracApp.make:** The source code files for the FracApp application. The source code for FracApp is written in MPW Pascal format. **SCN.007.FracApp:** A short description of the FracApp program. The **UFracApp.inc1.p** file contains a longer description of the program.

SC.008.FracAppPalette.f: By Apple Computer Developer Technical Support. This application calculates a Mandelbrot set and then displays it using color quickdraw and the Palette Manager. **MFracAppPalette.p, UFracAppPalette.inc1.p, UFracAppPalette.p, FracAppPalette.r, and FracAppPalette.make:** The source code files for the FracAppPalette application. The source code for FracAppPalette is written in MPW Pascal format. **SCN.008.FracAppPalette:** A short description of the FracAppPalette program. The **UFracAppPalette.inc1.p** file contains a longer description of the program.

SC.009.FracApp300.f: By Apple Computer Developer Technical Support. This application calculates a Mandelbrot set and then prints it at up to 300 dpi. **MFracApp300.p, UFracApp300.inc1.p, UFracApp300.p, FracApp300.r, and FracApp300.make:** The source code files for the FracApp300 application. The source code for FracApp300 is written in MPW Pascal format. **SCN.009.FracApp300:** A short description of the FracApp300 program. The **UFracApp300.inc1.p** file contains a longer description of the program.

SC.010.EditTextCdev.f: By Apple Computer Developer Technical Support. This is an example of how to write a control panel device. It implements simple text editing within the Cdev. **EditCdev.p, EditCdev.r, and PEditCdev.make:** The source code files for the EditText Cdev. The source code for EditText Cdev is written in MPW Pascal format. **SCN.010.EditTextCdev:** A short description of the EditText Cdev.

SC.011.GetZoneList.f:PGetZoneList: By Apple Computer Developer Technical Support. This is an example of how to use the AppleTalk Transaction Protocol (ATP) and the Zone Information Protocol (ZIP) to identify the zones on an AppleTalk network. **GetZoneList.p, GetZoneList.r, and PGetZoneList.make:** The source code files for the PGetZoneList application. The source code for PGetZoneList is written in MPW Pascal format. Some Assembly required. **SCN.011.GetZoneList:** A short description of the PGetZoneList Application.

Disk 14.06 - P/H 6

Pascal 2

SCN.000.SourceCodeNotes: By Apple Computer. A document describing the source code available from Apple Computer Developer Technical Support. All of the source code on this disk except for the Help system are from DTS. All of the DTS code is written for the MPW Pascal compiler and may have to be

modified for use with other systems.

SC Note for MPW3.1: By Apple Computer. A description of problems with compiling the DTS source code under MPW v. 3.1.

SC.012.Signals.f:TestSignal: By Apple Computer Developer Technical Support. This MPW tool implements an improved version of the UFailure unit from MacApp. UFailure is a set of exception handling routines. **UFailure.a, UFailure.h, UFailure.p, and UFailure.inc1.p:** The source code files for the UFailure unit. **TestSignal.p and TestSignal.make:** The source code for the MPW tool TestSignal. The source code for these programs are written in MPW Pascal and Assembly. **SCN.012.Signals:** A short description of the UFailure unit.

SC.013.OOPTESample.f:OOPTESample: By Apple Computer Developer Technical Support. A sample text editing application written in Object Oriented Pascal. This program is designed to demonstrate the uses of object oriented programming. For this reason, the code is broken up into a number of separate units. **MTESample.p, OOPTESample.make, TCommon.h, TESample.r, TESampleGlue.a, UApplication.inc1.p, UApplication.p, UDocument.inc1.p, UDocument.p, UTEDocument.inc1.p, UTEDocument.p, UTESample.inc1.p, UTESample.p:** The source code files for the OOPTESample application. The source code for OOPTESample is written in MPW Pascal format. Some assembly is required. The file **TMLRules.make** is needed to run Make using the TML compiler for MPW. **SCN.013.OOPTESample:** A short description of the OOPTESample program.

SC.015.Offscreen.f: By Apple Computer Developer Technical Support. This is a set of high level routines for manipulating off-screen bitmaps. **Offscreen.inc1.p and Offscreen.p:** The source code files for the off-screen bitmap routines. The source code is written in MPW Pascal format. **SCN.015.Offscreen:** A short description of this program.

SC.016.OffSample.f:PoffSample: By Apple Computer Developer Technical Support. This program is an example of how to use the off-screen bitmap routines in Source Code #15. It demonstrates flicker free motion of color bitmaps. **OffSample.h, OffSample.p, OffSample.r, OffSample.p, PoffSample.make, UFailure.a, UFailure.inc1.p, UFailure.p:** The source code files for this sample program. The source code is written in MPW Pascal format. Some assembly is required. **SCN.016.OffSample:** A short description of the PoffSample program.

SC.018.StdFile.f:PStdFile: By Apple Computer Developer Technical Support. This program demonstrates the use of the get and put file dialogs. It includes a number of interesting modifications of the standard dialogs. **StdFile.h, StdFile.p, StdFile.r, StdFile.rsrc, and PStdFile.make:** The source code files for the PStdFile application. The source code for PStdFile is written in MPW Pascal format. **SCN.018.StdFile:** A short description of the PStdFile program.

SC.019.PTESample.f:PTESample: By Apple Computer Developer Technical Support. A sample application shell implementing TextEdit styles. **PTESample.h, PTESample.p, PTESample.r, PTESampleGlue.a, and PTESample.make:** The source code files for the PTESample application. The source code for PTESample is written in MPW Pascal format. Some assembly required. **SCN.019.PTESample:** A short description of the PTESample program.

SC.020.Transformer.f: By Apple Computer Developer Technical Support. The meat of this program is the transformation of bitmaps. But its more important purpose is to demonstrate the mixing and matching of Object Oriented Pascal, C and MacApp all in one application. **MTransformer.p, Transformer.c, Transformer.MAMake, Transformer.r, UTransformer.Inc1.p, and UTransformer.p:** The source code files for the Transformer application. The source code for Transformer is written in MPW Pascal and C. It uses MacApp, Apple's object oriented application development system. **The BitMap Transmogriker:** A document explaining the routines used to transform bitmaps in Transformer.

SCN.020.Transformer: A short description of the Transformer program.

SC.022.ScreenFkey.f: ScreenFkey: By Apple Computer Developer Technical Support. This is an FKEY that demonstrates how to spool a PICT to disk. It implements screen capturing regardless of the pixel depth of the screen. **ScreenFkey.a, ScreenFKEY.p, and ScreenFkey.make:** The source code files for the screen capture Fkey. The source code for this Fkey is written in MPW Pascal format. Some assembly required.

SCN.022.ScreenFkey: A short description of the screen capture Fkey.

Disk 14.07 - P/H 7

Pascal 3

About...f: About... Unit 1.8 Demo: By Jon Wind. This program demonstrates the About... unit written by Mr. Wind. This unit provides for a high level implementation of the usual Macintosh about box. It includes the use of scrolling fields, buttons and icons. Two versions of the unit are provided, one for Turbo Pascal and one for Lightspeed Pascal. **Shareware — \$5.**

About... 1.8 Turbo Pascal.f: The Turbo Pascal source code for About... Files included: **About... 1.8 Unit, About... Demo.pas, About... Demo.PT.rsrc, About... Interface.pas, New, and New.pas.**

About... 1.8 LSPascal.f: The Lightspeed Pascal source code for About... Files included: **About... 1.8.lib, About... Demo, About... Demo.LSP.rsrc, About... Demo.p, and About... Interface.p.**

Dialog.f: SampleDialog: By Stackhouse Software. This is a sample program demonstrating the use of Stackhouse Software's own implementation of object oriented dialog manager calls. These calls allow for high level use of the dialog manager. **Shareware — \$35.** Files for implementing the dialog manager objects: **Dialogs.p, Object.p, Centered.p, KeyGroup.p, LstItem.p, PopUpMenu.p, RadioGroup.p, StringDB.p, TextGroup.p, and UserItem.p.** Files for implementing the sample program: **Sample, Sample.p and Sample.rsrc.** **Dialog.Doc** explains the implementation of the system.

Macintalk.f: Unknown Author. This is an example of how to access Macintalk from Lightspeed Pascal. **MacinTalk** from Apple Computer is required to use this program. The needed files are: **Speech.Lib, Speech.p and Talksmp.pas.** **MacinTalk Pascal Doc.txt** describes the routines used to access MacinTalk.

