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washington apple pi

The Journal of Washington Apple Pi, Ltd.

Volume 13, Number 12

December 1991

WAP Artist 24

Selling the Dream 41

Phil Digitized

At Your Service 38

Flicks 'n' Chips 63

First of theYear 72

December 7
WAP Garage
Sale 31

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U S Robotics-Courier HST 14,400 baud (V.42bis, MNP5)	671
U S Robotics-Courier 9600 V.32/V.32bis/V.42bis/MNP5	693
U S Robotics-Courier 2400	311

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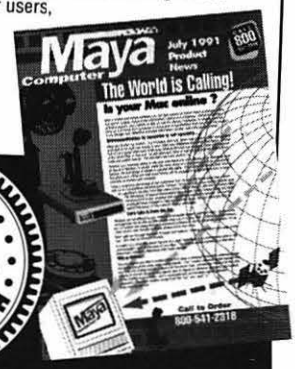

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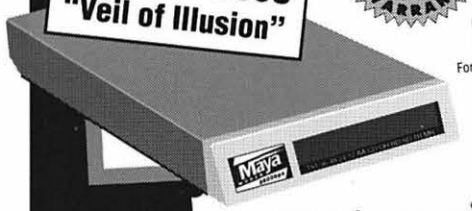

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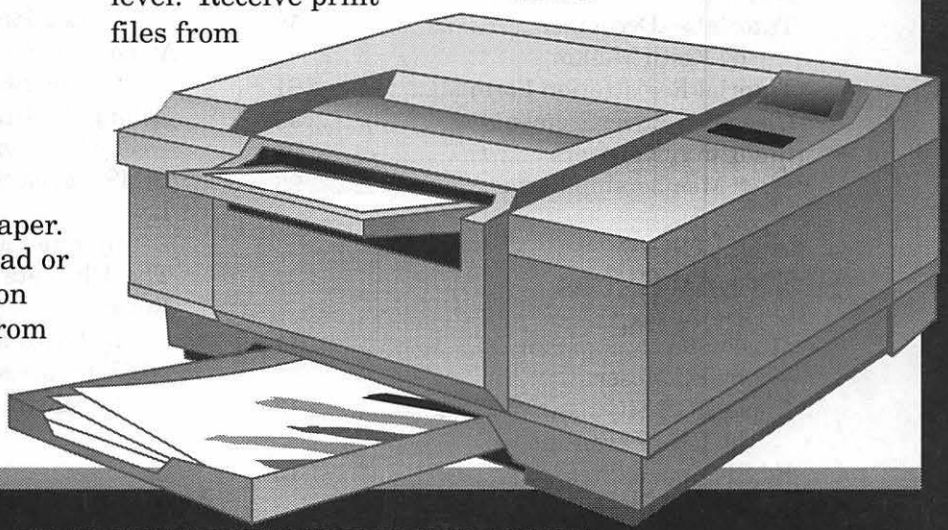

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Table of Contents

Volume 13 ..... December 1991 ..... Number 12

Club News

Editorial Page 5
by Deborah Hoyt/ In the Pi Pan...
Map to Nov. Mtg 8
by Jeff Sutton
Office News 9
by Nancy Pochepko
Garage Sale Map and Directions 31
WAP Hotline 47, 50
WAP Calendar 48, 49
DTP SIG 57
Tutorials—December 58
by Keith Malkin
Tutorial Registration Form 61
Classified Advertisements 93
Index to Advertisers 94
WAP Membership Form 96

SIG's and Slices

Music SIG 11
by Ed Moser
Apple IIGS SIG 13
by Paul Tarantino
Ed SIG 15
by Phil Shapiro

General Information

Volunteer Column 16
by Tom Witte/How you can help the Pi
Exploring Typefaces —7 18
by Frank Potter/
WAP Artists on Exhibit 24
by Nancy Seferian/ Art by Jesse Schmal
Something's Not Quite Right in the Publishing World Today 26
by Phil Shapiro
Computer Collecting 29
by Timothy Swenson
Postal Service Notice 64

Macintosh Articles

Notes on the Mac 33
by Paul Schlosser/What's new and exciting in the Mac line
Sting Ray:A New Star from Costar 36
by Lou Pastura/ Hardware Review
At Your Service 38
by Jon Slobins/Software Review
Selling the Dream 41
by Lawrence I. Charters/ Book Review
SIMS Takes Student Monitoring to a New Level 43
by Janet M. Lotterois
The Ultimate Guide–PM4: An Easy Desk Reference 46
by Lawrence I. Charters/ Book Review
NOW Utilities is Grrrreat! 52
by Martin Milrod /Software Review

Apple II Articles

"No Fancy Box" Sale 62
by Charlie's AppleSeeds
Flicks 'n' Chips 63
by Stan Feller/ Software Review
Byts and Pyces 65
by Gary Hayman/ Odds and ends on the Apple II
How to Determine the First of the Year– or, System Software 6.0 is Here! 72
by Lorin Evans
The Program Clinic 74
by Ken Franklin, M.D.
Apple II Ramblings 76
by Ken De Vito

Table of Contents

Apple III Articles

On the Trail of the Apple III 77
by David Ottalini/Valuable tidbits from the Apple III World

Disk Libraries

Apple III PD Disketeria 78
by David Ottalini
Apple III Disketeria Order Form 78
Macintosh Disk Library 79
by Dave Weikert
Mac Disketeria Order Form 86
Apple II Disk Library 87
by John Ruffato
Apple II Disk Order Form 92

washington Apple pi

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In the Pi Pan...

by Debbie Hoyt

This time of year is so beautiful. The crisp autumn winds sweep away the oppressive haze of yet another Washington summer while turning the greenery of the surrounding Virginia countryside into the rich earthtones that mark the vivid conclusion of another year. By the time you read this, you also will have turned your thoughts to traditional year-end activities. Apple Computer hopes that those thoughts will be concerned with adding a new computer to your gift list for that special someone in your life. Have you fallen victim to the CPU-envy brought on by Apple's latest media blitz? This editor has also. It seems everything runs better on the latest high end, ultimate power monster from Cupertino.

With the change of season comes yet more change in the Journal. By now, everyone has had the opportunity to express his or her opinion of the new "look." I'm grateful for the many positive reactions that were made to my humble efforts. Thank you. (Please keep those cards and letters coming.) To better serve the membership, I need feedback and constructive criticism. I'm sure you noticed that I adopted many of the changes that you had suggested. I will continue to do so. The Journal, after all, is produced and written by you and for you.

This month I have created a more distinct and effective frame of white space around each two-page layout. With the addition of smaller, more condensed, and fully justified type in last month's Journal, I felt this would reduce the eyestrain associated with plowing through a full page of 10 point New Century SchoolBook. I have also created interior white space with pull quotes. Finally, I have turned on the PageMaker option which ensures that all the lines in all the columns on a page will line up across the bottom of the page. I received many comments (mostly good ones) about the demise of the sidebars in last month's issue. The corner icons that replaced the sidebars have been markedly improved this time around thanks to our ever-helpful graphics expert Nancy Seferian. Nancy's icons are in sharp EPS format, as opposed to the bit-maps that I borrowed from a HyperCard stack or to bits of text that absolutely, positively refused to print out properly at the service bureau (Aauugh!!). For the curious, here is another explanation of the icons:

Simple,non?

I am delighted to announce that we have a new Graphics Editor! Her name is Anne Aiken, and I'm looking forward to working with her. I want to thank all of the folks that called about the position. Please remember, we need persons to create maps not just to the General Meeting but also for the locations of the SIG's, Slices and Tutorial meetings. A map for the November General Meeting was drawn by Jeff Sutton and is included in this issue.

Some concerns were raised at the General Meeting about the timeli-

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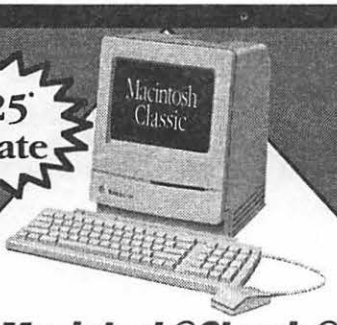

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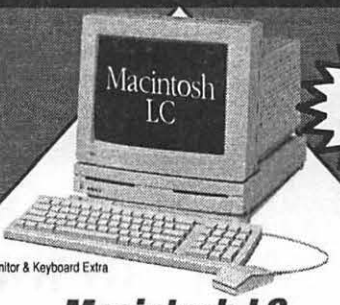

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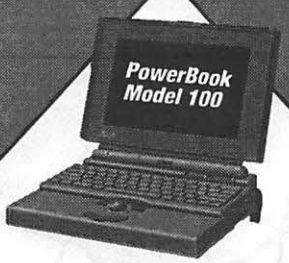

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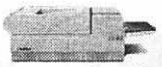

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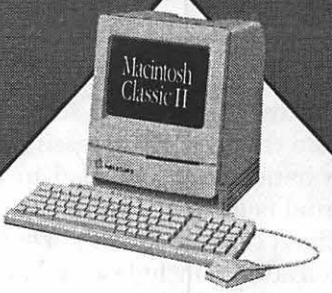

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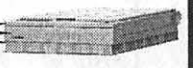

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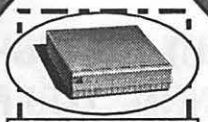

