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washington apple pi

The Journal of Washington Apple Pi, Ltd.

Volume 12, Number 9

September 1990



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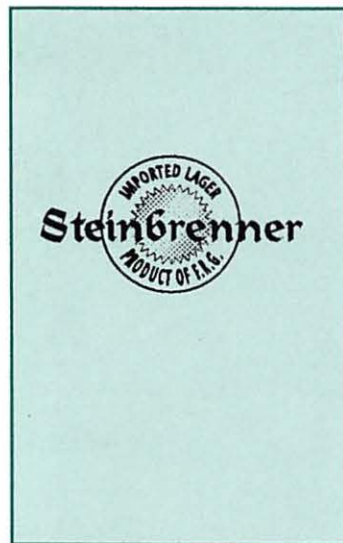
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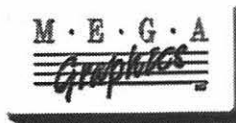
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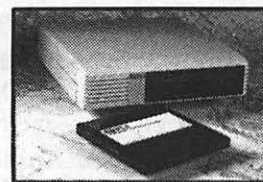
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This issue of the Washington Apple Pi Journal was created on a Macintosh IIx, and printed on a LaserWriter IINTX.

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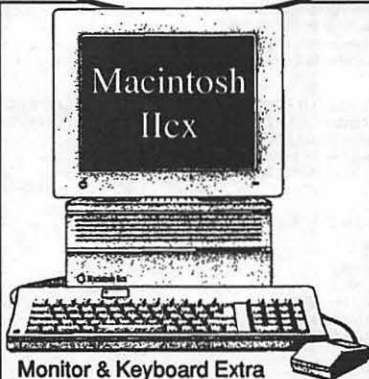
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Office News

by Nancy Pochepko

Volunteers!

Hooray, we finally got one person to lend a set of hands!!! Thank you, Judy White! Now, our incredible unlimited time offer will be extended. The tasks are easy, but we need your help. Are you artistic? Can you create HyperCard Stacks? Would you like to help re-doing the Apple II Catalog? Do you enjoy talking to people about computers? Would you like to help spread the word about WAP to other computer owners? If so, we'd like to hear from you. Please call the office if you can help!

Membership Database

We have recently converted our membership records to a new database which was designed by Dana Schwartz in 4th Dimension. As you may remember, Acius donated a copy of 4D to WAP last year. When you receive your renewals, please check the address closely for any changes that are necessary, also note any new phone numbers, computers, occupations, etc. Most importantly...please let us know what your ZIP + 4 code is.

SIGS

If you would like to join or volunteer for a SIG (Special Interest Group) you can also drop us a note at the office, we would be glad to pass it along to the appropriate SIG chairman. The SIGs are a great place to meet people with similar interests and to learn more about many, many subjects in a comfortable, informal atmosphere.

Additionally, if you would like to start a SIG, we'd love to help. There has been some interest in a Law SIG, a Medical SIG, a Kid's SIG, a new Music SIG...the list goes on. Give us a call at the office and we can talk about how to get rolling!

Apple Lisa

If you have ever visited the office, you may have noticed the Lisa computer in the main office. We would like to get some software for this computer so that other members will have the opportunity to experience the original Mac predecessor.

Display Programs

We also have an Apple IIe which will soon be available for use in the office by members. If you are of the "programming" persuasion, we'd like to have a program which will run by itself during the day. Ideally the program will have information about WAP, but will also display the capabilities of the Apple IIe.

WAP Library

We are currently in the process of cleaning up the books and video tapes in our Library. Many of the members have checked out books and tapes which have not been returned. Please check your books to see if any of them are from WAP... we'd like to have them back for other members to use. Thanks in advance for checking!

Well, that's it for this month. As always, thanks to the volunteers who work so hard for WAP. Thank you, Nancy Seferian and helpers for the wonderful new Membership Application, and thank you to Dave Weikert, Marty Milrod and associates for their work in putting together the new Mac Disketeria catalog. We can't do it without you! 🍎

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President's Corner



by Eric Rall

Vice President for Administrative Affairs. At the first meeting of the new board of directors, we elected Mary Hockmeyer to the position of Vice President for Administrative Affairs. This is one of two new positions provided for in our bylaws and we are pleased that Mary has come forward to help.

As veep administrative affairs, Mary will be providing me much needed support in the day-to-day issues that require attention from someone other than the office staff. Mary has a number of positive ideas and the drive to implement them. Those qualities make her ideally suited for this important position.

Please join me in welcoming Mary aboard in her new office. If you have any ideas on how you can help in our office and improve our services, I'm certain that Mary would be pleased to hear from you.

Vice President for Community Affairs. This is another new position created for this year. So far we haven't filled it. We are still anxiously waiting to hear from people who are interested in this key post. The position is an important one. We urgently need someone to help inform the world about all the wonderful services WAP provides.

The veep for community affairs will be responsible for getting our meeting dates and locations advertised in the 'what's happening' section of the local papers. We need to announce our services to our own members and the local community. Local BBSs, newspapers, radio, community-access cable TV stations and this Journal all welcome announcements like these. The new

veep even starts out with willing help. A few individuals have come forward and offered to help, but shy away from taking the full responsibility. The rewards for this position are great. You get to be the club's expert in the services we provide. In doing that, you will have the chance to meet and interact with the club's most active (and knowledgeable) volunteers.

If this strikes you as interesting or if you are willing to help the person that ultimately becomes veep for community affairs, please contact either me or the WAP office. Our phone numbers are listed in the masthead of this Journal.

Tax Preparer Wanted. Washington Apple Pi is looking for CPAs interested in bidding on the preparation of Washington Apple Pi's federal and state tax returns for the fiscal year ending May 31, 1990. If you are a CPA, or know a CPA who might be interested, please contact the WAP office at 301-654-8060.

New Members Still Wanted! This topic is probably going to become a regular item in this column. During the past year, we didn't really actively solicit new members. With the usual membership renewal rates (or more specifically non-renewal rates) and slow new membership enrollment, the club has experienced a decline in absolute membership numbers. We need to reverse the decline in new members. To do that, we need your help. This is probably the easiest way to help the club: sign up a new member. In the back of this Journal is an application. Photocopy it and give it to a friend. You, your friend and Washington Apple Pi will all be

the better for your effort. Remember, your club's services are paid for with membership dues. If you want more services, help get some new members. (And maybe break down and volunteer to help, too.)

New Personal LaserWriters. Apple finally announced the long awaited Personal LaserWriter NT and the Personal LaserWriter SC. The NT is the PostScript version with AppleTalk (read network) capability. The SC is a SCSI device without PostScript. Both printers are rated at a reasonable 4 page per minute with a 150,000 page minimum life. Besides AppleTalk and PostScript, the NT version is capable of HP LaserJet Plus and Diablo emulations. That means you can use this baby with any computer that has an RS-232-C interface. The NT lists for \$3,299 and the SC lists for \$1,699. With the usual discounting, these printers can be within the reach of most people. PostScript is still the industry standard. Both Macintosh and Apple II users can enjoy the benefits of 300 dpi PostScript output. At the last WAP meeting Ted Meyer showed just what a IIGS can do when connected to a PostScript LaserWriter. If you weren't there, you missed something.

Zebra Premieres. Speaking of the last WAP meeting, the Macintosh members got the chance to see the world premiere of Zebra from TML Systems. Zebra is just the development code name for a new integrated software package that we will all be hearing more about. Picture a spreadsheet, word processor, database, telecommunications, charting, draw and paint program all in one package and you have the idea. Besides being the first public demo of this product, TML asked for Pi members to volunteer as beta

testers! If you don't come to WAP meetings, you're missing a lot.

Parallel Development. Apple is encouraging developers to capitalize on the facts that Apple II computers dominate the K—12 educational market and the graphic, desktop style interface is (at least in Apple's opinion) the "future of personal computing." The developers are urged to write application-specific code in a high level language that can be compiled for either the Macintosh or the Apple IIGS. The machine-specific modules can then be added later. Byte Works' Design Master and SSSI, Inc.'s Genesys let developers prototype their desktop applications on the IIGS. Similarly AppMaker and AppMaker/GS from Bowers Development Corporation are cited as allowing developers to prototype the design on Macintoshes. Design Maker estimates that the time and effort required to parallel develop both a Macintosh and a IIGS program is only 15 percent more than would be required to develop for only one machine.

If Apple is successful in convincing third party developers that this makes good business sense, both machine type owners will benefit. The IIGS will be rewarded with the high end business software so common on the Macintosh and the Macintosh may finally get a large supply of high quality educational software. 🍏

July B/D Minutes

The WAP Board of Directors met on July 10, 1990.

Newly elected President Eric Rall was chosen Presiding Officer of the Board.

The Board discussed a letter from Bob Platt requesting that he be reinstated as a member of the club. President Eric Rall explained that Mr. Platt had been expelled for one year, until July 21, 1990. The Board subsequently voted to consider the request for reinstatement at the August Board meeting (or later if requested by Mr. Platt) and that Mr. Platt be invited to attend.

Marty Milrod resigned for personal reasons as Director at Large and Dick Byrd was elected to replace him.

Joe Taccino resigned as Treasurer saying he did not have the time to do the job. Ed Myerson was elected Treasurer until a full-time Treasurer can be found.

The Board voted to meet on the second Thursday of each month at 7:30 PM in the WAP office. Due to a conflict created by MacWorld, the Board voted to meet in August on the 16th (the third Thursday).

Mary Hockmeyer was elected Vice President for Administrative Affairs. Volunteers for the position of Vice President of Community Affairs will be solicited through the Journal and at the July WAP meeting.

Nancy Pochepko and Dave Harvey were named to an Ad Hoc Committee to help coordinate WAP involvement in local computer shows. Eric Rall and Bob Shaffer volunteered to help.

The Board voted to have the Treasurer coordinate bids for the preparation of WAP's 1989 tax return.

Director Tom Vier agreed to coordinate the search for members of an Audit Committee to help oversee WAP finances.

The Board discussed holding meetings to take input on the 1990-91 capital budget.

The Board voted to let Secretary David Ottalini tape record the August and September Board meetings if he so decides. If recorded, the tapes would remain the property of WAP and the recordings would be erased once the minutes of the meetings were approved.

The Election Complaint Committee is looking into allegations surrounding the discussion of Richard O'Connor's candidate statement at the May Board meeting.

The Board voted to allow the photocopying of the club's federal tax form 990 for the past three years in the WAP office at the Pi's current per-page fee and that a Pi representative operate the machine.

All board members were present at the meeting except David Morganstein, Lee Raesly and Marty Milrod.

FED MICRO Help Needed

On September 5 and 6, the annual Fed Micro Computer Show and Exhibition will return to the DC Convention Center. Washington Apple Pi will have an exhibit booth at the show, and is in need of volunteers who can help out for a few hours each day (10 AM - 4 PM). No experience is required; just a willingness to talk to attendees about club activities and services. If you can spare some time, please call Nancy at the office (654-8060). If you volunteer early enough, we can probably get you an exhibitor's badge and save you the registration time.

Whether or not you're able to help, do take the time to attend the conference. Admission is free, and WAP has been working with other regional user groups to develop a meeting program that will be both entertaining and informative. In addition to morning and afternoon conference sessions and panels, there will be a series of one-hour lunch-time workshops chaired by Pi members Dave Mudd (HyperCard clinic), Dick Byrd (spreadsheet clinic), Bob Marter (Mac OS), Louis Beam (upgrade options) and Ambrose Liao (shareware clinic). And, thousands of disks of public domain software will be distributed. Conference and exhibit registration can be done by mail (a registration form should arrive in your mailbox shortly), or at the door.

July WAP Meeting Report

by Chris Bastian

Mining gold doesn't always take brute strength; sometimes it just requires being in the right place at the right time. Summer meetings are usually a bit on the quiet side, but the people who showed up at WAP's July membership meeting struck a triple jackpot.

First off (following the business portion of the meeting) was Lou "He's practically giving it all away" Pastura, WAP's Review Coordinator. Lou stepped up on stage to distribute review software and books to anyone who was interested. (Remember, software is usually kept by the reviewer once a report is published.)

Next up was Marc Leonard of TML Systems. TML, known for its Pascal and other language programs, is moving into the application market, and WAP members got a full-scale sneak preview, three months early, of "Zebra," a new integrated software package scheduled to hit the stores this October. In

addition to the usual spreadsheet, database and word processing features, "Zebra" features a telecommunications module which will do background file transfers, a draw program, a paint program, and a charting utility.

Finally, there was the news that TML was looking for Beta testers for the final stage of Zebra's development. Several Mac users in the crowd offered their services, both for the challenge and the chance to receive a free copy of the final product (with a projected \$295 list price).

Coming up next month? August is traditionally set aside for the GameSIG's computer game extravaganza, featuring demonstrations of the latest and greatest in entertainment software, invariably accompanied by giveaways and raffles. Join the fun at Rockville's Holiday Inn Crowne Plaza Hotel, near the Twinbrook Metro station, on Saturday, Aug. 25.

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IIGS SIG

by Paul Tarantino

The theme for our July meeting at NIH appeared to be "Dueling Scanners," as Gary Hayman and Kim Brennan squared off, desktops a'flashing and hard drives a'humming, in a head-to-head comparison of Thunderware's ThunderScan GS and Vitesse's hand-held Quickie scanner. Gary led off, having won the coin toss, or maybe because he's the SIG chairman.

ThunderScan is a black box cunningly contrived to fit in an ImageWriter I or II printer replacing the ribbon cartridge, with attendant cabling attaching to the game port and software (8-bit and 16-bit varieties). After a fairly extensive amount of setting up (following an on-screen checklist), Gary was ready to put some sample art into the printer carriage and scan away.

He demonstrated the ThunderScan with several pieces of line art clipped from a newspaper as well as some family photographs. (Handy Hint: Use Post-It or other white, removable tape to attach art to a standard size piece of paper before scanning through a ThunderScan-equipped ImageWriter. Leave at least a 1/4" border around the art.) ThunderScan's output is a scanned image on screen, which may be saved to disc as it is, manipulated extensively with the ThunderScan software, and/or converted to a SHR picture which can be further modified with a paint program or captured by your favorite desktop publisher.

The "raw" scanned image may of course be recalled from disk to be edited some more with the ThunderScan software, or printed out. This feature is handy since one would not want to do a lot of switching back and forth between scanning and printing hard copy, as the continued re-configuration of the ImageWriter would quickly become a chore. It's

far better to scan a lot of artwork, save to disk, and then reset the printer as a printer when ready to batch-process hard copy output. Gary found that the 8-bit version of the ThunderScan software had some advantages over the 16-bit version; he thought cursor keys (8-bit) were less awkward to use than the mouse in some cases. Output options also vary; it's best to keep both versions of the software available for use as the occasion demands.

The Vitesse "Quickie" is a very different breed of scanner, as Kim clearly demonstrated. Quickie is hand-held, and requires far less setup and preamble before the first scanned image shows up on a screen. Its software is 16-bit only, and can be run as a stand-alone program or from within any other 16-bit program as a New Desk Accessory (neat idea).

The hand-held unit attaches to a card which can go into any GS slot and is transparent to the slot's control panel setting. Quickie does not save a "raw" scan, but one can select to save output on disk in various SHR formats or as an icon to be manipulated with your favorite icon editor. Adding to the Quickie's appeal is a hot rumor of forthcoming third-party Optical Character Recognition (OCR) software which will accept Quickie input.

Which is better? Well, it depends. The very different approaches of these two accessories mean that each has its advantages. ThunderScan excels with large pieces of clip art, up to a full page in length, and provides superior results with photographs. Obviously, ThunderScan can only be used with unbound, relatively thin paper artwork (it has to fit through the printer; no stone tablets, wine bottles, or small animals!). Quickie does best with line art, small enough to be scanned in one pass, and has a clear advantage in overall speed and ease of setup. List prices are \$299 for Quickie and \$250 for ThunderScan, but your favorite discounter can take both prices down quite a bit. It

should also be noted that Thunderware was showing its own hand-held scanner, named "Lightning," at the New Jersey AppleFest, which means that a third alternative is out there as well. For the budding desktop publisher with some discretionary income, it's an impressive array of choices.

Formal presentations completed, the meeting degenerated, as is our tradition, into a frenzy of questions, answers, disk copying, announcements and giveaways (well, one giveaway, of *Softdisk* magazine). Watch the Journal or call the office to find out about forthcoming GS extravaganzas, and please join us!

WorksSIG Report

by Chris Bastian

July's Microsoft WORKS SIG meeting summarized the hows and whys of moving data between each of the four WORKS modules (word processing, data processing, spreadsheet, and telecommunications). With a few exceptions, (telecommunications data can be captured directly into a word processing document) cut and paste is the only means available for moving text or numbers. Database and spreadsheet data are fairly interchangeable (spreadsheet formulas will be converted to numbers, however, and database data will be transmitted WITH field headings, unless the [OPTION] key is held when pasting). Rows and columns become records and fields, and vice versa. Data moved from either into a word processing document will be formatted as lines of text for each record (or row), with [TAB] spaces between the values of each column (or field). On the other hand, when data are moved from a word processing document into a spreadsheet or database, WORKS will squeeze as much text as it can into the first cell (or field) available. The next cell will receive whatever comes after a [TAB] or two spaces is encountered. A "soft" or

"hard" return will move additional data down to the next record or row. Data read from any module into a telecommunications file will be copied one letter at a time in MONACO 9 font only, regardless of what format the data was originally in. [TAB] spaces will be changed to ordinary spacing; a carriage return will force data to the next line. Data copied FROM a telecommunications screen will be formatted in whatever font and style is in force at the insertion point.

Regrettably, it appears that the WORKS SIG may be going inactive at this point, as I will be moving away from Washington this fall. If anyone would be willing to take over chairmanship of the WORKS group, please give me a call.

AVSig

by Carmen Della Donne

AV SIG held its annual picnic at the home of Chairperson Nancy Seferian, July 22, 1990. Not surprisingly there were many new faces at the gathering. Members shared problems and solutions for completed projects and projects in progress. Marianne Giguere reported that the exhibit of computer art has been held in abeyance because Strathmore did not have room for it. She continues to look for a suitable place for the exhibit.

We have changed the regular monthly meeting date from the fourth Wednesday of the month to the third Thursday so that we could have more room. We'll now be meeting in the tutorial room and have access to the big screen and the office Macintosh for demonstrations and discussions.

There will be no meeting in August. We're looking forward to some interesting future meetings. Tentative plans for September include a demonstration of Canvas by Bill Baldrige, who wrote a great article about it for the August Journal. In October we will be

meeting at Lou Hubshman's house so he doesn't have to lug 500 pounds of equipment to the office. He will be demonstrating MacroMind Director. In November plans include a tour of Eric Wenocur's video post production facility, KLM Video.

EDSig

by Phil Shapiro

A small but enthusiastic crowd showed up for the June 28 educational special interest group (EdSIG) meeting at the Pi office in Bethesda. The meeting kicked off with Angie Crisba telling the group about the work she's doing with developmentally impaired students. Angie teaches at the Kennedy Institute, in the District of Columbia. One of the projects she's done is to develop a job bank stack in HyperCard. (She's generously donating a copy of the stack to the Pi's public domain disk library.)

The job bank stack helps her students to develop the skills they need in looking for a job. The stack includes a long list of potential jobs, and then a shorter list of actual job openings.

Angie's discussion was followed by a commentary by Terry Blackwelder, whose school recently received an Apple grant of five Macs and five LaserWriters. The project the school is doing is in process writing, where each of the students is expected to create and donate a book to the school library. The LaserWriter output helps make the child-produced books look indistinguishable from the other books in the library. The idea is to help children to think of themselves as creators, and to help other students realize that books are not written by "authors"—they're written by ordinary people, like you or me.

Terry's discussion was followed by a discussion by Ginny Spevak, a science and computer teacher at the widely acclaimed Greenacres school.

Ginny told the group of how she uses the Dvorak keyboard method in all of her own personal typing. She will be offering a keyboarding class this coming academic year, and will offer students the option of learning the regular QWERTY layout, or the more efficient Dvorak layout.

A spirited discussion ensued as to whether children should be learning Dvorak or QWERTY. One person commented that it would be hard to learn both layouts, and switch back and forth. Another person commented that almost all computers these days support the Dvorak layout. We confirmed this fact by going into the Control Panel on the Apple IIGS at the office, and selecting the Dvorak layout from the Options menu.

As far as typing programs go, many of the people in attendance spoke highly of Microtype: The Wonderful World of Paws. The program is apparently very good, even for younger children. Another person mentioned MasterType as an appealing typing tutor for kids.

Carol Hyatt then demonstrated Playroom, by Brøderbund, an open-ended program for young children. The program has lots of different creativity areas, as well as counting drills and reading-readiness drills. In one activity you can place different objects onto any of a number of background screens. One little fellow placed a wizard figure all over one scene, creating "a football team of wizards." Quite an ingenious combination of ideas there.

After the demonstration, Jan Horwitz told the group of how she's set up her own tutoring business, where she incorporates her Apple IIe into other tutoring activities. Business has apparently been brisk, even though the business started up just two months ago. Jan's specialty is working with learning-disabled kids. It's great to think that the computer can help motivate kids with special needs.

The meeting ended up with a little HyperCard fun, as we looked at some public domain HyperCard

stacks. One of the most interesting stacks, *At the Zoo*, was created by Pi member David Kreisberg. The stack contains simple animation, accompanied by digitized info tidbits about the various animals on the screen. Sure to pique the interest of any 4 year old zoologist.

Upcoming meetings include the July meeting on July 26, and the August meeting, on August 23. Lorin Evans and Bill Wydro will be demonstrating how to use modems at the July meeting. For further information about upcoming EdSIG meetings, call Phil Shapiro, (202) 686-5465.

The July 14 EdSIG open house at Fred Lynn Middle School, in Woodbridge, VA, was a great success. About two dozen kids and adults showed up to sample the many hundreds of programs in the school's software collection.

The meeting kicked off with host Grace Gallager giving a demonstration of the much heralded *Publish It! 3*, a desktop publishing

program for the Apple II series of computers. Although her demo took place on an Apple IIGS, *Publish It! 3* works on any 128K Apple II, including the Apple IIc, IIc+, and IIe. Her printed results looked impressive, and the program garnered approval of those who gathered around to watch.

After the *Publish It!* demo, young Alex Lecky, age 5 and 3/4, took command by instructing the group on the finer points of *Think Quick*, a logic/strategy game by the Learning Company.

With much poise, and consummate skill, Alex showed us about the practice session in *Knight's School*, and how to give flowers to make the slime worms go to sleep. However, those of us eight to ten times his age occasionally had to ask him to slow down to give us a chance to understand the full implications of what he was saying.

Alex's brother, Kenneth, showed that computer savvy runs in the family, as he tackled the most difficult level of *The Factory*, a

spacial orientation puzzle by Sunburst. Not content to simply master the puzzle himself, Kenneth created his own little factory puzzles to challenge the teachers and parents looking over his shoulder.

In another corner of the room, Jenny Wydro, daughter of EdSIG stalwart Bill Wydro, tackled the hardest levels of *Algebra Shop*, a math drill by Scholastic. *Algebra Shop* is the highest disk in the *Math Shop* series. (A review of *Math Shop* appeared in the December 1989 issue of the *Pi Journal*.)

Meanwhile little Max and Derek Evry showed that size is no indication of intellect. Whenever teachers had questions that needed answering, they usually checked with Max or Derek first.

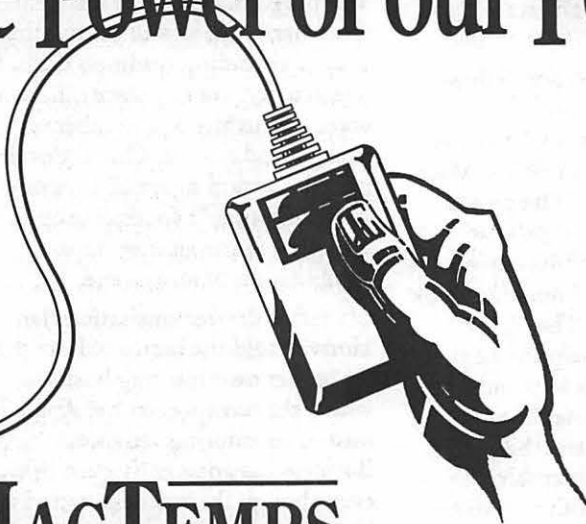
For those teachers interested in Macintosh applications, host Grace Gallager gave a demonstration of an encyclopedia on a CD-ROM disk. While CD-ROM technology is a tad on the expensive side still, few can deny that the future of computing will be closely linked with CD-ROM. Used together with a laser printer, CD-ROM offers a whole new way of distributing knowledge, in the most compact form ever known to man (or woman).

The meeting finished up with an impromptu demo by Grace Gallager of how to install extra memory chips into an Apple IIGS. Grace also showed everyone how to use her ribbon re-inking machine, which gets constant use at her school.

Grace has graciously invited the EdSIG to come back to visit at Fred Lynn Middle School. Perhaps we'll take up her offer for the coming computer learning month in October. Plans are to hold concurrent open houses at three different schools: in Montgomery County, in Prince Georges county, and in Northern Virginia.

Any teachers or parents who would like to be included in the EdSIG phone directory are encouraged to call me at my home: (202) 686-5465. Our list has already twenty members, and is growing rapidly. 🍏

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Tell your friends about us...

Spreading the WAP word

by David Ottalini

I've been a member of Washington Apple Pi for a long time. And while WAP does a lot of things that are right, the one thing we do not do well is publicize our activities.

It's a big job, made harder because we're a big group whose engine runs on volunteers. Doing publicity is a labor- and time-consuming job. But it can be very rewarding. And it is tremendously important. Without publicity, we must rely strictly on word of mouth, the Journal or conventions to bring in new members. Without publicity, our own members are less informed about the many activities going on in the organization. And we miss out on a golden opportunity to make ourselves an important, contributing part of our community.

So the question is, how do we do it? For one, we will need someone to fill the appointed Vice President for Community Affairs position that deals with publicity. For another, we'll need a comprehensive plan of action. And finally, we'll need the money and determination to carry out that publicity plan.

While I am a journalist and not a publicist, I would like to make some suggestions about what WAP can do to better publicize itself in the Washington, DC area and around the nation. The following suggestions follow no particular order and are certainly open to improvement. The idea is simply to help people start thinking about what we can do to get the word out a lot better than we have in the past.

With those comments in mind, here are some of the things we need to do:

* We need to make sure that all our activities are publicized in area

media. That includes the Washington Post Business Section on Mondays (for dates of SIG meetings, tutorials, garage sales, etc.), the Washington Times and other regional papers. The same goes for local radio, TV and cable stations. We must have someone who can spend the time to write good press releases. We could also produce and distribute radio (and even TV) public service announcements about WAP activities.

* We need to set up a WAP Speakers Bureau. This organization has members with expertise in a wide range of computers and computer applications. There are folks out there who would love to hear about them. Speakers would be volunteers and able to give their time to speak, provide demonstrations, appear on radio or TV talk shows, etc. A guide would have to be prepared and sent out to all the local media outlets.

* WAP should hold an annual (and free) Open House. I think March or April would be a great time to do it. Essentially, an Open House would involve us reserving a local high school cafeteria or gymnasium as we do now for our garage sales. But in this case, we would ask each SIG and Slice to provide its own "table" or "booth" to demonstrate what they do and can offer. The EdSIG for example could have demos of educational software and be available to talk to teachers about ways they can improve their computerized training, etc.

With plenty of advertising, the Open House would bring in a lot of potential new members. It would also let other WAP members find out what all the SIGs have to offer, and serve as a vehicle for the organization to show all the many services

members (and potential members) can take advantage of.

* WAP could produce a weekly or monthly TV show for use on local cable, discussing various aspects of Apple computers (or computers in general). It could be a live call-in show, taking questions from WAP members and non-members, have demonstration, etc. At the end, of course, information on joining would be provided.

* WAP should make sure it maintains excellent relations with local schools that use Apple computers. We may have missed a golden opportunity recently with all the IIgs computers won through the Giant Food "Apples for the Students" promotion. (In fact, we lost valuable PR by not publicizing our receipt contributions to the Kennedy Institute.) I know Gary Hayman has been waging a one-man battle to help here, but we could really provide an excellent community service. One possibility: a "School Mentor" program, where a WAP volunteer would be assigned to an interested school to help with teacher training, etc. We should also work with these schools so they can take advantage of our PD library.

* WAP should be advertising in national publications like *Computer Shopper*, *MacUser*, *A+InCider* and other magazines. No, not quarter or even full page ads (much too expensive). Just a short classified ad in the back would probably be sufficient. The idea is to let people know we exist and what we have to offer. Press releases on our activities could also generate free publicity in these publications.

* Our tutorials are super and well done. Why not tape them and sell them or offer as a premium for new members? We could make them available to local schools or qualifying organizations for free or at a discount as part of efforts to improve our community relations.

Please turn to 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: *Electron Accelerator* (right) and *Mirror, Mirror ...* (opposite page)

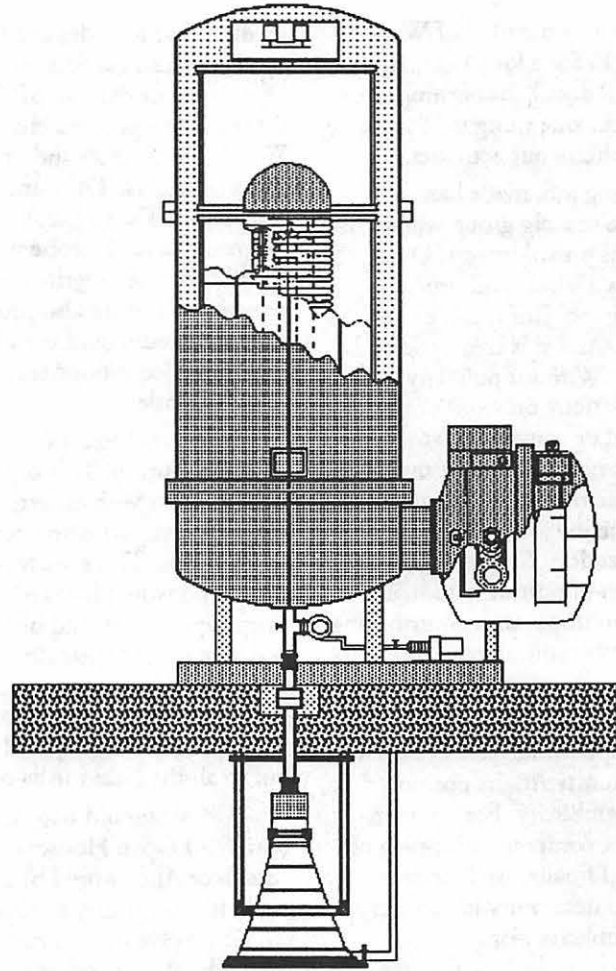
Artist: The artist this month is Mike Saylor, a consultant who specializes in Radiation Physics.

How they were done: "The two sketches presented in this article represent work that I did back in the 'old days' ... when I had just purchased my SE/30 and still used an ImageWriter.

"*Electron Accelerator* was my first serious attempt at scanning a large drawing (12" x 14") using the Lightning Scan hand-held scanner (4" scan width). The subject was a 5 million electron-volt accelerator used for industrial processing of cable insulation and sterilization of medical devices. SuperPaint was used to work the scanned image into its final format.

"I've found that in order to achieve a good scan of line art, the scanned original has to be photocopied, cleaned and/or cropped prior to collecting the scan. The more effort placed into 'cleaning up' the original art, the less time required to get the image onto the Mac in its final format.

"To produce the *Electron Accelerator* drawing, a photocopier was used to reduce the original drawing to a seven inch width. Multiple line scans were collected with the hand-held scanner so that each scan had graphics that would overlap the previous scan. SuperPaint was then used to crop, reduce and rotate each PICT/paint file in order to align the



Electron Accelerator

various sections. (Note that this process can be avoided if one uses a full-page scanner).