MCS (v. 1.0a).f: MCS: By Yves Lempereur. MCS is a communications system for the Macintosh that allows for simultaneous file transfer and chatting. Included with the MCS application is the Turbo Pascal source code for the application. The included files are: **About.Pas, HandleTheMenus.Pas, Info.Pas, InitTheMenus.Pas, MCS_Edit.Pas, MCS_Edit.R, MCS_Edit.RSRC, ProcessStrs.Pas**

and **Settings.Pas.** The code is free but the author requests a **shareware fee of \$10 for the application.**

Text Convert.f: Text Convert 1.3P: By Stephen Scandalis. This program converts text files from Macintosh (CR only) to MS-DOS (CR/LF) format and vice versa. The code demonstrates the implementation of an application in Lightspeed Pascal. The included files are: **ConvertGlobals.pas, ConvertMin.pas, ConvertUtilities.pas, GeneralUtilities.pas, TextConvertInProject.LSP2, TextConvert.R, and TextConvert.Rsrc.** The file **Convert Bugs Fixed** is a list of bugs and their fixes. **Text Convert Pas.doc** describes the program and the source code. The application is free but the author requests a **shareware contribution of \$5 for use of the source code.**

Turbo.PXCMD.f: By Brian Liebowitz. The files in this folder allow users of Turbo Pascal to create XCMDs and XFCNs for use with HyperCard. A number of the included files were originally produced by Apple Computer for use with MPW Pascal. Mr. Liebowitz has translated them for use with Turbo Pascal. The included files are: **DHDR's, FileName.p, Flash.p, Getcreator.p, HyperXCMD.p, Mildate.p, Peek.p, Tpscal xcmd template, Tpscal xcfn template, ScmdGlue.Inc.** The **READ ME FIRST!!!** file describes what has been done and how to use the files. **XCMD.HowtoUse** was originally written by Ted Kaehler and modified by Brian Liebowitz to reflect the issues raised by Turbo Pascal. **ResEdit Walkthru** describes how to use ResEdit in conjunction with the source code described above.

Uniform.f: Uniform_Driver.pas: By Vladimir G. Ivanovic. An implementation in LightSpeed Pascal of a 32-bit random number generator.

Whet68881.f: Whet68881: By Thomas R. Shaw. This program implements the standard Whetstone bench mark in TML Pascal. The source code is in **Whet68881.pas.**

WDEF_Demo: By Earle R. Horton. This application demonstrates the use of an alternative WDEF procedure. By selecting Paste from under the Interface menu item, the source code for the WDEF will be displayed. It is written for TML Pascal II v. 3.02.

Disk 14.08 - P/H 8

C Tools, Source & Compiler

Flex.f: Flex: Original code copyrighted by the Regents of the University of California. Copyright information is in the file entitled **Copying.** Ported to the Macintosh by Russell S. Finn. Flex is a successor to lex, the lexical analysis tool of unix. It can be used to create lexical analyzers for use in other programs, like those created with yacc. The Macintosh implementation is written for Think C. If you don't know what this is you probably don't need it.

Sesame C.f: Sesame C: By Sesame Software. This is a somewhat dated (written in 1986) C compiler that may be of use to persons wanting to try out the C language on the Mac. **Shareware — \$35.** Included with the system are two sample C programs: **ASample.c and Sort.c.** Sorry, no documentation was available.

Mac Yacc: By Richard Frankel. Mac yacc is an implementation of the yacc tool from unix. Yacc stands for Yet Another Compiler Compiler. It is used by C programmers to develop program code for parsers. To quote the Xenix manual "yacc converts a context-free grammar into a set of tables for a simple automaton which executes an LR(1) parsing algorithm. The grammar may be ambiguous; specified precedence rules are used to break ambiguities." The file **Sample.y** is an example of how to use yacc to develop a simple program.

Disk 14.09 - P/H 9

C Tools and Source

ATM Examples.f: By Adobe Developer Support. These example programs demonstrate how to use the direct interface of ATM on the Macintosh to draw rotated, skewed, and scaled type. The calls used in these programs are described in the document "Advanced Type Capabilities Using Adobe Type Manager on the Macintosh". **Read me first!!!** describes the included code. Included in the **ATM Mirror/Skey/Etc.** folder are **ATM Examples, ATMInterface.c, ATMInterface.h, compiler_dependent.h, type.c, type., and type.rsrc.** Included in the **ATM Random Type/BBox** folder are **ATMInterface.c, ATMInterface.h, ATMTypes.C, ATMTypes.h, BBox.h, compiler_dependent.h, Random Type/BBox, Read Me, type.c, type, type.rsrc.**

C Tools f (v 1.37): C Tools: By Graham Haddock. Public Domain. This is an integrated set of tools for use with C language programs. The tools provided include: a source code formatter, a flow listing generator, a cross reference generator, a file stripper, a Pascal to C converter, and a prototype generator. **CTools Doc:** Documentation for C Tools. **SampleUNIX.c:** A sample file that can be used to test a number of the tools provided in C Tools.

TC Bison.f: Bison: By Free Software Foundation. Copyright information is in the file entitled **Copying.** Ported to the Macintosh by Russell S. Finn. Bison is an updated version of yacc. As explained in the **References** file: "The main difference between Bison and Yacc that I know of is that Bison supports the @N construction, which gives you access to the starting and ending line number and character number associated with any of the symbols in the current rule. Also, Bison supports the command "%expect N" which says not to mention the conflicts if there are N shift/reduce conflicts and no reduce/reduce conflicts. The differences in the algorithms stem mainly from the horrible kludges that Johnson had to perpetrate to make Yacc fit in a PDP-11." This code is written for Think C.

Yacc.f: byacc: Original code from University of California, Berkeley. Ported to the Macintosh by Russell S. Finn. Yacc stands for Yet Another Compiler Compiler. It is used by C programmers to develop program code for parsers. To quote the Xenix manual "yacc converts a context-free grammar into a set of tables for a simple automaton which executes an LR(1) parsing algorithm. The grammar may be ambiguous; specified precedence rules are used to break ambiguities." byacc is written as an MPW tool. It sometimes has trouble finding itself, so use an alias or put it in the same directory as the MPW shell.

Disk 14.10 - P/H 10

C Source 1

Copy File XCMD.f: By Apple Computer. The files in this folder describe how to write XCMDs and XFCNs for HyperCard. The file **XCMD.HowToUse** describes how to write an XCMD. The files **HyperXCMD.h and XCMDGlue.Inc.** care general header and include files for writing XCMDs. The file **Copy.c** is an example of how to write an XCMD to copy a file.

Cruise.f: By Charlie Reiman. AutoCruise is an INIT that does awful things to your mouse. If you have ever played Crystal Quest, imagine always having to use a mouse that worked like it does in that game. Fortunately, Mr. Reiman has provided the source code for our amusement. This folder contains the C code necessary to fool the mouse into registering acceleration and not position.

Compilation is a two step process. First, the patch is compiled, then it is added to the INIT. Written for Think C. *A challenge to bored programmers: How about writing a similar INIT that would move the mouse at a 45 degree angle.* Public Domain.

File Stuff f: By Jerry LeVan. This is a set of three utilities for dealing with files. The first program is **Catalog.c** which catalogs the files on a disk. The code is drawn from Tech Note 68. The second program, **GetPathName.c**, generates an application that will find the full path name for a file. The third program, **SetDefault.c**, sets the default directory for future file manager calls. All of the programs are written in MPW C.

Popup Control f: By David W. Berry. This folder contains the source code for a control definition procedure for a popup menu (**Popup.C**) and the source for a program to test the control. Written in MPW C.

SCN.000.SourceCodeNotes: By Apple Computer. A document describing the source code available from Apple Computer Developer Technical Support. All of the source code on this disk except for the Help system are from DTS. All of the DTS code is written for the MPW C compiler and may have to be modified for use with other systems.

SCN for MPW3.1: By Apple Computer. A description of problems with compiling the DTS source code under MPW v. 3.1.

SC.001.Sample f: CSample: By Apple Computer Developer Technical Support. A sample application shell. This shell implements most of the basic parts of a Macintosh application. **Sample.c, Sample.h, Sample.r, and CSample.make:** The source code files for the CSample application. The source code for CSample is written in MPW C.

SCN.001.Sample: A short description of the Sample program.

SC.002.TESample f: CTESample: By Apple Computer Developer Technical Support. A sample text editing application. This program implements many of the basic parts of a Macintosh application that uses TextEdit. **TESample.h, TESample.p, TESample.r, TESampleGlue.a, and CTESample.make:** The source code files for the CTESample application. The source code for CTESample is written in MPW C. Some assembly is required. The files **TESampleGlue.s, TESampleAUX.r** and **Makefile** are used to compile TESample under AUX. **SCN.002.TESample:** A short description of the TESample program.