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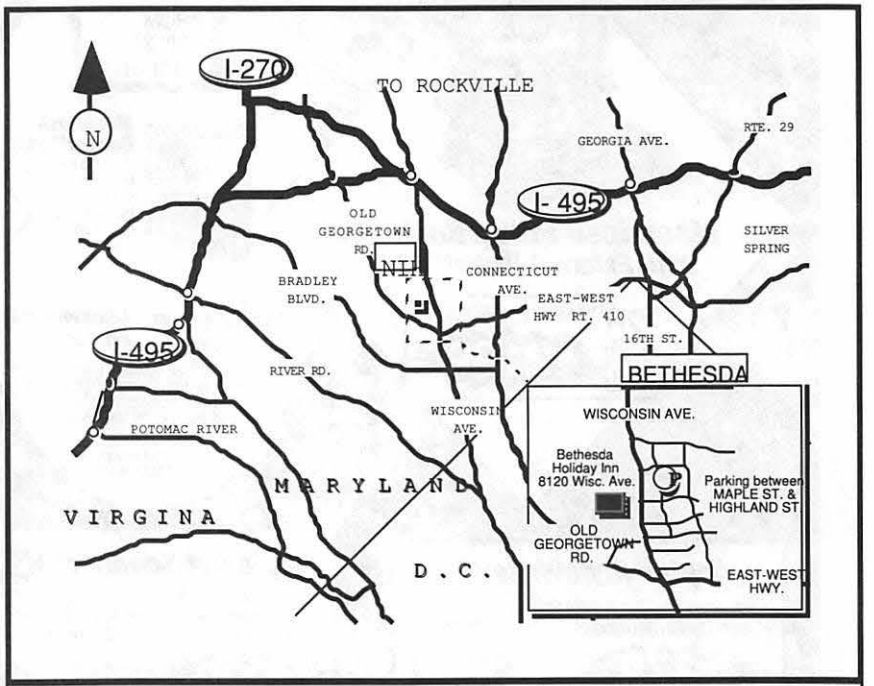
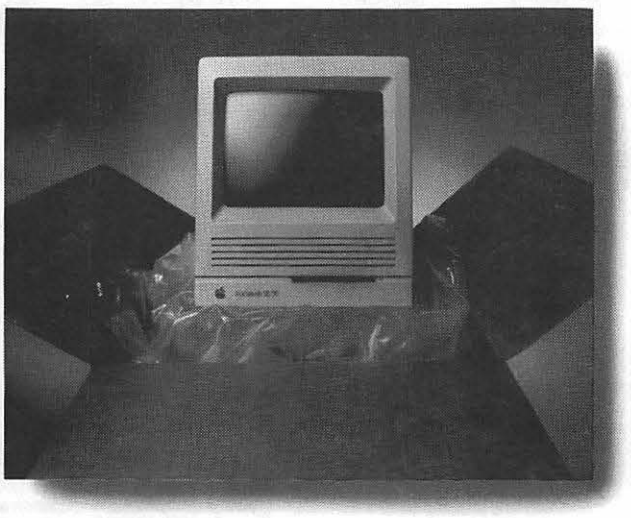
ness of information in the Journal. As always there will be some last minute changes. By necessity, the information that you read in the Journal is at least two weeks old. All that I can offer by way of explanation is that I include what I know to be true at the time of printing. What can you do? There are several avenues available. Get an account on the TCS. Late breaking announcements are posted regularly or call the office between 10 a.m. and 2:30 p.m., Monday-Saturday.

Winter is upon us. You better stoke the fire and get out the winter woolies. Looks like it's going to be a cold one. If all else fails, huddle around your computer; like mine, it will keep you warm and entertained while the pipes freeze. –DMH



Map to November 23 General Meeting at the Holiday Inn, Bethesda.



WITHOUT THE RIGHT PERSONNEL, YOU MIGHT AS WELL LEAVE IT IN THE BOX.

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Office News

by Nancy Pochepko

The leaves have turned to beautiful shades of red, yellow and orange, and I get just a little philosophical during this time of year; or maybe it's just the number of phone calls that come into the office.

I hear a lot of "constructive criticisms" about this service or that: the General Meeting location isn't any good or it's not properly publicized; there is a SIG that should be pulled together; there aren't enough disks being offered; the Journal doesn't have the right articles; we don't have discounts at local vendors; or...the list is endless. Human nature will inevitably leave us verbalizing our feelings about things that aren't to our liking but silent when they meet with our approval.

There are solutions to these problems. Get Involved! If you feel that the location of the General Meeting could be better, then offer to help find a new location. If you think that the Hotline needs to be reorganized, then offer to make the phone calls to get new helpers. Many such tasks could be handled off-site at a time that is convenient for you. There are so many good things that WAP members could be doing that it is a terrible waste not to be more involved. When you lend your skills and talents to help others, you benefit by meeting new people and learning new things, too.

Here is an incredibly easy way to help someone else. Seven year-old Craig Shergold is suffering from terminal cancer. It is one of his wishes to be included in the Guinness Book of World Records for having the largest number of business cards ever collected by one person.

If each member of WAP were to send him one of his/her business cards, and have ten friends and business associates do the same, we could help this young man fulfill one of his wishes. Please send your business cards to: Craig Shergold, 36 Shelby Road, Carshalton, Surry SN1 1LD, England. If you would prefer, we will be collecting cards at the office as well; you can drop one off the next time you visit.

Giant Receipts

We will also be collecting Giant's green register tapes in the Apples for the Students Plus program. Bring or mail your green register tapes to the business office or bring them to the General Meeting.

Washington Apple Pi has been able to help schools get equipment that they would not have been able to obtain without our assistance. Let's pull together and lend a hand to some school children. (Another easy way to get involved.)

* *

Washington Apple Pi Member Deals and Discounts

(As always, be sure to let the companies know that you are a member of Washington Apple Pi!)

Iraq Stack

Iraq Stack is the interactive, hypermedia software product on the Gulf War, created by a group of educators and software experts. Iraq Stack combines volumes of data with detailed illustrations and scanned images. It is available in both Mac and Apple II formats. WAP members can get Techware Corporation's Iraq Stack for $39 (retail, $59) including Hammond's wall-size Crisis Map of the Middle East. To order, call 1-800-34-REACH for credit card and COD

orders or mail a check to Techware Corporation, P.O. Box 151085, Altamonte Springs, FL 32715-1085.

Special Rate on inCider Magazine

WAP members are eligible for a special subscription rate of $24.97 for a one year subscription for new subscribers (the regular rate is $27.97 for one year, $43.00/two years and $59.00/three years). To order, please send your check for $24.97 per one year subscription made payable to inCider, to the WAP Office at 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Also include mailing information.

Special Rate on MacUser Magazine

WAP members are eligible for a special subscription rate of $13.50 (50% off the regular rate of $27.00) To order, please send your check for $13.50 per subscription made payable to Ziff-Davis to the WAP Office at 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Also include mailing information.

MacMillan Computer Publishing Books

Macmillan Computer Publishing is now offering all of the following series of books: QUE, Sams and New Riders Publishing. Macmillan is offering WAP members a 20% discount on all titles. To place your order call 1-800-428-5331 and ask for Diana David at ext. 2959. We have a limited number of Fall 1991 catalogs for the QUE and Sams titles, which you can pick up. Be sure to tell Diana that you are a member of Washington Apple Pi to ensure receiving the discount.

Peachpit Press

Washington Apple Pi members get a 20% discount off of the retail prices off all Peachpit Press books. To order, call Keasley Jones at 1-800-283-9444 or fax your order to 1-415-524-9775.

The Cobb Group

The Cobb Group publishes several "Support Publications" for software products. Among them are *Inside HyperCard*, *Inside Works* and *Inside Word*. For a free issue or to subscribe at 10% off, call Melissa Haeberlin at 1-800-223-8720 for more information.

SIGS and Slices

Music SIG

by Ed Moser

We met again on October 25 at Reinhard's house in Hyattsville to see the long awaited Atari/music demo. I've wondered whether (for the purposes of musical work) I should've gotten an ST back in '87 instead of my GS. I discovered that Reinhard's sequencer (Creator 3.0 by C-Lab) is red hot. He composes on the Atari & then records the finished sequence on a Mac SE/30 (using Performer by Mark of the Unicorn). He works this way because the Mac travels a lot better: his Atari is an Austrian import, and requires a transformer and other paraphernalia in this country. Creator is also an import— its text is written in German, and I found it a little difficult to figure out the menu options. I've no idea if they have an English version. But that wouldn't stop me from buying and using it.

Last month I wrote about Band-in-a-Box, which Ellen Baniszewski uses, and how it packed a lot of power for the buck. I was intrigued by its ability to send program changes on the fly (that is, send commands to the synthesizer to "change instruments" while the music is playing). Well, Reinhard's sequencer does all kinds of editing on the fly. It has roughly the same features as other high-end sequencers. But I'd guess that the ability to edit while listening to what you're doing directly is at least as powerful (or timesaving) a boost up from edit-then-listen-sequencing as taking the step from floppies up to hard drives. Musical performance is a synergistic process, joining several human beings who listen to each other interactively. If you can listen to the machine spitting back your altered/edited data while you plunk keys, you bring elements of that synergy to the compositional process.

Perhaps the most impressive goody in Creator's arsenal takes a selected portion and retrogrades it. That is, re-orders the notes so that they're played backwards. The algorithm must be faster than greased lightning. I heard no break in the music, and again, this was done on the fly.

Another toy switches MIDI delay over a selected portion on and off. When Creator sends a section of music to a synth with this option enabled, it will also resend each note after a definable delay, with a definable incremental decrease in velocity (volume), for a definable number of repetitions. This does not duplicate the effect of a digital delay guitar box (well, I suppose you could specifically program your synth with that in mind), rather it creates effects that can vary greatly depending on how your synthesizer reacts to notes repeated in this way. It's relatively easy to set up striking combinations that would otherwise surely bore.

One of Reinhard's favorite tricks is to copy identical data onto three or four different tracks and then radically vary instrumentation (very standard), continuous controller data (such as velocity, or volume, which is also standard), and quantization resolution (not so standard) from track to track. He sent a simple arpeggio from his keyboard and altered the data so as to force stacking the notes vertically into chords every quarter beat because a whole quarter was now the nearest resolution (as opposed to something like 512 ppq–pulses per quarter note). Departing from there, we listened to variations of these chords, superimposed, with quarter notes and eighth notes atop triplet eighth notes. The results ranged from pseudo-reggae percussion to near chaos. At the chaotic end we listened to passages that reminded me of Varese. Pretty good going for five minutes of play with automated processes.

Creator is packed with more options than Reinhard had time to detail, or than I could relate here (assuming I knew them well enough). But it was clear from the demo that I, at least, would be quite happy to work with it. That Reinhard prefers it to Performer or Vision on an SE/30 with bags of memory and System 7 stands as the true testament.

The thing about Atari music, of course, is the power/price ratio. A high end Mac with sequencing, transcribing, and other "standard" software costs so much that the trade magazines which I read rarely mention the prices; however, Reinhard tells me that J & B Electronics in New York advertise the Atari 1040 for around $650, including the monitor, the keyboard, plenty of memory for Creator's purposes—everything. Used Ataris can be found in the paper dirt cheap. According to

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Reinhard, Creator is "very expensive" because of the nature of software distribution in Europe. "Very expensive" means about $450. He also mentioned a twin program to Creator, called Notator, which has Creator's capabilities and also functions as a transcriber. It's roughly $650. Well, golly! I've easily got over $1000 invested in GS music software and my software doesn't support composition on the fly, or MIDI extensions (a dodge that allows you to get around the limitation of 16 MIDI channels). These programs do have copy protection, but it's a hardware scheme that doesn't interfere with disk operation at all (you have to plug a special key into a port). The biggest drawback to Atari music is undoubtedly its lack of support in the US. I guess the question would have to be: Is my computer going to be a dedicated music machine, or do I want something that'll handle general purpose usage? Clearly, you'll pay a lot for general purpose capability by buying another computer.