"After the sections were pasted together in a single PICT/paint file, the entire PICT image was selected and cut to a painting. The painting was edited using the brush, line, pencil and eraser tools, then the relevant portions of the painting were selected using the Lasso tool and traced using the AutoTrace function in SuperPaint. It took some time to select and test the

AutoTrace parameters so that the trace lines produced were sharp and well-defined. For most of my work, tracing to polygons is preferred over Bezier objects.

"The trace created is a PICT image, so selecting the original paint image and cutting it out reveals the trace, which can then be grouped and saved as a template. The PICT template was then cut to a painting and cleaned up using the pencil, line, brush and eraser tools. This process is

time-consuming, however diligence produced an excellent outline that could be filled with various patterns (shaded). The final paint image is then converted to a PICT file for transfer to other programs, scaling etc.

"*Mirror, Mirror ...* is another example of the use of the hand-held scanner to produce unique Mac-based images. I've found a variety of quality art work in the Washington Post (Business and Style sections). Many of the pieces can be scanned in one 4-inch pass, eliminating the problems associated with joining multiple scans.

Mirror, Mirror ... is a composite of two scans taken from the Post. Lightning Scan's software produced

reasonable images straight off the newsprint. The left portion of the figure required little manipulation other than scaling, cleanup with the paint brush, and cropping in Digital Darkroom. A PICT of this image was stored for use in SuperPaint.

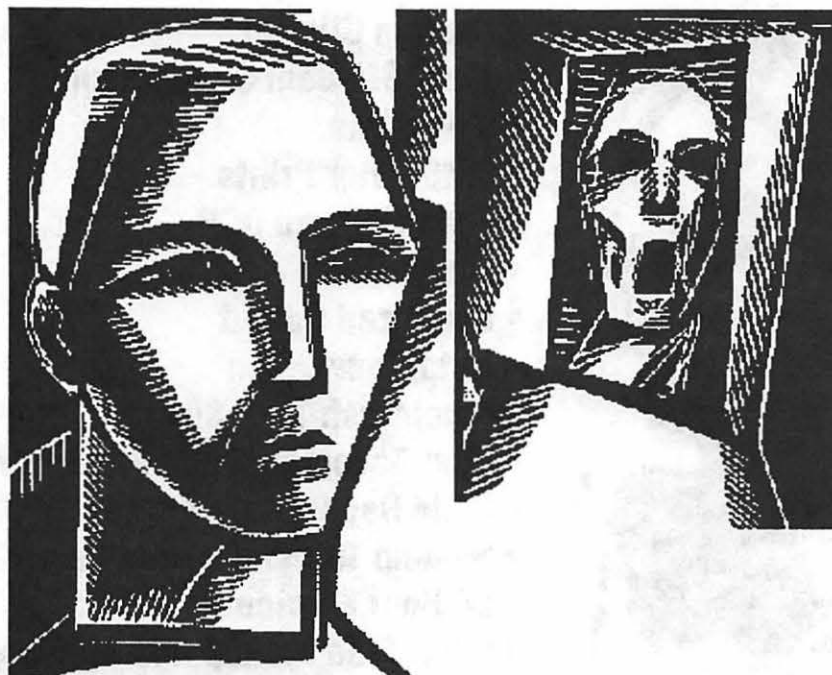
"The right portion of *Mirror, Mirror ...* required quite a bit of effort on my part in order to produce the desired visual impact. The net effect I wanted to project was that of a 'mirror' to the emotional self, the 'self' in this case belonging to a person who was hiding some inner feelings of anguish and despair. The scanned art from the Post contained the basic shape and contrast, but lacked the facial distor-

tion I desired.

"Working with the raw image in Digital Darkroom, I was able to scale, crop, paint, skew and distort the image to change the viewed impact and perspective, however the image of the mirrored 'face' still retained features that were too similar to the face in the left portion of the figure. Fortunately, Digital Darkroom comes with a variety of plug-ins that solved this problem. Experimenting with 'convolution' and 'oil paint' plug-in modules allowed me to create a PICT file that was sent to SuperPaint for final merging, cropping and clean-up with the eraser and pencil tools.

"Both *Mirror, Mirror ...* and *Electron Accelerator* have been left in at 72 dpi. *Mirror, Mirror ...* took about six hours of effort. *Electron Accelerator* consumed about 10 hours, but it has than paid for itself many times over. All the techniques that I've learned in "playing" with the graphic capabilities of the Mac have enhanced my ability to communicate with my client base in unique and meaningful ways.

Tools: Mac SE/30 (5 MB), SuperPaint 2.0, Digital Darkroom 1.1, Lightning Scan (scanner).🍏



Mirror, Mirror...

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.

—Continued from page 15—

* Our brochures and other organizational materials need to be done professionally and in an inviting manner. And they need to be available at all regional computer stores.

* Now that our PD library has been revamped, let people know what a great value it is. Big Red Computer Club has its own special programs that it sells nationwide. Why can't we do the same thing as a vehicle to help get new members?

* We could work with other groups like the National AppleWorks Users Group (NAUG) to cross-advertise each other in our publications, trade PD software, etc.

* We need to work to improve relations with local computer dealers. Every time they sell an Apple computer system, it should include a WAP membership package. We could offer to give the dealer a fee as an incentive when a customer becomes a WAP member, or offer a special discount or premium (an extra PD disk for example) to the customer for joining.

* We need to make a concerted attempt to appear at all the local computer shows. We do a good job now at the bigger shows, but need to have a presence at smaller shows, like those held twice a year at the Silver Spring Armory or at the larger Ham-fests. These are all golden opportunities to gain members and sell PD disks.

* How about a special free WAP "Join Us" BBS line that non-members could call. They could get information about the club, join, order disks, etc.

Well, that should be enough to gnaw on for a while. I'm sure there are a lot of other things we could or should be doing, that someone with a little knowledge in PR could point out to us. Send in your suggestions or thoughts to the WAP office and they'll be passed on to the right folks!

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This ad, including illustration, was produced entirely on Macintosh.

Computers as attention-focusing devices

by Phil Shapiro

"Computers are the most efficient educational devices ever invented, because they make it impossible for you not to learn. Teachers can be insensitive, books can be dull, but computers produce a system in which only you count. And you cannot be insensitive or dull to yourself." - Isaac Asimov

According to the doctrines of classic child psychology, preschoolers have an attention span of about ten to fifteen minutes, first graders have an attention span of about 20 minutes, fifth graders can sit still for up to 45 minutes, and high school students can spend up to one hour without getting antsy. But what do we mean by attention span? Is it an objective, actual entity, or a subjective, artificially defined one?

Anyone who works with children knows that younger children cannot concentrate for the same length of time as older children. Younger children are easily distracted, and cannot keep their minds on a specific task. They lack the intellectual self-discipline that naturally develops as the mind matures.

Yet when we say that a young child cannot concentrate for more than ten or fifteen minutes, what exactly do we mean? Surely we don't mean just sitting still, for many a youngster can sit still through an absorbing, hour-long Disney film.

The film is sufficiently interesting to hold the child's attention. True, the child's mind may wander during periods of the film, but by and large the young child's mind is occupied for the duration of the film.

Usually when people talk about attention span, they speak in terms of academic drills. So a young child

cannot spend more than a half an hour learning a new subject, or developing a given type of academic skill. Consequently, kindergarten teachers adapt their curriculum so that the children are given a variety of activities to do throughout the day.

This all makes sense—to a certain degree. Until, that is, you see a young child engrossed in working with a computer. For some reason, the child's attention span gets stretched like a rubber band. Half hour sessions are not uncommon. Hour-long sessions occur with some frequency. And occasionally a preschooler will spend a full hour and a half designing graphics with a paint program.

The subject of attention span was illustrated while I was giving a private computer lesson to a vivacious preschooler. This young fellow came to computers at an early age by watching the lessons I was giving to his older brother and sister, in third and fourth grade. While still in diapers, he would amble over to the computer to watch his siblings interact with this wondrous animated machine.

But that was long ago, when he was two. Now that he's four years old, he insists on having computer lessons of his own. Usually, his noisy demands can be quelled by giving him a half hour lesson at the end of the lesson for his older siblings. But lately he's been complaining that half an hour is "way, way too short."

All this would not be so unusual, except for the lesson I gave last week. With his older brothers and sisters away on vacation, it looked like the young fellow had a full hour's lesson coming his way. We started off with Math Rabbit, an excellent collection

of number games for young children. We spent about five to ten minutes on each of the four activities on the disk. So after half an hour we changed pace to a mouse-based painting program.

This was the first time my young friend had used a mouse, so he spent a good ten to fifteen minutes experimenting with how this curious device worked. He made a number of scribbles on the screen, using the various kinds of painting tools available. Then he took great delight in using the eraser tool to erase parts of his drawing. My role, as teacher, was to provide guidance when required, and to otherwise provide commentary and support for any emerging artwork that developed.

Well, forty-five minutes passed by quite quickly with the paint program. His enthusiasm unabated, we proceeded to play a fun maze game. The maze was quite challenging, so I assisted him with the beginning part of the maze, and asked him to help me complete the maze. The more times we played the maze game, the more proficient he became at analyzing his way out of the maze. Time flew by quickly for both of us.

As Isaac Asimov states, computers can serve as intellectual mirrors of the mind. Working with a well designed program is almost like interacting personally with the sharp wits of the person who designed the program.

It's no wonder that young children take so well to this "wondrous, animated machine." And no wonder that the computer is stretching the concept of attention span to new, enlarged dimensions.

The author develops educational software for the Apple II, and teaches computers in elementary school.

Practice safe driving—with a computer

The Hartford-Macintosh Drive-in Theatre

by Lorin S. Evans

When you think of automobile safety: airbags, automatic braking systems and seatbelts, does your Macintosh come to mind? It does for Apple Computer and The Hartford Insurance Group of ITT. We have become so accustomed to owning and operating an automobile that we often overlook the risks associated with driving. Every year forty to fifty thousand Americans are killed and millions injured in auto-related accidents. Each of us is said to have an 86 percent chance of being in an accident involving injuries during our driving lifetime. The insurance industry is under considerable pressure to reduce automobile insurance rates. With few exceptions, insurance regulators are besieged both by policy holders for lower rates and the industry for a 'fair' return on its investment.

In order to reduce rates, the industry argues that we must become more adept as drivers, that the human/vehicle interface be improved and that our cars be equipped with the newer technologies now coming to fruition. As an incentive for us to reduce our exposure in potential accidents situations, many insurance companies are offering reduced rates if these new safety devices are installed and others offer additional reductions if you purchase a vehicle that has a low vehicle accident exposure index.

It is with this in mind that The Hartford Insurance Company developed a multimedia traveling exhibition called THE HARTFORD CAR. Safety systems currently available and under development by both foreign and domestic automo-

bile manufacturers are shown. For many, THE HARTFORD CAR will be their first opportunity to see how these new features work. The hope of the insurance industry is that this kind of display will cause us to insist on these enhancements when we next purchase a car.

Apple was sufficiently impressed with the concept that it loaned The Hartford eight Mac IIcx's, each with 13" RGB monitors and internal MicroTouch screens and eight Quantum 80 meg hard drives. In addition, there is an SE-30 which is used as a file server. The insurance company selected Fourth Dimension by ACIUS as the operating program over HyperCard (no color capability) and SuperCard (could not get it to work). The technical staff estimates that it would have taken around 7200 cards if they had gone the hyper route.

The exhibition I saw began with a film to encourage each of us to rent only cars that are equipped with airbags, ABS, etc. After the film, it was party time for the "touch and try" crowd. For starters, there is a video game to test your reaction time in traffic. "All" I had to do was locate and touch 14 numbered circles superimposed on a typical city street scene. The idea was to give me an understanding of my ability to quickly locate and use visual information while driving. It seems there is an inverse relationship between age and reaction time.

For me, persistence and peripheral vision salvaged my ego after a first-try fiasco. For those who feel guilty pushing on one of those expensive MicroTouch RGB screens,

you could, instead, drive an automobile in conjunction with an interactive video which allowed you to experience what it is like to operate a car with and without anti-lock brakes (ABS). The screen display looks just like Old Dominion Drive between Glebe Road and Dolly Madison Highway. The difference in the length of time necessary to stop is noticeable, although the ABS pulsing sensation in the brake pedal is absent. (Hartford is still trying to find someone who can effect that sensation.)

After that, I was treated to a pitch on the virtue of headlight washing systems, electrochromic mirrors (said to be coming soon for both inside and outside rear view mirrors) and traction control systems. From there it was off to one of eight computer terminals to learn safety-related facts about the cars we own or might consider purchasing. Having viewed all this and tried all the gadgets, there is a computer generated survey with questions about our attitudes towards auto safety and related costs. THE HARTFORD CAR was in Washington for four days (July 12 to 15.) This was the second stop of a planned three year cross country tour. The computers operate 11 hours a day and have logged over 120 show hours. The only casualty to date is a motherboard that succumbed to heat prostration. Three semi-trailers provide the locomotion between cities. If you are interested in additional details about the programs used or any technical aspects of the show, Bruce Casey, the Senior Technical Coordinator and designer/integrator for The Hartford is very happy to talk to Mac folks about the working of the show. He can be reached at (203) 547-4433. If interested in any of the hi-tech stuff for your next car (sorry, there are no upgrade kits available for your present car), visit your nearest all-knowing car salesperson. The management at Cupertino want you to get home safely today so that you can buy another Mac tomorrow. 🍏

Building fonts—2

by Jim Donnelly

Continuing last month's discussion of font transfer techniques—that is, the trick of getting textual items to travel from here to there and arrive in printable condition—you may recall that we've been using the third of the nine methods ("Scenario 3") presented by Gregory Wasson in his August *MacUser* article. Wasson catalogs the pros and cons of each of his nine methods. The cons of "Scenario 3," according to Wasson? "None worth mentioning."

My experience, as I indicated last month, has not been quite so happy. If you recall, "Scenario 3" involves the use of TypeStyler and Illustrator: TypeStyler to generate outline drawings of the individual letters, and Illustrator to fill in these outlines and produce the final encapsulated PostScript file. The problem that I found "worth mentioning," and did mention, is that sometimes you may not be able even to begin the process, because some fonts are incompatible with TypeStyler.

Is this a side effect of the confusion in font standards through which we've all been telling ourselves that we are not passing and not likely to pass? Or is it a result of the fact that I've been dealing here with free and shareware fonts, where standards are popularly held to be foggier? I believe it to be due to the former: I don't think there's any doubt that many people share a certain amount of bewilderment about the concept of precisely what constitutes a Type 1 font these days.

But the problem can be almost entirely side-stepped by combining Wasson's "Scenario 3" with "Scenario 5"—the use of Metamorphosis from Altsys. Metamorphosis is a

program that has only one function: to extract the outlines from a PostScript font. It is far less picky than TypeStyler about what sort of fonts it will consent to work with. It will, in fact, even go in and fetch the outlines from printer-resident fonts, so that you could, for instance, even elaborate on the decoration of Chancery:

Zapf Chancery

Well, I didn't say you'd *want* to do it, but you *could* do it. Wasson objects to this method, "Scenario 5," only on the grounds of expense. After all, Metamorphosis is a one-feature program, and you also have to be attached to a PostScript printer to use it. Metamorphosis seems to operate in some ways like the Smart Art DAs: it instructs the printer to draw the selected font but intercepts the process before the outlines are filled in, then brings the outlines back into the computer, where they can be saved as an Illustrator file, as a Fontographer file, or as a "Fontographer database."

Let's Get On With It, Shall We?

Last month, in discussing a shareware font called Faustus, I remarked that it resembled the style of blackletter type called Fraktur, and I added that the Fraktur style, because of certain historical associations, strikes me as rather grim. I should have added that Faustus itself is not strictly a Fraktur, but evidently influenced by many styles, including Fraktur and Schwabacher. (It's

certainly grim, though.) A few paragraphs later I went on to say that all the blackletter fonts, including all the varieties of "Old English" are native Germanic. It doesn't follow from that, by any means, that they are all forbidding. There were in fact two major divisions of early German types: round and pointed. Here, for example, is a rounded blackletter that's anything but grim. It almost looks jovial, and I don't think I'd have been surprised if you told me that Sigmund Romberg designed it.

✓ *Heidelberg*
Freeware
Bill Horton

No doubt the university connotations of the word "Heidelberg" are what make me think of Romberg and his *Student Prince*, but the font is really the work of Bill Horton of Santa Barbara, who makes it available at no cost. The word for this font, I think, is:

gemütlich

I'd say that this font may have some legitimate pretensions to real beauty, and I see it as useful in playful and convivial situations, though the designer says he's often used it to put names on serious and imposing certificates. It seems to me nearly perfect for celebrating something like Oktoberfest, for instance, even an ersatz Yank Oktoberfest. In fact, the first idea that occurs to me is obvious and stereotyped, but I merely offer it as a starting-point:



Backward in History... and Forward

Here is Frederic Goudy discussing the development of lettering prior to the invention of printing:

"With the decline of the Roman Empire, the writings of other nations rose in importance and we see a variety of characters which the evolution of national hands brought about. The text hands in use in western Europe up to the age of Charlemagne may be classified into four kinds, each developing its own form but later all merging gradually into one, which we now call 'Gothic.'"

I have not read Gibbon and do not know what weight he might have assigned to these events. I suspect he might have thought that the fall of the Empire had more serious consequences than that, but for Goudy it probably did not.

What are the four great "national hands" into which the Roman ("half uncial") writing evolved? (1) The "Lombardic," or national hand of Italy, chiefly of northern Italy, though applied to all Italian writing in the Middle Ages; (2) Visigothic, the national hand of Spain; (3) Merovingian, the national hand of France, "made up largely of loops and angles in a cramped irregular way"; (4) Celtic, the national hand of Ireland, founded on the Roman semiuncial and "lending itself to some of the most wonderful achievements of penmanship in the history of calligraphy." J. Ben Lieberman comes right out and says that the Irish was the most beautiful of these national hands, and seems to feel that its beauty is in some mysterious way attributable to the fact that

Ireland was never occupied by Rome. He neglects to mention that Caesar, sending a dispatch home from Britain, says "There's a smaller island to the west of here; lots of swineherds, and we could take it with one legion, but I don't think there's any point to it."

It is clear, at least, from the number of examples of the Lombardic hand that Goudy uses in his book *The Alphabet and Elements of Lettering*, that he had great fun drawing these letters though he often puts the word "Lombardic" in quotes. He fills one page with examples of the Lombardic A, all very different, yet all clearly derived from the same model. Goudy held that anyone desiring to draw Lombardic letters must exercise care in the selection of a model, because "the majority of examples show a debased type."

Here is a Lombardic font from George Williams of Glendale, CA, whose Gothic Hand I showed here last month:

LOMBARDIC
FREE
GEORGE WILLIAMS

Goudy maintained that the Lombardic letter should probably not be set in all-capitals. Notice the labor-saving way in which Williams addresses this problem: he simply duplicates the majuscules a bit smaller and produces a perfectly acceptable minuscule.

Lombardic manuscripts, according to many, attained their greatest beauty in the tenth and eleventh centuries; by the fourteenth century they began to suffer from overelaboration and to slide in the direction of the "spire gothics" which became the original models for printing types.

The Lombardic style, therefore, is much older than printing; but *as a printing type* there was no Lombardic

until Victoria's day. In fact, it may be said that there were really only two styles of type until the nineteenth century: the roman, based on Jenson, Aldus, Garamond, etc.; and the blackletter. And the motivating force behind the astounding proliferation of styles two centuries ago was exactly what you probably suspect—commerce. Advertising. Competition for the reader's attention. Once freed from traditional restraints, type founders predictably rushed at the antithesis and produced fonts of truly sublime ugliness and bad taste. "Victorian" type has its uses today, but it's almost always used to poke fun at earlier forms of advertising.

The change began calmly enough. Robert Thorne, an English typefounder, designed a sort of "generic" modern face in 1803—not quite Bodoni's, not quite Didot's—but he gave it a weight that was previously unthinkable bold. This font was called Thorogood Roman, and it was copied by many founders, producing a style of type called Fat Face. Today some of its names are Bodoni Black, Bodoni Modern, Ultra Bodoni, Poster Bodoni, Falstaff and no doubt innumerable others. This type itself is perfectly fine, and it has been perennially useful, but it opened the floodgates, and there were soon alphabets composed of twigs, bricks, acanthus leaves, what appeared to be raster lines, and almost every imaginable thing: flags, fish, knives and forks, bullet holes (I'm not exaggerating very much). It was a time of English excess, in architecture, in expansionism, and in type design.

Reining In a Bit

It comes as a relief to turn briefly to some sans faces.

Here is a shareware font to which I can think of no serious objections, other than the fact that some of its numerals are weird:

✓ **NEW COMPACT**
Shareware
SE/30 or \$10.00

The designer, a North Carolinian, says that he drew this font because he was frustrated at not being able to find a Macintosh typeface with a high enough characters-per-pica count to use in single-column newspaper headlines. For a font such as this, kerning information becomes quite important. New Compact has only 49 built-in kerning pairs out of a possible 9,000 or more, but it does the job admirably, at least with the uppercase forms. Well worth the \$10.00 shareware fee, but probably not worth the SE/30. I'd like to use it here to illustrate some headlines that actually appeared several years ago in the *New York Times*.

Theodore Bernstein, a celebrated *Times* managing editor, read the entire paper quite critically every day, and made a practice of posting little memos around the office when he found deviations from standard style, misspellings, typos, ambiguities or any other species of the gremlins that newsprint is heir to. His comments were often more amusing than the mistakes themselves, and his memos were collected into a series of books... well, at least two books.

Headlines, of course, and especially one-column newspaper headlines, are a fertile ground for contorted combinations of words and apparently nonsensical statements. Two headlines from the *Times*, in particular, drew his attention, and I think New Compact gives us a convenient way of illustrating them. (I no longer have the book, and both of these quotations may be inexact, but they're both in perfect keeping with the spirit of the

things as they actually appeared in print.)

Here's the first:

WAVES TO TRAIN
AT ORLANDO

In defense of the person who wrote that headline, it should be said that it would not have been quite so perplexing during the days of World War II as it may be today. Scratch your head and think about it a little. You will kick yourself when you figure out what it was supposed to mean. I've found that people below the age of about 35 don't have much hope of understanding it. It was Bernstein's pet example of an apparently silly headline caused by following quite standard conventions of headline syntax.

Another headline that afforded him much masochistic joy was this one:

COUNCIL HOPES
TO PASS WATER,
FUEL BILLS TODAY

I include these examples as encouragement for our own editor. If headlines of this nature can wiggle through the filters of the *Times*, there can be no reason to lie awake at night worrying about typos. If he does. *[Ed.—he does, but not as long as he probably should.]*

New Compact is a very nice shareware font. However, before you rush off to download it and send the \$10.00 (or the SE/30) to North Carolina, consider this:

✓ **QUANTUM**
Free
Anonymous

Quantum may do the trick for less. It's somewhat more expanded than New Compact, but that problem can often be solved simply by setting the type smaller (both are shown here at 36 points).

If you still find yourself squeezed for characters-per-pica, you could always compress by dragging:

WAVES TO TRAIN
AT ORLANDO sh

will have the expected effect of slightly distorting the letters with rounded tops and bottoms, which normally extend a bit beyond the height and depth of the other characters. The extra height usually becomes more obvious when the letters are given more compression than the designer intended. If you can live with that limitation, though, the effect isn't bad; and set at their normal widths, I think I prefer the shapes of Quantum to those of New Compact. A bargain.

To anyone who may still be wondering about the "Waves to Train" headline: did you forget that women in the Navy were once known as WAVES? The word was allegedly an acronym, and I forget what it was supposed to mean, but I really suspect that the word WAVES came first and that creative time and talent were than wasted in an effort to rationalize it. 🍏



MaxFiles—the DA

by Blake Lange

Ever find yourself wanting to create a folder while working in an application? After finishing with one program did you ever want to start using another one without a pit stop at the desktop? Are you waiting (...and waiting) for System 7.0 before investing any more money "fixing" what is missing from the Finder? With MaxFiles DA your life can be a little better—for free. Using this Desk Accessory, always conveniently available under the Apple menu, a dozen features are only a mouse click away.

One of these features, the ability to create a folder anywhere, anytime is the Macintosh equivalent of Tupperware. As a frequent user of the Washington Apple Pi Telecommunications System I download software that has been packed with a program called StuffIt. The problem I have with a StuffIt or .SIT file is that I never know what it contains until I launch the application.

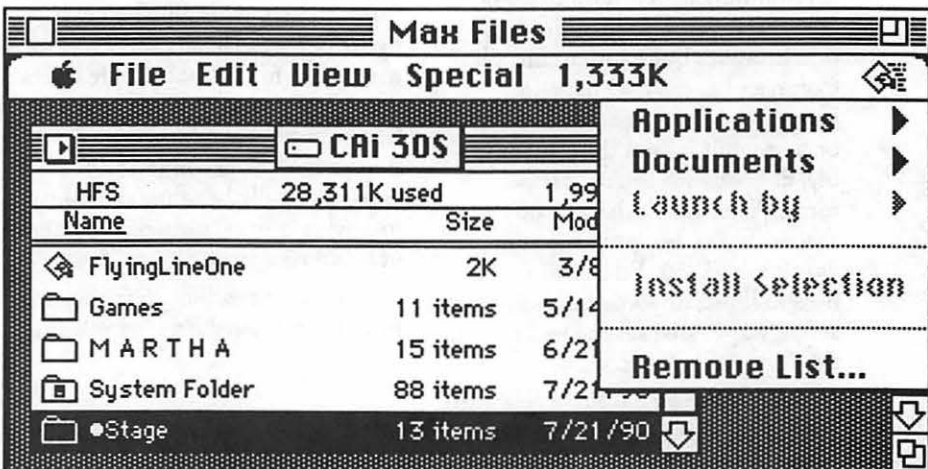
Some .SIT files can contain as many as a dozen or so smaller files. Prior to MaxFiles, when I "un-stuffed" one of these multiple file archives, I found my telecommunications folder chock full of small files of unknown origin that when launched would generate the message "Application unavailable or busy."

This was similar to having a refrigerator full of unmarked science experiments. For this reason, as a novice I developed a mild case of SITAPHOBIA.

MaxFiles cured this annoying condition by enabling me to create a new folder without leaving the StuffIt application. Now, when faced with a loaded .SIT file, I simply drop its entire contents into a newly created folder of a similar name, rather than peppering my well

organized telecomm folder with its contents.

Along with the New Folder option one can also perform standard Finder functions such as Get Info, Copy Files, Move Files, Rename Files, Rename Disks, and Delete Files. These are all mildly useful



things which I use but could easily live without.

Another useful feature or set of features in MaxFiles is custom launching. As you can see in the screen shot there is a pull down menu for launching applications or documents. When "Applications" is selected a second menu appears with a list of applications the user has previously chosen. There is something satisfying about not having to look for an application or a document when you want to open it.

You can launch an application: (1) from the Finder and (2) from another application. A word of caution: if you try to launch another application without closing the "document" you are working on you will not get a warning; you will get a system crash, and probably lose any

unsaved changes. This is the only "bug" I have experienced with this program in over 6 months of daily use.

No review would be worth its salt if didn't have some speed tests so I solicited the help of two of the fastest users in the East, QuickDraw MacMouse and Sheriff MacDillon. MacMouse used MaxFiles while MacDillon used the Finder to navigate. The first competition involved opening my five favorite applications from the desktop.

MacMouse using MaxFiles barely edged out MacDillon by 0.8 seconds averaging 24.8 seconds on

the Macintosh Plus. The second competition was to open my four favorite applications from Microsoft Word. MacMouse using MaxFiles won a little more comfortably averaging 32 seconds, 1.75 seconds faster than MacDillon's time using Finder.

The small difference in time somewhat surprised me because MaxFiles seems easier to use and cleaner. It takes about 15 seconds to drag down the Apple menu to MaxFiles, wait for it to open, then drag down the Launch Menu to Applications then over to the specific choice.

Another advantage: when one finally quits the application there is no mess of open folders to put away. The process is very simple and always the same. For the Finder to be time



competitive one has to go through the hierarchy of folders at a pretty good clip, a somewhat frantic process. If one has no idea where the application or document is on the hard disc then MaxFiles really shows its stuff.

MaxFiles has a Find File function under its own Apple menu that puts the Apple Find File DA to shame. First, there are eleven search criteria options which are: Contains, Matches, Begin with, End with, Wild Card, Type, Same Type as, Creator, Created by, Created date, and Modified date. Second, the option of searching one or more or all disc drives is available. And, last but not least, double-clicking on a

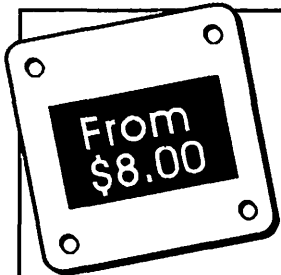
found file takes you right to it in the MaxFiles simulated Finder in position for immediate launch. No need any longer to memorize the search path, even though that information is provided.

MaxFiles, version 1.0, 8/8/89 was written by Keisuke Hara using Think Lightspeed C 3.01p4.

It is freeware (meaning you don't have to pay for it even if you like it) and is available for downloading in the WAP TCS Macintosh Utilities area as MAXFILES.SIT. (Note: it is probably also available from the WAP Disketeria. If not, bug Dave Weikert and make him get it!) It is fully MultiFinder compatible but under MultiFinder the Launch,

Restart, and Shutdown functions do not work. The absence of the Launch in this case is too bad, negating many of the custom features. Although some people are married to Multi-Finder I find myself turning it off to keep the features of this little gem available.

Blake Lange, a second year member of the WAP, is the Printing Officer at the Federal Election Commission.



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Zap! Goes the Computer

by Robb Wolov, M.D.

Tips...tips...

Looking back over the last few issues of the Journal I realized to my horror that I've been editorializing more and passing on useful information less. Let me try to reestablish a balance this month by passing along some tips and keeping my opinions to myself! Here goes...

By the time you read this column, it'll be September. The cooler days of Fall will be coming, but most likely the hot Indian Summer days Washington is famous for will still be with us. (I'm writing this while sitting in a pool of perspiration in mid July with the thermometer in the mid 90's!) With the heat come thunderstorms, and with thunderstorms come Mac- and Apple II-eating *electrical surges*.

The fact is, our solid state devices are rather robust. If a computer does not die a crib death in the first twelve hours of use, it should continue to run with few problems for years. However, if the electrical source you plug into is going through constant voltage fluctuations, then our beloved chips will undergo what is called "thermal cycling." This stresses chips so they join their ancestors years before their time. Fortunately, the universal power supplies that Apple uses are very forgiving of brown-outs and *slow* fluctuations. This is good since the only effective solution to chronic, severe low line voltage is a universal, uninterruptable power supply (UPS). These are large, expensive monsters. If you are doing critical work and are at risk for a complete power loss, then you may have no choice but to purchase one of these multi-hundred-dollar beasts.

More insidious though are

voltage spikes. Nominally, our line voltage is 120 volts at 60 Hz.

However, when heavy equipment in our homes or even our neighbor's homes is switched off and on, large voltages, measured in the *thousands* of volts, are generated for short, millisecond durations. The compressors in refrigerators and air conditioners are the chief culprits. These surges over the months and years can do in our computer's power supplies, monitors and RAM chips.

What to do? Get thee a surge suppressor! These may be the cheapest insurance you will ever get for your computer. If you get a barrier strip type, you can plug your entire system into it and turn everything on with the flip of a single switch. *Effective* ones are not cheap. They will run you about \$60-\$80. But, they are heavy duty with large capacitors and coils in their filters to shunt these spikes to electrical ground. The inexpensive plug type suppressors that go for about \$5 at Radio Shack are possibly worse than worthless. They contain a special type of capacitor called a Varistor™. These are effective at shunting voltage spikes a few times, but then they fail by design, intended to be replaced. Designed originally as chassis mounted devices, varistors are packaged into those plugs by third parties. What makes them bad is that once they fail, the device under protection continues to draw wall current as usual. You probably won't realize that you've lost your protection. So, get a proper surge protector. It will pay for itself over the years in what you save in repairs.