SC.003.SillyBalls f: By Apple Computer Developer Technical Support. A very simple example of using color QuickDraw. **SillyBalls.c** and **CSillyBalls.make:** The source code files for the SillyBalls application. The source code for SillyBalls is written in MPW C. **SCN.003.SillyBalls:** A short description of the SillyBalls program.

SC.004.TubeTest f: By Apple Computer Developer Technical Support. An example of the use of the Palette Manager in an application. **TubeTest.c, TubeTest.r** and **TubeTest.make:** The source code files for the TubeTest application. The source code for TubeTest is written in MPW C. **SCN.004.TubeTest:** A short description of the TubeTest program.

SC.010.EditTextCdev f: By Apple Computer Developer Technical Support. This is an example of how to write a control panel device. It implements simple text editing within the Cdev. **EditCdev.c, EditCdev.r, and CEditCdev.make:** The source code files for the EditText Cdev. The source code for EditText Cdev is written in MPW C.

SCN.010.EditTextCdev: A short description of the EditText Cdev.

SC.011.GetZoneList f: CGetZoneList: By Apple Computer Developer Technical Support. This is an example of how to use the AppleTalk Transaction Protocol (ATP) and the Zone Information Protocol (ZIP) to identify the zones on an AppleTalk network. **GetZoneList.c, GetZoneList.r, and CGetZoneList.make:** The source code files for the CGetZoneList application. The source code for CGetZoneList is written in MPW C. Some Assembly required. **SCN.011.GetZoneList:** A short description of the GetZoneList Application.

SC.012.Signals f: TestSignal: By Apple Computer Developer Technical Support. This MPW tool implements an improved version of the UFailure unit from MacApp. UFailure is a set of exception handling routines. **UFailure.a, UFailure.h, UFailure.p, and UFailure.inc1.p:** The source code files for the UFailure unit. **TestSignal.c** and **TestSignal.make:** The source code for the MPW tool TestSignal. The source code for these programs are written in MPW C and Assembly. **SCN.012.Signals:** A short description of the UFailure unit.

SC.014.CPlusTESample f: By Apple Computer Developer Technical Support. A sample text editing application written in C++. This program is designed to demonstrate the uses of object oriented programming. For this reason, the code is broken up into a number of separate units. **TApplication.cp, TApplication.h, TApplication.r, TApplicationCommon.h, TDocument.cp, TDocument.h, TCommon.h, TDocument.cp, TDocument.h, TESample.cp, TESample.h, TESample.r, TESampleGlue.a:** The source code files for the CPlusTESample application. The source code for CPlusTESample is written in MPW C++. Some assembly is required.

SCN.014.CPlusTESample: A short description of the CPlusTESample program.

SC.018.StdFile f: CStdFile: By Apple Computer Developer Technical Support. This program demonstrates the use of the get and put file dialogs. It includes a number of interesting modifications of the standard dialogs. **StdFile.h, StdFile.c, StdFile.r, StdFile.rsrc, and CStdFile.make:** The source code files for the CStdFile application. The source code for CStdFile is written in MPW C. **SCN.018.StdFile:** A short description of the StdFile program.

SC.021.ModalList f: ModalList: By Apple Computer Developer Technical Support. This program implements the list manager in a user item in a modal dialog. **ModalList.c, ModalList.h, ModalList.r, and ModalList.make:** The C source code for ModalList. The source code for ModalList is written in MPW C. **Disk 14.11 - P/H 11**

C Source 2

3d Graphics f: graph3D.exe: By Chris Moll. An excellent example of the use of 3d graphics in a Macintosh program. Nothing very fancy, just functional. Source code written in Think C.

Flight Simulator f: flight.exe: By Chris Moll. An extension of the 3D graphics routines to a flight simulator. Another interesting programming solution. Source code written in Think C.

Function Names f: FuncNames: By Scott Boag, derived from XC.C by Phillip N. Hisley. This is a MPW tool written in MPW C. A tool is a program called by the MPW shell to perform certain tasks. In this case, the program writes a list of all of the functions called in the specified C source code.

Generic DA f: By David HM Spector. A simple DA shell written in Think C.

Giff f: By Reed Rector. A source code

fragment that decompresses Giff files and then prepares them for display on a Sun computer. Must be modified to run on a Mac.

INIT Example f: CGINIT.TXT: By Juri Munkki. A simple example of how to write an INIT in C. Public Domain.

LSC Whetstone f: LSCWhetstone: By Morry Hodges. This is the C version of the whetstone program written in Pascal by TR Shaw that is on the Pascal Source code disk. The source code is written in Think C.

Panels f: By Dave Winer. Code to implement a palette of icons in an the window of an application.

Show INIT in C f: By Ken McLeod. **CShowINIT_INIT:** A C version of the show INIT routines written by Paul Mercer. **IconWrap 1.2:** A short INIT that wraps any INIT icons displayed using Show INIT when they get to the side of the screen. **Zaps Lock (also known as CapsLockINIT):** A nifty little INIT that looks to see if the caps lock key is down. If it is, it waits until the key is released. If the key is not pressed, nothing happens. Good for looking at the rows of INIT icons displayed by show INIT and IconWrap. Written in Think C.

WDEF Demo f: WindDemo: By Brad Needham. This program demonstrates the use of a custom window definition procedure. This procedure reduces a window to an icon when it gets to be below a certain size. **IconWind.c** is the source code for the WDEF. **Wind.c** is the demonstration program. Written in Think C. **Disk 14.12 - P/H 12**

C Source 3

Micro Emacs f: Original Code by Dan Lawrence, ported to the Macintosh by Earle Horton. Just when you thought you were safe from escape keys. Here is the source code for Micro Emacs version 3.9e. It is not quite the latest version on other platforms, but close. It is an example of a port of a large C program to the Mac. Written for MPW and Aztec C.

OIC (1.02) f: By John Wainright. An initial implementation of objects in C. This has been partially superseded by C++. So those of you who have shelled out the big bucks to Apple don't need this, but others who still use non-object oriented C compilers might find this useful. Written in Think C. Not for the faint of heart. Includes example programs. **Shareware - \$20.**

Disk 14.13 - P/H 13

C Source 4

ColorLife f: ColorLife: Original code in Pascal by Steven Sheets in MacTutor, September and November 1987. Ported to Think C by Clay Buden. The game of Life implemented using Color QuickDraw. A fun little program. Try modifying it to use more colors to show more generations. Source code files: **ColorLife.c, ColorLife2.c, ColorGlobals.h, and ColorLife.R.**

Grep f: By Paul DuBois. An initial implementation of the unix general regular expression and print utility. Source code files include: **Grep.h, GrepGrep.c, GrepIO.c, GrepMain.c, and GrepPattern.c.**

MF Rating f: By Jim Leitch. This is a program that will allow you to test whether a program is MultiFinder friendly by seeing how much processor time it gets as a background application. Written in Think C. Source code files: **MFRating.c, MFRatingProj, and MFRatingProj.rsrc.**

Miniterm f: Miniterm: By Jerry LeVan. A nearly full fledged terminal program written in MPW C. It allows for XModem transfers and

Continued on page 71

Apple III Disk Library

As mentioned in my Trail column, we offer two disks this month. Disk 1096 (Information 10) is another compilation of Dr. Al Bloom's articles, originally published in the TAU Journal. This particular series literally has something for everyone, as you have already seen just from the first two articles republished the past two months. (We will continue to republish them as possible.)

But to whet your taste a little more, here's what is on this double-sided, self-booting disk:

INPERT01: SOS.Driver file

INPERT02: Catalyst

INPERT03: Selector III

INPERT04: Applewriter 2.0

INPERT05: Hardware tidbits (from the "ON" lamp to disk drive speed)

INPERT06: Hardware tidbits #2 (more on drive speed and A3 diagnostics)

INPERT07: Basic Exec Files

INPERT08: Data Communications #1: CompuServe tips

INPERT09: Data Communications #2: Serial data transfers; Serial port

INPERT10: Data Communications #3: Mechanics of communication transfers

INPERT11: 3.5" Disks; Transferring files from the III to a Mac

INPERT12: 3.5" Disks #2; PC Disk 400 (MS-DOS Transfers); Backup III

INPERT13: III EZ Pieces; Dealing with files too big for the memory

INPERT14: Mail List Manager Utilities

INPERT15: Data transfer between Apples; Mac II vs. Apple III

INPERT16: Bitnet and CompuServe

INPERT17: Catalyst and Lazarus; .D1 Boot Disk on Hard disk

And now we come to 1097 (Miscellaneous 05), the Le Gray-haven Cookbook Plus! disk. I know. This ISN'T a "true" Apple III disk. But it is for fun, and that's what we're supposed to have with our computers aren't we? At least on occasion?