We also looked at the venerable Music Mouse for the Mac, written by Laurie Speigel. I'd never seen this program run before; I'm afraid I must refer you to Reinhard's excellent review of it published by the Journal. One thing I'll note in passing: It seemed to me that he could painlessly create background material that recalls Steve Reich and plug them into his compositions. Instant minimalism, as it were. Music Mouse intrigues as a source of inspiration, at least.

The discussion drifted on to the topic "What keyboard would best suit a music educator for personal use?" Reinhard and I weren't up to the minute on keyboards, but we were able to point out that the average Mac toting musicologist doesn't need a music workstation like the Korg M-1. Keyboards like this are essentially 'boards with computers attached' that run only one flavor of software, and are controlled by about four buttons. (Well, that's a hyperbole, but justified.) Why pay for that if you're in WAP, and therefore already have a much more adaptable computer? We felt the criteria should be weight (if travel is even a possibility), sound (although it's getting to be so that any moderately priced sampled keyboard is indistinguishable from the real thing to the human ear), programmability and quality as a synth (if any synthesis is even contemplated), and most importantly comfort with the board's action. And that requires the same old shopping around through music stores required by regular pianos. Reading up in Keyboard and Electronic Musician will only take you so far.

Our SIG is perhaps the most peripheral intensive... too many to bring to a central location...therefore our meeting location changes....Call me.

The discussion ended up with a question that I've wondered about for years, i.e., "Why don't we teach our kids more about the physical nature of sound earlier?" Answer: One has to understand the experience of a phenomenon before one can understand the measurement of that phenomenon. In other words, children who are asked to sing a given note on the piano have to be able to apprehend the difference in pitch between what they're singing and what they're hearing. And that is difficult because it is an abstract concept. Until a child can measure intervals with his ear, any discussion of what's actually being heard will be gibberish. Ear training comes first. Besides, the study of sound requires some grasp of various disciplines, including the physics of oscillation, neurophysiology, and (in the context of synthesizers) electronics. Pretty specialized stuff, although I still feel I personally would've been helped if some of it were part of the regular high school curriculum, at least. On that note, the meeting ended.

People sometimes ask, "What's the regular time and place for this SIG's meetings?" The answer, call me for the current month (301-924-1573). My number's in the Journal in the list of SIG chairs. Our SIG is perhaps the most peripheral intensive in WAP. This means that we like to see each other's peripherals. There are too many to bring to a central location—one of the problems that did the previous music SIG in was that they tried to run things this way, at least when I was there. At present we're meeting in various home studios, therefore our meeting location changes. The host dictates the date. I know this is vague, but the meetings themselves are more stimulating this way. We hope this will engender more interest and service.

My latest information is that the Columbia Slice meeting on December 5 will have a music demo. You have been warned.

Apple IIGS SIG

by Paul Tarantino

The usual crowd was gathered at the Dolley Madison Library in McLean for our October meeting. By way of "show and tell," Gary put in a strong endorsement for the elaborate and extensive communications exhibit that has been in the Smithsonian's American History Museum for the last year or so. The exhibit is fascinating for a lot of reasons but relevant to our interests because it includes a rare Apple I computer, resplendent in its varnished wood cabinet (putty-colored plastic being but a dream back then), as well as a videotaped interview with the Woz himself. Well worth a visit (or several), if you haven't yet checked it out.

By way of club business, we discussed the recent Pi trend toward Saturday meetings in Virginia, which was generally supported by the SIG (this was a Virginia SIG meeting, which may have stacked the deck), voted to add our endorsement to the general "well done!" messages to the new Journal editor, and put in a plug for someone to be our new Apple II editor.

It was noted that hard drive prices continue to get better and better. TMS in Boca Raton has competition from another local firm (Frog? Fred?) Anyway, they're also in Boca Raton, and advertise in A+/InCider. Check out a comparison test of 100 meg drives in a recent GS+ magazine.

The evening's guest presenter and hardware-bringer was Robert (I-Am-Not-An-Artist) Gurskey, who demonstrated DreamGrafix, a new 3200-format paint program recently introduced by Dreamworld Software in Iowa City. For those of us who aren't quite clear what makes a picture a "3200 picture" rather than a 16-color or 256-color picture, Robert's explanation is worth repeating here. The standard super-high resolution IIGS-format (SHR) graphic file is displayed on a 320-pixel (horizontal) by 200-row screen. Each pixel can be assigned any of 16 colors from a palette.

Most Apple painting programs just use one palette of 16 colors per picture. But when Apple developed the SHR screen format, they allowed for up to sixteen palettes to a picture file, each with 200 rows assigned one of the sixteen palettes for its 320 pixels. This gives up to 256 (16 X 16) colors in a SHR picture (but no more than sixteen different colors in a single row), with no extra work for the processor.

DreamGrafix goes a step further, allowing the assignment of a different palette of 16 colors for each of the 200 rows of pixels, which means that a single SHR graphic can have up to 3200 different colors (again, with a maximum of 16 in each row of pixels). This additional versatility comes at a price because handling extra palettes (more than 16) is processor- and memory-intensive. This means that it would be very hard to use 3200-color graphics in a game program, or with animation. Memory limitations also preclude a DreamGrafix graphic from being larger than a single screen.

DreamGrafix has a typical assortment of color and pattern selections, familiar to anyone who has used IIGS paint programs, as well as standard tools and a palette editor. The program also allows for the insertion of custom-written tools or functions. The standard airbrush tool has a few extra bells and whistles with user selections for the size and distribution of the spray pattern. There is also a split-screen magnifier, with four selectable enlargement rates, as well as an editor which will blow up a selected section of a graphic to allow repairs, a pixel at a time. This last can be very useful if, like Robert, you wish to use the program to clean up graphics which have been converted from Compuserve's GIF format (GIF-to-3200 converters–there's one available on the TCS–tend to add streaks to the converted pictures, as they struggle to deal with the GS's 16-colors-per-row limit).

DreamGrafix has some animation capability, but only in 16- and 256-color modes. The program can also do "pseudo-animation" via color cycling, although its routine is not as flexible as that in Platinum Paint. DG lists for $99 from the producer (possibly around $65 or so from discount houses), comes on an unprotected 3.5" disk (the compact assembly language program takes up only 289K), and runs under system 5.x with at least 1.25 megabytes of RAM. It will save pictures in several 16-, 256- and 3200-color formats, and can convert from one to another. The manual, Robert noted, is written by programmers rather than technical writers, which means that the explanations may not be as clear as one would like and that typographical errors abound.

A nice bonus is the inclusion of a slideshow program (also now available as shareware on the TCS) called

(continued on page 15)

SMITHSONIAN INSTITUTION
RESIDENT ASSOCIATE PROGRAM

Bit by Bit: Infringement on the Arts All-Day Symposium and Luncheon

Cosponsored by the American Institute of Graphic Arts, Adobe Systems, and the International Typeface Corporation

Elaine Sarao, Coordinator

Words, images, and music—the external manifestations of complex creative processes—were once private and difficult to duplicate but are now easily copied and manipulated. With the rapid evolution of computer technology, this trend is likely to accelerate. The computer is increasingly linked with the issues of intellectual property and copyright. What are the legal issues, the ethical questions, and the moral rights affected by this technology? Where do influence and reference stop, and where do piracy and plagiarism begin? Ultimately, who owns what?

In this symposium, professionals in law, technology, design, and business address issues raised by the technology and assess its impact on creativity.

Coordinator and Moderator: **Elaine Sarao**, principal of TD&W Design Concepts, Inc.

Keynote speaker: **Dr. Marvin J. Cetron**, president of Forecasting International and author of *American Renaissance: Our Life at the Turn of the Twenty-first Century*.

Afternoon Panel Moderator: **Christine Steiner**, assistant general counsel, Smithsonian Institution.

PROGRAM

- 9 a.m. ***Copyright: The View From Capitol Hill*—William Patry**, policy planning advisor to the Register of Copyrights in the Library of Congress.
- 9:35 a.m. ***Computer Programs: Expressions of Expression*—Douglas K. Brotz**, principal scientist, Adobe Systems.
- 10:10 a.m. ***Technology in the Professional Arena*—Clement Mok**, award-winning international designer, and representative of the American Institute of Graphic Arts.
- 10:45 a.m. **Break**
- 11:15 a.m. ***Copyright Infringement: Do You Know It When You See It?*—Charles D. Ossola**, partner, Hunton & Williams (Washington office).

- 12:15 p.m. **Keynote Speech: *The Impact of Technology on the 21st Century*—Dr. Marvin J. Cetron,** president, Forecasting International. Luncheon and keynote speech are held at the Commons dining room in the Smithsonian Castle.
- 2:10 p.m. ***Fine Arts: The Contrast between Traditional and Technological Processes*—Charles Csuri**, internationally renowned computer artist, and professor emeritus, Ohio State University.
- 2:45 p.m. ***Typeface Design and Copyright Issues: Authorship, Plagiarism, Licensing, and Education*—Allan Haley**, author, and executive vice president, International Typeface Corporation.
- 3:20 p.m. **Break**
- 3:50 p.m. ***Challenges Posed by the Digital Media*—Pamela Samuelson**, professor, University of Pittsburgh School of Law.
- 4:25 p.m. **Questions to the Panel**
- 5:25 p.m. **Concluding Remarks—Elaine Sarao.**

(Code: 888-991) *Sat., Jan. 11, 9 a.m. to 5:30 p.m. (8 1/2 hours, includes luncheon)*
Lecture Hall
S. Dillon Ripley Center
Members—$85; Nonmembers—$115
Fee includes luncheon at Smithsonian Castle Commons.

Please see coupon

Smithsonian Resident Associate Program Activities Application

Activity Title	Code	Member Tickets	Nonmember Tickets	Senior Member Tickets	Total Number of Tickets	Total Price
"Bit by Bit: Infringement on the Arts" (Washington Apple Pi, Ltd. members receive the RAP member rate $85)	888-991					

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Return to: **Resident Associate Program, Smithsonian Institution, Department 0603, Washington, D.C. 20073-0603**
or you can FAX credit card orders to (202) 786-2034. For more information, call (202) 357-3030.

DreamVoir, which will show all three modes of pictures, to the accompaniment of your selected Soundsmith music!