I'm the type that doesn't jump out of airplanes to see if the parachutes work. If you can delay your work, by all means shut down *and*

unplug your computer during thunderstorms. [Ed.—if you use a modem, as most of us probably do these days, you should unplug the telephone line—and modem—as well. Lightning strikes can do wonderful things, and it's much more pleasant to read about them doing wonderful things someplace else...]

For the Finder...

New Mac users (and most old timers if you get them off in a corner) will admit to having accidentally erased a folder's name at some time or other. It's usually not a problem to retype the name if it's your own computer, but if you play musical computers at an office, you may not know the name of the file you just erased. A quick Command-Z or Undo under the Edit menu will put things right.

For MultiFinder...

One reason I'm waiting for the arrival of System 7 is that supposedly MultiFinder will have come of age and be fully integrated into the operating system. I'm hoping that in this rewrite, one of the major bugs of MultiFinder will have become history. Those of you that are serious users of MF have already discovered for yourselves that it fragments system memory as you load and unload applications. This results in applications that quit unexpectedly and others that refuse to load due "lack of memory." Numerically you may have more than enough RAM but as applications are shoved around, the *continuous* memory gets broken down into smaller, unusable segments. When this happens, the only thing left to do is close down your work and reboot, thus consolidating your fragmented memory.

The dark truth is, that as of now, MultiFinder can't perform effective system memory compaction when you quit an application *unless* that application was the most recently run. Therefore, the key to freeing up large blocks of RAM is to load your smaller applications first and bigger ones last. Then, when you

need to run another memory hog, quit from the largest program, and all of its freed memory will be added to your "largest free block" of system memory.

Let's hope the necessity for this manual memory management becomes a thing of the past.

Contact!

As mentioned earlier, solid state devices are fairly bullet-proof once they survive their initial burn-in. They also tend to be "all-or-nothing" sort of things. They either work or they don't. If you are starting to get intermittent memory errors either on boot-up or during use, look to the contacts of your SIMMS (single inline memory modules). In the humidity and pollution of Washington, Macs in use for several years or ones not occasionally unplugged to be moved about may start to show strange, intermittent symptoms involving the printer, memory or

SCSI devices. Many of these problems can be traced back to atmospheric pollutants or corrosion that builds up on electrical contacts. You may find that merely unplugging and replugging your cables or SIMMS may be enough to wipe the contacts clean and cure the problem. SIMM contacts can be cleaned effectively by rubbing them with a simple pencil eraser. Of course there are chemical contact cleaners such as Cramolin™ but chances are that if you develop a contact problem, a pencil will be more readily at hand than contact cleaner.

Until next time...

Robert B. 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. He can be reached via InterNet at WOLOVR@GUVVM.BITNET or BIST1@GUVAX.GEORGETOWN.EDU

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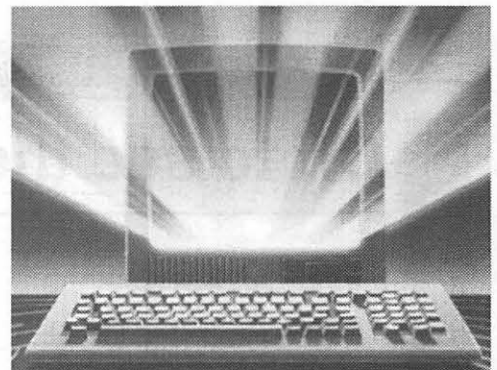
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Off to see the Wizard...

by Frank Potter

A few months ago, I bought a toy—one which was supposed to revolutionize my life, make me vastly more productive, and perhaps even cure the heartburn of psoriasis. It is called The Electronic Organizer, or (as it is more commonly, and hereafter known) as the Wizard, by Sharp Electronics Corporation.

You may have seen one of these little things around. It measures roughly 3"x6", fits easily in the breast pocket of a suit jacket (it also weighs a fair amount and will certainly discourage you from treating your jacket casually, which in the summertime can be a strong temptation). The Wizard is designed to do several things: keep a daily/monthly calendar and schedule, keep lists of telephone numbers that you think you might need to call some day, serve as a repository for miscellaneous memos, tell you what time it is in Ougadougou (it really will tell you what time it is there, as well as in Ulan Bator, if you need to know that, although the time of day is probably almost irrelevant if you actually happen to *be* there).

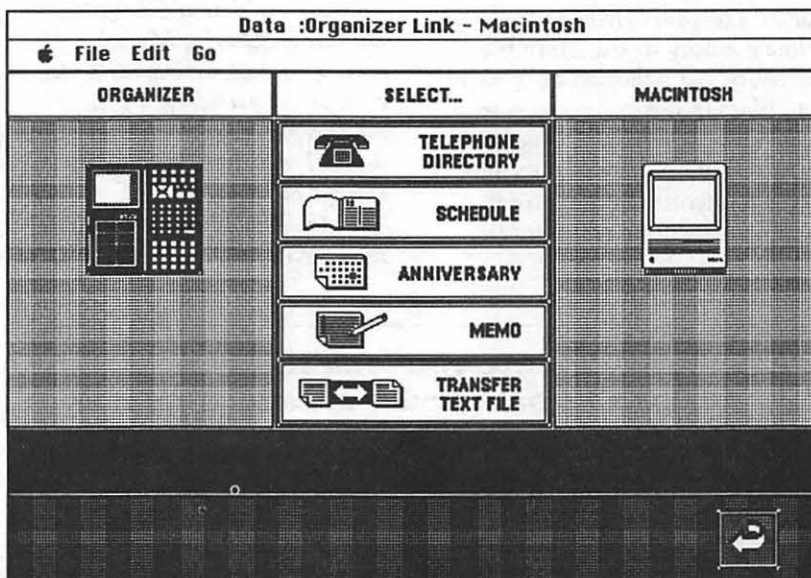
If you are the kind of person who tries to keep these kinds of lists up to date—always stuffing little indecipherable scraps of paper, covered with cabalistic symbols that may perhaps mean something—the Wizard may be just the thing you need. Also available are a number of little auxiliary electronic cards that will do things like calculate financial data and such. One of the most useful of these will keep expense records, calculate time and expenses, and keep a list of projects and their priorities.

"What," you may reasonably ask, "has this to do with computers, and why are we reading about this in

the Journal, anyway?" Other than the fact that this is a computer, and therefore of some general interest, you should know that there are a couple of software programs out there that will allow you to set up communications between the Wizard and the Macintosh—it is these that I want to tell you about.

although you are not required to do so, and if you do not find HyperCard to be entirely congenial (as I do not), you may find Palmtop Link somewhat easier to use.

You will not ever be tempted to use the Wizard as the primary means of entering data. For one thing, you will need tiny little fingers, and for another, the keys are ordered alphabetically and not in either the standard QWERTY or Dvorak configuration. The Macintosh is a far more convenient platform for transferring data between the two, however, so all is not lost or even slowed down much.



Organizer Link window

One of these, the Organizer Link, is produced by Sharp. The software program was coordinated (and written, for all I know) by Danny Goodman, author of *The Complete HyperCard Handbook*, Focal Point and the documents for the Organizer Link. It will come as no surprise to anyone that the program itself is written in HyperCard. Its function is to serve as a bridge between the two: the Wizard as a means of carrying easily accessible information, and the Macintosh as a way of collecting this information and sending to the Wizard.

The other, Palmtop Link for the Macintosh, also speaks HyperCard,

Both packages include documentation and cables to connect your Mac with the Wizard. The cables fit into the modem port and if you are going to use that port for communications as well, you will want to consider the possibility of getting a permanent data switch. The Palmtop Link can handle either the 8-pin DIN connection on the back of the MacPlus and succeeding generations of Macintoshes, or the 9-pin plug on the back of an elderly 512K Mac; the Organizer Link only works with the Pluses, IIs and so on. (Warning—the port on the Wizard is a tiny little thing, protected only by a tiny hatch cover which can



The screenshot displays the Palmtop Menus application interface, which is designed to look like a handheld device. It features several overlapping windows:

- Calendar:** Shows a calendar for August 1990 with days of the week (S, M, T, W, T, F, S) and dates from 5 to 31. Below the calendar are icons for Schedule, Telephone, Memo, Anniversary, Time, Expense, and Do List.
- Schedule:** Displays "Sunday August 5, 1990" with a clock icon and "TO" text. It includes an "ALARM" icon, a "4 line display" checkbox, and "Alarm on" and "Secret" checkboxes. There are "Enter" and "Cancel" buttons.
- Expense:** Shows "Date Aug 5 1990" and "Amount" with a text input field. It includes a "Description" field, "Method of Payment" and "Expense Category" dropdown menus, and "Enter" and "Cancel" buttons.
- Telephone List:** A simple window with a scrollable list area.
- Anniversary:** Shows "<No anniversary>" and a "New" button. It has a "4 line display" checkbox and "Accept" and "Cancel" buttons.
- Time Accounting:** Displays "Start" and "Stop" times (8:00 AM) and "Date Aug 5 1990". It includes "Total" and "Compute" buttons, a "Task" dropdown, a "Client" dropdown, a "Billable" checkbox, and "Enter" and "Cancel" buttons.
- Do List:** Shows "Date Aug 5 1990", "Priority", "Project", and "Manager" dropdown menus, a "Description" field, and "Enter" and "Cancel" buttons.

Palmtop Menus

easily fall off. So be careful.) In fact, when the two are linked together, the Wizard's batteries are powering the Mac's serial port, so you will want to keep the actual connection time down. If you use and are comfortable with Focal Point, you will have no trouble at all with the Organizer Link. The main menu shows transfer capabilities to one of the stack modules (Telephone Transfer, Schedule, Anniversary, Memo and Transfer Text File). Each of these can be used to transfer data back and forth in a fairly straightforward, if somewhat tedious, fashion.

Similarly, the Telephone window will allow you to store all the information you wish about people or group that you are likely to need to call at times when you are

away from your Mac at home.

The Palmtop Link, on the other hand, is a standalone application, and seems much less complex, as well as somewhat faster. It will allow you to open several windows at once, which is not possible in HyperCard 1.2.2 (although rumor has it that this may change in version 2.0). I found the interface much easier to handle—but then I have already confessed my unfamiliarity with the arcana of HyperCard. I should add, however, that the Palmtop Link also allows you to use HyperCard as a medium for transferring files, if that is your particular bent.

My conclusion: If the Wizard fills a need in your life, and you already have a Macintosh, you really

owe it to yourself to get one or the other of these two programs. The Wizard itself can be found in various electronic shops (I bought mine at the Sharper Image, thus branding myself as proto-Yuppie for all time), and the Organizer and Palmtop Links can be bought mailorder or locally. 🍏

The Organizer—\$300
The Organizer Link—\$110
Sharp Electronics Corp.
Sharp Plaza, Mahwah, NJ, 07430

Palmtop Link for the Macintosh—\$150
Traveling Software, Inc.
18702 North Creek Pkwy.
Bothell, WA 98011

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Living With Extra Memory

by Eric Rall

Trouble in Paradise

Now that RAM prices are dropping many of you have finally gotten around to bringing your Mac up to 2.5, 4, 5, or even 8 megs. It usually doesn't take very long to start cramming startup documents (INITs) and Desk Accessories (DAs) into your System folder. Instead of starting under Finder, MultiFinder becomes a way of life. Everything seems better now.

Then, suddenly, a whole new set of problems can crop up.

Now that you're running MultiFinder, it suddenly takes you a half a dozen swaps to copy a disk. If you try to rebuild your desktop on startup, the Mac complains that it doesn't have enough Finder memory to rebuild the desktop. Your Mac suggests setting the startup back to Finder and restarting if you want to rebuild the desktop.

For no apparent reason, applications that ran just fine start crashing. In the friendliness of MultiFinder, the application "unexpectedly quit."

Maybe you have one or more DAs open, like QuickDex or Tempo II and then, when you try one more nothing happens. The DA list just sort of flashes and your chosen DA fails to open.

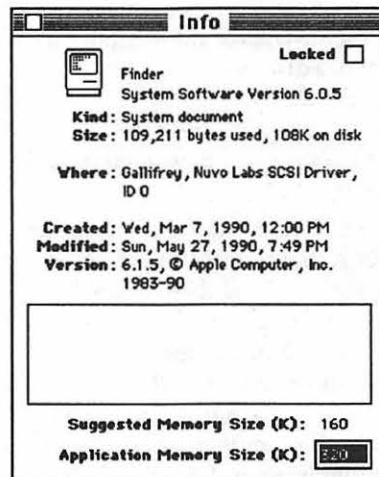
Well, you're suffering from too much of a good thing. Fortunately, there are a few things you can do to make your overindulgence less painful.

Finder Memory

Those annoying disk swaps. Where did they ever come from? When you're running under MultiFinder, Finder runs all by itself. All of your computer's memory is

available to copy that 800K disk. Under MultiFinder, Finder only has 160K of memory for it to use. Considering that it needs some space for itself, there isn't much left to copy that disk. Fixing this problem is so easy, I'm almost embarrassed to tell you about it.

All you need to do is tell your Macintosh that Finder deserves a bigger piece of the memory pie. Select (click once) the Finder icon in your System folder. Then pull down the file menu to "Get Info." You can now see where you need to change the "Application Memory Size" to 320K. Make the change and then close the window. Easy, huh?



System Heap

The next thing to address is the sudden "unexpected quits." The most likely culprit is too little space allocated for the system heap. Now before you go screaming out of the room, let me assure you that you don't really need to understand the system heap to deal with it. For those who are interested, I'll try to make

the explanation as painless as possible.

System heap is a chunk of memory that the System file, DAs, and other system software use as sort of a scratch pad. "Other system software" are those wonderfully addicting and absolutely necessary things called INITs. Being a purist, I only have a few critical INITs in my System folder. Okay, so maybe 30 are a bit too many, but I usually only have about 20 or so turned on at any given time.

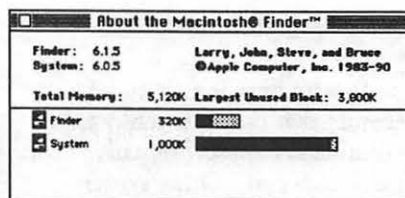
If the system heap is too full, there may be no room available for your operating system and the application to load fonts, or DAs. So you need to make some room for all these necessities of life by giving the system heap more memory. This procedure isn't straightforward, but it really isn't hard.

Before you get too deep, find out if you need to adjust your system heap at all.

Pull down "About the Finder..." under the Apple symbol on the menu bar and look at the graph. If the gray area of your system folder graph is really small or non-existent, you may have a system heap problem. A properly sized heap will show up as a gray area that takes up about one fifth to one third of the length of the bar. At the top of the next page is an "About the Finder..." dialog box that shows little gray space in the System file bar graph.

A couple of tools are available to help you deal with this problem. One readily available program is called HeapFixer™. The other is a shareware product named HeapTools. I'll tell you about both of them.

If you have purchased or updated any CE Software package recently, you already have HeapFixer. This application is bundled free with DiskTop™ and QuicKeys™. I can't really imagine anyone not having both of those products. Each one is absolutely indispensable. Once you have them, you'll wonder why Apple doesn't



bundle these with the system software. Sorry for digressing, but I'm easily sidetracked.

HeapFixer

HeapFixer comes with a Read Me file that makes an attempt to explain how to solve all your woes by trial and error. You keep guessing at a number for free space and then set the number with HeapFixer, restart your Mac, look at the "About the Finder..." dialog and try again. The first time I adjusted the system heap, that's just what I did. You have to make pretty big changes to see any effect, but with time and patience you can do it.

Fortunately, I just read an article about how to do this without all the trial and error. The article was excerpted from MacAcademy's "News Digest" and was uploaded to America Online. I first found a copy on the Twilight Clone BBS.

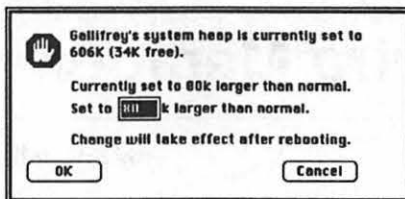
I'll try to summarize the process. If you have trouble following me, download the article and read it. The article is named "Heap Helper.CPT" on the bulletin boards and it consists of five MacPaint files that show you the whole procedure.

This description is for those of you without a modem or access to a BBS that has the file. Have you stopped screaming and come back into the room yet? If you were that squeamish, you may want to leave again and catch up when I talk about the DA Handler.

The first thing you need to do is set the heap to something that can be used as a baseline. To do this you need to start the HeapFixer application.

Double click on the HeapFixer application and select your hard drive. You'll get a dialog box that

looks likethis:



The numbers will be different, but the box will look the same. Set your system heap to 80K larger than normal using the dialog box. Click "OK" and then quit the application and restart your Macintosh.

Now you will be able to read some numbers you can use to set the heap properly. The idea is to set the heap so that somewhere between one fifth and one third of the system heap is free. Your Mac likes to chew memory in bytes in even multiples of 16. (That awful pun was fully intended for the few of you that didn't scream earlier.)

Restart HeapFixer, select your drive again and get ready to do some arithmetic. Use the information in the above dialogue box as an example. *Remember, your numbers will almost certainly be different and you should use your own numbers to set the heap.*

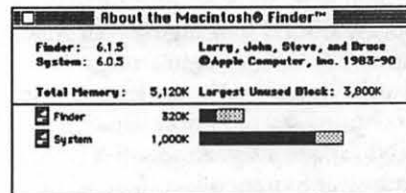
The system heap is currently set to 606K. Subtract 48 from that "currently set" number. That 48 is a constant, default number that you use to keep house properly. For those with only ten fingers, $606 - 48 = 558$. Now figure out the 20-30% extra room that you will need by multiplying by 1.3 which looks like, $558 \times 1.3 = 725.4$. Subtract the free space of 34 in our example, $725.4 - 34 = 691.4$. Round the number up to full bytes of 16s. Divide by 16, in the example $691.4 / 16 = 43.2125$. The example's result is 43.2125. Round this number UP to the next whole number, which is 44. Multiply 44 by 16 to get 704. Type 704 in the "Set to" box. Click "OK" and then quit and restart your Macintosh.

You can rest now, or plunge

ahead and see how you did.

Success?

If you check "About the Finder..." under the Apple menu you will see that the free space (gray area) in the system bar graph is about 20% of the line. It should look something like the following, but remember your numbers will be different than mine.



If you're really into masochism you can calculate if you've succeeded. Personally, I wouldn't bother, but if you made it this far you may like to continue banging your head against the wall. For those not into this level of abuse, skip the next paragraph. This is only for the purists among you.

Open up HeapFixer once more, select the drive and verify that the change was sufficient. If you take the "currently set to" number shown in Figure 8 of 752 and subtract 48 you will get 704. Now divide 704 into the 181K free and you arrive at 0.257. Add 1 to that and you come up with 1.257 which is pretty close to that 1.3 multiplier we used way back at the beginning. At least it is close enough for my liking.

This may have been confusing. I wish I could have explained it more clearly; but I am only a volunteer, so don't expect too much.

HeapFixer Quick Reference Guide

For those that never follow a manual, but live by the "Quick Reference Guide," the following is the highly abridged version:

1. Reset the heap to 80K larger than normal and then restart your Mac.



2. Subtract 48 from the number shown as currently set.
3. Multiply by 1.3.
4. Subtract the free "K"
5. Divide by 16
6. Round UP to the next whole number.
7. Multiply by 16.
8. Put the result into the "Set to" box and restart.
9. You can check the number and fine tune it if you want, but who really cares?

HeapTool

For those of you that don't either don't have HeapFixer or are totally put off by this ordeal, there is a new shareware package available called HeapTool. It really doesn't do all this work for you. It will let you set the system heap, but the specifics of how to go about it leave a bit to be desired. The big claim is that once you have the heap properly set, you can add or subtract INITs and the HeapTool Control Panel device will automatically adjust the free space for you.

The principle sounds nice, but I question the real need. Having properly set the system heap, I have added and subtracted INITs without crashes or having to redo the process.

HeapTool (\$12.50) should be available through the WAP disk library or on the Twilight Clone BBS (301) 946-5032, the TCS (301) 986-8085, GENie, CompuServe or wherever fine shareware is found.

DA Handler.

Another annoying problem is caused by overindulging in too many Desk Accessories (DAs) while running MultiFinder. The symptom is the DA won't open up.

The problem is that Apple never envisioned that you would want to open a few DAs under MultiFinder. So when they set the SIZE resource for DA Handler, they set it to a measly 16K. Resetting this number is not hard, but it does require using RESEDIT.

ResEdit

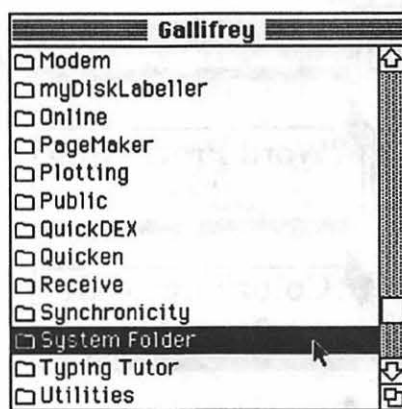
ResEdit is a "Resource Editor" available from Apple. This utility is really quite handy. With it you can do all sorts of useful and useless things to your Macintosh. You can change the wording in your menu bars. Dialog boxes and alerts can be modified. With a little creative effort you can make a royal mess of your computer.

ResEdit is available on virtually every electronic BBS that has Macintosh software. You can buy it from ADPA (Apple Developers and Programmers Association). The disk library should have it. If it doesn't, demand we carry it. Of course, the club cannot be held responsible for you getting carried away and ruining things that you didn't make a backup copy of prior to using ResEdit on your software.

What was I talking about? Oh yes, I remember. I was going to tell you how to ResEdit the SIZE resource of the DA Handler file.

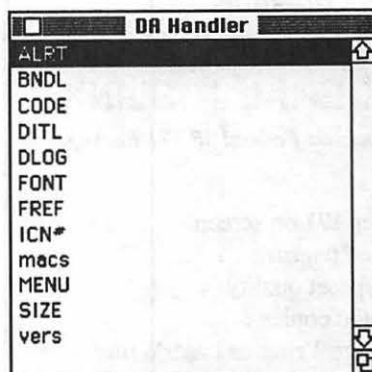
In your System folder is a file named DA Handler. Before you do anything you might later regret, make a copy of it.

Now start the ResEdit application. A window that looks something like this will open.

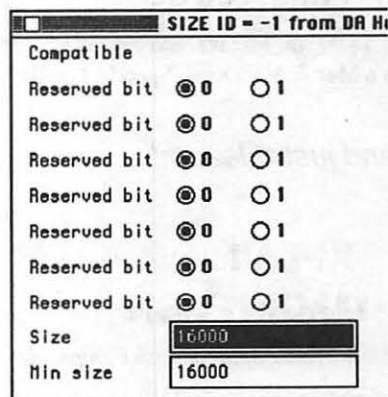


Scroll down to the line that says System folder. Open the folder by double clicking on the line like the standard Macintosh way of opening any other folder. Scroll to the copy of DA Handler and open it. The top

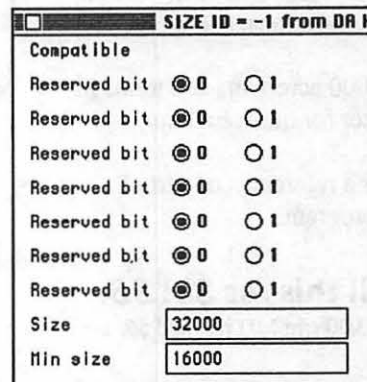
window should look like this:



You will see a SIZE resource. Open it and then open the SIZE=-1 resource. You're almost there! Scroll down to the bottom of the window until it looks like this:



Select the 16000 in the box labeled "Size." Change the number to 32000 as shown



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Close the SIZE ID=-1 window, the SIZE window and the DA Handler window. A dialog box will appear asking if you want to save the changes you made to DA Handler. Click yes or press return! (Why do you think you went through all this if you didn't want to save the changes?)

Congratulations

You've just upgraded your System software to take advantage of the memory upgrade. If anyone is interested in learning more about ResEdit, let me know. I guess if you followed all this you can make it through my ResEdit tutorial.

Trademarks

Finder, MultiFinder, ResEdit, Apple and a few other things are Trademarks of Apple Computer, Inc.

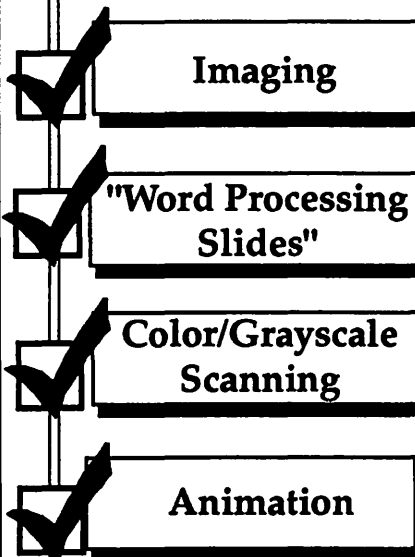
HeapFixer, DiskTop and QuicKeys are trademarks of CE Software.

The white straw hat is a trademark of Eric Rall. ☘

Eric Rall has yet to find a productive function for his computer, but is resting peacefully. You can reach him on the Twilight Clone BBS or in Eric's Room on the TCS. You can also corner him at the WAP Board of Director's meeting or the general membership meeting. He can generally be recognized by his dashing white straw hat, the envy of Marty Milrod.

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Into the maze...

MACINTOSH

Accounting Solutions for the Macintosh

by Robert Camerlengo

The business community will focus more attention on the Macintosh and accounting software with the development of system 7.0 and the hope of a lower cost Macintosh.

Accounting software for the Macintosh is grouped into 4 categories:

- Home/office
- Mid-range
- High-end
- Super high-end.

Home/Office products are basically designed to balance your checkbook and may even resemble a checkbook format. Mid-Range products are designed for the small to medium sized organization. Mid-range software is usually integrated, that is you won't have to purchase separate modules, such as receivables, payables, general ledger and inventory. Some mid-range software products have high-end features. High-end software is modular and you purchase what you need. High-end software is usually designed for the larger company that has specialized user and reporting needs. Super high-end software is designed for organizations that need the most powerful network/multi-user management information solutions available.

Whatever Macintosh accounting package that you choose the bottom

line of is the presentation of financial statements on a timely, periodic basis to management. The Macintosh accounting package that you choose should achieve this purpose.

Some guidelines to follow in selecting the right Macintosh accounting package are:

- **Fit the program with your business needs.** There are many accounting software to choose from that vary in price and performance. A small or medium sized organization may not have the need for a high-end package that offers extra features. Look at your business plan over the next three to five years.

- **Software Support.** The ultimate is for the company to offer **free unlimited support** to authorized user. The most common is through telephone technical assistance. Don't purchase an accounting package without this! Another good way is for the company to employ regional marketing representatives that can aid in technical support and training to consultants and end users. *Also, the software should be recommended and supported by area Macintosh accounting consultants and qualified installers and even your own CPA firm.*

This is important because many

times I see companies just stuck with an accounting package with no support at all and the bottom line is that they purchase another accounting software package or they end up doing it manually. Also, the software documentation should be clear, easy to read and be a reference guide.

- **Ease of Use.** The accounting software that you choose should be enjoyable to work with on a day-to-day basis. The accounting software should be clear and logically designed. A very important concept is that the accounting software is being run on a Macintosh so it should be developed exclusively for the Macintosh and adhere to the "WYSIWYG" principle. Don't settle for spreadsheet templates, database adaptations, or accounting packages which someone has simply converted or rewritten from an older MS-DOS program.

- **Software Features.** The basics are accounts receivable, accounts payable and general ledger modules. Other features to consider based on your current and future needs are: payroll, job costing, graphs, inventory, departmental accounting, point of sale, budgeting and forecasting, ratios analysis, bank reconciliation, comparative financial statements, prior period adjustments, mailing labels, import/export facilities and cash/accrual basis reporting.

- **Software Obsolescence.** Don't purchase a software product that you can't get support on after you purchase it from the dealer or consultant or even the software company itself. Also, do some history on the software company. Find out the company's policy on future upgrades and enhancements, about the ease of technical support and find out if new products are being developed to compliment their already established line of software. Don't be the "Lone Ranger"—talk to area professionals who are already using the accounting package and see how they like it. 🍏

Robert Camerlengo is a professional Macintosh accountant who works for CheckMark Accounting Software, Inc. He can be reached for questions or comments at 19415 Brassie Place #202 Gaithersburg, MD 20879 (301) 975-9448

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Notes on the Mac

by Paul Schlosser

Virus Cure

Disinfectant version 2.0 has been released and the author, John Norstad, has totally rewritten the program. Disinfectant is free, and many people feel it is the best anti-virus program available. The program is distributed electronically via the major on-line services, and new versions are usually released within a few days of the discovery of a new virus. Version 2.0 recognizes all known Macintosh viruses and will detect and repair files which have been corrupted by a virus. This new version also includes a virus protection startup document (an INIT). The INIT is installed from within the Disinfectant program and will protect a system against infection by any of the known Mac viruses. Version 2.0 includes a very nice Help menu, with the entire 60 page manual available from within the program. There is a new Preferences window for configuring Disinfectant. The author advises to use Finder (not MultiFinder) when using Disinfectant in the 'disinfecting' mode, to avoid problems with busy files, and to disinfect all your disks at one time. Once you are certain all your disks are virus-free install the Disinfectant INIT to guard against another virus invading your system.

There have been many messages on the boards discussing the practice of purchasing an anti-virus utility to protect your Mac, and the possibility that new viruses could be written with a profit motive in mind. (Write a new virus, sell an upgrade to the anti-virus utility...) While most users reject this notion, it's one more argument in favor of Disinfectant (a free utility). This fine program is available for downloading on the WAP bulletin board, and from the Disk Library.

Could it be Magic?

On July 11th Apple announced the formation of a new company "General Magic Inc." (GMI) with former employees Bill Atkinson, Andy Hertzfeld and Marc Porat serving as the executive team. Apple is a minority investor and the largest corporate stockholder in GMI, and has the right of first refusal on GMI's creations. Currently under development is a new class of "Personal Intelligent Communicator" products. John Sculley will serve on GMI's board of directors, and Bill Atkinson will become an Apple Fellow Emeritus, continuing his ties with Apple Inc.

Well, Well!

Version 1.1 of Welltris has been released, and is compatible with 32-bit QuickDraw and System 6.0.5. High scores are now saved if you quit from the top ten screen. Owners of the color version can get the upgrade by sending in their original Disk 2 and a short note. Owners of the black and white version can receive the new version by sending in their original Disk 1 and \$3 to Spectrum HoloByte, Attn: Mac Welltris, 2061 Challenger Drive, Alameda, CA., 94501.

More Apple Corporate Moves

On June 29th Apple announced that Claris Corporation will become a wholly owned, independent subsidiary of Apple. Claris was created in 1987 when Apple decided to separate its in-house software operations from Apple Incorporated. Claris will focus on three major areas: 1) continued development and marketing of flagship applications (MacWrite, MacDraw, etc.), 2) development and marketing of extensions to Apple's system software

for the purpose of promoting innovative Macintosh applications (Apple will continue to develop System software), 3) development and marketing of products to link the Mac with other computing environments. Bill Campbell will continue as CEO of Claris, reporting directly to John Sculley.

Let the Dialer Beware!