All the files are ASCII, so even our Apple II friends can purchase this disk and read the information without trouble using AppleWorks or a ProDOS-based word processing program (or Basic menu that can read ASCII files).

As usual, this disk is double-sided and self-booting. There are recipes here for just about any taste:

BREADS

MORE.BREADS

CASSEROLES

DESSERTS

DRINKS

EGG.CHEESE

MEAT.DISHES

MISCELLANEOUS

SALADS

SNACKS

VEGETABLES

In addition, I have downloaded some great outdoor Bar-B-Q recipes from CompuServe that you may find fun to try. It's under the "Cooks Forum" subdirectory on Side Two. I've also added some recipes and information from our own WAP TCS. If we get more recipes, another

disk is a definite possibility.

Disks coming in the future include a demo disk for Programmers' Power Tools put together by Jim Salerno, and a disk I call "Double Boot" which will boot on either an Apple III or Apple II. Finally, to celebrate reaching our 100th disk, we will be offering a number of Apple III demo programs I think you'll really enjoy.

Continued from page 69

VT102 emulation. Not a replacement for White Knight (aka Red Ryder) but a good programming example. *Shareware - \$15.*

SIGN LDEF f: SIGN LDEF: By Josh Pritikin. Have you ever wondered how the Get and Put File dialogs display those small icons in front of the file names? Well Mr. Pritikin did and wrote a new list definition procedure (LDEF) that will display SIGNs as well as text. Written in Think C. Source code files: `sign ldef.c`, `sign ldef.rsrc`, and `xDef tester.c`. SIGN LDEF TEXT describes the LDEF.

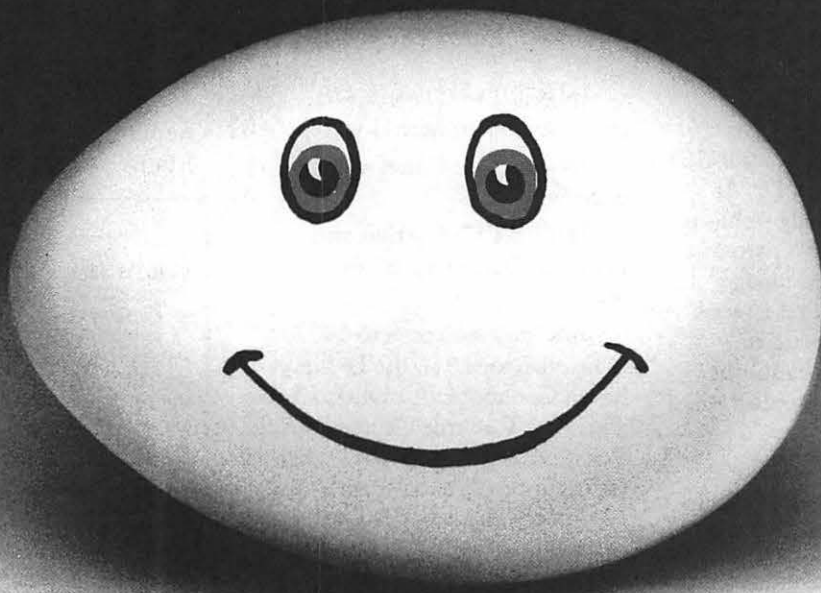
Trans Display f: By Paul DuBois. This is a source code module for inclusion in the Trans Skel shell that allows you to put up display windows using high level function calls. The module is implementing using `TransDisplay.c`, `TransDisplay.h`, and `TransDisplay.h`. The files `TransDisplay.doc` and `TransDisplay.graf` describe the Trans Display module. The files `MiniDisplay.c` and `MiniDisplay.proj` are a small demonstration of Trans Display. The files `EventLog.c`, `EventLog.proj` and `EventLog.proj.rsrc` implement an event log. All source code is written in Think C and is in the public domain.

Trans Edit f: By Paul DuBois. Trans Edit is a drop-in module for the Trans Skel application shell. It implements multiple windows of editable text. The files `TransEdit.c` and `TransEdit.h` implement the module. The files `TransEdit.doc` and `TransEdit.graf` describe the module. The files `DumbEdit.c`, `DumbEdit.proj`, and `DumbEdit.proj.rsrc` implement a small "dumb" text editing application using the Trans Edit module. The files `TinyEdit.c`, `TinyEdit.proj`, and `TinyEdit.proj.rsrc` implement a small multiple window text editing application. All source code is written in Think C and is in the public domain.

Trans Skel f: By Paul DuBois. Trans Skel is an improved implementation of the Lisa Skel application shell. All source code is written in Think C and is in the public domain. The shell can include plug-in modules like the Trans Edit and Trans Display modules included on this disk. The file `TransSkel.c` implements the basic shell. The files `TransSkel.doc`, `TransSkel.graf` and `TSHistory.c` describe Trans Skel and its history. The files `MiniSkel.c` and `MiniSkel.proj` implement a minimal application with Trans Skel. The files `Skel.c`, `Skel.proj` and `Skel.proj.rsrc` implement a program much like Lisa Skel. The files `MSkelEdit.c`, `MSkelHelp.c`, `MSkelRgn.c`, and `MSkelZoom.c` implement a multiple window application with a fixed maximum number of windows. The files `ManyWind.c` and `ManyWind.proj` implement a multiple window application with an "unlimited" number of windows. The files `DialogSkel.c`, `DialogSkel.proj` and `DialogSkel.proj.rsrc` implement an application using modeless dialogs.



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keystrokes. You communicate
more easily than ever before.

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helping everyone put
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Available at your local Businessland, Egghead, ComputerCraft, Computer Factory and Software Spectrum.

APPLE II DISKS

THESE ARE ALL 5.25" DISKS

APPLEWORKS

- APWK-01 Desk, Print, Money (813/814)
- APWK-02 Food, Lists, Etc. (815/816)
- APWK-03 1989 Tax Template (824)

COMMUNICATIONS

- COMM-01 TCS Instructions - Disk 1 (825)
- COMM-02 TCS Instructions - Disk 2 (826)
- COMM-03** WAPABBS.1 Documentation (121)
- COMM-04 WAPABBS.1 (135/136)
- COMM-05 DI COMM (503)
- COMM-06 Kermit 3.78 / File Trans (516/820)
- COMM-07 Comm-Term / Telecom (808/817)
- COMM-08 Micromdm / Hayes Term (116/169)

CP/M

- CP/M-01** Master Catalog (401)
- CP/M-02 Utilities 1 / Utilities 2 (402/404)
- CP/M-03 Communications (403/409)
- CP/M-04 ZCPR2 Install & Utilities (406/408)
- CP/M-05 ZCPR2 Doc. / Ess Utis (407/410)
- CP/M-06 Text Editor / Spreadst (411/412)
- CP/M-07 MDM740 (413/414)
- CP/M-08 Kermit Source / Run (416/418)
- CP/M-09** Kermit Documentation (417)
- CP/M-10 Utilities (419)
- CP/M-11 Small C Compiler (420)

EAMON ADVENTURES

- EAMN-01 Utilities I / Utilities II (220/221)
- EAMN-02 DngN Dsgn / City Clds (180/229)
- EAMN-03 Bgn Caves / Eamon Mstr (181/214)
- EAMN-04 Lair Minotaur / Cv Mind (182/183)
- EAMN-05* Zyphur Vntr / Cstl Doom (184/185)
- EAMN-06* Death Str / Devil's Tomb (186/187)
- EAMN-07* Caves Trsr Isl / Furioso (188/189)
- EAMN-08* Magic Kn / Tmb Molinair (190/191)
- EAMN-09* Lost Apple / Abduct Qtrs (192/193)
- EAMN-10* Trezore / Undrgrnd Cty (194/195)
- EAMN-11* Merlin's Cstl / Hogarth (196/197)
- EAMN-12* Deathtrap / Black Death (198/199)
- EAMN-13* TmpleNgurct / Blk Mntn (200/201)
- EAMN-14* Nuclear Mmare / Carroll (202/203)
- EAMN-15* Mstr Dngn / Crystal Mntn(204/205)
- EAMN-16* Lst Advtr / Manxome Foe (206/207)
- EAMN-17* Gauntlet / Caves Langst (208/209)
- EAMN-18* Futr Qst / House Secrets (210/211)
- EAMN-19* Sewers / Pits Kzorland (212/213)
- EAMN-20* Lifequest / Swordquest (215/216)
- EAMN-21* Priests Xim / Heroes Cstl (217/218)
- EAMN-22* Tmpl Undead / Holy Grail (223/224)
- EAMN-23* Mondamen / Orb Polaris (225/226)
- EAMN-24* Death's Gate / Orc's Lair (227/228)