The demo was followed by a feeding frenzy of PD and shareware disk copying. Join us next month (bring lots of formatted disks) and share the bounty!

EdSIG

by Phil Shapiro

October EdSIG Meeting Minutes

The October Computer Learning Month Open-house at Fred Lynn Middle School (FLMS) was a big success. Computer teacher Grace Gallagher invited everyone to FLMS in Woodbridge, Virginia to explore a wide range of Apple II and Mac educational software. FLMS has exceptional computer facilities, including more than 100 Apple II's, and several dozen Macs.

Grace opened up two adjacent computer labs: one with 25 Apple IIGS's, and one with 25 Mac LC's. The software selection for the IIGS's was quite large. There must have been around 350 to 400 different disks. (About one fourth of them were Apple IIGS specific. The other software was Apple IIe/c software and could also run on a IIGS.)

The Macintosh educational software, while limited in number, was rather impressive. Favorites on the Mac side were the following: Kid Pix, the delightful paint program for kids; The Writing Center, a new word processor/layout program from The Learning Company; and GreatWorks, an integrated program that brings AppleWorks-like convenience to the Macintosh.

About thirty to forty people showed up for the three hour extravaganza. We had a good mix of parents, teachers, and kids. Whenever anyone had serious questions about the software, they asked the youngsters. It's always good to have experts on hand.

The success of this event has prompted talk of holding future tutorials at FLMS. Grace has had extensive experience training teachers in Prince William County and has offered to do sessions on Publish-IT! and AppleWorks. A general session on educational software for the Apple II has also been proposed.

If you'd like to participate in the tutorials as a student or as an instructor contact Lorin Evans, (202) 543-1248 (home). Tutorials are generally scheduled for three hours on a Saturday morning and cost $15 to $20. FLMS is easy to find–just one block off Route 1 in Woodbridge.

Thanks to Grace Gallagher for planning and hosting the October 19 Computer Learning Month Open-house. Special thanks to Grace's daughter Mary Beth, who spent several hours the night before helping to set things up.

Notice: The November EdSIG meeting will be held Thursday, November 21 at the WAP office in Bethesda. Thanksgiving bounces us forward a week. Likewise, the December EdSIG meeting will be held Thursday, December 19, because of the Christmas holidays.

For more information about EdSIG meetings, please call Phil Shapiro, (202) 686-5465 (home/office).

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Volunteer Column

We Need You...

by Tom Witte

This monthly column, like the Volunteer Board on Conference 1 of the TCS, is an information exchange forum, a place to post requests for help to look for opportunities to help. If you need or want to offer assistance, please contact me on the TCS or at (703) 683-5871.

Good things are happening. The BOD approved funds to support our dedicated volunteers by getting them name badges and a small supply of coffee mugs displaying the WAP logo. (The first of which has been earned by Jon Slobins, who designed the winning poster for the Garage Sale) If you are interested in earning one, check below, logon to the TCS, or give me a call. To provide future funding, we will be selling similar WAP logo items along with computer products at the December 7 Garage Sale.

The Hot One

The Pi Garage Sale, Saturday, December 7–We still need help and you can still get in on the good buys. You are going to be there, why not help out? We need people to help set up, take tickets, sell memberships, help with the distress auction, clean up and join the post-sale "Brag and Feed" at a nearby restaurant. Remember, volunteering has it own rewards. Not only will you help the WAP but you'll also be the first to see all the goodies as they come through the door. Call the office or me if you can help out.

New Opportunities

General Meeting–Holding a monthly meeting, whether in Maryland or in Virginia, requires someone (actually two someones) to haul the WAP materials to and from the meetings. It entails coming to the WAP office early Saturday morning, loading the stuff, taking it to the meeting site an hour before the meeting, and bringing it back to the office afterwards. Ideally, we will need two people with a station wagon or mini-van. Due to the effort involved, this is one of the few work opportunities that offers a monetary reward. Call the office for more information.

Continuing Opportunities

Graphic Designs –We are hoping for more design entries for the club's logo. If you'd like to get a free club momento, you can earn one by submitting a winning design.

Apple II Editor–Are you concerned that there is not enough exposure in the Journal for your computer? Would you like to see specific products reviewed? If so, we need you. After many months of excellent service Rick Zeman is retiring as Apple II editor. If you can help, call Deborah Hoyt at (703) 450-0714.

Apple II Users–Would you like to find out about more of the software that is out there or see more written for the Apple user? Then call John Ruffatto. He is looking for Apple users to test and write short, functional descriptions of software submitted to the disketeria. This easy, fun job helps the club tremendously. If you can volunteer, please give John a call at (301) 735-4259.

Mac Hardware Handy Types–Would you be interested in running a memory upgrade workshop with Jon Hardis and me? Could you lend us your torque wrench or grounding strap? Are you interested in helping or being helped with memory expansion? If so, let me know.

Always Open

- Office Helpers: Help in the Pi's office during work hours.

Skill Level: Novice to expert.

Time Commitment: Very flexible, one or many hours.

Typical Actions: Answer phones; take messages; refer calls to hotline experts; respond to mail requests for membership, etc.

Bennies: See how the Pi really works; meet club members.

Project Leaders: Office Staff (301) 654-8060.

• Disketeria: Work with our large shareware library.

Skill Level: Novice to expert.

Time Commitment: Very flexible, one or many hours.

Typical Actions: Test programs; write descriptions of the program; copy disks; maintain catalog of software and more.

Bennies: Get to check out and become familiar with shareware available for your computer.

Project Leaders: See Library Volunteers box, page 4.

• Tutorial Instructors: Share your computer function or software expertise with others.

Skill Level: Expert.

Time Commitment: Moderate.

Typical Actions: See tutorial section, page 51.

Bennies: The enjoyment of sharing your knowledge with others and earning a modest stipend.

Project Leaders: Keith Malkin (703) 503-8591.

Special Project Needs

• Adopt-a-Store: Maintain membership application and journal supplies in local computer stores.

Skill Level: Any.

Time Commitment: About one hour per month.

Typical Actions: Drop off package monthly; be the point of contact for the Pi with that store.

Bennies: Feel good for doing good, and have an excuse to shop.

Project Leaders: Teresa Drag (301) 897-5103 or John O'Reilly (703) 204-9332.

• Journal Editor: Apple II

Skill Level: Moderate to expert.

Time Commitment: Flexible, about 5 to 20 hours a month.

Typical Actions: Encourage members to submit articles; assist authors; edit articles; request products from manufacturers for review; assign members products to review.

Bennies: Do good, meet people, add to your resume, read the good stuff before it's published.

Project Leader: Deborah Hoyt at (703) 450-0714.

• The Pi's Booth: FOSE (3/30/92 to 4/2/92) MacWorld New York, TBD.

Skill Level: Novice to expert.

Time Commitment: Very flexible, one or many hours.

Typical Actions: Set up or take down booth; man booth and pass out Journals and membership applications.

Bennies: Meet people; receive free Exhibitor's admission.

Project Leader: Open

Volunteer of the Month

December's Volunteer of the Month is our entire TCS crew, headed by Paul Schlosser. This group of unsung heroes has given thousands of hours and many Saturday afternoons to design, build, and operate the largest Apple II-based bulletin board system in the world. The cost to members is only $6 per year, which is less than what many commercial services charge per hour. Our TCS has thirteen phone lines and five conference areas, each with sub boards covering all aspects of computing. It has thousands of files online for you to download. Best of all, there are hundreds of expert users available to answer your questions. If you're not online, now's the time. Having a computer without a modem is like having a TV/VCR without an antenna or cable. A good modem can be had for less than $99. If you need more information contact the Telecomm SIG or stop in the office on a Saturday afternoon.

Tom Witte can be reached at 703 683 5871.

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The World Of Fonts

Exploring Typefaces -- 10

by Frank Potter

Perpetua (215)

Perpetua was designed by Eric Gill and was acquired from Monotype by Adobe. It sells for $185 It falls into the category of New Transitional typefaces, including Century Schoolbook. The serifs tend to be straight, as are the lower case letters. Note that the lower-case "o" doesn't slope backwards, as it does in the case of other fonts that we have already seen, or are seeing today (Plantin).

Note the long ascenders and descenders—these, as in the case of Garamond, give the typeface an open look that does well in long text blocks..

Rotis

The Rotis family is quite new, having been designed in 1989 for AGFA Compugraphic.

Rotis Sans Serif (203) sells for $275, and includes the basic typeface, together with several variants: Italic, Light, Light Italic, Bold and Extra Bold. Rotis SemiSans (202) sells for the same price and has the same structure. Rotis Serif and SemiSerif (201) sells for $185 and has only three serif faces (regular, italic and bold) and has a regular and bold semiserif identity as well.

Each of the Rotis typefaces share the same heights, weights and proportions, which makes it relatively easy to substitute others where it seems like a good idea. I confess that I have some difficulty thinking of cases where I might want to do something like that, but perhaps something will come to me.

As long as it is True Confession time, I might as well come right out and say that I can't see much difference between the SansSerif typeface and the SemiSans. It is probably there, and someone will pop up to tell me about it. Go ahead—I'll make your day.

Plantin (207, 220)

Plantin 1 and 2 (each selling for $185) have a slight angle to the stress in their letters, but I already told you about that. You perceptive people will already have noticed that the serifs are angled as well, which tells you that this typeface falls into the category of Old Style Serif. Or at least that's what the book tells me, and it's in print, so it has to be true, no?

It is named after a Flemish printer, named Christopher Plantin, who did not design type himself, but was interested in type and bought faces from designers like Robert Granjon (who you will remember from last month) and Claude Garamond, whose typefaces we see every day.

Plantin is characterized by shorter ascenders and descenders. It is credited as having been the inspiration for Times New Roman, which is quite an inspiration, now that you think about it.

Type Before Gutenberg

Duc De Berry, Herculanum and Omnia (195) come in a package and you won't see them every day, we guarantee. I have no idea what the price is, because Font & Function, about which I told you last month, is at least two seasons out of date.

Correction, sort of...

Last month, I told you about Font & Function, a terrific (I thought) quarterly (I thought) free publication from Adobe. It is still terrific and free, but the last issue was in Spring 1991, and the Adobe phone person told me that the new one would probably not be out until next year. Live and learn...