Be alert regarding phone numbers of mail order companies that advertise in the back pages of MacUser and MacWorld. Recent messages tell of some vendors that are now using 900 numbers instead of the usual 800 numbers. One vendor in particular tells you to find the lowest price on your item and then call them to get their price. The catch is that his number is a 900 series number, and you're billed at the rate of \$2 a minute—not \$2 a call, but \$2 a minute! Beware.

New Laser Printers Announced

On July 9th Apple announced two new laser printers. The "Personal LaserWriter SC" is a single-user printer with high quality output. It uses the QuickDraw routines from the Mac to create text and images, contains a 68000 CPU and 1MB of RAM, and can print at 300 dots per inch resolution. Four fonts, Times, Helvetica, Courier and Symbol, in 9 through 24 point sizes, are included on disk. It connects to the Mac through the SCSI port and can be upgraded to the Personal LaserWriter NT by replacing the controller board. Suggested retail is \$1,999.

The "Personal LaserWriter NT" is a multi-user printer that includes Adobe PostScript and AppleTalk capability. The NT can be shared in a mixed environment of Mac's, MS-DOS, OS/2 or UNIX based systems via an optional LocalTalk PC peripheral card, and also has an RS-232 serial interface for connection to non-Apple computers. The NT uses the 68000 CPU and has 2MB of RAM (can be upgraded to 8MB). Thirty-five standard fonts are included, and additional fonts can be downloaded into the NT RAM. Suggested retail is \$3,299.



RAM (can be upgraded to 8MB). Thirty-five standard fonts are included, and additional fonts can be downloaded into the NT RAM. Suggested retail is \$3,299.

Both the SC and NT are smaller and lighter than previous LaserWriters, and have an automatic 250 sheet paper cassette and a multipurpose paper tray for letterhead, labels, and envelopes. Replacing the toner cartridge also replaces the parts of the printer that is most sensitive to normal wear.

The LaserWriter family now includes four printers: 1) the \$1,999 Personal LaserWriter SC (replaces the LaserWriter IISC), 2) the \$3,299 Personal LaserWriter NT, 3) the \$4,499 LaserWriter IINT, and 4) the \$5,999 LaserWriter IINTX. Apple is predicting that fifteen percent of new Macintosh sales will include the purchase of a LaserWriter.

Hewlett-Packard and Texas Instruments have new, inexpensive laser printers on the market, so be sure to investigate the market carefully before making a purchase. Hewlett-Packard says that it will soon begin shipping a \$275 Apple-Talk interface kit and a \$695 PostScript cartridge that will allow its LaserJet line of MS-DOS laser printers to be used with Macs. The Texas Instruments microLaser PS35 (35 fonts) is a PostScript printer for \$3,150, and the microLaser PS17 (17 fonts) is a \$2,499 PostScript printer. (Street prices are substantially lower, so shop carefully.)

New Integrated Software Package

A program from Zedcor is receiving lots of attention. While I haven't personally seen or used this program, the following comments were gathered from messages I've seen on the boards. It's called "Desk" and is an integrated application made up of several separate modules, similar to MicroSoft Works. The communications module is the old "MockTerminal" from CE Software, and is not impressive. DeskCalc is said to be buggy and crash often. DeskSecretary is a very simple calendar program. The DeskWrite

and DeskPaint modules have generally received good reviews. Watch for a full length review in the Journal soon.

A Classic Tale

Apple has agreed to pay Modular Computer Systems one million dollars for the rights to the name "Classic". Macintosh Classic is expected to be the name for the new low-end Mac due out in October,

selling for around \$1,500 with 1MB of RAM and a 1.4MB SuperDrive. Modular Computer Systems owns the computer industry rights to the name "Classic" and markets the ModComp Classic, a series of computer systems for the control and automation market. In 1983 Apple paid MacIntosh Laboratory Inc., a stereo equipment company, \$100,000 for the rights to the name Macintosh. 🍏

The following files were uploaded to the Macintosh File Transfer area on the Pi Tele-Conference 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 16 - Mac Hypercard
077 MEYERS.BRIGGS.S Meyers-Briggs personality evaluator

File area 17 - Mac Technotes
014 TN.031.SIT Tech Note #31 - The Dogcow (April 1989)

File area 18 - Mac Utilities
214 FBBS.091.SIT Shareware BBS software
213 DISINFECT.SIT Disinfectant 2.0 - virus utility
212 CALC.DA.SIT Personal calculator with many functions
211 DEFRAG.SIT CDEV to defragment a hard drive
210 CONTEXT.SIT DA text editor, shareware
209 LASER.FIX.SIT Save PostScript files to disk
208 GIF.CONV.SIT GIF Converter, v2.1.1, shareware
207 WK11.07...08 Update WK11.07 to 11.08

206 UNSTUFFIT.DELUX UnStuffIt Deluxe v1.0, see browse
205 QUOTER.SIT Fido message quoter DA
204 PAINT.DEMO.SIT Amazing Paint! from CE Software
203 CURSORAN.SIT Cursor Animator, change your cursors
202 FROG.SIT Nice frog croaking sound
201 TYPE.IT.SIT INIT to type words, sentences
200 WK11.06..07 WhiteKnight 11.06 to 11.07 Update
199 WK11.04.05.06 WhiteKnight 11.04 to 05 to 06 Update
198 WK11.02.03.04 WhiteKnight 11.02-.03-.04 Update
197 WK.11.01.11.02. WhiteKnight 11.01-> 11.02 Update
196 GIFCONV.DOX.SIT GIF Converter documentation
195 QCAT.DOX.SIT Quick Catalog documentation
194 QCAT.SIT Quick Catalog, v1.2
193 SOUNDMASTER.SIT SoundMaster version 1.6
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Macintosh Disk Library

by Dave Weikert

New Mac Disk Catalog

Hooray! The new Disketeria Catalog is ready; it includes all Macintosh disks issued through August 1990. The format is similar to the current catalog and includes disk descriptions and alphabetical lists of programs and files. Only a limited number of catalogs were printed this time so that it can be more frequently updated, perhaps every six months. The price is \$3 and it is available at the office or at the monthly general meeting from 8:30 to 9:30.

Special thanks are due to David Harris, who performed copy editing and proofing, Nancy Seferian, who developed the cover art, and Marty Mirod, who pasted in the ad copy and coordinated the submission with the printer. Also, thanks to the program annotators, primarily Dave Condit, William Jones and Chuck Sicard, as their Program Notes, as always, are the basis for the catalog descriptions.

New and Recent Disks

We have 25 disks this month; eight new INITs & cdevs series (Mac Disks #9.06 through #9.13), a complete revision of the Anti-Virus Utilities series (Mac Disks #1.01 through #1.05) and conversion of the more recent of the 400K serially numbered disks to 800K format.

Recent disks include the initial disks of the INITs/cdev Series (Mac Disks #9.01 through #9.05), a Telecommunications disk featuring WAP's own TCS (Mac Disk #13.09), Programmer/Hacker Series (Mac Disks #14.02 through #14.20), 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, five disks containing Apple System Software version 6.0.5 and three disks with HyperCard version 1.2.5.

Anti-Virus Utilities

This series was completely revised this month out of necessity. We received version 2.0 of Disinfectant and it was too large to fit on Mac Disk #1.01 along with the other programs previously offered on this disk. We have also recognized for some time now that some of you want self-starting Anti-Virus Utility disks and others would rather "roll your own" and not have to pay for the System files that take up so much space. For this reason, we have included two disks that are self-starting and three that are not. The existing programs on Disk 1.01D (excluding the prior version of Disinfectant) have been retained on new Mac Disk #1.01 along with an abbreviated set of System files (with Desk Accessory Virus Detective installed). Disinfectant 2.0 and another new utility have been installed on Mac Disk #1.02 along with a System folder with SCSI Probe accessible via the Control Panel. New Mac Disk #1.03 has all the Anti-Virus Utilities from Mac Disks #1.01 and #1.02 and Gatekeeper and Gatekeeper Aid from Mac Disk #1.04. Mac Disks #1.04 and #1.05 were previously Mac Disks 1.02B and 1.03B and have been renumbered with minor updates to files now on Mac Disk #1.04.

Completely confused by the preceding? I'll make it simple. If you didn't previously own any of this series, buy Mac Disks #1.01 and

#1.02 if you want self-starting disks and buy Mac #1.03 if you want to make up your own. If you previously bought 1.01D and want to upgrade to the new Disinfectant, buy Mac Disk #1.02 if you want a self-booting disk or buy Mac Disk #1.03 if you are a do-it-yourself type.

More INITs and cdevs

I completed the last of the INITs and cdevs that were in the hopper and Mac Disks #9.06 through #9.13 are the result. INITs are small programs which, when placed in the System Folder, are run on system startup to modify the operation of the System File, Finder, or a subsequently opened application. cdevs (or control panel documents) are similar, except that they also show up in the Control Panel, where they often can be turned on or off or customized. Mac Disks #9.06 through #9.09 include files that alphabetically range from the letter "M" through the letter "Z." Mac Disks #9.09 through #9.11 then pick up the new files (in order from "A" to "Z") that have occurred since the series was started. Updated files start following starting with Mac Disk #9.11 and continuing to Mac Disk #9.13.

400K Series Conversion

Because of the almost nonexistent requests for 400K disks, the more recent serially numbered disks (from Disk #75 and up) have been converted to 800K disks. Two 400K disks were copied to each 800K disk and the new disk was numbered with a composite number composed of the the number from both disks (ex., disks #74 and #75 become Mac Disk #74/75). Only the more recent programs have been copied for greater assurance that they will work with most Macs. However, none of these programs have been tested with recent Macs and the following advice, also offered in the new catalog, is still appropriate:

Please note that some programs

Please turn to page 47

Hotline Coordinator

Larry Feldman (202) 546-9556

Apple II/III

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
 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) 721-7874

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

Profiler 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 (12N-6PM) (703) 860-4810

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/SuperCalc2.0
 Leon Raesly (301) 220-0717
 Terry Prudden (301) 933-3065

Telecommunications
 Allan Levy (301) 340-7839

TimeOut Series
 Morgan Jopling (301) 721-7874

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 (before 10pm) (703) 451-5608
 Neil Laubenthal (703) 691-1360
 Fred Tillman (703) 503-8895
 A.D. (Bill) Geiger (703) 237-3614

General
 Barry Fox (717) 566-6709

//e Upgrade
 Morgan Jopling (301) 721-7874

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/Multiba
 Jim Frison (703) 525-9395

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

Apple II Hardware Epson printers, hard drives,
 Guy Durant (202) 363-0366
 Wayne Mecking (301) 263-4053

Apple III
General (Apple III)
 Jim Jutzin (703) 790-1509

3 Easy Pieces
 Robert Howe (916) 456-2336
 David Jernigan before 9 pm (703) 822-5137

Word Juggler
 Tom Linders (408) 741-1001
 Charlene Ryan (703) 822-5137

Pascal
 Charles Sykora (912) 729-2968

Powerkeys
 Robert Howe (916) 456-2336

Diskwindow III+
 Robert Howe (916) 456-2336

Apple Speller
 Robert Howe (916) 456-2336

Beagle Buddies

MARYLAND

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

VIRGINIA

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

SEPTEMBER

- 1 Saturday**
💡 Editorial Deadline—October Issue
- 3 Monday**
7:30 PM PI-SIGoffice
- 4 Tuesday**
7:00 PM Tutorial-MacWriteoffice
- 6 Thursday**
7:00 PM Columbia Slice Columbia
7:30 PM GameSIGoffice
- 11 Tuesday**
7:00 PM Tutorial- PageMakeroffice
- 12 Wednesday**
7:00 PM NeXT SIGNIH
7:30 PM Database SIG/4D . Computer Factory
7:30 PM dPub SIGPEPCO
- 13 Thursday**
7:00 PM Tutorial- Double Helix IIoffice
7:30 PM Board of Directors Mtng. office (Call)
8:00 PM StockSIGoffice
- 15 Saturday**
9:00 AM Tutorial- Utilities Ioffice
10:00 AM Annapolis Slice Anne Arundel Co.
9:30 AM Frederick SliceFrederick
- 18 Tuesday**
7:00 PM Tutorial- PageMakeroffice
- 19 Wednesday**
7:00 PM WorksSIGoffice
7:30 PM Excel SIGoffice
7:30 PM Fed SIGCall
7:30 PM HyperTALK SIGArlington
- 20 Thursday**
7:00 PM Tutorial- Double Helix IIoffice
7:30 PM AV SIGoffice
- 21 Friday**
💡 Ad Space Deadline—November Issue
- 24 Monday**
7:00 PM Tutorial- FileMaker IIoffice
- 26 Wednesday**
7:30 PM Apple III SIGoffice
💡 Writers' Deadline—November Issue
- 27 Thursday**
7:00 PM Tutorial- Double Helix IIoffice
7:30 PM EdSIGoffice
- 28 Friday**
💡 Ad Copy Deadline—November Issue
- 29 Saturday**
8:00 AM AppleWorks SIG..before WAP mtng.
9:00 AM WAP General Mtg.call
noon HyperCard SIGafter WAP mtng.
noon New SIGafter WAP mtng.
noon Telecom SIGafter WAP mtng.

WAP General Meetings

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

Come as early as 8:30 AM to join, buy public domain disks, 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.

Meeting Notices

Annapolis Slice 2nd Saturday; Anne Arundel Community College - Careers Bldg. Lecture Hall, Arnold, MD, 10:00 AM.

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

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

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

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

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

Database SIG/4D 2nd Wednesday; Computer Factory, Silver Spring, 7:30 PM. May be subject to change; call Eric Gutsche to confirm, (703) 379-1265.

September

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						

Meeting Notices

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

Ed SIG (Educational programs) 4th Thursday; WAP office, 7:30 PM; Sept. 27, October 25.

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

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

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

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

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

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

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

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





PI-SIG (Programmer's Interface) 1st Monday; WAP office, 7:30 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.

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.

OCTOBER

- 1 Monday**
 Editorial Deadline—September Issue
- 3 Wednesday**
 7:30 PM dPub Sig.....PEPCO
 7:30 PM Mac Programmersoffice
- 4 Thursday**
 7:00 PM Columbia Slice.....Columbia
 7:30 PM GameSIGoffice
- 8 Monday**
 7:30 PM PI-SIGMcLean (call)
- 10 Wednesday**
 7:30 PM Database SIG/4D .Computer Factory
- 11 Thursday**
 7:30 PM Board of Directors Mtng. office (Call)
 8:00 PM StockSIGoffice
- 13 Saturday**
 10:00 AM Annapolis Slice.... Anne Arundel Co.
 9:30 AM Frederick SliceFrederick
- 17 Wednesday**
 7:00 PM NeXT SIGNIH
 7:00 PM WorksSIGoffice
 7:30 PM Excel SIGoffice
 7:30 PM Fed SIGCall
 7:30 PM HyperTALK SIGArlington
- 18 Thursday**
 7:30 PM AV SIGoffice
- 22 Monday**
 Ad Space Deadline—October Issue
- 24 Wednesday**
 7:30 PM Apple III SIGoffice
- 25 Thursday**
 7:30 PM EdSIGoffice
 Writers' Deadline—October Issue
- 27 Saturday**
 8:00 AM AppleWorks SIG..before WAP mtng.
 9:00 AM WAP General MtgCall
 noon HyperCard SIGafter WAP mtng.
 noon New SIGafter WAP mtng.
 noon Telecom SIGafter WAP mtng.
- 29 Monday**
 Apple IIGSMcLean (Call)
 Ad Copy Deadline—October Issue

October

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

Macintosh

General

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

Art & Video

Nancy Seferian (202) 333-0126

Borland Products

Doug Ferris day only (800) 826-4768

Database Programs

Fourth Dimension

Bob Pulgino (301) 474-0634

FileMaker II

Tom Parrish (301) 654-8784

Mort Greene (703) 522-8743

Paula Shuck bef. 10pm (301) 621-5549

Helix

Jim Barry to midnight (703) 662-0640

Harvey Levine (301) 288-9380

Double Helix

Paula Shuck bef. 10pm (301) 621-5549

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

Freddie Galloway (202) 234-5837

ReadySetGo

Jim Graham (703) 370-5737

Marty Milrod (301) 464-5981

Freddie Galloway (202) 234-5837

PageMaker

Mort Greene (703) 522-8743

Graphics

General

Bill Baldrige (301) 779-8271

Jay Rohr (301) 655-0875

Aldus Freehand

Adobe Illustrator

Ling Wong (703) 378-5102

Canvas

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

General

Mort Greene (703) 522-8743

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 & Charts

General

David Morganstein (301) 972-4263

Bob Pulgino (301) 474-0634

Tom Cavanaugh (703) 627-8889

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) 627-8889

Paula Shuck bef. 10pm (301) 621-5549

Kirsten Sitnick (301) 381-6089

WingZ

Kirsten Sitnick (301) 381-6089

MultiPlan

John Boblitz (301) 356-9384

John Love (703) 569-2294

Telecommunications

General

Allan Levy (301) 340-7839

CompuServe

Michael Spelske (301) 949-0203

ThinkTank-More

Jim Graham (703) 370-5737

Tom Parrish (301) 654-8784

Word Processors

Microsoft Word

Marty Milrod (301) 464-5981

Harris Silverstone (301) 435-3582

Tom Cavanaugh (703) 627-8889

Freddie Galloway (202) 234-5837

Kirsten Sitnick (301) 381-6089

Hebrew Word Processing

Tim Childers (301) 992-0105

WriteNow

Bill Baldrige (301) 779-8271

WordPerfect—Mac

Curt Harpold (202) 547-8272

General

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

MS/DOS

Tom Cavanaugh (703) 627-8889

**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



(Continued from page 42)

on earlier disks may not work properly with the 128K ROMs – used in the Mac 512E and Plus – or with the 256K ROMs used in the Mac SE and Mac II. Some programs on later disks may not work with the older 128K and 512K (64K ROM) Macs.

It is recommended that you purchase disks from the Functional Series or from the highest numbered disks from the Sequentially Numbered Series (starting on this page). This provides the greatest likelihood that the programs will run with Apple's latest system software and Apple's newest Macs.

Cartridge Barter

Most of the programs in our Mac Disketeria are archived on five inch 20 Megabyte Bernoulli cartridges or on 45 Megabyte SyQuest cartridges. This includes material already issued as well as downloads waiting to be tested, annotated and assembled onto disks. Because of the expense, the club has been able to purchase only a limited number of these cartridges. I previously requested donations or long term loans of these cartridges and have had only one response thus far. However, one member was willing to barter cartridges in exchange for copies of disks in the library. The deal we worked out was a two for one exchange. We received six cartridges, returned four of them filled with copies of all the library disks and kept the remaining two. We will offer the same two for one deal to anybody else who is interested. Call me at (301) 948-9646 and leave a message. The Bernoulli cartridges may be from IOMEGA, Mountain Computer or Bering; the SyQuest cartridges may be from PLI, CMS, Ehman, MassMicro, LaCie or a number of other vendors.

About Shareware Requests

Please honor authors' requests for shareware fees if you decide to add shareware programs to your

software library. Shareware is an important distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

Disk #1.01 — AV 1


Anti-Virus Utilities

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus startup disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use the Desk Accessory Virus Detective as your primary means of detection.

ReadMeFirst.txt: By Dave Weikert. This text file describes the results of running Interferon 1.3 and Virex on disks that have the WAP INIT file installed.

Once Upon A Virus.txt: By Mel Hoffman. A useful compendium of what to do to reduce the likelihood of a virus attack and a synopsis of what to do if you encounter one.

Repair 1.5: By Steve Brecher. This application repairs files infected with the nVIR virus. You must first determine if a file is infected using a virus detection utility such as Virus Rx version 1.6.

Vaccine™ 1.0.1: By Don Brown, CE Software Systems. Intercepts any suspicious attempts to modify applications and Systems files and requests operator confirmation of each change. This is a cdev type file, so copy it into your System folder and access it through the Control Panel (under the  menu). Setup instructions are provided when you select Vaccine from within the Control Panel. The space in front of the file name places it at the head of the list of cdevs so that its associated INIT resource is loaded before any other at boot time.

Virus Rx 1.6: By Apple Computer, Inc. Scans selected drives or folders for any damaged applications, INIT, cdev and RDEV files, invisible files, altered System files and altered applications. Creates a text file that includes an analysis of what it has found. The TeachText document Release Notes describes what Virus Rx does and provides some useful

guidance for reducing your risk of exposure to any virus.

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

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

system 6.0.5 f: Includes Apple System Software version 6.0.5 with System and Finder to provide a self starting disk. The System has been stripped of all possible fonts and DAs and the DA Virus Detective has been installed for your convenience in use as your primary virus detection, eradication and prevention disk.

Disk #1.02 — AV 2

Anti-Virus Utilities

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus startup disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use Disinfectant as the primary means of detection and removal.

ReadMeFirst.txt: By Dave Weikert. This text file describes the results of running Interferon 1.3 and Virex on disks that have the WAP INIT file installed.

Disinfectant 2.0: By John Norstad. Detects and repairs files



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

ResTag f; RezTag: By Raymond G. Maraza. Examines the System file and lists resources and types and evaluates them as possible viruses. For more advanced users. **ResTag.doc**s is the text format documentation.

system 6.0.5 f: Includes Apple System Software version 6.0.5 with System and Finder with Control Panel device SCSIProbe to provide a self starting disk. The System has been stripped of all possible fonts and DAs. This disk is self starting (booting) for your convenience in use as your primary virus detection, eradication and prevention disk.

Disk #1.03 — AV 3
Anti-Virus Utilities

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

Disinfectant 2.0: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR, INIT 29, ANTI, WDEF, ZUC, MDEF (Garfield), MacMag (Peace) and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. A menu item permits the installation of a protective INIT in your system folder.

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

GateKeeper f (v1.1.1): GateKeeper: By Chris Johnson. This cdev is placed in your System folder and is then accessible via the Control Panel

after booting. It monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. A description of the program and help information is found by clicking the question mark when the cdev is selected at the Control Panel. **GateKeeper Release Notes** and **GateKeeper Introduction** describe the privileges needed by selected applications.

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

Vaccine™ 1.0.1: By Don Brown, CE Software Systems. Intercepts any suspicious attempts to modify applications and Systems files and requests operator confirmation of each change. This is a cdev type file, so copy it into your System folder and access it through the Control Panel (under the Ⓜ menu). Setup instructions are provided when you select Vaccine from within the Control Panel. The space in front of the file name places it at the head of the list of cdevs so that its associated INIT resource is loaded before any other at boot time.

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

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

as noted following. *Shareware — \$35, for license, \$40 for license and disk with other demo programs.*

Virus Rx 1.6: By Apple Computer, Inc. Scans selected drives or folders for any damaged applications, INIT, cdev and RDEV files, invisible files, altered System files and altered applications. Creates a text file that includes an analysis of what it has found. The TeachText document **Release Notes** describes what Virus Rx does and provides some useful guidance for reducing your risk of exposure to any virus.

Disk #1.04 — AV 4
Anti-Virus Utilities

ReadMeFirst: By Dave Weikert. This text file describes the results of running Interferon 1.3, Virus Detective 2.0, Virus RX 1.4a1 and some other virus detection programs on disks that have the WAP INIT file installed.

AGAR f: AGAR: By Bill Krimmel. This very small program just sits on your disk waiting to be infected. Check it from time to time to see if it has been modified by a virus. **AGAR Picture** is a MacPaint document of the program listing. See the **AGAR Doc** for Bill's offer to disassemble any virus and report on its action and removal techniques.

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

AntiViral 1.0 f: AntiViral 1.0: By Chris Klugewicz. An application to help prevent your computer system from succumbing to a viral infection. It monitors the size of applications and alerts you when applications change size between one run of AntiViral and the next. **AntiViral 1.0 Doc (MW 4.5)** is the documentation and **Sample AntiViral List** is an associated file. *Shareware — \$10.*

Ferret 1.1 f: Ferret 1.1: By Larry Nedry. Scans a selected drive for files



infected with the "Scores" virus and permits you to repair the infected file or skip over it. See the brief Ferret 1.1 docs for how to do it.

Gatekeeper Aid f (v1.01):

Gatekeeper Aid: By Chris Johnson. A supplement to version 1.1.1 of the Gatekeeper Anti-Virus System. It locates and removes the WDEF viruses that have recently appeared. Gatekeeper Aid Docs. is in MacWrite format.

GateKeeper f (v1.1.1):

GateKeeper: By Chris Johnson. This cdev is placed in your System folder and is then accessible via the Control Panel after booting. It monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. A description of the program and help information is found by clicking the question mark when the cdev is selected at the Control Panel. GateKeeper Release Notes and GateKeeper Introduction describe the privileges needed by selected applications.

Interferon (v3.10) f:

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

Intro to Viruses: By Robert I. Wright. A HyperCard stack that describes the prevention, detection and eradication of viruses. The content is good but some of the descriptions are dated.

KillScores f:

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

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

nVIR Assassin f:

Assassin: By Pete Gontier. Scans volumes for the nVIR virus and destroys it. nVIR Assassin docs (TEXT) describes what Assassin does and nVIR description tells you about the technical characteristics of the nVIR virus. *Be forewarned, if you have Smart Alarms installed in your System (which has an INIT 29 resource) it will be eradicated also because nVIR Assassin thinks that all INIT 29s are nVIR resources. Other programs may also install INIT 29s in the System; make backups first since nVIR Assassin does not ask before destroying what it believes to be an infecting resource.*

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

QuickScores! DA f:

QuickScores! DA: By Anthony M. Tuorto. This DA provides a fast and efficient way to check the current operating System file for the SCORES virus. QuickScores! examines only the System file for the virus because SCORES always attacks the System file first, after invading any disk. QuickScores! Docs is the documentation.

RWAtcher f (v1.0):

RWAtcher: By John Norstad. This is a virus detection INIT for protection against Scores and nVIR. RWAtcher was written for non-MPW programmers needing limited virus protection but not willing to use Vaccine because Vaccine complains whenever an attempt is made to create a CODE resource. User Doc describes the program and its operation. Notes describes the results of testing RWAtcher against Scores and two different strains of nVIR. RLIS Template, RWAtcher.a, and ShowInit.a are a ResEdit template and source code provided for the programmer.

Sniffer f (v1.0b1): Sniffer: Scans selected drives or folders for any INIT files and creates a text file of what it has found. Sniffer Docs describes what Sniffer does and how to interpret the text file.

Virus Encyclopedia: By Henry C. Schmitt. This HyperCard stack is an excellent tutorial on the different types of viruses, what they do and most of the Anti-Virus Utilities useful to combat them. Virus encyclopedia covers virus prevention, detection and

removal and repair of viral infected applications and other files. This stack covers the "Peace", "Scores", "nVIR", "Dukakis" and "INIT 29" viruses. It is also an excellent stack in its own right.

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

Disk #1.05 — AV 5

Anti-Virus Utilities

ReadMeFirst: By Dave Weikert.

This text file describes the results of running Interferon 1.3, Virus Detective 2.0, Virus RX 1.4a1 and some other virus detection programs on disks that have the WAP INIT file installed.

Security Patrol f:

Security Patrol: By Steve Seaquist. Anti-virus applications and source code from Washington Apple Pi's own ace programmer. Source code is provided for two different compilers, TML Pascal I (.pas suffix) and TML Pascal II (.p suffix). This material was the basis for the February 1989 MacTutor article and we weren't permitted to distribute it earlier because of Steve's agreement with MacTutor.

VCheck f:

VCheck: By Albert Lunde. Detects software viruses by checking for changes in the contents of the active System folder, the boot blocks and all applications on connected volumes. readme describes the program and its change history. VCheck.p is the source code.

Virus Docs f: 5/10 Dealing with Viruses, ANTI Report, ANTI.TXT, new Virus Info, Viral Resources and Viruses by Apple: Six documents of recent origin that contain useful technical information on viruses and their propagation and prevention.

Disk #9.06 — I/C 6

INITs and cdevs

PramFix: A mystery INIT. Let us know what this one does if you know.

QM Menu™ 2.0 f:

QM Menu™ 2.0: By Gil Beecher. QM Menu provides a menu that is available in any application that has a menu bar. It allows instant access to Quick-



Mail™. QM Menu Docs MW 5.0 and QM Menu Docs MW II are the documentation.

QuickerDraw: By Andy Hertzfeld. Speeds up certain 8-bit screen drawing (QuickDraw) operations on Mac IIs with Systems earlier than 6.0.

QuickerGraf 1.1: By Andy Hertzfeld. Speeds up certain 8-bit screen graphic operations on Mac IIs with Systems earlier than 6.0.

QuickFolder f: QuickFolder: Mark Igra. Adds a New Folder button to the standard save dialog. It is useful when you want to save a document in a new folder. QFolder Notes is the text documentation.

Quote Init 2.0 f: Quote Init 2.0: By Lincoln D. Stein. Replaces neutral double quotes (") with quote pairs (""), and neutral single quotes (') with apostrophes ('). It is fairly smart and can handle nested quotations and multi-paragraph quotes. *Shareware* - \$15.

RadKurtaInit: Another mystery INIT.

Ram Disk f (v1.1): Ram Disk: By Takayuki Karahashi. Permits you to set up a high speed "disk" in computer memory. All changes you make in the Control Panel can take effect only the next time you boot. About RAM Disk 1.0 is the MacWrite documentation.

Randomizer f: Randomizer: By John Pugh. Randomly selects among various StartupScreens, StartupSounds and BeepSounds placed in specified folders. The sounds need to be in SoundCap file format. Randomizer Doc (MW) and Randomizer Doc (WORD) are documentation in MacWrite and Word formats respectively.

Rear Window f (v1.0): Rear Window: Alan Foster. Allows you to select an icon from a window that is not the top most window and move it into another window or on the desktop while in the Finder. Use it by holding down the command key and tab key. RearWindow docs is the documentation in MacWrite text format.

Rebound 0.95 f: Rebound 0.95: Fred D. Reed, IMI Software. Rebound is an enhancement to the Standard File (Open and Save) Dialogs. With

Rebound installed in the System Folder, the file list will scroll to and highlight the last opened file or folder for each directory. Rebound Note is the text format documentation.

Reminder f: Reminder: Jack Howarth. Provides the user of the DiskFit backup software with a verbal warning to backup the hard drive after a preset number of days has elapsed since the last backup. Reminder Docs is in MacWrite format. *Shareware*: - \$5.

resurrection f: resurrection: By Ron Risley. Opens any DA of your choosing automatically when you start up your Mac. resurrection docs is in MacWrite text format. For Systems 3.2 or 4.1.

Reverse Screen INIT f (v1.0b1): Reverse Screen INIT: By Darin Adler. Reverses the screen image so black becomes white and white becomes black. May provide more clarity for the visually impaired. ReverseScreen ∂ is the documentation in MacWrite format.

RWatcher.Hpat.INIT f (v1.0): RWatcher.Hpat.INIT: By John Norstad. Provides limited protection against Scores, nVIR and Hpat virus infection for non-MPW programmers not using Vaccine. RLIS Template is a resource for ResEdit and RWatcher.a and ShowInit.a are the source code for those interested in the programming. User Doc and Notes are documentation in MacWrite format.

SafeEject f (v1.0): SafeEject: By Jay Riley. Moves the read/write head to a "safe" location on a diskette in an 800K drive, just before it is ejected. Prevents read/write heads from catching on the shutter door of the diskette and tearing off as the disk is ejecting, permanently damaging the drive. Not necessary for System 6.0.4 and later which include this function. About SafeEject... is the TeachText documentation.

SafePowerDowns: Reconfigures your power switch to do a "safe" power down. For emergency use only. For Mac II family only.

Saratoga Key f: Saratoga Key: By Gernot Eger. Lets you use the first four function keys F1 to F4 on the Apple extended (Saratoga). You can use them for Undo, Cut, Copy and Paste

operations. About SaratogaKey is the MacWrite format documentation. For Mac II and SE families only.

ScrapSaver f (v2.0): ScrapSaver: By P. Mercer. Makes the clipboard contents "non-volatile". The contents of your clipboard will be saved between boots. ScrapSaver INIT(v2.0) info is in TeachText format.