EDUCATION

- EDUC-01 Edu. 1 / Personal Edu. (76/110)
- EDUC-02 Personal Edu. 2 / Edu. 3 (131/139)
- EDUC-03 Math/Science / Edu. 4 (1217/140)
- EDUC-04 Adv. Math / Vectors (510/513)
- EDUC-05 A. Camus Int. / Elem Math (53/105)
- EDUC-06 French Voc Tutor/ Vocab (46/123)
- EDUC-07 Boot L'Hote / L'Hote Story (48/49)
- EDUC-08 Fr. Tic-Tac-Toe / L'Hote Qz (47/50)
- EDUC-09 Fr. Poet Tutor / Apoll. Bio (51/52)
- EDUC-10 Rafel Boot Disk / Rafel (55/56)
- EDUC-11 Span. Tic-Tac-Toe / Rafi Qz (54/57)
- EDUC-12 Matute / Lo Fatal (58/59)
- EDUC-13 Reading Fun (505)

FORTH

- FRTH-01 Assem-Dissem / Scm Edit. (700/701)
- FRTH-02 Go Forth Tutor / Forth 78 (702/703)
- FRTH-03 Forth / Floating Point Arith. (704)

GAMES

- GAME-01 Games A / B (102/107)
- GAME-02 Games C / D (111/128)
- GAME-03 Games E / F (162/64)
- GAME-04 Keyboard / Paddle Games (72/74)
- GAME-05 Pinball / Arcade Games (142/157)
- GAME-06 Text Adventr. / Mystry Hse (73/517)
- GAME-07 Educational Games G / H (508/509)
- GAME-08 Sports / Utilities & Games (143/160)
- GAME-09 Adventures / Game Room (811/812)
- GAME-10 Haunted House (176 / 810)
- GAME-11 Games / Wizard Worker I (122/161)

LOGO

- LOGO-01 Logo Tool Kit / Kit Doc (145/146)
- LOGO-02 Logo Sample / Dallas Logo (147/158)

MISCELLANEOUS

- MISC-01 SS Coin Collecting / Misc (95/115)
- MISC-02 Miscellaneous (119/120)
- MISC-03 Misc / Recipe Files (125/159)
- MISC-04 Glaq & No Name Yet (129/175)
- MISC-05 Spec. D'bases / Jim's DB (141/504)
- MISC-06 Misc / Applewriter IIe (152/156)
- MISC-07 Astronomy Short Programs (506)
- MISC-08 Griffith & Weise Astronomy (507)
- MISC-09 Aviation - General, Disk 1 (514)
- MISC-10 Aviation - Navigation, Disk 2 (515)
- MISC-11 Gardner's Assistant (518)
- MISC-12 Music / Sights & Sounds (71/126)
- MISC-13 Merry Xmas / Hpy Holidays (103/165)
- MISC-14 Graphics & Cat / Graphix (108/171)
- MISC-15 Print Shop Graphics (172)
- MISC-16 Color Graph / Science & Eng. (75/106)
- MISC-17 Plots, Charts, Graphs (163/166)
- MISC-18 Bus & Math Stat / SS-Gen'l (70/90)
- MISC-19 SS Investment / SS Business (91/92)
- MISC-20 Business A / B (104/113)
- MISC-21 Investments A / B (153/154)
- MISC-22 Spreadsheet A / Misc (137/155)
- MISC-23** Riley's Pers. Instrumentation (173)

PASCAL

- PASC-01 Attach / Bios for Pascal 1.1 (300/301)
- PASC-02 Crypto, Grfx / Bios, Printers (302/303)
- PASC-03 Read-Write DOS / Printers (304/305)
- PASC-04 Cataloger / LISP & Math (306/307)
- PASC-05 Holiday Music / IO Filter (308/309)
- PASC-06 3D / Startups & Hackers (310/311)
- PASC-07 Stocks & Weight / Guerilla (312/313)
- PASC-08 Pascal to/from DOS / Misc.(133/314)

PILOT

- PILT-01* Pilot Language (167)

UTILITIES

- UTIL-01 New Member Disk-Disk 1 of 2 (821)
- UTIL-02 New Member Disk-Disk 2 of 2 (822)
- UTIL-03 Utilities A / B (100/101)
- UTIL-04 Utilities C / D (112/118)
- UTIL-05 Utilities E / F (124/132)
- UTIL-06 Utilities G / H (138/43)
- UTIL-07 Utilities I / J (44/77)
- UTIL-08 Mach. Lang. Utis / 1Key DOS (41/42)

- UTIL-09 Utis / Beginner's Choice (501/502)
- UTIL-10 Diversi Cpy / Diversi DOS (45/130)
- UTIL-11 Adds ProDOS / Zap Util (804/806)
- UTIL-12 Utilities A / File Cabinet (802/803)
- UTIL-13 Imageworks (174/807)
- UTIL-14 DOS 3.3 Sys Mstr / Tutr (511/512)
- UTIL-15 VisiTrend, VisiPit / Calclink (93/94)
- UTIL-16 AppleSoft Ttr / Pict Pack (109/117)
- UTIL-17 AppleWriter Utilities (168)
- UTIL-18 AppleSoft Prog / Lve Foll (144/170)
- UTIL-19 "Old" New Member's Disk (134)
- UTIL-20 Joyreader (819)
- UTIL-21 Large Type Joyreader (823)

APPLE II GS DISKS

THESE ARE ALL 3.5" DISKS

IIGS COMMUNICATIONS

- GSCM-01 Freeterm GS (2003)

IIGS DESK ACCESSORIES

- GSDA-01 Desk Accessories I (2020)

IIGS FONTS

- GSFT-01 Fonts A-1 (2011)
- GSFT-02 Fonts A-2 (2012)
- GSFT-03 Fonts B-1 (2013)
- GSFT-04 Fonts B-2 (2014)
- GSFT-05 Fonts C-1 (2015)
- GSFT-06 Fonts C-2 (2016)
- GSFT-07 Fonts D-1 (2017)
- GSFT-08 Fonts E/F-1 (2018)
- GSFT-09 Fonts G-1 (2019)
- GSFT-10 Fonts H-1 (2020)

IIGS GAMES

- GSGM-01 Mean 18 Golf Courses 1 (2007)
- GSGM-01 Mean 18 Golf Courses 2 (2018)

IIGS GRAPHICS

- GSGX-01 Demo Disk A (2002)
- GSGX-02 Slide Show 1 (2004)
- GSGX-03 Slide Show 2 (2016)
- GSGX-04 Slide Show 3 (2017)
- GSGX-05 Nucleus Graphic Demo (2024)
- GSHS-01 HyperStuio System - Demo Version
- GSHS-02 HS.Demo - Demo Version
- GSHS-03 HS Sounds - Demo Version
- GSHS-04 More Stacks - Demo Version
- GSHS-05 More Stacks 2 - Demo Version
- GSHS-06 Video Demo - Demo Version
- GSHS-07 Com Stack - Demo Version
- GSHS-08 MUG 087 - Demo Version
- GSHS-09 USA - Demo Version
- GSHS-10 Hs Art 2 - Demo Version

IIGS ICONS

- GSIC-01 Icons 1 (2022)
- GSIC-02 Icons 2 (2027)

IIGS MISCELLANEOUS

- GSMS-01 New Member's Disk (2000)
- GSMS-02 Demo Source Code 1 (2005)
- GSMS-03 Demo Source Code 2 (2006)
- GSMS-04 Odd Bits 1 (2008)
- GSMS-05 Odd Bits 2 (2013)

HGS SOUNDS

- GSST-01 Sounds 1 (2014)
- GSST-02 Sounds 2 - Nostalgia (2015)

HGS TUTOR TECH

- GSST-01 WAP Stack (2019)

HGS UTILITIES

- GSUT-01 Utilities 1 and Pictures A (2001)
- GSUT-02 Jumpstart Program Selector (2021)
- GSUT-03 Utilities 2 (2028)
- GSUT-04 Utilities 3 (2029)

APPLE /// DISKS

THESE ARE ALL 5.25" DISKS

/// 3EZP & AW TEMPLATES

- 3ZAW-01 Applewks & /// EZP Bus. Tem (1060)

/// BUSINESS BASIC

- 3BSB-01 Pohlman Disk 01 (1017)
- 3BSB-02 Pohlman Disk 02 (1018)
- 3BSB-03 Pohlman Disk 03 (1019)
- 3BSB-04 Pohlman Disk 04 (1020)
- 3BSB-05 Pohlman Disk 05 (1021)
- 3BSB-06 PPT Demo / Basic Helps (1098)