Perpetua

π

ABCDEFGHIJKLMNOPQ
RSTUVWXYZabcdefghijkl
mnopqrstuvwxyz12345678
90 &

ABCDEFabcdef—Perpetua Regular

ABCDEFabcdef—Perpetua Italic

ABCDEFabcdef—Perpetua Bold

ABCDEFabcdef—Perpetua Bold Italic

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OFITS WAISTCOAT-POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waist-coat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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Rotis

ABCDEFGHIJKLMNOP
QRSTUVWXYZabcdefg
hijklmnopqrstuvwxyz1
234567890&t

ABCDEFabcdefgh—Rotis Sans Serif Light
ABCDEFabcdefgh—Rotis SS Light Italic
ABCDEFabcdefgh—Rotis SS Regular
ABCDEFabcdefgh—Rotis SS Italic
ABCDEFabcdefgh—Rotis SS Bold
ABCDEFabcdefgh—Rotis SS Extra Bold

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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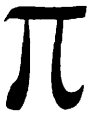

ABCDEFabcdefgh—Rotis SemiSans Light
ABCDEFabcdefgh—Rotis SSS Light Italic
ABCDEFabcdefgh—Rotis SSS Regular
ABCDEFabcdefgh—Rotis SSS Italic
ABCDEFabcdefgh—Rotis SSS Bold
ABCDEFabcdefgh—Rotis SSS Extra Bold

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/12

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/14

ABCDEFabcdefgh—Rotis SemiSerif
ABCDEFabcdefgh—Rotis SemiSerif Bold

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/12

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/14

ABCDEFabcdefgh—Rotis Serif
ABCDEFabcdefgh—Rotis Serif Italic
ABCDEFabcdefgh—Rotis Serif Bold

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

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Plantin

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklmnopqrst
uvwxyz1234567890&

ABCDEFabcdef—Plantin Light
ABCDEFabcdef—Plantin Light Italic
ABCDEFabcdef—Plantin Regular
ABCDEFabcdef—Plantin Italic
ABCDEFabcdef—Plantin Semibold
ABCDEFabcdef—Plantin Semibold Italic
ABCDEFabcde—Plantin Bold
ABCDEFabcde—Plantin Bold Italic
ABCDEFabcde—Plantin Bold Condensed

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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Type Before Gutenberg

Duc de Berry

ABCDEFGHIJKLMNOPQRSTUVWXY
Zabcdefghijklmnopqrstuvwxyz12345678900

Herculanum

ABCDEFGHIJKLMNOPQRSTUVWXYZABCD
EFGHIJKLMNOPQRSTUVWXYZ1234567890&

Omnia

abcdefghijklmnopqrstuvwxyzabcde
fghijklmnopqrstuvwxyz1234567890&

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge.

Duc de Berry 10/12

THERE WAS NOTHING SO VERY REMARKABLE IN THAT; NOR DID ALICE THINK IT SO VERY MUCH OUT OF THE WAY TO HEAR THE RABBIT SAY TO ITSELF, 'OH DEAR! OH DEAR! I SHALL BE LATE!' (WHEN SHE THOUGHT IT OVER AFTERWARDS, IT OCCURRED TO HER THAT SHE OUGHT TO HAVE WONDERED AT THIS, BUT AT THE TIME IT ALL SEEMED QUITE NATURAL); BUT WHEN THE RABBIT ACTUALLY TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, AND LOOKED AT IT, AND THEN HURRIED ON, ALICE STARTED TO HER FEET, FOR IT FLASHED ACROSS HER MIND THAT SHE HAD NEVER BEFORE SEE A RABBIT WITH EITHER A WAISTCOAT-POCKET, OR A WATCH TO TAKE OUT OF IT, AND BURNING WITH CURIOSITY, SHE RAN ACROSS THE FIELD AFTER IT, AND FORTUNATELY WAS JUST IN TIME TO SEE IT POP DOWN A LARGE RABBIT-HOLE UNDER THE HEDGE.

HERCULANUM 10/12

There was nothing so very remarkable in that; nor did Alice think it so very much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually took a watch out of its waistcoat-pocket, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge.

OMNIA 10/12

Artists on exhibit

by Nancy Seferian

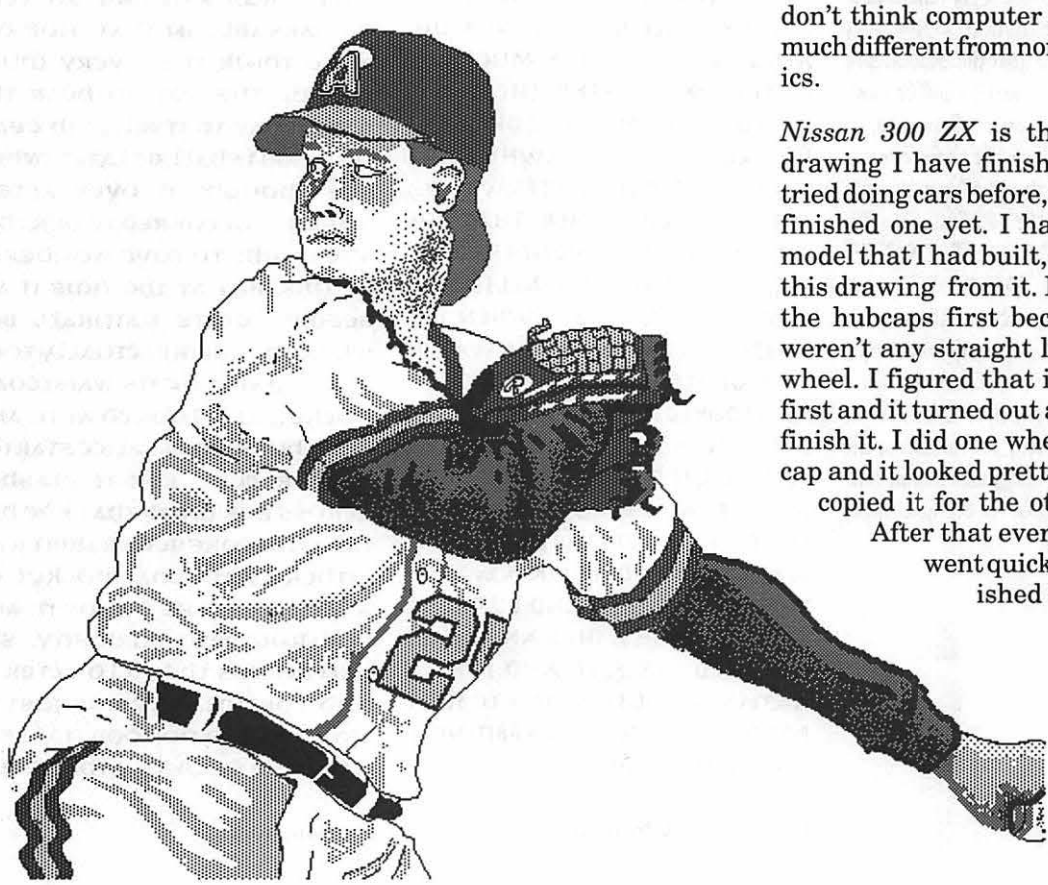
This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.

Artist Info: The artist this month is Jesse Schmal who is 15 years old and a student at W.T. Woodson High School in Fairfax. He has been drawing since he was seven and drawing with a Macintosh for a year and a half. He has taken basic art classes and has also studied computer art one summer at the Institute of the Arts at Falls Church High School and Fairfax High. Jesse has been interested in architecture for five years and is leaning toward a career in that field. His computer art has included many buildings and houses.

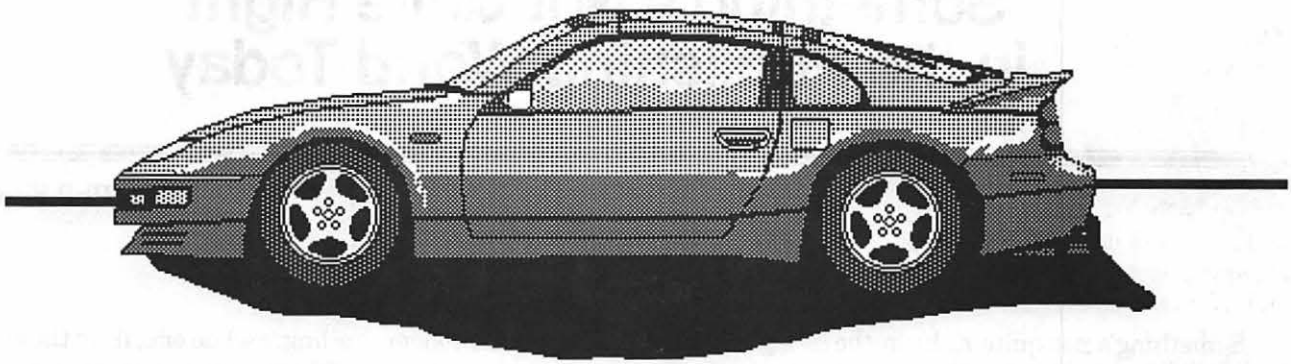
Tools: Mac Plus, ImageWriter II printer, STI 40 meg external drive, FullPaint.

Techniques: "*Abbot* is a drawing of Jim Abbot, pitcher for the California Angels. He is one of my favorite players, and I worked from a picture of him to create this drawing. The most difficult part of the picture for me was his glove, because of the detail needed for the seams and stitchery. I zoomed in and did that part with the pencil tool. Next, I worked on his face. At first I used no shading and no values, but it looked too flat. I decided to shade it to make it more realistic. It would have been easier to work on the shading if I had had a color computer. The proportions seem pretty good in this drawing. I think I got lucky. I used the line option as I drew down the left side of his body. For large areas like the jersey I don't use the sketching tool like the pencil. I use the line option because I have a lot more control. I don't think computer graphics is much different from normal graphics.