Screeener f (v2.0): Screeener: By Frank Price. Sets the Mac II screen size to that of the compact Macs to permit programs written for compact Macs to run on the Mac II. Screeener Manual/MW is the MacWrite format documentation. *Shareware* - \$5.

Scroll Limit f (v1.0): Scroll Limit: By Ken McLeod. Permits you to regulate the scrolling speed of the Standard File Dialog boxes; especially desirable for the newer faster Macs or those with accelerators. System 6.0.4 and later reduces the speed but does not provide any scroll speed selection so this is still useful.

Scroll2 f: Scroll2 and reInstall Apple ScrollBars: By Mayson G. Lancaster. Replaces Apple's standard scrollbar. It saves you time by letting you scroll either way from either end of the scrollbar. reinstall Apple ScrollBars is used to reverse the process. Read the text format Scroll2.doc to see how to install and remove. *Shareware* - \$15.

SCSI Accelerator 1.2 f: SCSI Accelerator 1.2: David Denowh. A patch to Apple System Software 5.0 (System 4.2, Finder 6.0) and 6.0.X which is said to increase the data transfer rate between the Mac and a hard disk. SCSI Accelerator docs.MSWD and SCSI Accelerator docs.txt are in Word and TeachText format. Not tested. *Shareware* - A note or \$10.

SCSI Saver f: SCSI Saver: By Darrell Pfeifer. After your hard disk has been idle for a selectable period of time, SCSI Saver will attempt to park the heads on the drive. "Parking the heads" means moving the read/write heads of the disk drive to a safer spot on the drive. SCSI Saver docs (MW) is in MacWrite format.

SCSI Tools 1.0B7 f: SCSI Tools 1.0B7: Paul Mercer. Displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been



dragged to the trash. SCSI Tools Info is the text format documentation.

Shareware - \$5.

SCSIProbe (v2.0.2): By Robert Polic. Like SCSC Tools, displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers.

SCSIStart v1.2 f; SCSIStart v1.2: By Phil Hunt. Allows the user to use SCSI disk devices that require a SCSI 'Start' command to start the spindle. SCSIStart 1.2 docs, in MacWrite format, explains why you would need this.

SecuritInit™ f; SecuritInit™: By P. Gubran Dancom, Inc. A configurable INIT which allows the user to protect the Mac from misuse and virus or crash damage. See the SecureInit™ Doc.MacWrite.US and SecureInit™ Doc.Text documentation. This version is date limited so reset your clock to a date prior to June 1989 if you want to try it. Not tested. *Shareware*: \$30.

SetTextInit f; SetTextInit: Brad Pettit. Patches the showWindow operation so that when a dialog window with a text item in it is opened, the text item is selected. InstallInit.a, in text format is both documentation and source code.

SetNode: By Jim Hamilton. Permits you to change your computers AppleTalk node number.

SFScrollInit: By Andy Hertzfeld. Remembers the location of any previously selected item when using the "Standard File" dialog boxes so that you don't have to scroll down the list to get to the next item.

SFVol INIT1.5 f; SFVol INIT1.5: By Raymond Lau. Adds a pop up menu to the "Standard File" dialog boxes that allows you to instantly switch to any other on line volume without need for sequential presses of the "Drive" button. Part of Stuffit Utilities package. *Shareware* - \$18, \$15 for Stuffit registered owners.

Short Date: By Don Leeper. Change the date order and number of leading zeros from the Control Panel. *Shareware* - \$5.

Show/Hide Pict f; Show/Hide Pict: By Bill BondTwo Inits "aShow-

Pict" and "zHidePict" which display and remove a color picture (in StartupScreen format) named "StartupPicture" on system startup. About Show/HidePict is the MacWrite text documentation.

ShowINIT2: A demo from the 1988 MacExpo at San Francisco that shows the INIT's icon on startup.

Shutdown Slide f; Shutdown Slide: By Andrew McGeachie. See the screen slide when you shut down your computer. It works on any size screen and is very slow in color. It slides the screen randomly one of five ways. Shutdown Slide Doc is in MacWrite format.

ShutDownSound INIT 1.01 f; ShutDownSound INIT 1.01: Leonard Rosenthol. Plays a sound named ShutDownSound on system shutdown. SDS Docs 1.01 is in MacWrite format. SoundCap TMPL is a supporting template for ResEdit. For System 4.0 or greater.

Disk #9.07 — I/C 7

INITs and cdevs

Simon f; Simon: By Frank Ng, Pty Limited. Change the format of the long and short dates, times and units from the Control Panel. Simon CDEV Read Me documentation is available in Word, MacWrite and text formats. *Shareware* - \$15.

SingleShare Server f (v0.9b11); SingleShare Server: By Matthias Urlichs. SingleShare is an AppleShare server which, unlike AppleShare, does not need a dedicated Macintosh to run, yet, unlike TOPS, adheres to Apple's protocol standards. Requires System 6.0.4 or later. A full featured version is promised for System 7. SingleShare is the application that works with the INIT. SingleShare Doc.Word and SingleShare Doc.MacWrite describe features and installation. Not Tested. *Shareware* - \$65 per AppleTalk zone, \$25 for each additional license for the same internetwork.

Skip StartUp: By Steve Christensen. Can you use this INIT to bypass other startup INITs? We don't know as there was no documentation.

SndControl f (v1.0); SndControl: By Riccardo Ettore. Replace the Sound cdev distributed with Apple's System

Software. Allows you to associate a different sound to a total of 15 distinct actions instead of just the beep.

SndControl User Manual(MW) is in MacWrite format. *Shareware* - \$20 (part of Sound Mover Package), \$25 for 2 disks and printed manual.

SndINIT f; SndINIT: SndINIT plays a sound on startup. The application SndList opens up the resource fork of a specified file and displays its sound resources, which can be played. Read me (TEXT) is the documentation. For Mac Plus and System 6.0 and later.

SNDPatch (v2.0b): By Allen Prescott. Permits you to select disk insert, eject, file delete, startup and shutdown sounds.

SoftDisk f; SoftDisk: By Matthias Urlichs. Creates partitions on a hard disk which appear on the desktop like floppies; see the documentation for benefits. SoftDisk doc is in MacWrite format. SoftDisk DA is used to create and access partitions. Hard disk required. *Shareware* - \$45 (for enhanced version).

Sort Menu: Places Items under the Apple menu in alphabetical order (except those reordered by Suitcase or Juggler).

SoundMaster f (v1.5); SoundMaster: By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. More Finder Sounds includes eight sound files. SoundMaster.doc and SoundMaster changes are in TeachText format. *Shareware* - \$10.

SpiNit INIT f; SpiNit INIT: By Jonathan Gary & Bill Johnson. SpiNit is an INIT that patches ShowWindow so that windows Spin & Zoom open. Inspired by the old movies, when they showed newspapers spinning out at the camera to show you how the hero had become the talk of the town. About SpiNit (README) is in MacWrite format. SpiNit.a, SpiNit.p and SpiNit.build sequence are for the programmers.

Disk #9.08 — I/C 8

INITs and cdevs

Staircase™ f (v1.0.3); Staircase™: By Neil Radisch and David



Goldstein. An INIT/CDEV inspired by the "WalkDown" menu feature of FullWrite™ Professional which makes all menu items accessible from the keyboard. Menus are numbered from left to right (the Apple menu is zero), so that pressing Command-2 will select the Edit menu. The selected menu drops down and the menu items are labeled with number equivalents (except for the Apple menu). Thus command-2-3 would select the Copy command. Staircase Docs is in MacWrite format.

StartupDesk f: StartupDesk: By Darin Adler. Makes the StartupScreen design into the Desktop. Must be installed with ResEdit. StartupDesk Doc is in MacWrite format. Not tested.

Superbar 1.01 f: SuperBar: By Lars Sundström. Gets rid of the annoying flickering when the menubar is updated. SuperBar Note is in text format.

SuperClock 3.9 f: SuperClock 3.9: Steve Christensen. The classic full-featured menu clock; with timer and other features. Perhaps the best free software value available for the Macintosh. SuperClock! README is in MacWrite format. Free, but if you really want to send something, send it to Stanford Children's Hospital.

SUS init: Plays a sound file named StartUpSound when both are in the System folder.

SwitchBeep f (v1.0): SwitchBeep: By Jon Pugh. A beep randomizer for the Sound cdev, it selects from among any sound resources available in the System or Suitcase. SwitchBeep will not work with SoundMaster or Master Juggler or BeepINIT. SwitchBeep.text is the TeachText format documentation. *Shareware - money, praise, comments, and complaints.*

SysAlerts: Another mystery INIT; help out by telling us what it does.

Talking Moose f (v2.0): Meese: By Steve Halls. A Control Panel accessible version of the classic icebreaker for new Mac users. Install this friendly guy in the System folder and he will be a constant reminder that you are pausing long and often in pursuit of Mac expertise. Moose Phrases is the supporting file of phrases which goes into the System

folder along with MacinTalk.

Shareware - \$20 for complete documentation and utilities.

TappyType 1.3 f: TappyType 1.3: By Colin Klipsch. This cdev makes typewriter noises in response to your keypresses; different sounds for printable characters, tab/space/delete and carriage returns. TappyType.doc is in text format; note the modification needed to work with Suitcase. For System 6.0 and later.

Tattle Tale 1.0.1 f: Tattle Tale 1.01: By Bob Hablutz. Writes a summary line of every INIT which executes on your system, reporting the amount of memory used by the INIT, the size of the INIT, and the time elapsed. Tattle Tale Document is in MacWrite format. *Shareware - \$5.*

Temperament 2.0 f: Temperament 2.0: By John Rotenstein. Temperament 2 can be configured to delete any and all temporary files which sit around in your System Folder. Bye, bye Word Temp files. Temperament, the original INIT version without the flexibility of Temperament 2 is included as well. AboutTemperament 2 is the text format documentation.

TempoMenu INIT 1.1 f: TempoMenu INIT 1.1: By Dewi Williams. Lets you customize a pop-up menu with the names of your favorite Universal (Tempo) macros. You need to use ResEdit as described in the MacWrite format TempoMenu INIT docs (1.1).

The Grinch (v1.0): By Riccardo Ettore. A StartupSound INIT which opens with sequential passages from the Dr. Seuss book each time you start your computer.

The Grouch 2.0B8 f: The Grouch 2.0B8: By Eric Shapiro; graphics by Ken Hornak. Modifies the Special menu and replaces the Trash can with one with Oscar the Grouch. Works with Mac Plus and System 6.0 and later. The Grouch Instructions are in TeachText format.

The GuardDog f (v2.3): The GuardDog: By Nemesis Systems. Control access to the files on your disks by protecting them with your password. Guard Dog Instruction Manual is in MacWrite format. *Shareware - \$20.*

Disk #9.09 — I/C 9

INITs and cdevs

Time Logger INIT 1.5: By Loftus E. Becker. An update of the INIT which supports the Time Logger DA.

Time: By Don Leeper. Change the format for the time displayed in the folder windows to either of two 12 hour formats or to a 24 hour format. *Shareware - \$5.*

Toontown! f (v1.0): Toontown!: By David Dunham. The application format About ToonTown! documentation didn't run on the Mac IIci so it will remain another mystery.

Trojan Menu 1.0 f: Trojan Menu 1.0: Allows you to use DAs with applications that do not support DAs...such as WWIV, MEBBS, or RR HOST. Trojan Docs is in MacWrite text format.

TypeIt4Me 1.3 f: TypeIt4Me 1.3: By Riccardo Ettore. Provides a popup menu accessed to the left of the Apple menu from which you can select pre-stored phrases. TypeIt4Me Instructions is in TeachText format. *Shareware - \$15, \$20 for disk with latest version.*

UnSqueezer 1.1 f: UnSqueezer 1.1: A replacement INIT for the one placed in the System folder by the installer utility provided with Font Unsqueezer. This INIT loads after Suitcase unlike the other. Unsqueezer Notes is in MacWrite text format.

Video Card utility f (v1.0b3): Video Card utility: By Jack Palevich, Apple Computer, Inc. A cdev to support interlaced, RS170-compatible video output signals from a Macintosh II-class machine equipped with the Macintosh II Video Card. This is an "unsupported utility" according to the Video Card utility Read Me documentation in TeachText format.

Watch.INIT V1.1 f: Watch.INIT V1.1: By Hidehiro Takahashi. Enable the spinning watch cursor in applications running under Finder. About Watch.INIT/E is the documentation in text format.

Welcome2INIT f: Welcome2INIT: By CAM. The Mac speaks the day, date and time if MacinTalk is in the System folder. Welcome2 Docs is in MacWrite text



format.

Who's Who: By Paolo F. Reda. Shows various data about your Mac including System and Finder versions, CPU and FPU type, AppleTalk driver version. This is somewhat dated and does not recognize all the latest Mac hardware.

WindChooser f (1.12): WindChooser: By Pete Gontier. Designed to control jbx's NeVR INIT and permit various types of window definitions (WDEFs) from the Control Panel. WindChooser docs (write) is the documentation.

WindowList f (v1.3): WindowList: By Dean Yu. Provides a list of open windows underneath the title bar of the front window. This allows for easy access to windows that are obscured by other windows. WindowList Docs is in TeachText format. *Shareware* - \$5.

Windows2.1 f: Windows2.1: By Joachim Lindenberg. Installs a menu item named Windows in an application or the Finder. It is smart enough to know that some applications already have this feature built in and some can only have one window open at a time. windows.info is the MacWrite text documentation. *Shareware* - \$10.

WindowShade f (v1.1): WindowShade: By Robert Johnston. Double click anywhere on the title bar of the window and the lower part of the window will 'roll up' underneath the title bar. Double click on the title bar again and the window will lower to its original size. WindowShade Doc is in MacWrite II, text and Word 3.0 formats.

Zephyr™ f (v1.0): Zephyr™: By Robert John Churchill. This demo version installs additional functionality within Standard File's Dialogs but only the search routines are active. Zephyr™ Info is in MacWrite text format. *Shareware* - \$59.95.

zSwitch Screens f: zSwitch Screens: By Andy Swanson. Both the INIT and application randomly switch between a number of StartupScreen's and DeskPicture's at every start up or restart. zSwitch.doc is in MacWrite format. *Shareware* - \$5 or \$10.

zz Calendar Reminder.INIT f: zz Calendar Reminder.INIT: By Pace

Bonner. It will read today's calendar and display it on startup if you have a file called 'Calendar File' (created by the Calendar Desk Accessory (v1.7 or higher) or the Calendar DA from Batteries included) in the system folder.

"Up Your FCBs" (v1.1): By Pete Helme, Apple Computer, Inc. Increases the size of the File Control Block table based on amount of memory installed in your computer.

ADBProbe (v1.2): By Robert Polic. Lists information on the devices connected to the Apple DeskTop Bus.

AltCDEF v1.2 f: AltCDEF v1.2: By Alexander S. Colwell. Replaces the normal scroll bar's Control Definition (CDEF). This CDEF has special "shift" and "option" key combinations during mouse-clicking within the "page up" and "page down" regions of the scroll bars. ReadMe.AltCDEF is in MacWrite format.

Apple 800K Eject f: Apple 800K Eject: By Apple Computer, Inc. Moves the read/write head to a "safe" location on a diskette in an 800K drive, just before it is ejected. Prevents read/write heads from catching on the shutter door of the diskette and tearing off as the disk is ejecting, permanently damaging the drive. Not necessary for System 6.0.4 and later which include this function. Read Me First- Apple 800K is the text format documentation.

ARRGH!!! f (v1.1): ARRGH!!!: Notes by Herb Goodman. A modification of the Obnoxious INIT which screams at random intervals. ARRGH!!! DOCS is in Works format.

BAD 1.1: By Giuseppe Carnevale. The Get Info block shows "The Super Disk Init Package (\$20)" and that is all the information available to us.

Before Dark f (v1.0): Before Dark: By John Rotenstein. A randomizer from down under for the popular screen saver After Dark. About Before Dark is in text format. *Shareware* - a postcard from your home town.

Black Box f (v1.5): Black Box: By Andrew Welch. Provides some of the features and appearance of the NeXT computer on your Mac. Black Box 1.5 Docs is in a double clickable application format.

Boaster INIT f (v1.0): Boaster INIT: For all of you who want to impress co-workers or friends with lots of icons showing at startup. Boaster INIT does nothing useful except for displaying all icons it finds inside Boaster INIT. It may be customized using ResEdit. About Boaster 1.0 is in TeachText text format.

Cursor Animator f (v1.0b3): Cursor Animator: By Joe McMahon. Allows you to choose from a list of animated cursors which will be used instead of the standard "spinning watch" cursor displayed when the Mac is busy. Animating Cursors is the text format instructions that tells how you can design your own animated cursors.

Disk #9.10 — I/C 10
INITs and cdevs

Daylight! f (v2.01): Daylight!: By Mark D. Malson. Daylight! is an INIT/cdev which makes the time changes for Daylight Savings Time for you, because you shouldn't have to worry about it. Daylight!.Doc is in MacWrite format. *Shareware* - \$5.

DLS: By Grant D. Leeper. A Control Panel Device to make the time changes for Daylight Savings Time. This one is free.

DOS Mounter f (demo): DOS Mounter: By Dana Communications, Inc. With DOS Mounter in your System Folder, any MS-DOS disk you put in the FDHD drive will appear on the desktop. You can select and drag it with the mouse. You can copy files, documents, and applications to and from it and drag items to the trash. The only restriction is that you must use Apple File Exchange to erase a disk and format it in MS-DOS format. DOS Mounter DEMO Docs is in MacWrite format and describes the limitations of the demo version.

Excellerator 1.7 f: Excellerator 1.7: By Datadesk International. A patch that makes the Datadesk Mac-101 keyboard communicate properly with Excel 2.2.

Felix 0.4 f: Felix 0.4: By Chris Knepper. This INIT displays a dialog at startup indicating information about the system configuration. Like Who's Who, this one is also somewhat dated in its knowledge of recent Mac hardware. Felix Info is the text



documentation. *Shareware* - \$5.

Finder Sounds f (v1.0.2): *Finder Sounds:* By Greg Smith. With System Software version 6.0.4 or later, the Finder can play sounds corresponding to various events. The *Finder Sounds Config* cdev permits you to select sounds for these events include opening and closing windows, creating and deleting files, and even modifying windows. *Finder Sounds.teach* is the TeachText format documentation.

Flash-It f (v1.2b2): *Flash-It:* By Nobu Toge. Defines three (3) hot-keys to: capture the screen image, save it to the clipboard or to a disk file, and print it. *Flash-IT Docs* is in TeachText format.

FlashBox f: *FlashTalk INIT and Network:* By TOPS. *FlashTalk* provides high performance communication over LocalTalk or PhoneNet wiring using a "FlashBox" connected to the AppleTalk port of the Macintosh. This folder contains a new *FlashBox INIT* that will automatically load *FlashTalk* if the *FlashBox* hardware is attached to your Macintosh as well as a number of supporting files. See the *FlashBox 1.1 Release Notes Word* format documentation for details.

FlashPad: By Andrew Welch. A very handy note pad that permits changing fonts, importing and exporting text and find operations.

Following f (v1.0): *Following:* By Michel, Marc & Thierry. Give your Macintosh™ a different user interface. The appearance of the windows and scroll bars may be modified from the Control Panel. *Important! Read Me!* is in TeachText format.

Force Mount f (v1.0): *Force Mount:* By Steve Bollinger. Causes all available volumes to come on line at startup prior to the Finder or other startup application. *Force Mount.dox* is in TeachText format.

Front&Center f (v1.03): *Front&Center:* By Pete Helme. Automatically centers any dialog at the position of the cursor. It also works correctly if you have more than one monitor. *Front&Center docs* is in text format. *Shareware* - \$10.

Gatekeeper Aid f (v1.01): *Gatekeeper Aid:* By Chris Johnson. A

supplement to version 1.1.1 of the Gatekeeper Anti-Virus System. It locates and removes the WDEF viruses that have recently appeared. *Gatekeeper Aid Docs.* is in MacWrite format.

INIT Tracker f (v1.0): *INIT Tracker:* By Andrew Welch. Monitors all INITs that load after itself to determine the technical changes performed by each INIT. It then writes this information to disk for later analysis. *INIT Tracker Docs* is in double clickable application format. *Shareware* - \$10.

InitShare f (v1.0): *InitShare:* By Jaap Snijders and Walter Ravenek. Lets you assign an extra "System Folder" that will be searched at startup time for INITs to execute. *InitShare* is especially useful in an environment with an AppleShare server on a network. By assigning a folder on the server to *InitShare*, a network administrator can easily maintain the INITs and Control Panel devices that will be executed by the workstations. *About InitShare* is in MacWrite format. The source code is included for the programmers.

Disk #9.11 — I/C 11
INITs and cdevs

INITInfo 4.1 Word 4.0: By Gary Ouellet and Glenn Brown. A very useful collection of information about INITs, cdevs and rdevs including incompatibilities. This is a very extensive information resource and is well indexed by INIT and application. The authors also include their "Top Ten" list of the best INITs.

LaserFix f (v1.0): *LaserFix:* By David P. Sumner. Provides a standard file interface to the 'Save as Postscript' capability by patching two traps used by the LaserWriter driver. It also makes a checkbox button named 'Disk File' appear inside the Printing Dialog Box. *LaserFix Docs* is included in Word and text formats.

-Lip Service (v1.4): By Larry Shupe. The Mac will play any startup message that you enter into the Control Panel box. It has macros for the current date and time.

Mac286 icon INIT: By Paul McGinnis. A mystery INIT apparently for the AST IBM PC-in-a-Mac card

originally by AST and now owned by OrangeMicro.

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

Menu Tuner 1.0 f: *Menu Tuner:* By Carlos A. Weber, M.D. Lets you customize the way hierarchical menus work on your Mac. You may modify two timing values that your Macintosh uses to determine how hierarchical menus behave; the "Drag Delay" and the "Submenu Delay." *About Menu-Tuner* is in TeachText format.

MiniScreen f (v1.2): *MiniScreen:* By Morgan Davis. *MiniScreen* changes your color monitor's desktop size to that of a dinky, nine-inch monitor. Now you may easily use that expensive tube to design applications for smaller nine-inch screen Macs. *Hey! Read Me!* is in MacWrite format.

Mnemosine f (v.995): ****Mnemosine:* By Michele Fuortes. Reads your calendar file and displays your schedule at startup. It will read calendars from Calendar 1.7, CE Software's Disk Tools package, Smart Alarms and SideKick. *Mnemosine Instructions* is in MacWrite format.

NamedFolder f (v1.0): *NamedFolder:* By David P. Sumner. Alters the Finder's "New Folder" menu command and lets you name a folder before it is created instead of having it automatically named 'Empty Folder'. *Named Folder Docs* is in TeachText text format.

NoICON f (v1.0): *NoICON:* By Sven Axelsson. Prevents INIT icons from appearing at startup by placing them off the screen. *NoICON.a* is the documentation and source code in text format.

Password f: *•Password:* By Alan T. Goates. Keeps people from booting your hard disk, without you present. It is not meant as any real form of piracy protection since just about any semi-hacker could get past it.

Pointing Device: By Robert J.



Rajewski. Controls the speed of the mouse (or other pointing device) over a range larger than the Apple Mouse cdev.

AltWDEF v1.5.3 f: -AltWDEF v1.5.3: By Alexander S. Colwell. A different version of the Macintosh window (an alternative Window Definition (WDEF)). It alters the looks of the window bar and adds an additional "shrink" button next to the "zoom" button. This button shrinks and un-shrinks the window to an iconic window and back. **ReadMe.AltWDEF** documentation is in MacWrite format.

Backdrop f (2.16): Backdrop: By Tim Maroney. Puts one out of a collection of pictures in the background of the Macintosh screen, behind all the windows, in place of the normal grey pattern. Also included: **Backdrop DA** which lets you change pictures in the midst of a program.

BeepShuffle f (v0.3): Beep-Shuffle: By Alex Chaffee. Patches SysBeep to select a random beep from all installed snd resources. Source code is also provided. Not tested.

Blackout f (v1.21): Blackout: By Andrew Welsh. A screen blanker cdev, configurable from the control panel, which displays a moving field of stars. For 512E and later. **Blackout Docs** is a double clickable application. *Shareware - \$5.*

CacheControl f (v1.2.1): Cache-Control: By Jim Hamilton. Allows the caches on the 68020 and -30 chips to be set, and fixes a bug in Excel 1.5 with -30 machines. For machines with 68020 or -30 chips (SE/30, Mac II, IIfx, IICx, etc., and those with most accelerator cards). *Shareware - \$10, \$12.50 for new disk.*

Chime f (v3.3): Chime: By Robert Flickinger. Plays up to 4 snd. resources on the hour, half-hour, and quarter hours. A coo-coo clock chime is included.

FlashWrite f (v1.1): FlashWrite: By Andrew Welch. A text editor as an INIT. Has a good many features, such as font, size, style and color control, and allows for direct editing of text on the clipboard. **FlashWrite Docs** is the documentation in application format, just double click to open it. *Shareware - \$10.*

Disk #9.12 — I/C 12

INITs and cdevs

Boomerang f (2.9): Boomerang: By Hiroaki Yamamoto. Boomerang makes it easy to use the SF Dialog (the dialog which appears when you choose open or save as from the File menu). It remembers folders and files opened or saved, provides easy ways to jump to them and remembers file and folder selection and scroll bar position. **Boomerang 2.0B9 Doc** is in MacWrite format.

DFaultD 2.0 f: DFaultD 2.0: By Jon Gotow. Links applications or sets of applications to specific default folders. **DFaultD 2.0 Docs-MW** is the MacWrite documentation. *Shareware - \$15.*

Fish! f (v2.0S): Fish!: By Ed Fries. Converts the desktop background on a Mac II to an animated display of swimming fish. The fish may be edited and new fish added. For Mac II family. **Read Me Now, or Regret It Later** is the double clickable documentation.

Fresh Start f (v1.5): Fresh Start: By Bob Hablutzel. Aids in the management of the Macintosh System Folder by allowing the user to move files out of the system folder, while still allowing code to find the files by a normal system folder search. Additionally, it aids in the management of INITs, by allowing the disabling and reordering of INITs without the necessity of file movement or renaming. Not tested, but sounds promising from the Fresh Start Documentation in MS Word format. *Shareware - \$25.*

Disk #9.13 — I/C 13

INITs and cdevs

Icon Colorizer f (v1.5): Icon Colorizer: By Robert P. Munafo (documentation by Damian W. Grabowski). Displays a replacement set of multi-color Icons for a variety of programs on the Desktop. Icons can be modified in ResEdit following the instructions in the documentation. Source code is provided for the programmers **Icon Colorizer 1.5 Doc** is the MacWrite format documentation. For color Macs.

IconWrap f (v1.2): IconWrap: By Ken McLeod. An INIT that will "wrap" INIT and cdev icons around the Mac screen on startup to begin a

new row when the edge of the screen has been reached. Doesn't work with nonstandard icons or color icons (cdev resources); must load before icons reach right side of screen. **IconWrap.doc** is the text format documentation.

Init cdev 3.0 f: init cdev 3.0: By John Rotenstein. 'init cdev' will provide a list of all the INIT (StartUp), cdev (Control Panel) and rdev (Chooser) files in your System Folder and let you turn them on and off. This free program performs a similar function as the commercial Aask! and INITPicker. About **init cdev 3.0** is the documentation in text format. *Shareware - Picture postcard of your hometown.*

MacEnvy 2.1 f: MacEnvy 2.1: By Ken McLeod. Displays information about the hardware/software environment in which it is running. **Reference Guide 2.1(MW)** is the MacWrite format documentation.

MacPassword™ 3.6.1 f: !MacPassword™: By Art A. Schumer. Affords password protection of files on a hard disk by preventing access to them by users who don't have the password. Three levels of protection are available, as well as other features, including virus protection. See the extensive **What's New In This Version** and !MacPassword™ [Write] documentation. Also included is !MacPassword™ Customizer. *Demoware — works for only 60 days and some features are disabled until keycode is ordered. \$35.00 in U.S.*

PopChar f (v1.1): PopChar: By Günther Blaschek. Enables you to generate every possible character that is available in the current font without having to remember keyboard combinations or to resort to Key Caps. Its all done with the mouse as described in the MacWrite document **PopChar.doc**.

Public Folder f (v1.0): Public Folder: By Michael Peirce, Claris Corporation. A network file transfer and file sharing system that allows anyone to make files and folders of files available to other users attached to an AppleTalk network. Any files and folders stored in the special folder called the Public folder can be seen and fetched by anyone on the AppleTalk



network that is also using Public Folder. Access is via the Chooser. PF1.01 ReleaseNotes and Release Notes TEXT are in MacWrite II and TeachText format.

Disk #30/92

Education I

AppleTones A lesson in music composition. Stresses how to use repetition, silence, change in volume, and timbre.

Fractal Contours A method of creating realistic simulations of planetary terrain.

Curves Recursively created curves.

Venn A drill in formal logic.

Wave Allows you to use the four sound channels of the Mac to create wave forms and hear the resultant sound.

Apple menu f: Telegraph Practice your telegraphy by signaling the proper dots and dashes for anything you type in.

Water f: Water You determine the starting parameters, number of sharks, birth rate, number of fish, etc. **Water Documentation** The author's notes about Water.

Drill f: Drill 2.0 Create your own drills with questions to answer, help files to access, and MacPaint displays of visual material. **Read Me Drill A** text file to lead you to the example drills. **Example Drill Folder** An example drill for the above. **Creating a Drill Folder** A drill on using Drill 2.0.

Education II

MacFlash for Speed A no-frills arithmetic speed drill where you can set the type of problems and compete against others at the same level. Answer as many problems as you can in sixty seconds. The rapid pace makes it challenging for anyone. Drawback: it doesn't tell you the correct answer if you get one wrong. Advantage: it's written in MacForth, so if you hunger for MacForth examples, you can peek at the code. *Shareware - \$15 (if you use the program with students).*

MathMaster f: MathMaster An algebra study tool, and pretty amazing in its way. Factors numbers, solve simple systems of equations, simplify some polynomials and amazingly) graph lines given EITHER the

intercepts, the coordinates of a point and the slope, or the coordinates of two points. AND there's more, all algebra-related. If you're a teacher you can use MathMaster to set up study sheets with worked-out problems. If you're studying algebra, you can use MathMaster for assorted forms of study help. *Shareware - \$17. Demo* is a sample worksheet produced by MathMaster. It shows the types of problems the program can handle and the gorgeous output. **MathMaster Short Docs** is a MacWrite file which documents the peculiarities of MathMaster. The program is picky about input, so make sure to read this file first.

StarChart f: StarChart Lets you plot a view of the heavens from any angle of view. You can speed up the plot by limiting the brightness of the stars to be included. Once the chart is plotted, you can draw lines on the screen to help you trace constellations. A nice feature lets you pick a constellation to view. You can also click on any star in the plot and get basic information about that star. Star is the data file holding the scoop on the heavens.

Veggie Stuff f: Veggie With Veggie you can see into your own stomach, and judge how nutritiously you are eating...as long as you are eating a vegetarian diet. In this demo version, you can select from a limited list of healthy foods, and see how they score in terms of essential amino acids and other nutrients. The full version, available from the author, includes many more foods. **Veggie.mwrt** and **veggie.laser** hold the documentation. Other files in the folder include data on the foods.

Disk #74/75 — Fun & Games 1
Radical Castle

Radical Castle You are a Squire, about to be thrown out of the kingdom in search of the King's Oracle. You will meet the usual assortment of baddies and some not so usual. Use your strengths and the weapons you acquire to combat them and continue your search. Use the mouse in the illustrations as well as the menus, and take advantage of the Save feature to avoid unnecessary repetition when you take the wrong term or fall prey to the dreaded Vorpal Rabbit. *Shareware -*

\$5 or a disk, as the notice above indicates.