/// GAMES

- 3GAM-01 Games 01 (1001)
- 3GAM-02 Games for Kids (1007)
- 3GAM-03 Cap'n Magneto - Revised 1/89 (1041)

/// GRAPHICS

- 3GRX-01 Sketchpad & Slideshow (1012)
- 3GRX-02 Fig Factory Manual (1069)
- 3GRX-03 Fig Factory - Black & White (1070)
- 3GRX-04 Fig Factory - Color (1071)
- 3GRX-05 Raster Graphics Tool Kit (1072)
- 3GRX-06 3-D Modeling Tool Kit (1073)
- 3GRX-07 Chartmaker /// (1074)
- 3GRX-08 Graphics Utilities (1075)
- 3GRX-09 Graphics Disk 01 (1062)
- 3GRX-10 Graphics Disk 02 (1076)
- 3GRX-11 Graphics Disk 03 (1077)
- 3GRX-12 Graphics Disk 04 (1078)

/// GRAPHICS

- 3GRX-13 Graphics Disk 05 (1079)
- 3GRX-14 Graphics Disk 06 (1080)
- 3GRX-15 Calendar by Bloom (1081)
- 3GRX-16 Typewriter Art 01 (1082)
- 3GRX-17 Typewriter Art 02 (1083)
- 3GRX-18 Poster by Bloom (1084)

/// INFORMATION

- 3INF-01 WAP /// SIG PD Catalog (1000)
- 3INF-02 New Member Disk (1005)
- 3INF-03 Best of MAUG (1008)
- 3INF-04 Best of The Source (1009)
- 3INF-05 Best of TAU (1010)
- 3INF-06 Best of ATUNC (1055)
- 3INF-07 Best of ///'s Company 01 (1015)
- 3INF-08 Best of ///'s Company 02 (1057)
- 3INF-09 The Best of Bloom (1035)
- 3INF-10 Impert's Corner by Bloom (1096)
- 3INF-11 Phase /// Conference Plus! (1047)
- 3INF-12 Best of Ottalini 01 (1040)
- 3INF-13 Best of Ottalini 02 (1058)
- 3INF-14 Best of Ottalini 03 (1059)
- 3INF-15 Best of Ottalini 04 (1087)

/// MISCELLANEOUS

- 3MSC-01 File Cabinet / Sort Directory (1046)
- 3MSC-02 Contributions 01 (1053)
- 3MSC-03 Contributions 02 (1061)
- 3MSC-04 Contributions 03 (1086)
- 3MSC-05 Le Grayhaven Cookbook Plus! (1097)
- 3MSC-06 Double Boot - SOS / ProDOS (1099)
- 3MSC-07 Apple /// Demo Disk #1 (1100)
- 3MSC-08 Apple /// Demo Disk #2 (1101)
- 3MSC-09 Apple /// Demo Disk #3 (1102)

/// REPAIRS

- 3REP-01 A3 Diagnostics 01 (1013)
- 3REP-02 A3 Diagnostics 02 / Block Edit (1094)
- 3REP-03 Repairing your A3 (1088)
- 3REP-04 Brain Surgeon (1089)
- 3REP-05 Disk Map (1090)
- 3REP-06 Disk Check & Pro Health (1091)
- 3REP-07 Vindicator & Catalyst Fixer (1092)
- 3REP-08 Block Editor & Block Byter (1093)
- 3REP-09 Jeppson Disassembler (1095)

/// TELECOM

- 3TEL-01 Telecom 01 (1063)
- 3TEL-02 Telecom 02 / Access /// (1064)
- 3TEL-03 Telecom 03 (1065)
- 3TEL-04 Kermit /// (1066)
- 3TEL-05 XModem /// (1067)
- 3TEL-06 TerminALL Manual - 7/89 (1032)
- 3TEL-07 TerminALL Program - 1/89 (1033)

/// UTILITIES

- 3UTL-01 System Utils & Data Disk (1004)
- 3UTL-02 Apple II Emulation 01 (1043)
- 3UTL-03 Apple II Emulation 02 (1044)
- 3UTL-04 SOS Drivers (1052)
- 3UTL-05 Basic Boot Disk (1014)
- 3UTL-06 Basic Utilities 01 (1002)
- 3UTL-07 Programmers Power Tools (1056)
- 3UTL-08 Applecon (1016)
- 3UTL-09 Diskmaker / Appleseeds (1045)
- 3UTL-10 Basic XT / Basic Utils 02 (1022)
- 3UTL-11 The Retriever (1023)
- 3UTL-12 Power Print /// (1024)
- 3UTL-13 Disk Window /// - 2/89 (1025)
- 3UTL-14 Source Window Data Window (1026)
- 3UTL-15 Powercat / Basic XRF (1027)
- 3UTL-16 Basic Extension (1031)
- 3UTL-17 Power Keys DM+ (1034)
- 3UTL-18 Ram+3 / Two-n-Fro /// 128K (1036)
- 3UTL-19 Basic GTO (1051)
- 3UTL-20 CustomFont Manual (1037)
- 3UTL-21 CustomFont (1038)
- 3UTL-22 Fonts 01 (1039)
- 3UTL-23 D3 Backup by Bloom (1011)
- 3UTL-24 Gucspar by Bloom (1042)
- 3UTL-25 ASCIDIF by Bloom - 4/88 (1028)
- 3UTL-26 MLM Manual by Bloom (1068)
- 3UTL-27 MLM Utilities by Bloom 01 (1048)
- 3UTL-28 MLM Utilities by Bloom 02 (1049)
- 3UTL-29 MLM Utilities by Bloom 03 (1050)
- 3UTL-30 AppleWriter to 3 EZP by Bloom (1085)
- 3UTL-31 Pascal Menu Maker (1054)

/// WORD PROCESSING

- 3WDP-01 AppleWriter (1006)
- 3WDP-02 Footnote /// (1003)
- 3WDP-03 Ink Well Manual (1029)
- 3WDP-04 Ink Well Program (1030)

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All payments must be in U.S. funds drawn
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POSTAGE: \$1.00 / DISK (MAX. \$5.00)

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_____ DISKS @ \$4.00 = _____

_____ DISKS @ 3.50 = _____

_____ DISKS @ \$3.00 = _____

_____ DISKS @ \$2.00 = _____

POSTAGE _____

TOTAL = _____

**Please note that all 5.25" disks are double sided
unless the disk number is followed by **
*Disk numbers followed by * require disk
#EAMN-03 to start game.

Classified advertisements can be placed by calling or mailing copy to the business office of Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the 25th of each month for inclusion in the next issue. Any ads postmarked after that time will be included at the discretion of the editor. Cost is \$2.00 per line, maximum 12 lines. Members of Washington Apple Pi, Ltd. may place ads up to 3 lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

HELPWANTED

GENERAL CLERICAL WORK

The WAP office is looking for a motivated, organized person to help in the business office. Part time position, approximately 25 hours per week (10 - 2:30). Some Saturday work is required. Duties include answering phone, processing mail, some data entry as well as many other assorted duties. Learn more about your computer and make some money at the same time. Low key office atmosphere. Apple II or Macintosh knowledge very helpful. Come join our team!! If interested, call Nancy Pochepek at 301/654-8060 or stop by the office.

MANAGEMENT, PRODUCTION & SHIPPING

Organized self starter needed for challenging full time position with growing Macintosh software publisher. Includes production management, shipping and supervision of parttime staff. Some lifting required. Mac experience helpful. Pleasant, non-smoking office. Send inquiries to: Nancy McCarthy, Language Systems Corp., 441 Carlisle Drive, Herndon, VA 22070.

NETWORK ADMINISTRATOR

Capitol Hill Congressional office seeking experienced local area network administrator for Macintosh and PC-based system. Knowledge of both Mac and PC computers a definite advantage. Must work well with people, both to develop the office's system and to provide interaction with other congressional offices. Database and desktop publishing experience is helpful. Send resumes and salary requirements to Connie Lewis, 321 Maryland Ave., N.E. #1, Washington DC 20002

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Image scanning and desktop publishing - Call 301/336-4082 Karisse Designers.

'm interested in setting up small-group computer classes for Senior Citizens. If interested, please call Phil Shapiro at 202/686-5465.

The Cardwright's Shop—Customized Hypercard stacks. Hypercard and Hypertalk tutorials. Scan B&W, Laser output printing. Reasonable prices. 703/450-0965.