Nissan 300 ZX is the first car drawing I have finished. I have tried doing cars before, but haven't finished one yet. I had a plastic model that I had built, and I made this drawing from it. I started on the hubcaps first because there weren't any straight lines on the wheel. I figured that if I did that first and it turned out all right, I'd finish it. I did one wheel and hub cap and it looked pretty good, so I copied it for the other wheel. After that everything else went quickly and I finished the rest of



Jim Abbott

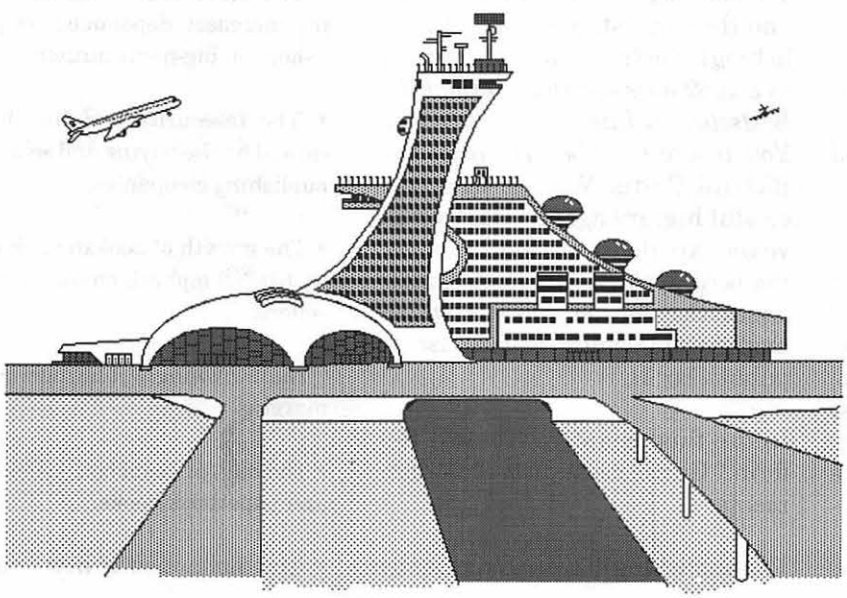


Nissan 300 ZX

it in an afternoon with the exception of the shading on the body and wheels.

"Again, the only time I used the sketching option was with the holes in the hub caps. I recommend using the line option. I added the shadow under the car and the line in the background to make the car look like it was somewhere, not just suspended in space. The inspiration for this drawing came from the fact that I'm almost 16, and I'm totally obsessed with cars. And this is my favorite car!

"I did the *Airport* drawing right after I went on a trip to Montreal. "It's not the Montreal airport, and it didn't start off as an airport. The main tower and the dome were inspired by the baseball stadium in Montreal. I had done a sketch of it when I was there, and I decided that it would look good as an airport because it had the tower. I added the antennae on the top of the tower and then I thought it was finished. The next day I felt it needed something more so I added the two planes which I thought added a lot to the drawing.



Airport

"I worked from my memory of the tower and the dome, and added everything else. I did this drawing fairly quickly and didn't have many problems except for the dome. The skylights gave me some trouble. I wanted the curvature of the skylights to look like they were part of the dome instead of sitting on the dome. The road coming out from the airport was added later. I added it because I felt the drawing looked too blank, and I wanted to make the composition better. I wanted to make it look like the road was coming at you. A picture looks better and goes a lot faster if you have inspiration. I was really dazzled by the dome and tower of the stadium in Montreal. "

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Something's Not Quite Right in the Publishing World Today

by Phil Shapiro

Something's not quite right in the publishing world today. You'd think that in this Information Age more people would be writing books than ever before, that small new publishing companies would be springing up to bring promising new authors to market, that a new Renaissance would be blooming in the world of books, the arts, and culture in general. Not so.

It's as difficult as ever, today, to bring a new book to market. No established publishing company will consider a manuscript that is delivered "over the transom" (unsolicited). The only way to approach a publishing company is through a book agent and finding the right book agent is enough to discourage all but the most intrepid new authors.

Further, even if the larger publishing houses did take time to consider a book by a previously unpublished author, and even if they found the ideas or story fresh and original, they'd decline to market it unless they could sell sufficiently large quantities of the book to make a substantial profit.

The publishing of books has become big business. Books are no longer treated as precious vessels of ideas, instead they are treated like any other common commodity, such as wheat, pork, shampoo, or deodorant. Book lovers cringe at the thought that the business of books has been reduced to the buying and selling of a crass commodity. Books are no mere commodity. They're one of the most precious things we own. A well-written book is the essence of the human spirit, captured in tangible form for all the world to enjoy.

The commercialization of the book, and the sorry state of today's publishing industry are well-chronicled in a 1989 book entitled, *Beyond the Bestseller: A Literary Agent Takes You Inside the Book Business*, by Richard Curtis. Written by a successful literary agent with over 25 years experience in the business, the book speaks with some candor about the flawed process which modern publishing houses use to publish books.

In the final chapter, "Toward Reform," Curtis crystallizes his comments:

The publishing industry is critically ailing, and no one, from the creator of the written word to the consumer, is untouched. The signs are everywhere, some statistically demonstrable, others less tangible but manifest to anyone who has been in the business long enough to watch it evolve. Some of the more commonly voiced ones are:

- The conglomeration of trade and paperback book publishing.
- The bureaucratization of editorial decision-making.
- The blockbuster mentality and the increased dependence of publishers on big-name authors.
- The insecurity and instability caused by the buying and selling of publishing companies.
- The growth of bookstore chains, with their emphasis on current bestsellers.
- The narrowing of publishers' profit margins.
- The high prices of both hardcover and paperback books.
- The diminution of new and ex-

perimental literature.

- The soaring rate of books returned unsold to publishers.
- The drop in advances and royalties paid to most authors.
- The increasing delays on settlement of advances and royalties with authors.
- The decline of professional standards of line editing.
- The failure of publishing to keep dedicated editors.
- The influx of business administrators into publishing and their influence on editorial policies.
- The assertion by authors and agents that publishers are cheating them out of royalties.

Obviously, there is no single comprehensive explanation of what has gone wrong, nor any all-embracing solution. Still, it is surprising that authors, agents, publishers, booksellers, and other book people–highly intelligent individuals all–should continue applying patches and poultices to the symptoms when it is clear that the dimensions of the problem call for a thorough reevaluation of the way things are done in the publishing industry.

But while the publishing world looks more dismal than ever, there is hope on the horizon. It's entirely possible that new technologies will arise that will undermine the monopoly that the big New York City publishing houses have on the distribution of books. Such technologies could take one of two forms: print and non-print.

Non-print publishing means the electronic book, a device the size and shape of a regular book, with a sharp monochrome screen. Reading material would be distributed on some sort of magnetic or optical medium. Cartridges, it would seem, would be the favored distribution form.

You plug the cartridge into the device, choose the font size you'd like to read in (and perhaps the typeface as well). The device would then display the text at a user-controllable rate of display, automatically clearing the screen once the text reached the bottom of the display. The rate of display would be controlled by a rotatable dial that would serve as a sort of "gas pedal" for the device.

"What's needed is a dedicated bookmaker device that would accept a high density, 3.5 inch floppy, and churn out a bound book in the output tray...."

Some devices might have HyperText capability built in. Other devices might have audio capability built in, where word pronunciation would be available at the touch of keystroke. Such extra features would be available at a premium cost, though. The basic electronic book would be manufactured at the lowest possible cost for the largest possible distribution.

New print publishing technologies are likely to continue along the lines of the desktop publishing revolution. What's needed is a dedicated bookmaker device that would accept a high density, 3.5 inch floppy, and churn out a bound book in the output tray. Using text compression routines, over two megabytes of text can be squeezed onto a high density, 3.5 inch floppy. Two megabytes worth of text is equivalent to about 250,000 words. (One page of typed text, 250 words, equivalent to about 2K of memory.) So most normal length books could quite comfortably fit onto one high density, 3.5 inch floppy (using the text compression routines.) The dedicated bookmaker device could then churn out a book on demand.

The advantages offered by a dedicated bookmaker are enormous. Out-of-print books could be easily retrieved and distributed to those interested in reading them. Books could be sent inexpensively across country by air mail. (Or, a book could be transferred via modem to anyone interested in reading it.) A large part of publishing costs is the printing and physical distribution of the book. With the bookmaker device, the cost of distributing the book would plummet.

The consumer could then decide whether to print the book out in hard copy, or to read the book on the electronic book device. Those without a personal bookmaker device in their homes would have access to such a device at a public library. (Such a device would be coin-operated, much like a photocopying machine.)

But most exciting would be the rise of energetic new book publishers who could take advantage of the

economies of the new technology to distribute works by promising new authors, non-mainstream thinkers, and others who are currently excluded from the publishing world.

Anyone with access to a disk drive could open up a publishing company. The resulting flood of new books would most certainly contain a lot of low quality material. But the advantages of the bookmaker and electronic book far outweigh the disadvantages of having to put up with reams of lower quality prose. The lower quality prose can simply be sifted through by book reviewers, who'd erect signposts pointing towards the truly worthwhile reading.

In terms of the bookmaker device, it would be best to have the device constructed from the lowest cost electronic components that could still yield high quality print. This way a low-cost printer, such as the Apple StyleWriter with 360 dots per inch output and very slow printing, would serve the purpose of a bookmaker device very well. The actual bookmaker would be a dedicated device about the size of a current 3.5 inch drive that would plug into a printer. For the printing of longer books, you could just leave the device on overnight.

Eventually newspaper and magazines would offer "bookmaker subscriptions" at a reduced rate from their regular "hard copy" subscriptions. These monthly or daily publications would be delivered either on disk, or via modem. After all, it doesn't make sense to print a newspaper across town and physically deliver it to your front doorstep when, for the same trouble, they could deliver the information across town and you could print it (or read it on screen) in your own home.

The book consumer will have a far greater selection of books to read at a far lower cost. A populist revolution in publishing is just around the corner. And just as surely as in Gutenberg's day, a new Renaissance will flourish amid all the creative and expressive arts.

[The author is currently completing work on control software for an electronic book device. This control software is being prototyped on Apple II computers. He can be reached at (202) 244-2223, or by electronic mail on GEnie at: P.Shapiro1, Internet: pshapiro@pro-novapple.cts.com]

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Computer Collecting

by Timothy Swenson

Most of the people I run into consider computer collecting rather odd. Most ask me how I can use that many computers or comment on the obsolete nature of some of the computers that I collect. They wonder how I can tolerate using them.

For me, computer collecting has nothing to do with the use or power of the computer. It is based on an interest in all computers and a wonder about how they work. Each computer design tackles the same problems with different approaches. It's interesting to see how the designers decided to solve these problems. There is also the historical importance of a computer. It is fun to own a computer that I have spent many years reading about. Instead of just seeing a picture of the computer, I can touch it and delve into its insides.

As we strive for faster and more powerful computers, we forget that at one time, each computer was considered state of the art. I can remember when 64K was a lot of memory. Then it went to 640K. When I worked on an XT back in 1983, most XT users wondered how they could even come close to using all 640K.

The Start

After seven years as a computer hobbyist, I started reading books on the history of the personal/home computer industry. I had read about some computers that I had played with but had not realized that they were important milestones in the computer age. At that time, I had about four computers. Over the years I have upgraded them and kept them around. I remembered how a neighbor's daughter had an "old" Mattel Aquarius computer that she did not use. I figured that I could get it cheap and see how it worked. After I bought the computer for $10.00, I caught the collecting bug. Over the past three years, I have gone from just a few computers to well over 30. All are "orphaned" systems and were purachased with a minimum of out-of-pocket expense.