Thought Games

Puzzles f: MasterCode Presents a series of icons and gives you ten chances to figure out which of them (in which order) the computer has selected. "Rules" in the menu gives an outline of the play, but it may not be obvious at first that you click on the icons in the upper row in the order you want them to appear in the lower row, then click "OK" to move your guess into the entry column.

HexPuzzle 3.0 Requires you to code a series of bars to a key in a sequence constrained by the computer. The documentation notes that some patterns are harder to solve than others. Version 2.0 (without some of the documentation) was on Disk 45. *Shareware - \$5; \$25 for full documentation.*

The Towers Of Hanoi An ancient puzzle (named long before Rambo was born) in which a series of disks are stacked in order of size on one of three spindles. To solve the puzzle, the disks are transferred to the home spindle in order such that no larger disk is ever placed on top of a smaller one. This program is more a demonstration than a puzzle, since once you select the number of disks and the speed the computer moves the disks, Macintosh does the rest. Its just as well, since the process involved is an iterative one at which the computer should excel.

Mystery Box Another game of deduction. Balls are hidden in an 8 x 8 grid, and the player(s) deduce their whereabouts by shooting "rays" through the grid from the sidelines and observing where they come out. (Similar to the Black Box game on Disk #46.) *Shareware - \$5.*

Enigma A mix-and-match puzzle in which interlocking patterned circles are scrambled by Macintosh and unscrambled by you. The author likens it to Rubik's Cube. *Shareware - \$5.*

Games f: Amazing The old favorite from the Macintosh Guided Tour Disk - Complete with the penguin!

MacMatch Anybody remember "Concentration"? Here it is again! First



you find the pairs of matched symbols behind the sixty-four panels, revealing the hidden rebus. Solve the rebus to win. Sorry, there's only one puzzle here; you have to register and get the documentation to create new ones. *Shareware - \$20 for documentation.*

Hangman 6.0 An excellent implementation which lets you enter your own words, either as you play or in a 100-word "Hangwords" document saved from MacWrite as text only. Don't look for "Start" in the menu once the game is opened. *Shareware - \$5, \$10, or a disk.*

Third Dimension Three-dimensional animated tic-tac-toe on a 4 x 4 x 4 grid.

Think Ahead 1.3 A strategy game against the computer or another player, based on the board game of the same name. An update of the version on Sig Disk 32. *Shareware - \$5.*

Connect Four Said to be similar to the Parker Bros. game. Click the buttons on the top of the columns to drop your tiles (white) into the grid. The computer adds its tiles (black) and the first to get four in a row (any direction) wins. When you return to the desktop, you may have a file labeled .BOUN on your desktop, which can be discarded. (This game earlier appeared on Disk #46.)

Trivia f: Super Trivia A self-explanatory trivia game. (Throw away the document "Trivia Scores" to start the scores over.) Open the text file "Q" with MacWrite (CR = ¶) to learn how to create your own questions and answers for this game.

Disk #77/78 — Fun & Games 2
Space & Arcades

Snake Don't let the name fool you. This is a clever little adventure game where you are a snake. Treasures, attributes, time limits, and a suicidal selection on game speed makes this worth trying. The startup screen has a nice look to it but the snake in the game is a bit less vicious looking. Get used to "driving" your snake around before you get serious about scores! *Shareware - Any donation.*

Brick Games f: Brickles 5 Anything your little heart desires in a beat-the-bricks game can be found here. The four paddle approach is

interesting, and frustrating. Lots of variables make this approach unique.

Break the Bricks This game is quick. A variety of options lend to the versatility of the game and provides plenty of challenge. *Shareware - \$5.*

Silicon Volleyball Smash bricks to music! It's the same idea with a twist. Not loaded with options but a nice orchestral touch lends to the playability of this game. *Shareware - \$5.*

Space Games f: Space Attack Variation is the key word in Space Attack; bomb size, speed, the number of barricades and the number of bombs the enemy drops are all selectable. A real challenge when all the stops are pulled. *Shareware - \$10, or \$20 with source code.*

Space Bubbles An unusual game with a rather jerky presentation. The shooting 'rods' are real killers, nice startup screen graphics and be sure to check out the version option before playing. The number of space ships available to you is selectable and a lot of fast shooting is required to stay alive.

Asteroids Watch out! There are asteroids everywhere! Move and shoot is the only way to survive in this hostile environment. The game comes with documentation on the keyboard commands required to navigate and destroy those nasty old asteroids.

Wizards Fire Protect your cities or the aliens will wipe you out! Nice screen layout, three laser guns and some neat stuff under the apple menu bar) makes this a most interesting game. *Shareware - \$10.*

Ashes Ashes presents a new twist to the thermonuclear war game arena, it has a population file and sure enough when the population goes to zero - you lose! A limited number of defensive assets (100 missiles) and a time delay for the satellite laser weapons to recharge make this game exciting, not to mention the fact that you have to be a good shot.

Space Invaders The old stand-by space shoot-em-up. Again, don't forget to shoot and move!

Blob Manager Demo Presents an assortment of windows, each containing a mouse-based game or exercise. They are: Anagrams, Magic Square,

Arithmetic, Peg Solitaire, Coin Swap, Pong hau k'i, Fifteen-A-Row, Pyramid, Fish Sticks, State Capitals, Fox, Goose, Grain, Tic-Tac-Toe, Hangman, Tower of Hanoi, Hebrew Alphabet, Wolf and Goats. See "Get Info" in the File menu for the rules of each game.

Hackers Contest Find the clues to solve the puzzle. Unfortunately, it's too late to collect the prize, so do it just for fun. *Shareware - \$5.*

Reversi The old favorite "Othello" type game from Disk #5. Although the program refers to the documentation for information, we don't seem to have a current address to which the shareware payment can be sent. *Shareware - \$5 - \$10.*

Star Trek Trivia For real Trekkers only. Multiple choice questions about the most famous science-fiction show ever. Sample question: "What was the name of the medicine with which Dr. McCoy injected himself, just before jumping through the Guardian of Forever's time portal?"

Type A Buck A program to help your kids (or you) hone your typing skills. Select the keys you want to practice on, set the penalty for hitting the wrong key, and begin. Watch the coins mount up as your skill increases! When you reach a dollar, you can print it out. Note: These dollars are not good at the WAP office or anyplace else.

Orion Stuff f: Orion 1.4 An updated version (with documentation) of the game that turns your Mac into a spaceship and lets you explore the immediate neighborhood. (An earlier version was on Disk #32.) *Shareware - \$15.*

Cellular Automata f: Automata Generates one-dimensional cellular automata based on the status of the adjacent cells, a one-dimensional version of Life. Read the documentation to get a brief idea of the way it works and references to sources of additional information.

Disk #80/84 — Fun & Games 3

Card Games f: MacSeven MacSevens is a card game played with one opponent or two opponents, or you can let the computer play itself. The object of the game is to play all of your cards and catch your opponents



with as many cards as possible, preferably high-count cards.

Solitaire V1.0 This one can keep you occupied for hours if you like solitaire.

Solitaire Variants f: Canfield 1.1 Originally issued on Disk #35, this has been updated to run on the Mac plus. *Shareware - \$10.*

Klondike 2.1 Another variant of solitaire, with screens similar to Canfield. Both of these games keep a record of high score and have help screens. *Shareware - \$15.*

DeckEdit Allows you to change the pattern on the back of the card deck and to change the face card pictures. The editing of the picture cards is accomplished using MacPaint.

Arcade Games f: Safari 1.0 This starter program could develop hand-eye coordination for small children as well as provide some entertainment. Animals move from the left to the right; the object is to tranquilize them by moving the mouse cursor over the animal and clicking before the animal gets to the right hand side.

Bash Big Blue This has got to be one of the worst programs that we have ever seen. You bash an IBM logo with an Apple icon. *Shareware - \$5.*

Hustle V1.1 Guide a snake so that it doesn't run into itself or into the walls while trying to hit various targets that appear. The keyboard selection doesn't form a diamond so it takes some getting used to. *Shareware - \$10.*

Demos and Fun Stuff f: Strin-gArt Produces some very pretty patterns which you can save as screen images for MacPaint, the ScrapBook (or whatever) using Command-Shift-3.

Blocks Build a block wall by clicking on the mouse. Remove blocks the same way. Make holes in the right places and see the wall fall down. See Spot run. Run Spot run. (Actually folks, it is kind of cute.)

rae Perhaps some of you have the patience to see if anything happens when the box fills up.

Star Flight An update of the one first seen on Disk #29. It provides an illusion of traversing a star field but considers only point source stars and not constellations, nebulas, etc.

Zoony f: Zoony An adventure game made with World Builder and has graphics and sound. You, the court jester, are summoned by King Zoony to find his ring and marry his daughter. Won't be easy though. The ring was stolen by the Royal Zookeeper. You feel like you walk a lot in this game. Places to visit, things to get, and a Royal Zookeeper to find! MacinTalk is required in your system folder for sound. *Shareware - \$5.*

Vampire Castle f: Vampire Castle 7.0 An adventure game with you attempting to rid the castle of the dreaded vampire. The graphics are good (especially for the price) and again, this game will talk to you. It will read the game script then prompt you with "What do you want to do?". The game's vocabulary is limited so keep the sentence structure simple. It does allow all the necessary actions to play the game. *Shareware - \$5.*

Disk #85/89 — Fun & Games 4

DDCS f: Dot-to-Dot Construction Set (DDCS) Do your kids love to draw connect-the-dots pictures? Here's your chance to save some pencils and paper by drawing them on your Mac! In the process, children age 4 to 8 will learn numbers, letters, and words while enjoying musical encouragement as the pictures are filled in. The program comes with three dot-to-dot pictures ready for drawing. You get 30+ more when you send in the shareware fee and you can make an unlimited supply by adapting MacPaint pictures or clipboard graphics with the help of the built-in edit mode. In the DDCS Folder is an excellent manual that guides you through the process of selecting and drawing dot-to-dots, setting the program options, and using the picture editor. The program itself follows the Mac interface and is very easy to use. *Shareware - \$17.*

Ars Magna f: Ars Magna Use your Mac to generate anagrams — words or phrases with their letters rearranged to spell something else. For example, did you know that the letters in the word dormitory can be rearranged to spell dirty room? Need an alias or a pen name? Use Ars Magna to generate a pseudonym that contains the same letters as your real name. The program comes with both word and name dictionaries. You can also use a

new dictionary of your own creation. The program does not use the Mac interface, in part to make it portable to other computers. But it comes with a great manual that makes using the program a straight-forward task. *Shareware - \$10.*

StuntCopter 1.2 The object of StuntCopter is to drop men from the helicopter that you pilot into the hay wagon moving along the ground below. Drop all five men successfully and the speed of the wagon and the effect of gravity change. It's kind of a strange theme, but the graphics and sound are well done. Be careful not to drop the men onto the wagon horse or the driver! (It's not a pretty sight—or sound either, for that matter.) And don't miss the backflip in the "About Stunt" under the Apple menu!

CrystalRaider It's a good thing you don't need quarters to play this game, or it would be expensive to figure out what you're supposed to do. Move the circular object around the "room" with the mouse. Remove the crystals scattered around the "floor" by moving over them. Watch out for the portals to the right and the left, and avoid the other objects that emerge from portals and buzz around the room trying to get you. When you remove all the crystals, the portal at the bottom of the screen opens and you can progress to the next room. Don't scrape the sides of the portal as you pass through or you'll self-destruct just when you think you're home free. *Shareware - £10.*

Worm Make the worm grow by directing it over the dot that appears in various places on the playing area. Redirect the worm by clicking the pointer in the desired direction. Buttons control the worm's speed. You'll find instructions in the Help command under the File menu. *Shareware - "A Few Dollars".*

MacCommand Another missile defense game. (Star Wars in your own living room?) Good sound effects and a little music add some extra touches to the usual theme of defending your cities against incoming reentry vehicles. You get points at the end of each round for saved cities and conserved missiles. *Shareware - \$10, or "whatever you think it's worth".*



WargleStuff f: Basic Wargle Maneuver through a changing maze as you avoid the deadly spiders that pursue you. Pay the shareware fee and get Advanced Wargle, which allows customization of game controls and layout. *Shareware - \$18.*

Disk #91/95 — Fun & Games 5

Zero Gravity Here's an odd one for you. You are in a spaceship in free fall. Click the mouse on the figure, manipulate it to the airlock, click again, and then maneuver it within the window for points. Inside the spaceship, remember Newton's law; outside the spaceship, watch out for strange outside influences! *Shareware - \$1-5 (\$15 for source code).*

GunShy 1.0 A shareware version of Mah Jongg, a solitaire-like game played with tiles, not cards. The end tiles on each row are free. Clear the tiles by clicking on matching sets of free tiles. Use the option key to highlight the free tiles. See the extensive help menus for other ideas. *Everyware - If you keep it, you have to give a copy away.*

Tic-Tac-Toe-Too™ A strange implementation of tic-tac-toe which you play against yourself, not the computer. You get to select the size of your game grid, and you score every time you get three X's or O's in a row.

Golf 1.1 A solitaire game in which you play for the lowest score, just like its namesake. *Shareware - \$10.*

I Ching An electronic (and they say, statistically accurate) implementation of the Taoist book of philosophy and divination. *Shareware - \$15 and a disk for an enhanced version.*

Phraze Craze Stuff f: PhrazeCrazePlus A better-than-we-have-any-right-to-expect version of one of today's favorite game shows. Spin the wheel, select your letters, buy vowels if you have to, but enjoy. About the only thing we don't have here are the host of prizes. Read the documentation to see how it works and how it got here. *Shareware - \$10* PhraseFile 250 phrases for the game, easily modified when you guess them all. PhrzCrz.doc.mw The documentation mentioned above.

Deep Angst™ Deep Angst is an adventure game made with World

Builder™. This game is not for everyone. Some of the subject matter may not be suitable for younger eyes. However, it is still a fun game to play. Some of the graphics are borrowed from other places and add some "color" to the usual line-drawn look of most games in this genre. The adventure starts with the first screen. Read what each character says very carefully. So, grab your mongashart and hit the road to adventure. It has sound, so don't forget to crank up the volume! *Shareware - Send postcard, support a user's group or BBS, or send money based on what it's worth to you.*

GAMMON The old standby backgammon game. Yes, it allows you to make illegal moves with only a beep to warn you. The play is fast and you can play the computer. *Freeware - But, donations accepted.*

Disk #96/104 — Fun & Games 6

Ramm 1.0 A fast moving game! Two players are required to play this game with any kind of finesse. You have to learn to control your worm in order to avoid hitting the tracks they leave as they travel at high rates of speed across the screen. Whatta game. *Shareware - Send comments and \$\$\$.*

Trick-Track An interesting dice game that was adapted from a barroom game. It is entertaining and more people than you would ever want at one time can all play. By using different combinations of the dice you receive points for the numbers you eliminate between 1 and 9 until you cannot continue. High score wins. *Shareware - \$6.*

Eidisi I A World Builder™ game. It is a well thought out adventure game designed by two entrepreneurial teenagers from McLean, Virginia. As always there are signs to read, places to search and battles to fight. There are lots of places to explore. When you send in your shareware fee you'll receive a well done two-page map and ten-page hint booklet. *Shareware - \$4-10.*

DEEP ENNUI An adventure game made with World Builder™. "The adventure game that asks the musical question—should Ron Wartow be allowed to walk freely among normal people." Karate action sound, dense fog and death. Or, as the final

screen says, "DEEP, DEEPER, DEEPEST ANGST©1987 Ron (Where's my prod) Wartow".

Canfield 2.0 A version of solitaire. Nice lead in sound from Scott Joplin's "The Entertainer". An update to earlier versions originally issued on Disks #80 and #35. *Shareware - \$10.*

This Ain't Othello Allows the selection of game options including who plays first, how smart the computer plays and whether the alerts are provided as text or sound via MacinTalk™. Free, source code is \$5.

CrossMaster f: CrossMaster If your crossword puzzle gets ratty from all of the cross-outs and erasures, this is the program you have been looking for. CrossMaster easily allows you to create crossword grids and then type in your proposed solutions. If you make a mistake, just go back and retype it. The final version may include implementation of a dictionary. CrossMaster.doc describes the use of the program and SAMPLE 1 is a completed crossword puzzle. *Shareware - \$15 registration entitles you to the final release.*

Scarab of RA f: Scarab of RA Down, down into the Great Pyramid of RA the Sun-God. This is a text-graphical adventure game with a nice help menu, a hints menu and a mapping feature that allows you to make notes. Dean's List is the file with the top scores of previous players. *Shareware - \$15.*

The High Roller f: The High Roller A dice rolling program designed to support fantasy role playing games. There is a "Quickie Panel" for frequently rolled dice and a "Versatile Die Roller" which provides practically any possible combination of number of sides and number of dice. This is all nicely explained in the High Roller™ Info documentation. *Shareware - \$15.*

Disk #105/106 — Fun & Games 7

NFL Fuitball (Version 2.2) A football strategy game, where you are the coach. In the beginning of the game, you control the selection of some of the major player-types, including quarterback, receivers, and runners. During the course of the game, you pick each offensive or



defensive play. Operating instructions are self-explanatory. *Shareware* — \$9.

Lotto (Version 1.0) A Lotto simulation game, but we never really got the point. Perhaps the point is to show how unlikely it is that you would ever win one of these games, thereby discouraging people from wasting their money on them?

Panic (Version 1.0) A self-described “silly game” resembling Space Invaders. Find the instructions in the “About Panic...” command under the Apple menu.

HangMan-9.0 A somewhat more sophisticated version of the old word game. This computerized version offers multiple categories, including states, state capitals, countries, Presidents, composers, astronomy, instruments, TV, and user-defined words. You can also vary the number of wrong guesses allowed (6, 8, 10, or 12). Wrong guesses produce some interesting graphics on the screen. *Shareware* — “Any Amount.”

Air Warrior 0.6b f: Air Warrior 0.6b An aerial flight and combat simulator. This one really blows your mind! The program on this disk is a fairly unremarkable flight simulator in the tradition of the commercial program by that name. You can fly a collection of World War I and II airplanes with a combination of mouse and keyboard commands, and it's not too hard to get off the ground and cruise the area. (Landing is another story!) But what really sets this apart is the fact that the flight program is designed to work interactively with other “pilots” connected to the GENie information service. Using the built-in communications module in the program, you can quickly and easily make the connection with GENie and enter a whole new world of computer aces. Through this system you can dogfight with other “air warriors” across the country. (Use the communications module to dial the 800 number provided in the program to make the connection with GENie by following the instructions provided. Of course, you have to be a GENie subscriber to play the game, and we drew the line on this annotation business when GENie asked me for our credit card number.) There are even radio frequencies to communicate with other pilots and

“conference rooms” to shoot the breeze with your fellow air warriors on the ground. **Air Warrior Instructions** A MacWrite file that provides detailed instructions on flying your airplanes, as well as a description of the world of the “air warrior” on GENie.

Guess The object of the game is to guess the four-letter words randomly selected by the Mac. (No, not those kind of four-letter words!) You get ten chances and, along the way, clues about the correct letters and positions in your previous guesses. You can get on-screen instructions from the game screen by hitting the space bar or the return key—or most any key other than the letter keys. *Shareware* — \$5.

Air Traffic Controller 1.0 As the name suggests, this is an air traffic controller simulation—and a pretty sophisticated one at that. You have a radar screen and a status and command panel for monitoring and controlling the headings and altitudes of a steady succession of aircraft entering and exiting your sector. Press the on-screen Help button to get detailed on-screen instructions. The FAA may be hiring again soon, so this may be a good way to brush up for an interview!

Iggy Iggopolis Construct “electric fences” that will pen your adversary in a corner of the playing screen. It's a little frantic, but I can see that there's some strategy involved. Type “?” to get some brief instructions.

Brickles 7.0 A variation on the old Break-Out theme. You can vary speed and lots of other variables. *Shareware* — \$5 or \$10.

1000 Miles f: 1000 Miles An auto racing game based on the card game Mille Bornes by Parker Brothers. This isn't an arcade-style game, but rather a game of strategy and chance in which you play against your Mac. It's strangely addicting. *Shareware* — \$10. **1000 Miles.doc** An illustrated six-page MacWrite file that provides instructions for playing 1000 Miles.

Memory f: Memory (Version 2.0) A matching game in the style of Concentration, but without the puzzle. Match pairs of familiar Macintosh icons, playing against either a friend or the Mac. Fortunately, the Mac was almost as forgetful as we were at the lowest level of difficulty, giving us a

chance to stay competitive. The game offers five levels of difficulty, and different collections of icons, called “decks,” are available. Check the “About Memory” command under the Apple menu to get on-screen instructions. *Shareware* — \$10.

Casino A different set of icons for the Memory game, based on playing cards, dice, and telepathic recognition symbols.

Symmetry Another set of icons for Memory, based on symmetrical variations of simple figures.

Icons of Doom! A set of icons for Memory based on the adventure game “Dungeon of Doom.”

Disk #108/128 — Fun & Games 8

Life Hack 1.0 A new implementation of an old favorite. What's new here is the ability to freeze some of the dots which make up the Life population, leading to different combinations. Has a number of options to experiment with.

Nim A fairly simple implementation of an old “don't be the last to move” game against the computer, which will display sarcastic comments about your playing ability

Trek f: NetTrek Try to conquer the known universe before any four of your colleagues on your AppleTalk network do. “Beam me up, Scotty!” *Shareware* — \$25.

Daleks 2.0 f: Daleks 2.0 Here you are again, up against those darn robots! This is the current version of an old favorite last seen on our disk 16. There is some documentation from the early implementation by Johan Strandberg. This inept robot stalker takes the suggestion that scores of 1,000 or so are routine as hyperbole, but who knows? **Daleks DA** Another implementation, this time as a DA. *Shareware* — \$25.

AirTraffic Controller 3.0: Here's an upgraded version of the air traffic control simulator originally released on Disk #106. The object of the game is to guide all of the aircraft in your sector safely to their destinations within the time constraints imposed on your “shift.” You have a radar screen and status and command panels for monitoring and controlling the



headings and altitudes of a steady succession of aircraft entering and exiting your sector. The level of difficulty for each session can be varied by altering the number of aircraft, the minutes to complete your shift, the number of airports, and the required altitude and distance separations.

Battleship: Here's Battle Mac v1.0, a Macintosh version of the game you used to play in the car with graph-paper and pencils. You can decide the positions of your five ships on the grid, or you can let the computer produce a random distribution. Play against a friend or the Mac. Take shots by simply placing the pointer over a square on your opponent's map grid and clicking the mouse button. The author promises that registered users will receive notice of an upgraded version that will allow you to play against an opponent over an AppleTalk network or a telephone modem. (You will also be able to chat and transfer files at the same time you're playing.) *Shareware - \$5.*

Faulty Towers of Hanoi: The object of the game is to figure out a way to move your pile of "disks" from one platform to another, using the three on-screen platforms to move individual disks one at a time. You can watch the computer do it for you at any of several speeds (including a "Cray simulation" that performs the task instantaneously) or you can work the puzzle yourself. You can vary the level of difficulty by specifying the number of disks in the pile. The computer keeps track of the time and the number of moves needed to complete the puzzle.

Monopoly v4.02: A computerized version of the famous board game. This one allows two to seven players, and you can play against the Mac by typing "Computer" when asked for the players' names. You can vary the rules regarding the collecting of fines in Free Parking, the auctioning of unwanted properties, and the charging of mortgaged property owners. The computer performs all transactions; calculates net worth; and shows who owns what, lots for sale, mortgaged lots, and information about individual lots. You can save games in progress (a nice feature at 2:00 in the morning), and keyboard commands are available.

One point of temporary confusion: You have to press the Return key after you land on the Community Chest or Chance spaces. The game suffers from lack of color and insufficient space on the screen board to show the names of the properties. On the other hand, it's nice not to have to worry about the banker cheating! *Shareware - "Small Contribution Greatly Appreciated."*

BJT v2.1a f: BlackJack Trainer v2.1a: Improve your BlackJack game with this program based on the "Basic Method" of Lawrence Revere. The program shows your hand and the dealer's hand and gives you four choices: double, hit, stay, or split. After you make your choice, the program tells you what you *should* have done and keeps a running record of the percentage of correct choices. The screen graphics are primitive and somewhat "buggy." Check the "Background Info." under the BlackJack Trainer menu for information on the program. *Shareware - \$10.*

Disk #134/143 — Games 9

Blackjack 2.0: By Larry Hosmer & Trent Stevens. A nice BlackJack simulation with good graphics. Look for the rules under the File menu.

Cairo ShootOut! (Version 1.2): By Duane Blehm. Here's the popular shoot-em-up arcade game where you blast away at familiar icons. Look for Help under the Options menu.

Hearts 0.8: By Tom Hedges & Mark Zimmer. A computerized version of the game card. Look for instructions under the Help menu.

Yahtzee! (Version 1.0): By Mike Rapier. A computerized version of the popular dice game. Look for instructions under the Yahtzee! menu, but you may need to know the basic game to figure out how to play. *Shareware - \$5.*

Lets Get Tanked! (Version 1.0): By Bill Hensler. Here's a Mac version of tank-battle game that was popular in the arcade game craze a few years ago. Call it sour grapes if you want, but the Mac's tank shoots faster, further, and more rapidly. Fortunately, the Mac's tank is not as smart as you are, so you can devise strategies to get the better of your opponent if you work at it.

Euchre (Version 1.0): By Christopher Jones. A card game played with four players on two teams, using 24 cards. (The Mac will play the hands of the other three players for you.) The play of the game includes simple bidding and the competition for tricks, similar to Hearts. Instructions are under the Help menu. *Shareware - \$10, or \$5 plus two suggestions for improvement.*

Blackjack 3.1 f: Blackjack 3.1: By Dave Dickel. Another computerized version of the card game. This one gives you lots of flexibility on the rules and other factors, such as number of players, number of desks, and betting conventions. The point count system is based on Edward O. Thorp's book "Beat the Dealer." Tune up on this one before heading to Atlantic City! BJ3.0 Doc is a four-page MacWrite document that describes the options available within Blackjack 3.1.

MacYahtzee f: MacYahtzee: By Edward Urich. Another version of Yahtzee for the Mac. You may need to know the basic idea of the game to play this one. **MacYahtzee Doc.** is the three-page Word document that explains the functions of MacYahtzee.

Utaan Attack //: A challenging shoot-em-up space game in which an endless number of enemy saucers, smart rockets, satellites, and Nova Cruisers attack your space ship in progressively more difficult patterns. Fire your laser with the mouse but, remember, three hits and you're dead! *Shareware - \$9.*

MacD&D f: MacD&D Plus (V. 0.6): This program is not a game, but rather a data base program designed to help you play Dungeons & Dragons. In the author's own words: "This program was designed to help take the drudgery off the Dungeon Master. What it basically does is keep a simple data base of all the characters and NPCs, display what each character needs to roll on the 20-sided die to "hit" another character, allow the DM to adjust the hit points and Psionic points, and provide a die roller." **AD&D Data** is the data base file that can be opened with the MacD&D program. About MacD&D is a six-page MacWrite file containing illustrated directions for using the MacD&D program. *Shareware - \$10.*



Black Wizard f: The Black Wizard: This is an adventure game created with Silicon Beach's World Builder program. Containing only a dozen scenes, the game still managed to thwart all my efforts. I did get far enough to learn the value of the advice offered in the instructions: Search often, and rest often! You start in a brick room that appears impossible to get out of, so here's a hint to get you started: Use the "Open" command. **Wizard Instruct.** (Text) is a brief set of instructions in text form. Open the file by using your word processors "import" option.

DISK #150/151 — Games 10
Arcade Games

Dragon: By Mark Nutter. As King of Bosnia, you and your eight knights must rid the land of the fire-breathing dragon, before it gets you! Move your knights across the squares on the board by clicking the mouse in the direction you wish to travel. Kill the dragon by attacking from the right angle. The game allows you to vary the speed and IQ of the dragon. Instructions are under the "About Dragon" item in the Apple menu. *Shareware* — \$5.

Mac_Pong II: By David L. O'Connor. A nice version of pong that allows you to play against the Mac. You can vary the skill level, speed, and sound. (Requires MacPlus or greater ROMs.) *Shareware* — \$5.

MazerLaze 2.0: By Kelly D. Corder. A somewhat addicting game in which you fire a laser gun against random targets by using "bank shots" off mirrors on the game board. *Shareware* — \$5.

New Social Climber: By CSI Design Group. Use the elevators at each end of the floor to climb to the next level, but watch out for the elevators going up and down or you get squished! The game provides you a real incentive to avoid that fate by emitting an incredibly obnoxious sound for several seconds. *Shareware* — "Small monetary token of appreciation."

Silicon Volleyball: By Harmony Unlimited. Another version of the old Breakout game. *Shareware* — \$10.

Sitting Duck: By Bill Clark. As

the hunter (with his dog Dart), you take shots at the ducks flying overhead.

Space Attack 2.0: By William Rhodes. Another version of the original video arcade game, Space Invaders. *Shareware* — \$5.

Hot Air Balloon f: Hot Air Balloon: By Bill Clark. Avoid the trees and, most of all, the stork by controlling the balloons height. Instructions are available through the "About Balloon" command under the Apple menu. **AboutBalloon** (MacWrite) is a one-page MacWrite document that explains how to use Hot Air Balloon.

King f: King: By Ken Veale. The object of "King of the Tower" is to put your foot soldiers on the top of the tower for 20 rounds before the King does the same to you. You have 15 horsemen and six foot soldiers, against the King's unlimited forces. **King.MacWrite** is a four-page MacWrite document explaining how to play King of the Tower.

Strategy Games

ATC 4.0: By Walter J. Biess. Here's a new and improved version of the Air Traffic Controller simulation game previously offered on Mac Disk #106 and #128. New features in this version include the addition of obstacles (such as hills and towers), restricted zones, and weather variations. The object of the game is to guide all of the aircraft in your sector safely to their destinations within the time constraints imposed on your "shift." You have a radar screen and status and command panels for monitoring and controlling the headings and altitudes of a steady succession of aircraft entering and exiting your sector. The level of difficulty for each session can be varied by altering the number of aircraft, the minutes to complete your shift, the number of airports, and the required altitude and distance separations. *Shareware* — \$10.

GoMoku: By Andrew Kirby. A very challenging game similar to tic-tac-toe, but played on a larger scale. Playing on a 19 by 19 grid, you must place five stones in a row horizontally, vertically, or diagonally before the Mac accomplishes the same objective.

Guess™: By Bob Grubb. A neat Word Guess game that can be played

with words of three to six letters. As you guess the letters, the program tells you how many letters are correct and in the right positions. The program even talks to you if you have MacinTalk is on the same disk. *Shareware* — \$10.

MacPuzzle V1.0: By Bill McQuitty. Like a real jigsaw puzzle, you must drag the pieces to the right places. The game comes with 25 different puzzles, which get progressively harder. Instructions are under the File menu.

TicTacToe: By Roland Karlsson. Called TicTacToe on the desktop, this game goes by the name "Luff" under the Apple menu. The game is the same as GoMoku, with your objective being to place five Xs in a row before the Mac. One nice feature is the "Give Me a Hint" item under the Command menu.

PUZZ'L v1.0 f: PUZZ'L v1.0: By Duane Blehm. A very slick jigsaw puzzle game. The program has a "Status" window that tells you how much time has elapsed and how many pieces have been solved and how many remain. The program comes with two puzzles and it also allows you to create new ones from MacPaint pictures. Certain features are disabled but can be enabled through the innovative "Keycode #2" system. You'll find help under the Options menu. *Shareware* — \$3 for the second keycode that enables four extra features.

Cat Puzzle: One of the two pre-made puzzles.

Big Pattern Puzzle: The second pre-made puzzle.