FOR SALE

Macintosh 512K; Two 400K drives, keyboard, number pad, mouse, software. \$500. Call Paul 703/790-5536.

Mac 512K enhanced with 800K disk drives, used for light word processing. Looking to upgrade. \$750 or B/O. Call 703/323-4167 ask for Phil

RODIME 20 meg Hard Drive. Used. SCSI. \$299 or B/O. Call Tom Wood at 202/462-1098. Leave message.

Mac 512K+; 20 MB HD, 1 MB RAM, modem, ext. keyboard, software, case, 800K drive, more. \$1950. Call Mike 883-8230.

Apple IIc+, 640K, color monitor, ImageWriter II and software. \$1200 or B/O. Call Jim 703/494-817.

Apple IIGS Ram Card with 256K standard Ram, expandable to 1 MB. Makes a 256K IIGS into a 512K machine to run GSOS. Willing to trade for Publish It 2! Software or Mouse or two Joysticks, or other offers. Call Guy Durant at 363-0366.

Macintosh Compatible 3.5" 800K Disk Drive. Works with IIe/GS or Laser 128 with U.D.C. Card or directly by Macintosh. \$169 or B/O. Call Guy Durant at 363-0366.

Accelerated Macintosh Plus Power-User System, with 16 Mhz Radius Accelerator (68020 CPU and 68881 Math Coprocessor), 4 MB memory, Dataframe XP-20 20MB SCSI Hard Disk bundled with SuperMac software (DiskFit Backup Utility, SuperSpool and SuperLaserSpool Print Spoolers, Sentinel Data Encryption), plus AppleCare for Apple CPU through November 1990. This is a loaded, maximum performance Mac Plus system in excellent condition. It runs as fast as a Macintosh II, but in the smaller footprint Mac Plus chassis. Asking System price: \$2400. Call Dana at 301/725-6281 weekends, evenings after 7 pm.

OPC Video Camera for video scanning. Includes cable, zoom lens and close up adapters. 7 months old \$300. Call Rod 301/805-9175.

Apple memory board for IIGS, has 256K installed - \$50. Ven-tel external 1200 baud modem - \$50. Phone 301/598-6095.

1200 baud HAYES compatible external modem for the Macintosh with cable, AC adapter and terminal emulation software, \$50. Call Peter 977-6148 evens.

Mac Plus, 2.5 MB RAM, service contract through July 1990. Original box and manuals. \$1000. Call Susan Weber 870-3935 (W) or 301/934-1230 (H)

Apple IIe with MicroSci 80/64e card, Amdek color I monitor, Taxam 12" Amber display, 2 MicroSci disk drives, Prometheus Pro Modem 1200A. Lots of software and computer manuals. \$750 or B/O. Will consider selling separately. Call Joel after 6 p.m. 703/860-4485.

Mac Plus (upgraded form 512K less than 2 yrs ago), Mac-101 KB, external disk drive, mouse, Jasmine DirectDrive 45 HD & ImageWriter. Excellent Cond. Happy owner transferring overseas, needs voltage-convertible upgrade very soon. \$1500 or B/O. Call Jeff at 202/485-8583 (W) or 301/856-1832 (H).

MathPARSER EXTENDER Demo disk interactively evaluates math expressions on Mac in extended-precision arithmetic using 9 operations and 21 built-in function. Up to 50 user functions and 200 variables with values can be defined and stored for later use. Good documentation and tutorial help files with examples. Demo disk: \$25 plus \$3 S&H. Pascal source code \$75 plus \$3 S&H. Greer Software Products, Box 258, Annandale, VA 703/978-3327.

Commodore 64, printer and tape drive, \$295. Call John 301/776-5178 (H) or 301/794-1003 (W).

Mac SE with dual floppy disk drives, keyboard, mouse, and approximately 200 disks full of software incl. SAT, etc. New Dec. '89. \$1500. Call Dean at 703/494-4174.

WANTED

Strategic Conquest—Looking for players in the Gaithersburg, MD area. Call Steve 270-9464

Two Zip Chips for IIe and IIc. If you have a warranty, docs, software, etc. 3.5" Diagnostic Software to test speed, alignment, and operation of 3.5" Apple drives. Apple works GS new version 1.1, and Publish It 2! Call Guy Durant at 363-0366.

Publication related freelancers and entrepreneurs. Join an expert group (DTP, Graphics, Word Processing, Spreadsheets, DB) To start a registry of Mac/IBM users. Network and market our group capabilities. Call Susan / Trina at Texpress 301/983-8397.

Washington Apple Pi Tutorials

by Rob Clark

Information
Tutorial Catalog
Application Form

Washington Apple Pi Tutorials for June

Washington Apple Pi provides training to its members and to nonmembers on a regular basis. We've provided complete course descriptions for the Macintosh tutorials, and a general description for the Apple II courses.

The fee for each session is \$15 for members, \$20 for nonmembers. Mail or phone in your registration to the WAP Office. You *must* pre-register the class or classes you wish to attend. We urge you to bring your computer with you to class, since we have no computers for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder.

Occasionally, the WAP class schedule changes due to circumstances out of our control. Please call the office at least 24 hours prior to the class date to confirm that your class will be held as scheduled. We regret an inconveniences that may arise.

As we've done with the Macintosh Tutorials, we're planning to significantly expand the Apple II Tutorial program. Look for more Apple II courses beginning in the June to July time frame, and look to this section for details.

We Need Volunteers

We're looking for a number of volunteers to help run a fun, effective, beneficial Tutorial Program for Washington Apple Pi members. If you've wanted to contribute something to this club, now is your chance. What are we looking for, you ask. Well, we need instructors, a Tutorial Publicity Agent, a Macintosh Tutorial Coordinator, and some special projects volunteers. If any of these strikes your fancy, please give me or the office a call. I can be reached at 301-428-9207, the WAP office number is 301-654-8060. Please see the May Journal for more details?

Want to Take a Course for Free? — The Tutorial Assistant Program

Something for nothing? No, but close to it. For every class held, we're offering the opportunity for you to take a class for free, if you help the instructor. The Tutorial Assistant sets up the room, helps put chairs and tables back after the class is over, distributes critiques before the class begins and then collects them when the class is over, takes attendance and collects any money owed by the students. Total time involved will be around 15 minutes. Available on a first-come basis.

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814
301-654-8060

Basic Information

Name _____

Address _____

City/State/Zip _____

Phone (day) _____ (Eve) _____

Member Number _____ Non-Member

Number of Classes _____ x Class Fee \$ _____ = Total Fees \$ _____

Check/Money Order Credit Card Card Number _____

Card Expiration _____ Signature _____

Course Numbers

Please fill in
the course #
from the
description,
otherwise we
cannot
process your
application.

Course # _____

WAP Form #CL006 (Revised
4/90)

Mail registration and payment to the above address

Apple II GS Tutorials for June

We're providing the Apple II GS Introductory Tutorials, a three part series in June. The courses are held each of the first three Tuesday evenings in June from 7:00 to 10:00 pm at the WAP office. The dates are June 5th for Part I (course # GS 1690), June 12th, for Part II (course # GS 2690), and June 19th, for Part III (course # GS 3690). You may sign up for just one, or for all three, if you wish. Of course all three courses provide you with the most benefit. These classes are designed for beginners, not experienced users.

Macintosh Tutorials for June

Along with the three Macintosh beginner's classes, three additional courses are scheduled for June: Introduction to Adobe Illustrator, Saturday, June 9th; Advanced Microsoft Word, Thursday, June 21st; and finally, MacWrite II, Tuesday, June 26th. If you need more information on these classes, please call me or the office for details for more detail after May 7th. Materials required (for all courses): Your Macintosh, external drive, startup disk, and an unformatted disk.

Introduction to Macintosh, Part I (Course # M1690). This class is designed for the beginning user. You should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the *System*, *Finder*, *Icons*,

the *Active Window*, and how they all work. You'll also investigate the components of the *Control Panel*.

Course Date: June 11th, 1990

Introduction to Macintosh, Part II (Course # M2690). This class is designed for the beginning user. You should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the *Menu Bar*, various error messages, what the *Clipboard* and the *Scrapbook* are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key equivalents (key board shortcut for *Menu Bar* commands).

Course Date: June 18th, 1990

Introduction to Macintosh, Part III (Course # M3690). This class is designed for the beginning user. You should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn which version of the *System* software you should be using; you'll learn how to update your system files; about the *Set Start-up* command; how to use the *Font/DA Mover*; learn about what a RAM disk is and how to use one, if you wish; how to use *Switcher* or *MultiFinder*; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

CourseDate: June 25th, 1990

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The Desktop Publishing Special Interest Group

of the Washington Apple Pi

Chair: Tom Piwowar (202) 223-6813; V. Chair Ron Moore (202) 832-91

Monthly Meeting: "What the Printer Expects from You"

Wednesday, June 6, 7:30 pm & the first Wednesday of every month

Next month:

"Mega Q&A" session with expert panel to field your toughest problems. Preview Desktop Publishing Conference held next day (details below).