Being an original Sinclair user, I specialize in the Sinclair line but buy almost any computer system as long as it is cheap. My main limit in a system is its physical size. I only have so much room in the "computer closet." I really enjoy the smaller home computers that came on the market. These odd-ball computers are fun to collect. It's interesting to have the odd and the unusual.

Where to Buy

There are two key items to know in computer collecting: Where to buy and how much to pay.

The most obvious place to start looking is the local classifieds. Most papers will have computers under a separate section or in the "Metro Market" section with the rest of the general items. Don't expect to find any great bargains here. These ads cost the seller money to place, so he must make money in the deal. Local "freebie" classified newspapers are the same as general newspapers. You might find a few good computers in either one.

Any local Bulletin Boards (the old index card and thumb tack type) are good places to look. The Pentagon has these boards on the Concourse. I have bought a few computers there. There are some computer BBS's that specialize in selling used computers, but they usually don't cover the odd and unusual. Similar to BBS's is Usenet, the World-Wide Unix-to-Unix BBS

π

system. If you have access to a computer on the Internet, you might have Usenet access.

The best place to buy computers is a Ham Fest. Ham radio clubs sponsor local Ham Shows. Since most Ham radio club members like computers, computers are becoming more and more prevalent. About half of the booths sell computer-related goods. You can find almost any system at a Ham Fest at almost any price. I picked up a PDP-11/05 for nothing. The "seller" was told by his better half not to bring the "box" home.

A large number of sellers are the same people you would find at a regular flea market. They are just there to get rid of a few computers that they have around the house. Most will allow you to haggle them down. I've bought everything from an ASR-33 teletype machine to an Apple III.

Regular flea markets are not as good as Ham Fests. You might find a computer there, but you have to sift through a lot of old clothes and brick-a-brack. If you have limited time on the weekends, focus on the Ham Fests.

What to Pay

For me, cost is important. I have set a limit of $50.00 per computer. If a computer costs more, I really have to think about it. Remember, I'm aiming for quantity not usability.

As you look for computers through these various sources, note how much people are asking. This will give you an idea of what systems cost. Granted there will be a few who will try to get as much as they can for a system, but there are also those just trying to empty out the closet and make a few dollars to boot.

The best thing to do is set your limit on what you would spend for a computer before you start. Most computers are fairly common, so if you do not get a good deal today, one will come around again. There are a few systems that are a little more rare, and you might have to grab them when they come around. Then it's a matter of how much you want that computer.

I've been looking for two computers for a while now: a Sinclair ZX-80 (the first Sinclair) and a black Bell and Howell Apple II. I was lucky enough to find both at low cost. The ZX-80 was $5.00 and the B&H Apple was $15.00. Now I am aiming for a few British systems that either never made it to the American Market or failed miserably. These include Dragon, BBC Acorn, Jupiter Ace (built-in Forth instead of Basic) and SpectraVideo.

To become familiar with the computer systems that were made years ago, visit your local library. Most of their computer books are a few years old and will cover these "golden oldies." Try reading a book like *Fire in the Valley* about the early PC industry. There are some good buyer's guide books that cover what were then the latest and greatest.

Half of the fun is getting to know about a number of older computers is the history surrounding them and the whens, whys and hows of their manufacture, and what made this particular computer special. It's all there to learn. Most of all, it gives me a better perspective on newer computer systems. Once I know a computer's history, I begin to understand why they were designed the way that they were and the reasons behind certain features. Tthere's the fun aspect. So, happy collecting and happy hacking!

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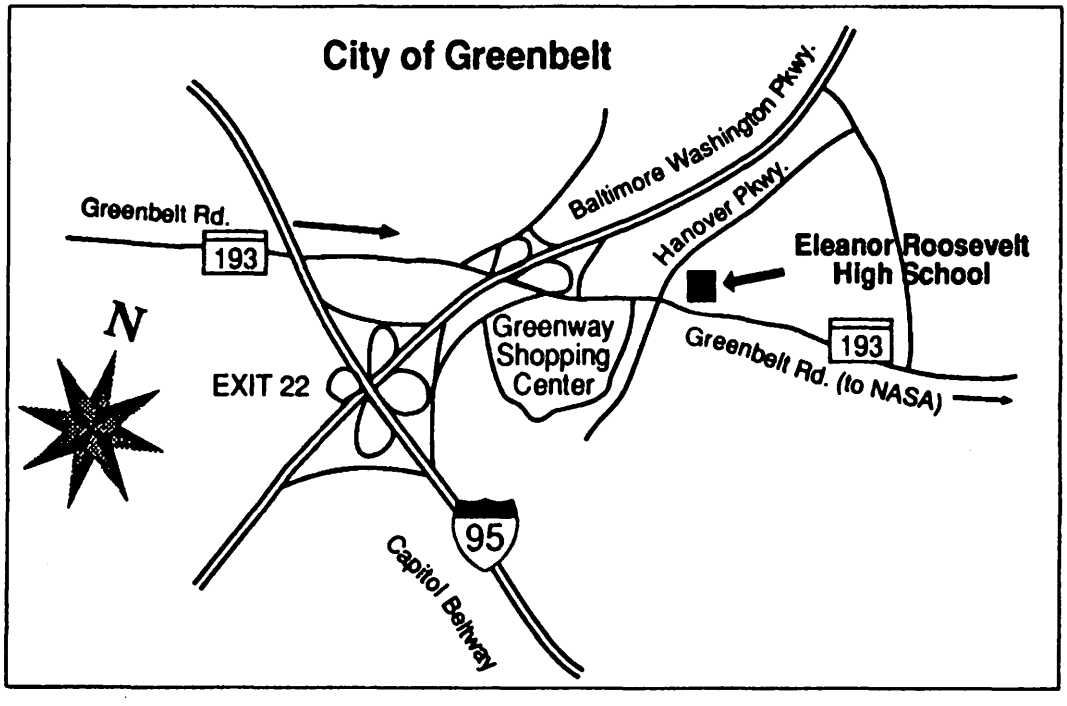

From Washington, DC:

Take the Baltimore Washington Pkwy. towards Baltimore to Rt. 193 (Greenbelt Road). Exit to the right following the exit ramp to Greenbelt Road. Turn left at the light (towards NASA) from exit ramp onto Greenbelt Road and continue to Hanover Pkwy. Turn left and then take the first right onto school property.

From Baltimore:

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Code 156

Notes on the Mac

by Paul Schlosser

ATM Offer From Apple

Apple recently announced that a future release of the Macintosh operating system would make it much easier to use Type 1 fonts. Incorporating the technology from Adobe Type Manager in the operating system would mean the end of Type 1 font jaggies on the screen and on non-PostScript printers. While we're waiting for this future release, Apple and Adobe have reached an agreement that will allow you to purchase Adobe Type Manager, and the Adobe Garamond typeface, for only $7.50 (to cover shipping and handling). To take advantage of this offer call Adobe at 1-800-521-1976, and ask for extension 4400. They'll need your name, address, and a credit card number. Expect delivery in six to eight weeks.

HP Cuts Price of DeskWriter

Hewlett-Packard announced that they've reduced the list price of their popular ink-jet printer, the DeskWriter, to $599 (down from $729). The Apple StyleWriter also lists for $599. The street price for the DeskWriter should be somewhere around $450. The list price for the DeskWriterC, the recently announced color ink-jet printer, remains at $1,095.

Apple/Beatles Lawsuit Settled

You'll be happy to know that the lawsuit filed against Apple (the computer company we love to hate) by Apple Corps (the Beatles management company) has been settled out of court. The suit charged Apple with violating a 1981 agreement that prevented it from using the Apple logo on music related equipment. The amount of the settlement was reported to be $26.5 million.

Software News

DiskDoubler, the popular compression utility, is about to be significantly enhanced by a new companion utility. The new utility, AutoDoubler, decompresses files into memory instead of onto disk. AutoDoubler also incorporates a new compression algorithm which is four to twelve times faster than the one in DiskDoubler. AutoDoubler will list for $80, and be offered to DiskDoubler owners at a substantial discount. DiskDoubler, which offers several features that AutoDoubler does not, will continue to be supported.

Suitcase II and Fastback from Fifth Generation Systems have recently been updated. Suitcase II version 2.0 has a new feature that solves font ID conflicts. Fastback version 2.6 offers support for System 7.0, as well as better cross-platform features.

Alsoft, the publisher of MasterJuggler recently announced version 1.57, with support for System 7.0 and TrueType. The list price of MasterJuggler has been reduced to $50 (down from $90).

Now Utilities, v. 3.0.1 is out and fixes several bugs discovered in version 3.0 (released in August '90).

New Hardware

While the recently announced Macintosh models are still in short supply (but getting rave reviews), rumors of several new models for 1992 have been circulated. A new PowerBook, weighing a scant 3.5 pounds, is being readied for a summer '92 release. This new laptop will feature a 25 MHz 68030 CPU, a backlit supertwist screen, and will display 26 shades of gray. A 16 MHz 68030-based LC is scheduled for release in the summer of '92, with

no increase in list price. A new, faster Mac IIsi is being worked on, with a 2.8 meg floppy drive. The new LCs and IIsi models will both contain better power supplies than the original models they replace. Apple hopes to release a color version of the Classic II in late '92. This new model would feature the same 9 inch screen with 8-bit color, and a faster 68030 CPU. Price? Under $2,000. The Quadra 700 and 900 are both scheduled for updates next year, to bolster performance. The Motorola 68050, which is still being designed, is rumored to be the next candidate for Mac CPUs.

Apple Revenues Up, Earnings Down

Apple announced that revenues rose 14 percent in fiscal 1991, while net income fell 18 percent. The decline in income was blamed on the shift towards lower-cost models. For fiscal 1991, revenue was $6.3 billion ($5.5 in '90), and income was $309 million ($474 million in '90). Apple shipped 60 percent more units in 1991 than '90. Wall street analysts are not concerned, predicting continued growth for Apple. John Sculley has been quoted as saying that during the first quarter of 1992 Apple will announce more new CPU products than in any previous year. These new CPUs are expected to be in the portable and high-end segment of the model lineup.