Tablut f: Tablut: By Brad Needham. It's the Swedes against the Muscovites in this board game in which the Muscovites must capture the Swedish King while the Swedish King tries to escape to the edge of the board. The Mac does not play against you in this game, so you'll need two players. The Rules menu explains how to play the game. **Tablut short doc** is a half a page of documentation for the game. Not a MacWrite file, so you'll have to open this one from within MacWrite, rather than double-clicking from the desktop.

Sample: A sample board showing a game outcome. 🍎



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On The Trail of the Apple III

by David Ottalini

As mentioned last month, your SIG is beginning a Mentor Program to help new members find their way around WAP and the Apple III a little better. I'm very pleased to announce that Dave Jernigan has agreed to take on the position of "Mentor Program Coordinator." He'll be calling all the SIG members (and may already have done so) to find out who is willing to volunteer to be part of the program. From there, he'll provide a list to the WAP office, so that each New Member Packet that goes out to a III SIG member will include the name of an Apple III mentor, who can be called on for help and advice.

Again, if you are interested in helping with this (on a rotating basis) I would urge you to talk with Dave. Very little time is involved, but the bottom line will be added service to the members who need our help the most.

II GIF

I've discussed this excellent utility by Jason Harper just a little bit in previous Trail columns. Basically, it's a program that "decodes" Graphics Interchange Format (GIF) graphics files into Apple II HiRes or Double HiRes 33 block binary files. On Three's Graphics Manager can read those and turn them into 33 block Apple III Foto files.

Recently, I asked Jason on CompuServe if he could produce an Apple III version. But there was some bad news, and not for the reason you might think. In fact, the reason could have an impact on all those using the GIF format:

An Apple III GIF decoder is out of the question, at the moment: the

data compression scheme used in GIF (LZW) turned out to be patented by Unisys. Nobody knows yet whether Unisys is going to make any claim against authors of GIF utilities, and CompuServe has disclaimed all responsibility for any patent infringements that might result from the use of GIF, so I don't consider it to be a good risk at this time (especially considering the \$20,000 licensing fee Unisys is charging for certain other uses of LZW...).

By the way, I've also been talking with Andrew Nicholas, the author of ShrinkIt (the standard Apple II file compression program) to see if we can't get an Apple III version. Sounds as though it will be difficult, but I've asked On Three's Bob Consorti to help, so stay tuned.

Apple III To Macintosh

There's always a continuing interest here on this question, as III SIGers add Macs to their inventory. Shawn Goodin, a SYSOP (System Operator) on CompuServe's Micronetworked Apple Users Group (MAUG™) (and new WAP member, I should add) had these comments on how to do it recently:

There are a couple of possibilities here....the easiest way, in my opinion, is to get the files transferred to a 3.5" disk....this can be done on an Apple IIgs or a IIc that has a 3.5" drive and a 5.25" drive. SOS on the Apple III has the same file structure as ProDOS on the Apple II line, so if the file is a standard text file, you can copy it to a 3.5" disk.

The next step is to run Apple File Exchange on the Macintosh. This will permit you to copy the files from the ProDOS 3.5" disk to a Mac

disk. After that, perhaps your favorite Mac program should be able to read the file.

The other way to do it is via a modem or hardwired connection from an Apple III to a Mac or IBM. This would require you to have a terminal program on the Apple III that is capable of doing file transfers to another machine.

Need more information? Look at III SIG PD disk 3INF-10, Inpert's Corner by Dr. Al Bloom. This might make for an interesting SIG meeting as well some time, so we'll look into that in the next few months.

Another On Three Move

On Three's President, Bob Consorti, has moved once again. He provides all the technical help for purchasers and users of On Three's excellent line of products. New address is: 1050 W. Columbia, Apt. 3-E, Chicago, IL 60626. His new phone number is (312) 338-2202.

Disks This Month

We're kicking off the fall with a number of excellent disks for your Public Domain pleasure. Our second 3 EZ Pieces offering, disk 3ZAW-02, is a great checkbook template from John Lomartire. It's usable by all you AppleWorks owners as well. We've also included some other goodies by John and a bibliography of articles he's written over the years.

3BSB-07 is our Business Basic 1.23 disk. While all of our Basic disks include this version, this PD offering contains many of the most important invokable modules and a number of programs and utilities that you'll find useful as you develop your programming skills.

Disk 3INF.16 is called "The Best of Pair BBS" and contains some excellent assembly language programs downloaded from a Bulletin Board offered for a time by Pair Software in California. Pair was active in the III community for a time with a newsletter and magazine and a host of software offerings. It finally ran into big financial troubles

and pulled out of the III market. Word has it now that Pair's owner, Frank Moore, is "retooling" for the MS-DOS world. Let's hope his prices are better than they were for the III folks!

Disk 3MSC-12 is called "A2 BOOT." It's a disk for all with Titan III+IIe cards who want one disk containing some of the best Apple II public domain utility software available. Using a PD menu program called "Windows," you can run Basic or System files, view text and graphics files and more. The programs include a word processor much like Apple Writer, IIGIF, the great program that will convert GIF files to Double or single HiRes (as mentioned above), a fastcopy program for disks, the famous ShrinkIt file compression program and much more. Complete documentation for each program is included.

Some of these programs require an "enhanced" IIe, meaning you'll have to install a 65c02 chip in your III's motherboard. They're available from Jameco Electronics for just \$6.95. Their number is 415-592-8097 and the part number is 65C02 (Jameco does require a minimum purchase).

By the way, if you have a IIe and a 5.25" disk drive, this disk will work just fine. And since this is ProDOS based, these programs can load text files from SOS formatted disks. I'll keep looking for other programs and will put together a second "A2 BOOT" disk if there's enough interest.

Our last new disk is 3TEL-08, the WAP TCS Disk. This is our version of the Apple II TCS disk that is designed to help get you onto the club's TeleCommunications System. We've included all the help files, updated everything as necessary and included menu.maker so you can read and print all the files you need. If you were looking for an excuse to join us on the TCS, this is it! In fact, if you join the TCS for the first time during the month of September, we'll include this disk FOR FREE to

help you get started. Just tell the office staffer when you pay your \$6 annual fee (thus your actual cost is \$4!)

Finally, we've updated our New Member Disk and the PD Disk catalog for you. The New Member Disk now has more information about WAP, so "newers" will have a better idea of what they're getting themselves into!!

And A Thank You

TO III SIG member Bob Shaffer, Jr. for donating a ton of Apple III software to the club. Bob cleaned out his basement at the

request of his new bride and WAP is the beneficiary. We'll use them as part of our Apple III Donation Program and to make sure the hard copy library has copies of the manuals that are becoming more valuable each day.

Finally

Remember: If you have an Apple III gathering dust or know of someone who has one that is not being used, please donate it (or get it donated) to the SIG. There are a lot of groups out there that would love to have a computer to use! Call Jim Jutzin or Jim Salerno for more details. 🍏



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Byts And Pyces

by Gary Hayman

This is the third of my columns, which include Apple II information of the hints, techniques, suggestions, helps, information, news, etc. genre. Information that may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers.

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

This month I will pass along some hints for AppleWorks 3.0 users that I found.

No Run Wrong Files

Here is a hint from Mark Munz that may be useful. Using either a disk Zapper program, FileMaster or any other program which allows you to change File Types, grab your backup (work) copy of AppleWorks and go in and change the file types on the SEG.xx files which are marked as SYS (\$FF) to something else like (\$00).

This proves to be a great benefit when you utilize one of the many System File Selector Programs (like ProSEL's disk option, Squirt, Bird's Better Bye, etc.). The advantage is that only the truly RUNable files will show up (Aplworks.sys(tem), Ultra.System, Task Files).

Save Disk Space

Randy Brandt gives us the following suggestions to individuals who are using AppleWorks 3.0 from a 5.25" disk:

There are several versions of

SubHost on the AppleWorks startup disk. SEG.00 is for 128K standard Apples; SEG.XM is for Apple-Style Expansion Card users and SEG.RM is for the Apple IIs. The files are approximately 4K each, and thus you will gain 8K if you delete the other 2 files which do not pertain to your machine. Note: If you are expanding your AppleWorks software with Applied Engineering or Checkmate patches, I recommend you delete these files after you have made the patches, since otherwise you will run into problems. The AE Ramworks patch changes SEG.00 and the AE RamFactor patch changes SEG.XM.

ImageWriter Codes

Here are some helpful hints regarding custom printer setups for the ImageWriter II from Steve Ellis:

```

Lines Per Inch:
6 LPI          Esc A
8 LPI          Esc B

Characters Per Inch: [Non-Line Dependent]
4 CI          Ctrl-M Esc n
5 CI          Ctrl-M Esc M
6 CI          Ctrl-M Esc E
7 CI          Ctrl-M Esc q
8 CI          Ctrl-M Esc Q
9 CI          Ctrl-O Esc n
10 CI         Ctrl-O Esc M
12 CI         Ctrl-O Esc E
14 CI         Ctrl-O Esc e
15 CI         Ctrl-O Esc q
17 CI         Ctrl-O Esc Q
21 CI = P1    Ctrl-O Esc P
22 CI = P2    Ctrl-O Esc p

Note:
P1 = Proportional 1      P2 = Proportional 2
Ctrl-M = Headline Begin  Ctrl-O = Headline End

Print Formatting: [Line Dependent]
Boldface Begin  Esc !
Boldface End    Esc "
Subscript Begin Esc y
Subscript End   Esc z
SuperScript Begin Esc x
SuperScript End Esc z
Underline Begin Esc I
Underline End   Esc Y

```

Here are some substitutions you can use for unused CI's and for (Boldface, Subscript, Superscript, Underline) You can also add these with existing commands.

```

Black          Esc K 0
Yellow         Esc K 1
Red           Esc K 2
Blue          Esc K 3
Orange        Esc K 4
Green         Esc K 5
Purple        Esc K 6

HouseText begin Esc A
HouseText end   Esc S

Note: MHI EXT 04 seems to have a bug that doesn't print (H, F, O;
the correct mouse-test character.

Flashed zero begin Esc B Ctrl-G Ctrl-A
Flashed zero end   Esc Z Ctrl-G Ctrl-A

Half-Height begin Esc w
Half-Height end   Esc W

Add Half-Height begin and end of Super/Pub Scripts for half-height
scripts.

For Example:
Boldface Begin  Esc K 2      (Prints Red)
Boldface End    Esc K 0      (Prints Black)

Underline Begin Esc K 3      (Prints Blue)
Underline End   Esc K 0      (Prints Black)

Subscript Begin Esc A        (Prints HouseText)
Subscript End   Esc S        (Prints RegularText)

Superscript Begin Esc w Esc x (Half-Height Super Begin)
Superscript End  Esc W Esc W (Half-Height Super End)

```

***** Warning *****

AppleWorks doesn't reset your printer to original settings. You can use this to your advantage, by leaving your printer set to something special. Then without turning your printer off, use your printer with that setup outside AppleWorks. You can do this inside AppleWorks also.

If you want your printer in default settings when you leave AppleWorks, here are 3 ways to reset your printer:

1. Printer power on - off.
2. Print something with standard printer settings that turns off everything you turned on.
3. Use the following command as a unused CI and insert it on last line of document that you print. The software reset power on (power on defaults) is: Esc c (13 CI = Esc c). Note: it doesn't reset the top of form.

Show K Available

Here is another from Mark Munz. If you have UltraMacros on board, you can force AppleWorks to ALWAYS show available Desktop Space instead of flipping between the "oa-? for Help" & "K avail") by

doing the following:

POKE 768,76 : POKE 769,71 :
POKE 770,208

BSAVE

APLWORKS.SYS,TSYS,A\$300,L3,B\$846

Author's note: If you are not familiar with what you are doing, don't do it until you get someone to help you. Also, never do this to your original disk. You can have this patch done for you at the push of a key if you have AW Companion or SuperPatch in your library.

Speed Up AppleWorks

Is your AppleWorks a little slow? Mark suggests that when using Tabs, place them in the text AFTER you've inserted most of the text. True Tabs DO slow AW3.0 down (there's a lot involved) and if you are a pretty good typist, you can often beat AW3.0 in the typing game. Note: You'll notice this with just ONE tab (or more). If you're making drastic changes (like adding, deleting lines) you'll want to remove the Tab temporarily—it makes things go MUCH quicker.

Back Tab

Steve Beville reports that there is an undocumented back-tab command in AppleWorks 3.0. In the word processor use Control-T and the cursor will move back to the previous tab.

Leave TimeOut

Beverly Cadieux also shares some undocumented commands. Press OA-S while in any TimeOut accessory, and it will put you back into your file at cursor position with no questions asked, no multiple escapes, and no OA-Q Returns are necessary. The procedure works in most any of the TimeOut accessories except those with main menus, like FileMaster, Telecomm, and Graph. In those cases, it takes you to the main menu of the TimeOut application.

Save and Remove

Steve Ellis gives us another one. If you haven't already found this

little treasure, try it out. Using OA-RETURN after you have selected file(s) to remove from the desktop.

1. From the Main Menu select "Remove files from the Desktop."
2. Select the files using the right arrow or OA-right arrow.
3. Press OA-RETURN.

Your files will be **SAVED** to their ORIGINAL PATHNAME and **REMOVED** from the desktop. This technique uses the smart-save feature of AppleWorks 3.0.

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

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



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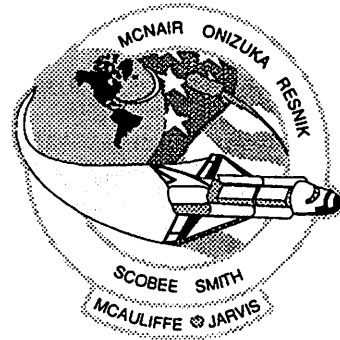
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(Armed Forces Magazine), October 1989



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Messing With Messages

by Gary Hayman

UltraMacros, particularly UltraMacros 3.0, used in conjunction with AppleWorks 3.0, allows the user to place many types of messages on your screen. You might use messages to give you directions—such as the common “Type entry or use ‘Open-Apple’ commands”—which appears at the bottom of your REVIEW/ADD/CHANGE screen. Perhaps you might use a message to indicate a choice of what to do—such as the familiar “Type number, or use arrows, then press Return” that is at the bottom of the Main Menu or the TimeOut Menus. You might use messages to give you information such as “WARNING: if you press the wrong key your disk will be erased!” (I hope not).

There are good discussions and examples of messages in your TimeOut UltraMacros’ manual, files on the UltraMacros disk, and in Mark Munz’s excellent book “The UltraMacros Primer: How to Use TimeOut UltraMacros” which is available from NAUG (see my review, WAP Journal, May 1990, pg 50). What I would like to do is to discuss some of the techniques that I have discovered in order to make your UltraMacro “message life” easier. I will not only discuss messages in the “common place” but messages on other parts of the screen. Further I will present techniques for displaying messages using normal, inverse and mousetext characters. Later I will add a discussion about menus and help screens, for I feel that these are messages too.

The Common Resting Place

There is a dashed or solid line that appears just before the bottom of the AppleWorks screen. It is on this line that the normal message will

rest—thus my calling it the “common place.” All you need to do to cause a message to appear there is to write a simple macro to cause the message to appear. Macro A gives you an example. The elements involved here are the use of the <msg> token, the string to be printed enclosed by single (') or double (") quotes, a colon always following the message string (except if it is the last item in your macro) and most of the time a message erase which is represented by the <msg "> statement. After compiling the presented macros that accompany this article, if you run macro A by pressing a SOLID APPLE-A or OPTION-A, the message “Hello There” will appear in normal text on the dashed line at the bottom of the screen for a little while, and then disappear. If you run macro B (SOLID APPLE-B or OPTION-B—the rest are run in the same manner too) you will find the message to be in inverse video due to the fact that we are now using single quotes instead of the double quotes. In either case it will make no difference whether we turn off the message with single or double quotes; they both work.

A third type of character that can be displayed on the line is the mousetext character. See macro C (which I borrowed from Mark Munz). I added a few more mousetext characters so that you could see the entire range from ASCII character codes 192 to 223. If you will pull out your UltraMacros manual and refer to the Key Chart in the rear of the book, you will discover that 192 is a high value of the character (@) and represents the character “solid apple” in mousetext. To create mousetext on the line, instead of using quotes, you surround the

normal symbols (@) through () with (&) and the equivalent mousetext character appears on your screen. Want to see a better representation? Then just activate macro D (I will explain it in a later article). The chart depicts the normal character that will produce the mousetext character when it is bracketed by the (&).

Getting back to macro C, you will notice that it starts out with normal text bracketed by the double quotes. When the mousetext characters are desired a (+) is inserted and then the (&) to start the bracket for the normal characters that will be transformed into mousetext characters. The bracket is ended by another (&). The colon is necessary because it is following the message and the rest of the macro has a longer wait routine and the message erase at the end. The plus sign (+) between the two strings is the normal way you represent “concatenation,” or the joining of two strings together end to end to form a longer string. Consider the set of double quotes and the message between them one string, and the Ampersands (&) and the message between them a second string.

Now run macro E. It is not behaving as you would think. I have placed the desired string of mousetext characters first and followed it with a message that I thought would be printed in inverse video because I bracketed it with single quotes. Now run macros F and G. Again even though you placed in the macro what you want, you don’t get it. By running and looking at macros E, F and G we could postulate a rule: If a concatenated string for the message line starts with either a normal string or a mousetext string, all non mousetext strings following will be in normal text even if you use single quotes. Also, by the same experimentation, if the concatenated string for the message line starts with an inverse string, all non mousetext strings following will be in inverse text even if you use double quotes. Confused? Too much to remember? Don’t worry, there is a more appropriate way to solve the problem of



Apple II Public Domain Directories

by Phil Shapiro

Public domain software is a very confusing topic to many Apple II users. The idea of low-cost software is genuinely appealing. Some people claim that you can find hidden treasures in the public domain. Yet the general consensus among veteran Apple II users is that many public domain programs are so poorly executed as to be virtually useless.

Where then does the truth lie? The answer: somewhere in between the extremes. Finding good PD software can be so time consuming as to offset any financial savings. And if you do locate a program that looks like it could be useful, documentation on how to use the program is oft-times lacking.

To help guide the public domain treasure hunter, three public domain guidebooks will be reviewed here. While each of the guidebooks is over three years old, they offer some valuable descriptions and recommendations on a host of public domain programs.

The most helpful of the guidebooks is one titled *Software Shopper*, by Sandra Hart-Davis. The emphasis of this guidebook is on educational programs—Ms. Hart-Davis is a teacher herself. The book has many strengths: Each program is reviewed separately, accompanied by a typical screen from the program, including a six-tiered assessment rating as to its quality, with an easy way of ordering programs that you're looking for.

The rating or assessment level is broken down into the following categories: 1) Recommended, 2) Good, 3) Okay, 4) Poor, 5) Potential (flawed, but worth fixing), and 6) Not Recommended. Program descriptions are about two to three sentences in length. Along with the program description is a summary of

the program's vital statistics including program size, whether the program uses the keyboard, joystick or paddles for input, and what programming language the program is written in.

The size of the program is really not that important since virtually any Apple II has sufficient memory to run all of these small programs. As a historical note, the earliest Apple II's—with 16, 32 or 48 kilobytes of memory—occasionally encountered memory limitations with even small public domain programs. Those days are long gone as the new Apple IIe's, IIc's, and IIc+'s all come with 128K of memory. And the new Apple IIGS comes with a full megabyte of memory.

While the size of a public domain program is mostly inconsequential, the input device is always of consequence. Programs that use the keyboard exclusively are most convenient. Programs that use paddles or joysticks are explicitly labelled as such. Typically, such games involve some sort of gaming action or eye-hand coordination. (For those of you who don't know, game paddles, also known as hand-controllers, are a pair of dials that work like the tuning device on a radio. By rotating the dials, you can control some sort of action on the screen.)

The programming language that a program is written in is often useful to know. About three quarters of all public domain programs are written in Applesoft BASIC. The significance of this is that Applesoft BASIC programs can easily be modified by anyone with a rudimentary knowledge of programming. The easiest type of modification is to replace the data in a program with new and

different data. That way, one can give new life to a program that was getting predictable.

On the other hand, Integer BASIC programs are much harder to modify, as the syntax of the language is arcane and unforgiving. Some Integer BASIC programs are quite good though, especially early arcade game programs such as Little Red Bug, a joystick controlled driving program.

The second guidebook to public domain software is by the Public Domain Exchange, a commercial distributor of Apple II and Macintosh public domain disks. This 340-page book is organized around whole disks, rather than the individual programs. Disks are grouped together under the standard categories: art, business, education, games, tutorials, and utilities. Each disk is described in three or four sentences, and then each program on the disk is described in a short phrase.

While the layout of the book is attractive, the descriptions of the individual programs are a tad on the short side. It's hard to evaluate a program in a short phrase. Also, the book would have far more value if the programs were rated for usefulness, similar to the arrangement in the *Software Shopper*.

One nifty feature of *The Best of Apple II Public Domain Software* is a four page glossary that covers many of the technical terms used in the book. Here you can decipher such mysteries as CP/M, CPU, and game I/O port.

The book also has no less than three separate indices. One for subjects, one for disk titles, and one for individual filenames. While such cross-indexing is commendable in theory, in practice it doesn't add much to this particular book. The indices themselves take up 62 pages of the book, pages that could have been used to describe the programs in better detail. Of the three indices, the Index by Subject seems the most redundant.

Also noteworthy is the fact that

this book does not cover any Apple IIGS public domain software. This is no fault of the Public Domain Exchange, however, as the IIGS had barely been released at the time this book was assembled. A IIGS-specific guidebook would seem like a good project to put on the P.D.E.'s agenda.

The third Apple II public domain guidebook, entitled *Apple Software for Pennies*, gives a brief capsule description of a broad range of programs, but goes into very little detail in describing any particular program.

This book is unusual in that it lists various Apple user groups as sources for the programs. Each of the dozen major Apple II user groups is given a two letter identifier code. However, the truth is that user groups are not really in the business of distributing public domain software on a large scale basis, and contacting the various disk librarians mentioned in the book is likely to prove a fruitless effort.

If the book was published in 1985, that means it was assembled in 1984, a full six years ago. Chances are that with that time lag, the user groups listed would have changed considerably.

The book lists the addresses of 270 Apple II user groups from around the world. Out of curiosity, I sent a couple of shareware disks I've created to the three Japanese Apple groups listed. One of the envelopes was returned as being undeliverable, and the other two disappeared into a great Japanese black hole.

My capsule summary: The *Software Shopper* guidebook is the one that gives you the most information, and the best description of what the various Apple II public domain programs look like. A nice feature is the fact that you can order the disks from the same people who put the book together. (Their rates are \$5 per disk, plus \$1 insurance.) The second book, *The Best of the Public Domain Exchange*, is nicely laid out, with good descriptions of disks as a whole, but shorter descriptions of

individual programs. Here, too, you can have the convenience of ordering the program from the same people who created the book.

The last book, *Apple Software for Pennies*, was useful six years ago, but seems outdated today. Also, the program descriptions are too short to gain any real sense of the program they're describing.

Before wrapping up this article, I ought to mention the best deal in public domain software, namely the \$3.50 disks from Big Red Computer Club, a national Apple II user group. You don't have to be a member to buy their disks, and the cut rate price includes postage and handling. You can request a free catalog from them at: Big Red Computer Club, 423 Norfolk Avenue, Norfolk, NE 68701.

Sources of Books:

Software Shopper
D & H Associates
1351 Meadowbrook Rd, NE
Palm Bay, FL 32905
(407) 723-1693
Price: \$13, postpaid.

The Best of Apple II Public Domain Software, Edition II
The Public Domain Exchange
2074C Walsh Avenue
Santa Clara, CA 95050
(800) 331-8125
Price: \$9.95, plus \$2 postage, \$4 shipping and handling

Apple Software for Pennies, by Bertram Gader and Manuel Nodar, Warner Books, 1985 Cover price: \$9.95.

Note: all three of these books are in the Washington Apple Pi hard print library, available for browsing during regular office hours.



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View from The Cat House

by Kim Brennan

Fonts (revisited), Icons, and Desk Accessories

This month I did something that I had been meaning to do for some time: I cleaned up my icon folder. Browsing through a lot of different programs, I encounter many different icons, and every new icon file I put into my icon folder. This has created a lot of problems, the most famous being the Case of the Disappearing Trash Can.

The disappearing Trash Can occurs when you put a file into the Finder's Trash Can. Suddenly, for no fathomable reason, the Trash Can is gone, with only its name visible, sort of like the grin of the Cheshire cat. Annoying—yes. Disastrous—no. The word hopping about on the bulletin boards is that the likely suspect for this disappearing act was a duplicate icon. Specifically, the generic icon.

It is probably time for a brief icon pseudo-tutorial. To function properly, the Finder needs certain specific icons. These icons are found within the two files, Finder.icons and Finder.icons.x. Inside these two files are all the icons necessary for displaying disk drives (5.25, Hard disk, or CD-Rom), diskettes (5.25 or 3.5), trash cans, folders, system files, and other types of specific files. If a specific file is not designated within these two files, then the generic icon (the last entry in the file Finder.icons.x) is used instead. When a person has added icons for various programs into the Icons folder the following process or something similar takes place. The Finder is started (or restarted after exiting a program) and it scans the Icons folders of all disks on line. The Finder then loads in the various icon

files into memory in the order in which they are on the disk with the exception that the Finder.Icons and Finder.Icons.x files are last (with the generic Icon being the last icon read in). Then when the Finder is ready to display an item (whether it be a diskette, disk driver, folder, or program file) it scans through its list of icons, looking for a match. If it doesn't find a match that satisfies the icon criteria (some icons have wildcards in their names) it then displays the item as the generic icon (which matches anything).

Now, apparently the Finder uses the generic icon (match anything) as a sort of end of file marker. All icons that follow the generic icon are ignored, more or less. So when a new icon file is installed that also has a generic icon designated within the new file it can cause havoc to the way the Finder finds and displays files and diskettes. The normal victim of this is the trashcan, which will disappear when something is trashed. At least that's my understanding of the problem at any rate.

With my GS I used IconEd, a shareware Icon editor, to hunt and search through the multitude of icons I use. I decided the simplest thing to do would be to have a few large icon files that contained icons of a similar nature. This way I could easily see duplicate icons and eliminate them. I now have a DA.Icons file that contains all the icons for specific Desk Accessories. I have a Folder.Icons that covers specific folder names (Drivers, Tools, etc.). I have a Disk.Icons file that has icons for specific diskette names. I have a icon file called All.Games which is pretty self explanatory. There is a file called Comm.icons for various Communications programs.



A Utility.icons file for my various utility programs. An Appl.Icons for all applications that aren't covered above, and finally a File.Icons for all of those miscellaneous files that aren't covered above (Appleworks and Appleworks GS documents, Shrinkit Archives, etc.).

In the process of creating these few files I did discover several duplicate icons (which meant I could choose the one I preferred) as well as a duplicate generic icon which I managed to get rid of once and for all. I also learned a trick that others using IconEd should be aware of.: when editing the file Finder.Icons (which contains what should be the only generic icon you have) I found that it was necessary as a last step to CUT the generic Icon (to the clipboard) and PASTE it back in to insure that it was the last icon within the file. Otherwise I ended up, not with a disappearing trash can but with a Trashcan that looked like a generic file Icon! All's well that ends well. Now the only thing I have to remember is to put new icons into the appropriate icon file. This is much easier now that it used to be.

Now that I have a laser printer I found it necessary to revisit my Fonts folder. I had extensively pruned my collection of fonts down to just the few fonts that pleased me. But, what looks good with an Imagewriter is not necessarily what looks good on a postscript laser printer. Since postscript recognizes certain fonts, I decided to use only those fonts from my own programs. This meant



junking nearly its entirety my previous collection of fonts.—not too much of a surprise. The fonts I have kept are AvantGarde, Bookman, Courier, Geneva, Helvetica, Monaco, N Helvetica Narrow, New Century Schlbk, Palatino, Shaston, Symbol, Times, Zapf Chancery, and Zapf Dingbats. All except Geneva and Shaston are the fonts that my Postscript cartridge recognizes. Geneva (which the Laserwriter driver translates to Helvetica) is the default font selected from Appleworks GS. And Shaston is, of course, a font that is difficult to get rid of (since it is built into ROM).

If I need any other fonts I can use the shareware Font-DA Installer NDA. This one of the few NDAs that I always have active on my GS. Normally if you wanted a desk accessory or a new font you would put the DA into your Desk.Acc folder (or font into your Font folder) and reboot. With the Font-DA Installer NDA you can install the DA or Font on the fly and immediately make use of it. However, the new DA or font is only there temporarily, when installed with this NDA—after the next boot it will no longer be there.

By the way, did you know that all DAs installed in your Desk.Acce folder are not necessarily loaded when you boot? By using the Finder's File Info function (Open Apple-I) on one of the DAs in your Desk.Acc folder you will notice a Disable click box. If you click on this box, that DA will no longer be loaded when you reboot. I use this as a handy way of choosing only the DAs I use all the time as ones that will be available each time I boot my GS. I then can use the Font-DA installer NDA to select any other DA that I happen to want. This way I still keep all of my DAs are still in one place and my boot time is reduced. The disable function works for Control Panel Devices (CDevs) and some Initialization files (Inits).

Since I have mentioned DAs, I figure I'll mention the ones that I use

most often. Besides the standard Control Panel, I most frequently make use of WriteIt! NDA and the FileControl NDA. WriteIt! I've mentioned before. File Control is a NDA useful for copying files, examining files, changing file types (or auxiliary file types), moving files (as opposed to copying, i.e. duplicating those files) and deleting files. Pretty darn useful.

The Font DA Installer NDA is also among the ones I always have enabled. I also have the Quickie NDA. This NDA is for the Vitesse Quickie hand scanner. I can scan images into this NDA cut them to the clip board and then immediately paste them those scanned images into Appleworks GS. It is amazingly fast and simple to accomplish.

The last NDA is one of particular value to me, since I frequently jump from one program to another: the Transprog NDA. Actually Transprog is more than just an NDA. You also get an Init file with that functions separately from the NDA. I just use the NDA portion. What is Transprog? In the simplest level, it is just another program selector. The advantage of using it is that you bypass your normal program selector without sacrificing anything. Transprog allows you to set up a menu of those applications you most frequently access. And if your program isn't on that list you can add it, or simply select OTHER from the menu and launch into your new application without changing the Transprog list. Transprog will work with any desktop program that recognizes Open Apple Q as QUIT. I've been using it for over a month now and it seems pretty bug-free to me. The Init Transprog allows you to bypass the Finder on boot up and go directly to your application, while still maintaining the Finder as your program selector. It sounds pretty weird, but others have reported it works fine. I'm not yet to the Power User stage where I want to jump immediately into my work. Hopping into the Finder is good enough for me, now.

Next month I should have something to say about new products for the GS. Apple has been hinting that some new GS products are on their way to release. September is the normal time that Apple has announced major products so I can only hope we'll be impressed. The TurboRez graphics accelerator card project has been canceled on the basis of rumors of a new product from Apple (maybe the ROM 4 GS?). And Cirtech in Scotland has announced they are working on a Mac card for the GS with possible release in December. Exciting times indeed. 🍏

ITEMS DISCUSSED

IconEd v1.1 \$15

Paul Elseth
2739 Fairview Ct. SE
Rochester, MN 55901
Shareware

Transprog v1.01 \$20
Font DA Installer NDA v2.0-\$12
Francois UHRICH
67 allée de la Robertsau
Strasbourg France 67000
Shareware

File Control NDA v1.3-\$10
Steve Allen
20695 Sholic Road
Apple Valley, CA 92308
Shareware



Apple II Disk Library

by Phil Shapiro

On the TCS...

File area 2 - Apple II Misc.