Desktop publishers are used to doing things differently and printers have grown to accept that mechanicals produced by desktop publishers do not have to be the same as those produced conventionally. But such innovation at may save time and money at your end only to cause costly problems for the printer. Find out from an experienced printer and desktop publisher what it takes to prepare a job so that it is best for you and for the printer. — free

Presented by: Joe Manganello of ARK Publications.

Where: The PEPCO Auditorium, 1900 Pennsylvania Ave. NW.

Seminar Series: May/June 1990

Seminar Coordinator: Jody Joy (703) 471-0918

PageMaker Tips & Tricks

When: Sat., May 5, 9:30-12:30 pm, & Sat., June 2, 9:30-12:30 pm.

Round out your knowledge of PageMaker and explore all those goodies that you knew were lurking in the program, but just didn't have a chance to use yet. Familiarize yourself now before Version 4.0 comes out! Seminar is one-to-a-Mac in a classroom environment. *Class is for those with a solid knowledge of PageMaker.*

Presenter: Pamela S. Koehler is a Macintosh Training Coordinator with Gestalt Systems, Inc.

Where: Gestalt Systems, Inc., 450 Spring Park Place, Suite 1200, Herndon, Va 22070. Call 471-6842 for directions.

Communicating with Your Printer

When: Wed., May 9, 7:30-10:30 pm, & Sat., June 9, 9:30-12:30 pm

What you need to know to produce a good job and save money at the printshop. Learn when to go web or sheet-fed press, what paper to use (size, quality of reproduction), using spot or process color and the advantages and limitations of heat-set vs non-heat-set printing. How design elements affect costs. Job cost estimation. How to get better postage rates by pre-sorting. Practical answers to questions by professionals at a working printshop.

Presenters: Stan Brockway & associates, McArdle Press.

Where: McArdle Press, 1140 East-West Hwy., Silver Spring, MD. Call 588-5025 for directions.

Page Makeovers: Newsletters, Flyers & Brochures

When: Sat., May 26, 9:30-12:30 pm, & Sat., June 16, 9:30-12:30 pm.

Boost your design skills by analyzing before and after projects. Learn tips on how to improve the look of your publications. A design-oriented session for those with little formal training. Presenter will examine and constructively critique your projects. After registering, send one sample to Ronnie Lipton, c/o In-House Graphics, 4550 Montgomery Ave., Suite 700 N, Bethesda, MD 20814.

Presenter: Ronnie is Editor of In-House Graphics, a national newsletter for graphics, communications and marketing departments published by United Communications Group.

Where: Cleveland Park Library, 3310 Conn. Ave. NW.

Multi-Media: Is it For You?

When: Wed., May 23, 7:30 pm, & Sat., June 23 at 1:30 pm.

Explore the elements of Hypermedia and multi-media using the Mac to combine sound, motion and information for presentations and education. Mac to video, animation programs and image capture will be shown. How to take advantage of multi-media if you're working on an SE, as well as what to expect from a service bureau will be covered.

Presenter: David Zweigel is District Manager for BarneyScan Corp. and previously was Falcon's senior tech support analyst for DTP and presentations.

Where: Advanced Laser Graphics/Imprints, 1850 K St., NW, lower level. Call 331-0100 for directions.

Registration Form:

Seminars are \$25.00 for Washington Apple Pi and CPCUG members and \$35.00 for non-members.

Make checks payable to Washington Apple Pi. Payment must accompany registration. No refunds for no-shows. No purchase orders. One coupon per registrant please—make copies for multiple registrations.

PageMaker: Tips & Tricks
Communicating with Your Printer
Page Makeovers
Multi-Media

- | | |
|---|--|
| <input type="checkbox"/> May 5, 9:30 am-12:30 pm | <input type="checkbox"/> June 2, 9:30 am-12:30 pm |
| <input type="checkbox"/> May 9, 7:30-10:30 pm | <input type="checkbox"/> June 9, 9:30 am-12:30 pm |
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Amount enclosed: _____

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WAP CPCUG

Attention

Macintosh System Sale

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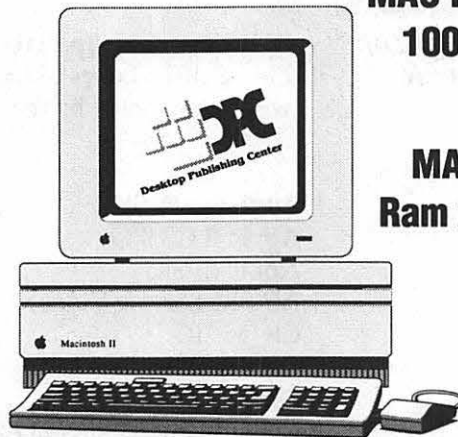
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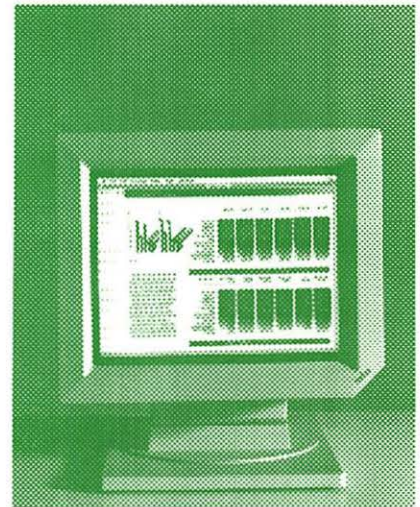
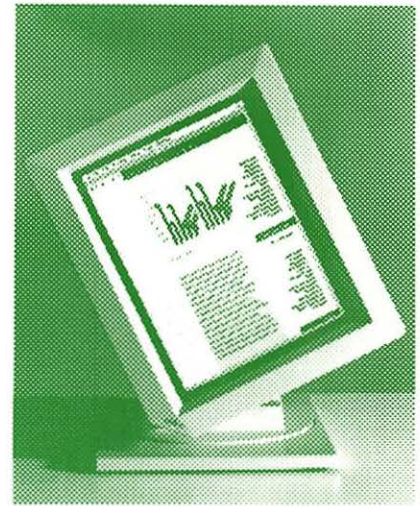
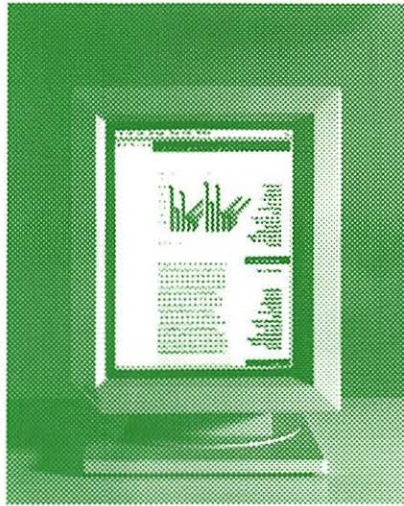
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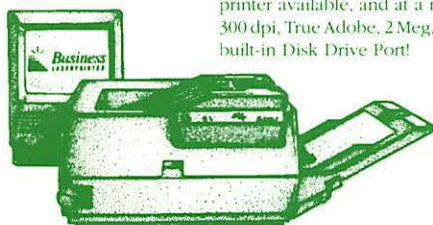
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PostScript Laser Printers

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The printer that MacUser called the best bargain printer available, and at a new and lower price. 300 dpi, True Adobe, 2 Meg, expandable to 4, and built-in Disk Drive Port!

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Memory Upgrades

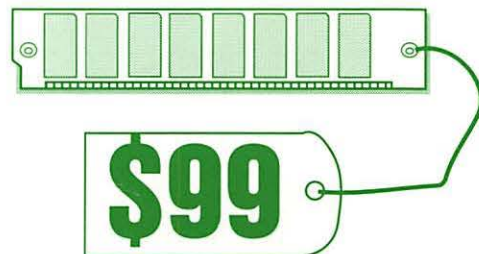
Unleash the power of your Mac.

More memory allows you to run newer programs, more programs, and all at the same time.

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Example Upgrades

Mac Plus/SE 1 to 2.5 Meg	\$198
1 to 4 Meg	\$396
Mac II, IIx, IIx, IIci, & SE/30	
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N40	\$569	..\$649
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N100	\$925	..\$1099
N150	\$1279	..\$1369

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