- 026 KFEST.HANDOUTS 07/29/90 0023K KansasFest programmers handouts
- 025 EFF.UPDATE 07/14/90 0032K Update Summary of EFF activities
- 024 EFF.CHARTER 07/11/90 0042K Announces new Elect. Frontier Foundation

File area 4 - Apple II Utils

- 137 FILE.DIR.SHK 07/28/90 0024K Converts a directory into a text file.
- 136 TIC.ED.PAT.SHK 07/16/90 0017K TIC Editor (v3.01) patcher

- 135 DB.MASTER.SHK 07/13/90 0274K DBMaster5 Shareware database
- 134 ANET.MODS 07/04/90 0022K Mods to ANET
- 133 ANET.V1.4.3.SHK 07/04/90 0025K Part 3 of 3 of AppleNet ver. 1.4
- 132 ANET.V1.4.2.SHK 07/04/90 0073K Part 2 of 3 of AppleNet ver. 1.4
- 131 ANET.V1.4.1.SHK 07/04/90 0023K Part 1 of 3 of AppleNet ver 1.4

File area 11 - AppleWorks

- 064 PATCHER.V1.5 07/27/90 0021K PATCHER V1.5 for AW 3.0 - fixes bugs.

File area 5 - GS Desk Accs

- 096 DESKCOLOR.SHK 07/28/90 0037K Change Finder color/pattern/background.
- 095 NIFTYLIST30.SHK 07/25/90 0105K NiftyList v3.0 - major upgrade
- 094 SHOWPIC4.6.SHK 07/07/90 0021K ShowPic NDA vers. 4.6
- 093 ASCII.TABLE.SHK 07/07/90 0003K ASCII table codes - a CDA
- 092 FPCALC1.1.SHK 07/05/90 0047K Scientific Calculator NDA.
- 091 FILEMGR1.1.SHK 07/04/90 0046K File Manager NDA

File area 6 - GS Fonts

- 007 N.HEL.NAR.SHK 07/13/90 0018K By Request

File area 8 - GS Graphics

- 029 FRACTALGS.SHK 07/29/90 0049K Fractals GS v1.1

File area 9 - GS Misc.

- 044 DJB.ICON3.SHK 07/29/90 0004K New Icons including one for WAP.TCS

File area 10 - GS Utilities

- 065 ECP16.0.43.SHK 07/28/90

Disk Library...

We have three new Apple II disks for the Pi's public domain collection. Two of these are on 3.5 inch disks, and one is on a 5.25. (Please note that these 3.5 inch disks can also run on any 128K IIe or IIc with a 3.5" drive).

The first 3.5 inch disk, *Educat.01*, contains two short science tutorials: one on dental hygiene, and the other on cocaine. Produced by the same people who produce the wonderful Newton's Apple science show on public television, these disks include brief animation sequences and nice graphics screens. The hygiene tutorial is followed by a short quiz.

The second 3.5 inch disk, *II.Com.02*, is a stand alone bulletin board program for the Apple II

series. Titled *AppleNet 1.3*, this shareware program comes with complete documentation in an *AppleWorks* file. If you're an Apple II devotee who is thinking about setting up your own bulletin board, *AppleNet 1.3* may be just what you're looking for.

The 5.25 inch disk, *Education 15*, is entitled *Floppy Book*. This disk is an experimental disk that explores the concept of "floppy publishing." The contents of the disk include several educational software reviews I've written for the *Pi Journal*, a couple of editorials, and a facetious history of the Apple II line.

The idea behind the floppy book concept is that floppies are so inexpensive, and so easily reproduced, that they serve as an excellent

medium for the distribution of public domain text. The files on the *Floppy Book* disk are simple *AppleWorks* files, and the menu program is written in *Applesoft BASIC*. Therefore, the disk can be easily customized for other uses.

Floppy Book runs on just about any Apple II, including the old 64K Apple II Plus. The text display program automatically converts the lower case *AppleWorks* files to upper case, for Apple II+ users. 🍏

A Meaner 18

by David Wood

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf (And Course Disks)

Golf may seem downright silly to many: carrying around a bag of clubs on a hot (or freezing) day, occasionally pulling one out to hit a 1" ball toward a 2.5" cup, and then lying about how well you did back at the 19th hole (the bar!). However, some people make a living off the game, and I've learned that I really shouldn't try to.

Accolade, the maker of such classics(?) as Bubble Ghost, Test Drive, Hardball, 4th and Inches, and Mean 18, has put out a golf game of almost epic realism and complexity. It plays on the Apple IIGS with at least 512K, a disk drive, and a mouse; almost the bare minimum system (it IS the bare minimum if you have the ROM 03 GS).

Now, those of you who know Accolade's other games know that they already have a golf game: Mean 18, which has won awards for sales, and Best Simulation of 1986. So why'd they do another golf game? Well, you should see it—then you'd ask why they didn't do one like this sooner.

The package contains the program disk and a course disk, containing two courses designed by Jack Nicklaus: Castle Pines, Colorado, and Desert Mountain, Arizona. There's a third, containing a few holes from each of nine different courses. The result is a hellacious blend.

There are other course disks out as well: Jack Nicklaus Presents The Major Championship Courses of 1989 (Oak Hill in Rochester, NY; Royal Troon in Troon, Scotland; Kemper Lakes in Hawthorn Woods,

Illinois), and Jack Nicklaus Presents The International Course Disk (The Australian in Kensington, Australia; Saint Creek in Nagoya, Japan; St. Mellon in Cornwall, England).

To run the program, you need a course disk to choose from, and each course disk has its own black-on-dark-red low-contrast sheet. They display a hole, and you have to tell them which of the fifty-four holes on the disk it is. One or two of the representations are only close if you stretch your imagination; in some cases, be ready with a really good light and a double dose of patience. They call this "off-disk copy protection," and it's been popular for quite some time now, but not in this difficult form.

Mean 18 had all the hazards: rough, water, sand, out of bounds, odd breaks on the green, and the competition of other players (if you so wished). You and up to three friends (or four friends if you have something better to do) could play using either stroke or match play (little difference).

Jack's 18 has all that plus wind, terrain (you mean the world isn't flat? That's what they call a hill, isn't it?), and computer personalities, ranging from the adept (a super champion called 'Jack N.') to the inept ('Curly O.', who either plays golf not enough, or too much). And you and any three friends (human or computer) can participate in either stroke/match play, or "skins"—where each hole is given a different dollar amount, and you win the money by winning the hole.

Jack's 18 also features flora and effects that are a few quantum leaps above that of Mean 18. Trees and shrubs have better definition, and no longer can you see two suns in the

sky if you're facing the wrong direction. No more do you have to play on a large, painted landscape peppered with cardboard cutout trees. The terrain varies, sometimes wildly. The flag and who knows what hazards can be hidden over the next rise. And how's the wind blowing? Right into you and a little to the left. You'll have to compensate for that. It's still only computer golf, but it comes that much closer to resembling real golf. In all, Jack's 18 is a very nice package.

And OF COURSE it has problems! Each scene is still drawn slowly, even when running under System 5.0.2; this is forgivable considering the complexity of the scenes being drawn. But the computer players take a while to decide exactly what they're going to do. Sometimes, they'll even end up in an unworkable situation. Once when going against a less experienced computer player (the sort I can beat), the computer shot the ball, which hit a tree and bounced back several yards. When that player's turn came up again, she (yes, they have both sexes) considered her actions very carefully for the next five minutes, and finally hit it right back into the same tree she hit before. At that point, I walked off the course (decided to play with TML Pascal instead). If you like a "quick little game of golf," then the computer players are going to sit in the clubhouse for some time.

But you know what I miss most? Mean 18 came with a course editor, and Jack's 18 doesn't. There is a version with a course editor out there (as well as another course disk), but it's only available so far for the IBM. I'm sure if the Apple IIGS people ask Accolade politely, we'll get some action. Apple II people, be ready to scream your lungs out.

LOOK: 10/10. This is a very slick, well-presented program, from start to finish. It looks great, sounds good, and the scenery (even though just computer drawn, and rather slowly at that) is still magnificent.

FEEL: 7/10. There are some

changes from the Mean 18 interface which make play a little faster, but the time gained by them (and then some) is lost while waiting for the computer to take its turns.

PLAY: 9/10. What can I say? It plays like golf. It plays an awful lot like golf. "Skins" play is also a novel concept.

TOTAL: 9/10. Despite its few flaws, it's a great game, and well worth getting if you have the time for an afternoon of golf, but have no inclination to go walking around in the heat. Just don't invite the computer's people, or you'll sit there all day! 🍏

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Legends of the Lost Realm

by Chris Bastian

In reviewing *Legends of the Lost Realm*, the first in a promised series of adventure games by Avalon Hill, I was reminded of a line in that epic romantic movie, *French Postcards*: "...Maybe my expectations are too great. I guess, if you don't expect anything, maybe you won't be disappointed." Much has been made about LoLR's unique focus ("If you're looking for a traditional fantasy role-playing game...look somewhere else."), and its innovative use of the Macintosh interface. Ignore the advertising hype, expect to play a perfectly adequate but standard adventure game, and you'll get your money's worth.

Despite claims to the contrary, *Legends of the Lost Realm* is, as far as I can see, a basic adventure role-playing game in the style of "Bards Tale" or "Wizardry." You whip up a party of fighters, thieves, magicians and healers, equip them with armor and weapons, and send them out in search of trouble. The venue is a fortress with 5 multi-level towers to explore, and the usual assortment of shops, healing temples, guild hall, review board, etc. At key points in the maze, and randomly throughout, you can pick fights with assorted nasty creatures or evil-doers. Victory means experience and treasure; defeat means you start all over again. What's the objective, you ask? I'd say it's figuring out the objective: the instructions are intentionally cryptic on this point, but I suspect it has something to do with defeating some manifestation of ultimate evil in the center of the maze. When I find out, you'll be the second to know.

The efforts to blend this game into a Macintosh are distressingly uneven. Some lists use scroll bars

while others are changed by pressing a button. In combat sequences, attacking or parrying is button-controlled, but spellcasting or weapon selection requires WRITING a command in a data entry box; the idea of using a selection menu seems to have eluded the authors. On the other hand, the maze graphics are excellent and suggest real depth and distance, while the moving icons used in combat (fighters swing swords; magicians conjure up spells) are nicely done.

What LoLR offers that is truly unique is its approach to economics. First, you can buy equipment and supplies on credit, which will give your first-level party a semi-fighting chance in their early forays. (You DO have to pay the money back: forget, and a group of friendly bullies will come by at some point to take the funds out of your pockets...or your hide.) The flip side, however, is that the "crown" will frequently ask for a cut (a gouge, actually) of your accrued wealth. The tax collector is usually lurking around your home base, and no amount of Mithryl Armor or Level 99 spellcasting will defeat him. Finally, it can truly be said in LoLR that "life is cheap." \$15 to be exact. That's all it costs to resurrect a player from the dead (with 100% success), at least in the early going.

Playing hints? First, be patient. It takes a LONG time to build up experience, as combat opportunities are somewhat infrequent, and your forces are usually outnumbered 20-1. In light of this condition, you'll find it advisable to carry at least two characters with healing spells at the outset, so you can keep at least one player alive long enough to get aid for the others who will die off

alarmingly rapidly. When you DO win a battle with everyone intact, hightail it back home to save your gains before you get wiped out. Finally, when you need something from the store, buy a bunch. Between tax collectors and thieves, a good chunk of your money will vanish anyway, so use it or lose it.

Legends of the Lost Realm comes on two 800K disks, and requires 1 megabyte of memory to play. The game is not copy-protected, but a randomly selected keyword (found in the manual) must be entered at startup. The list price is \$34.95. 🍏

Back to school...

WAP Tutorials

by Rob Clark

Washington Apple Pi Tutorials for September

Washington Apple Pi provides training to you, the members, on a regular basis. These classes are also available to the non-member, at a slightly higher rate. We've provided complete course descriptions for the Macintosh tutorials, we regret we have no Apple II classes scheduled for this month.

We urge you to bring your computer with you to most classes, since we have no computers for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder. Please note that some classes not require you to bring your computer with you.

Occasionally, the WAP class schedule changes due to circumstances out of our control. Please call the office at least one business day prior to the class date to confirm that your class will be held as scheduled. We regret an inconveniences that may arise.

Payment for Courses

The fee for each session are generally \$15 for members, \$20 for nonmembers. Please refer to specific class for exceptions. Mail or phone in your registration to the WAP Office. We request that you pre-register for the class or classes you wish to take by either sending in the registration form or by phoning your registration into the office. Please do not ask any of the Education Program volunteers to register. If you've signed up for a class and need to cancel, please do so 2 business days prior to the class, otherwise we can not refund your money.

Macintosh Tutorials for September

This month's courses, in addition to the three beginning courses, are Introduction to MacWrite II, Advanced PageMaker I — Creating Newsletters with PageMaker, FileMaker II, Utilities I — The Apple Utilities, and beginning this month, a six weeks series on Double Helix II, a powerful, fully relational database. Most classes cost \$15 for members, \$20 for non-members. Special classes such as Advanced PageMaker, which is held on two consecutive Tuesday evenings, costs \$30 for members, and \$40 for non-members; the Double Helix series, which runs over six successive Thursday evenings, costs \$20 a session, or \$100 for all six classes. Classes generally are held at the WAP office, exceptions will be noted. See the listing below for more details.

Introduction to Macintosh, Part I (Course # M1990). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the System, Finder, Icons, the Active Window, and how they all work. You'll also investigate the components of the Control Panel.

Materials required: Your Macintosh, external drive, start-up disk, and an unformatted disk.

Course Date: Monday, September 3rd, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for

nonmembers

Introduction to Macintosh, Part II (Course # M2990). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key equivalents (key board shortcut for Menu Bar commands).

Materials required: Your Macintosh, external drive, start-up disk, and an unformatted disk.

Course Date: Monday, September 10th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to Macintosh, Part III (Course # M3990). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn which version of the System software you should be using; you'll learn how to update your system files; about the Set Start-up command; how to use the Font/DA Mover; learn about what a RAM disk is and how to use one, if you wish; how to use Switcher or MultiFinder; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, start-up disk, and an unformatted disk.

Course Date: Monday, September 17th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to MacWrite II (Course # McW1990). This class is for those who little or no experience

with MacWrite II. Topics covered are: the many uses of MacWrite II, MacWrite II's environment, a simple demonstration of its features, menus and menu commands, window icons, keyboard shortcuts, and some formatting exercises.

Materials required: Your Macintosh, an external drive, copies of your MacWrite II disks.

Course Date: Tuesday September 4th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Advanced PageMaker I — Creating Newsletters with PageMaker (Course # PM2990). This class is for those who are familiar with PageMaker, and now want to start putting it to work for them. Topics covered are: a review of PageMaker's tools, elements of good design, newsletter elements, creating and using newsletter templates, in-class and take home exercises using PageMaker, and critiques of your work. This class is held over two consecutive weeks — we request that you sign up for both sessions, please.

Materials required: Your Macintosh, a hard drive, copies of your PageMaker disks.

Course Date: Part I, Tuesday, September 11th, 1990, at 7:00 pm.

Part II, Tuesday, September 18th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$30 for members, \$40 for nonmembers

Utilities I (Course #MU1990). This class is for those of you who are familiar with your Macintoshes, but who have never learned about the various utilities included with it. This is the perfect class to clear up questions you have about those utilities, or about your system folder. Topics include a general discussion about utilities are, what their use is, and how they are useful to you. Specific utilities covered are the Font/DA Mover, the Chooser, the Control Panel, the Installer, Apple HD Setup, Disk First Aid,

HDBackup, MacroMaker, Apple File Exchange, MultiFinder, Backgrounder and more.

Materials required: Your Macintosh, an external drive, copies of your system disks.

Date: Saturday, September 15th, 1990, at 9:00 am.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to FileMaker II (Course #ME1990). This class is for those who little or no experience with FileMaker II. Topics covered are: the many uses of a flat file database, why FileMaker II is an excellent choice for a flat file database, FileMaker II's environment, a demonstration, FileMaker's windows and tools, the various views for creating a database, inputting information, editing, printing and reporting; menus and menu commands, keyboard shortcuts, advanced features, and a simple exercise.

Materials required: Your Macintosh, an external drive, copies of your FileMaker II disks.

Date: Monday, September 24th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Intensive Double Helix Course.

As we've mentioned the last two months, we're holding a class series on Double Helix II, the powerful relational database for the Macintosh. The class begins on Thursday, September 13th, and runs each Thursday until October 18th. We don't have the location set just yet (they will likely be held in one of the Montgomery County Public schools), but you can register for the classes anyway. We'll contact you when we have a confirmed location. These classes are designed for those of you who are beginning or moderate users of Double Helix II. You'll start with the basics and develop a fully functional membership database application. You can sign up for any one class, or for all six. Obvi-

ously you'll get the most benefit from all six classes, and you'll receive a premium price as well. Fees are \$20 per class for members, \$25 for nonmembers. If you sign up for all six at one time, the class fee will be \$100 for members, \$125 for nonmembers.

General Description. This course is designed for the serious student who wants to learn how to design a fully relational database management system (DBMS) using the full power and capabilities of Double Helix (DH). During the course of the six 3-hour lessons the student will develop a fully functional membership database program capable of tracking households, individuals, group memberships, dues, and room reservations. The student will learn how to design entry forms, various output forms, listings, mailing lists, form letters, queries, customized menus, and customized user interfaces. The student will learn how to use the many different programming tools available in DH such as posting, querying, summary calculations, date calculations, text manipulations, form calculations, conditional calculations, mathematical calculations, indexing, subforms, form views, sequences, and variable user access levels. Finally, the student will learn basic as well as advanced database design concepts to develop a DBMS that is functional, efficient, and "user friendly." Although the specific example used throughout the tutorial is a membership-tracking database, the skills and lessons learned can be directly applied to virtually any other kind of DBMS problem. (It is highly recommended that students attend all lessons, regardless of experience level, to gain the maximum learning benefit.)

Class # 1 (Beginner Level), Setting Up a Database (Course # DH1990). Introduction to the basics of good database design; introduction to the basic elements of DH programming and a general orientation to the basic DH programming objects; how to set up a simple

relational database involving a one-to-many relationship. Students will start developing a membership database involving households and individual members. Students will learn about basic data and calculation fields, entry forms, indexing, listings, simple queries, mailing lists, simple validation techniques, default values, lookup values, and custom menu design.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, September 13th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: \$20 for members, \$25 for nonmembers; see above for special discount

Class # 2 (Intermediate Level) Data Integrity, Subforms, and Posting (Course # DH2990). Discussion of data integrity as an important consideration in database design and how coded fields can be used to ensure data integrity; use of subforms to display a many-to-one relationship; use of posting as a data entry technique in batch and real-time modes. Students will develop

coding schemes for some of the member data fields (including design of "user friendly" techniques for viewing/entering/editing/validating codes); will design a household form which lists all members of that household; will set up simple posting operations for automatically entering data into the member records; and will learn how to automatically calculate a person's age or grade level.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, September 20th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: \$20 for members, \$25 for nonmembers; see above for special discount

Class # 3 (Advanced Level) The Many-to-Many Relationship (Course # DH3990). How to develop a many-to-many relationship; use of "concatenated" values (i.e. combining several data elements) as primary keys; other uses of subforms; alternate querying methods; more validating techniques; and use of "form" tiles and summary tiles. Students will develop a "groups"

relation and learn how to track member participation in various groups; how to display group rosters; how to generate a mailing list for a group; how to list a member's participation in multiple groups; and several ways for calculating group membership totals.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, September 27th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: \$20 for members, \$25 for nonmembers; see above for special discount

Class # 4 (Advanced Level) Financial Tracking and Reporting (Course # DH4990). Introduction to some basic financial tracking database design concepts; use of summary totals; use of posting for YTD totals; use of flags for identifying records of interest; auto generation of form letters; and more uses of subforms. Students will set up a membership dues relation; design dues statements; learn the differences between the "subtotal," "total for" and "lookup summary" tiles; learn

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Basic Information	Course Numbers
<p>Name _____</p> <p>Address _____</p> <p>City/State/Zip _____</p> <p>Phone (day) _____ (Eve) _____</p> <p>Member <input type="checkbox"/> Number _____ Non-Member <input type="checkbox"/></p> <p>Number of Classes _____ x Class Fee \$ _____ = Total Fees \$ _____</p> <p>Check/Money Order <input type="checkbox"/> Credit Card <input type="checkbox"/> Card Number _____</p> <p>Card Expiration _____ Signature _____</p>	<p><i>Please fill in the course # from the description, otherwise we cannot process your application.</i></p> <p>Course # _____</p>
<p><small>WAP Form #CL006 (Revised 4/90)</small></p>	<p><i>Mail registration and payment to the above address</i></p>

more about the various posting options; learn how to design subforms using the "use from" tile and inert fields; and how to design and automatically print various form letters related to payment of dues.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, October 4th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: \$20 for members, \$25 for nonmembers; see above for special discount

Class # 5 (Advanced Level) The Scheduling (or Invoicing) Problem (Course # DH5990). A discussion of the one-to-many-to-one relationship and how to build the scheduling entry/edit form (the same methodology can be applied to building a multi-line invoice entry form). Students will learn how to set up a daily room scheduling sheet for multiple rooms and multiple times; how to post the individual reserva-

tions to a separate "reservations" relation; and how to build several different forms for viewing the status of reservations (e.g. by time, by room, by contact person, by date, etc.)

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, October 11th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: \$20 for members, \$25 for nonmembers; see above for special discount

Class # 6 (Advanced Level) Optimization and Other Advanced Database Design Considerations (Course # DH6990). Use of summary relations to speed up calculations; constants vs. variables in queries; the "rules of optimization"; indexing - the good, the bad, and the ugly; statistics optimization; advanced menu design; "elegant" navigation techniques using sequences; the perils of importing &

exporting data. The students will learn how to apply these various advanced concepts to improving the design, functionality and performance of their database.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, October 18th, 1990, at 7:00 pm.

Location: To be determined, please call for details

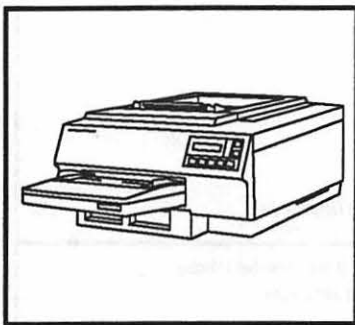
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5 disk set; \$15	9.04 - I/C 4	12.31 - S 31	16.04B - SU 4	19.24 - SW 24	
1.01 - AV 1	9.05 - I/C 5		16.05B - SU 5	19.25 - SW 25	Disk 74/75
1.02 - AV 2	9.06 - I/C 6	Telecommunications	16.06B - SU 6	19.26 - SW 26	Disk 77/78
1.03 - AV 3	9.07 - I/C 7	9 disk set; \$27	16.07B - SU 7	19.27 - SW 27	Disk 80/84
1.04 - AV 4	9.08 - I/C 8	13.01 - T 1	16.08B - SU 8	19.28 - SW 28	Disk 85/89
1.05 - AV 5	9.09 - I/C 9	13.02 - T 2		19.29 - SW 29	Disk 91/95
	9.10 - I/C 10	13.03 - T 3	Word Processing Utils	19.30 - SW 30	Disk 96/104
Desk Accessories	9.11 - I/C 11	13.04 - T 4	3 disk set	19.31 - SW 31	Disk 105/106
10 disk set; \$30	9.12 - I/C 12	13.05 - T 5	17.01 - WP 1	19.32 - SW 32	Disk 108/128
2.01B - DAs 1	9.13 - I/C 13	13.06 - T 6	17.02 - WP 2	19.33 - SW 33	Disk 134/143
2.02B - DAs 2		13.07 - T 7	17.03 - WP 3	19.34 - SW 34	Disk 147
2.03B - DAs 3	Miscellaneous	13.08 - T 8			Disk 150/151
2.04B - DAs 4	2 disk set	13.09 - T 9	Adobe Screen Fonts	Mac II Series	Disk 153
2.05B - DAs 5	10.01 - M 1		16 disk set; \$48	11 disk set; \$33	
2.06B - DAs 6	10.02 - M 2	Programmer/Hacker	18.01A - AF 1	20.01 A - M II 1	
2.07B - DAs 7		20 disk set; \$60	18.02A - AF 2	20.02 A - M II 2	
2.08B - DAs 8	Paintings (MacPaint)	14.01 - PH 1	18.03A - AF 3	20.03 A - M II 3	
2.09B - DAs 9	5 disk set; \$15	14.02 - PH 2	18.04A - AF 4	20.04 A - M II 4	
2.10B - DAs 10	11.01 - P 1	14.03 - PH 3	18.05A - AF 5	20.05 A - M II 5	
	11.02 - P 2	14.04 - PH 4	18.06A - AF 6	20.06 A - M II 6	
FKKeys (Function Keys)	11.03 - P 3	14.05 - PH 5	18.07A - AF 7	20.07 A - M II 7	
2 disk set	11.04 - P 4	14.06 - PH 6	18.08A - AF 8	20.08 A - M II 8	
4.01A - FKs 1	11.05 - P 5	14.07 - PH 7	18.09A - AF 9	20.09 A - M II 9	
4.02A - FKs 2		14.08 - PH 8	18.10A - AF 10	20.10 A - M II 10	
	Digitized Sounds	14.09 - PH 9	18.11A - AF 11	20.11 A - M II 11	
ImageWriter Fonts	31 disk set; \$93	14.10 - PH 10	18.12A - AF 12		
15 disk set; \$45	12.01 - S 1	14.11 - PH 11	18.13A - AF 13	HyperCard External	
5.01 - IW 1	12.02 - S 2	14.12 - PH 12	18.14A - AF 14	5 disk set; \$15	
5.02 - IW 2	12.03 - S 3	14.13 - PH 13	18.15A - AF 15	21.01 - HE 1	
5.03 - IW 3	12.04 - S 4	14.14 - PH 14	18.16A - AF 16	21.02 - HE 2	
5.04 - IW 4	12.05 - S 5	14.15 - PH 15		21.03 - HE 3	
5.05 - IW 5	12.06 - S 6	14.16 - PH 16	HyperCard StackWare	21.04 - HE 4	
5.06 - IW 6	12.07 - S 7	14.17 - PH 17	34 disk set; \$102	21.05 - HE 5	
5.07 - IW 7	12.08 - S 8	14.18 - PH 18	19.01A - SW 1		
5.08 - IW 8	12.09 - S 9	14.19 - PH 19	19.02A - SW 2	System Software 6.0.5	
5.09 - IW 9	12.10 - S 10	14.20 - PH 20	19.03 - SW 3	5 disk set; \$15	
5.10 - IW 10	12.11 - S 11		19.04 - SW 4	SS1.ST	
5.11 - IW 11	12.12 - S 12	Miscellaneous Utils	19.05 - SW 5	SS2.PT	
5.12 - IW 12	12.13 - S 13	11 disk set; \$33	19.06 - SW 6	SS3.U1	
5.13 - IW 13	12.14 - S 14	15.01A - MU 1	19.07 - SW 7	SS4.U2	
5.14 - IW 14	12.15 - S 15	15.02A - MU 2	19.08 - SW 8	SS5.NI	
5.15 - IW 15	12.16 - S 16	15.03A - MU 3	19.09 - SW 9		
	12.17 - S 17	15.04A - MU 4	19.10 - SW 10	HyperCard Update 1.2.5	
LaserWriter Fonts	12.18 - S 18	15.05A - MU 5	19.11 - SW 11	HC & Stacks - HC.01	
5 disk set; \$15	12.19 - S 19	15.06A - MU 6	19.12 - SW 12	HC Help - HC.02	
6.01 - LW 1	12.20 - S 20	15.07A - MU 7	19.13 - SW 13	HC Ideas - HC.03	
6.02 - LW 2	12.21 - S 21	15.08A - MU 8	19.14 - SW 14		
6.03 - LW 3	12.22 - S 22	15.09A - MU 9	19.15 - SW 15		
6.04 - LW 4	12.23 - S 23	15.10A - MU 10	19.16 - SW 16		
6.05 - LW 5	12.24 - S 24	15.11A - MU 11	19.17 - SW 17		
	12.25 - S 25		19.18 - SW 18		
INITs & cdevs	12.26 - S 26	System Utils	19.19 - SW 19		
13 disk set; \$39	12.27 - S 27	8 disk set; \$24	19.20 - SW 20		
9.01 - I/C 1	12.28 - S 28	16.01B - SU 1	19.21 - SW 21		
9.02 - I/C 2	12.29 - S 29	16.02B - SU 2	19.22 - SW 22		

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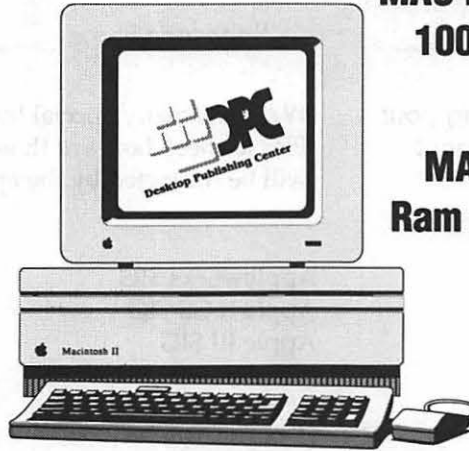
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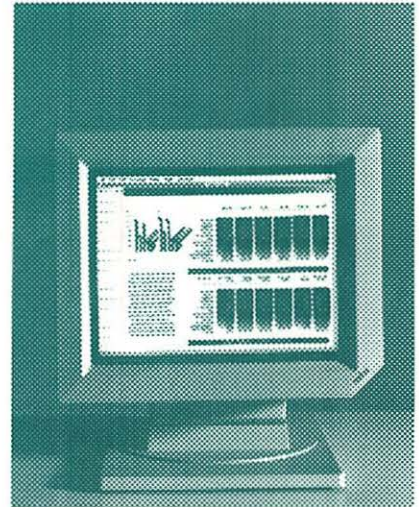
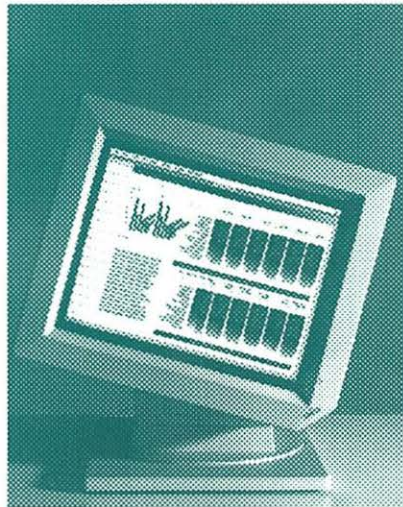
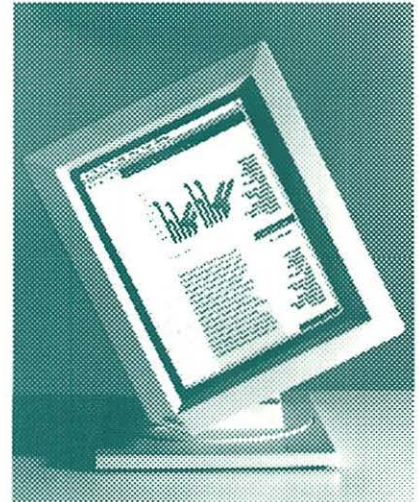
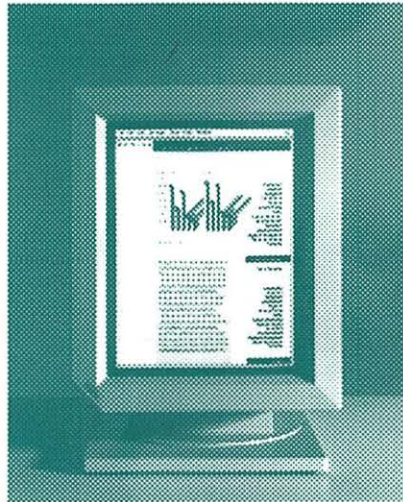
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