New Files on the TCS

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

File area 13 - Mac Fonts

USPS.BARCODE.SI Bit-mapped font for Postal barcodes

File area 14 - Mac Games

OPTSUN.CPT Demo version of Operation Tsunami

MFS4.0.PLANES.C Two new planes for MFS 4.0

File area 16 - Mac Hypercard

ADDRESS.SIT Stack for printing labels

File area 17

TIDBIT88.SIT File Compression II

TIDBIT87.SIT TidBITS for 14 Oct '91

TIDBIT86.SIT TidBITS for 07 Oct '91

TIDBIT85.SIT. TidBITS for 30 Sep '91

TIDBIT84.SIT TelePort ADB Modem

TIDBIT83.SIT TidBITS for 23 Sep '91

TIDBIT82.SIT The System Heap explained

TIDBIT81.SIT TidBITS for 16 Sep '91

TIDBIT80.SIT TidBITS for 09 Sep '91

TIDBIT79.SIT TidBITS for 02 Sep '91

TIDBITS7.SIT TidBITS for 26 Aug '91

18 - Mac Utilities

LOUD.ZEN.CPT Power-on sound from Quadra/PowerBook

COMPACT.PRO Compact Pro, version 1.32

APPLEENCODE.CPT Print Apple on non-Apple PS printer

CORSF171.CPT. SF 171 with minor corrections

APOLLO.CPT Application launcher

HELIUM.2.0.2.SI New version - change fonts

SPAREDDISK.CPT Special icon for disk w/bad sectors

VIRUSDETECTIVE. Virus Detective 5.0 ShareWare

VIRUSBLOCKADELT Virus Blockade Limited II 2.0. Nix Viri

SNDMVR174A.SEA Sound Mover 1.74a: Play with sounds

TRASHMAN.CPT. Empties trash automatically

ITS.TIME.CPT Reminder utility

FILETYPE.CPT Change file info

BLACK.BOOK.CPT Address/phone book

AE.V1.0.1.UPDAT Update Alarming Events to 1.0.3

NOW.UTILITIES.3 Now Utilities Updater to 3.0.1

Q.CHANGE.CPT Easier access to Apple Menu items

APP.EASE.CPT System 7 alias utility

PACK.CPT Three System 7 utilities

CALYPSO.CPT Large System 7 beep sound w/ Latin beat

A9BEEPSOUNDS.CP 49 System 7 beep sounds.

A6.SMBEEPS.CPT 46 System 7 beep sounds.

A3BIGBEEPS.CPT 13 System 7 beep sounds.

PCHAR110.CPT PopChar 1.10 character display/paster

DC.1.3.3.CPT Change pixel depth of screen (update)

DEHQX200.CPT Batch process BinHex files in bkground

SPAM101.CPT Programmable Apple Menu(s)

APLSLICE.CPT Give Apple Menu sub-menus

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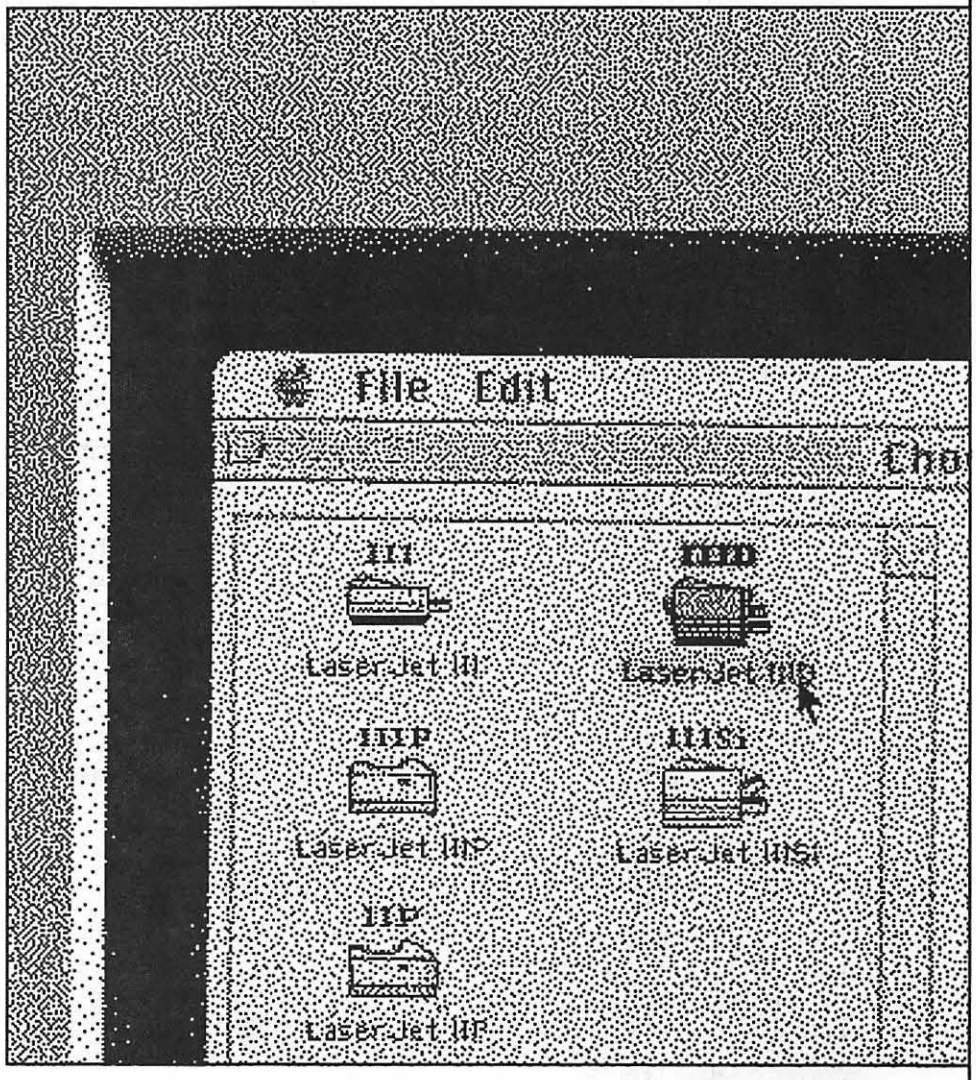

Hardware Review

A New Star from Co-Star

by Lou Pastura

It's always very difficult for a publication like ours to obtain hardware from manufacturers for review. As a result, we have relied almost exclusively on the willingness of members to share the results of purchase decisions already made so that "the rest of us" (Now where have I heard that before? Sounds like a good slogan for a computer company.) could benefit from their experiences, both good and bad. We have also, on occasion, been able to persuade a local retail store to loan us a review unit (This is referred to as "relying on the kindness of strangers"). During a recent stop at the Annandale Computer Age store, I spied a brand new trackball from Co-Star called the StingRay. I had ordered one (based on ads I'd seen in the Mac magazines) with the intention of writing a review after it arrived, but it wasn't expected to arrive for two to three more weeks. So when the store manager offered to loan me the unit overnight for a review, I quickly and gratefully accepted.

We had shopped for a trackball for my long-suffering and ever-patient spouse, Saint Suzanne, for quite some time. All the units we tried proved unacceptable in terms of either size (the size of the ball and/or the height above the table) or the quality of the unit (the feel and quality of the switches and the smoothness of the movement). The StingRay turned out to be exactly what we were looking for. It is a very compact unit with a smaller ball than many of its competitors. The advantage to this design is that it is more comfortable for people with small hands who may have trouble with the larger units in terms of the distance the ball moves and the height of the ball above the table surface. With regard to quality, the StingRay scores again. The switches have a positive, firm feel and the ball movement is very smooth.

The overall physical design of the unit is outstanding. It has a sleek, Star Wars kind of appearance and looked good sitting next to Suzanne's IIsi. It is offered, by the way, in two colors, "Mac Platinum" and "Next

External Hard Drive Improvements from Computer Age

Another tidbit I picked up from Computer Age's Annandale manager is a recent major improvement in their external hard drive systems. They still use fast, reliable Quantum drives, but they've redesigned their external case, improving the lines and appearance and adding features not offered in their old models.

The new case (still all metal) measures 10 x 10 x 2.25 inches and includes two external power outlets, an external fuse, an easy-to-access external push button SCSI switch and an internal fan. While I didn't take one home for a test drive, my impression in the store was that both the drives and the fan were acceptably quiet. The units that were in use at the store were all cool to the touch.

Prices for the drives at this writing are $299 for the 40 meg version, $649 for the 100 and $999 for the 200. Not as low as the bottom end mail order folks, like APS, HDI and Club Mac, but excellent compared to other local retailers. If you plan to purchase a drive locally, these definitely deserve a look.

Black."

The engineering clearly received as much attention as the design. The ball rests in between two "wings" which double as buttons. No searching for the button here—the entire left side of the unit is one button and the entire right side is another. One button works as a momentary switch (the button is pressed only as long as you hold it down) while the other is "push on - push off." The user can select which button performs which function via a slide switch on the bottom of the unit.

Another thoughtfully engineered feature is the way the ball fits into the unit. On some trackballs the ball can fall out easily if the unit is turned over. On others, it is very difficult to get out for cleaning, requiring you to find a screwdriver to disassemble the unit. The ball on the StingRay fits snugly enough in the unit not to fall out accidentally. The designers included a button on the bottom of the unit that, when pushed, squeezes the ball out so that both the ball and the inside of the unit can be cleaned.

The software that comes with the StingRay is similar in capability to that included with the Kensington model. It enables the user to select the speed and sensitivity of the response to the ball movement and the speed of what will be interpreted as a double mouse click. The adjustment in the speed/sensitivity response to the ball movement is very important. On a large screen the "Very Fast" adjustment enables you to move quickly and easily from edge to edge. The slow setting is useful for precise work where more control is needed or desired.

List price for the StingRay is $129. The local street price is about $99. Mail order appears to be about $89 (MacConnection).

In summary, as an extremely satisfied, long-time Kensington trackball user, I would give this new product very high marks. While I won't run out and replace my two Kensingtons, if I were buying "from scratch," it would be a difficult decision. Saint Suzanne says the StingRay wins hands down.

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Software Review

Phil Up with "At Your Service"

by Jon Slobins

"At Your Service" (AYS) is a nifty little utility program for your Macintosh. This program from Bright Star Technology, Inc., provides you with a computerized "personal assistant" named Phil. When his duties require, Phil appears in a window on your screen and announces the reason for interrupting your current activity.

For example, if you're writing a letter and Phil needs to remind you of your plans to go somewhere (like the monthly WAP meeting), his window will appear, and he'll say something like: "Excuse me for interrupting, but you have travel plans." You see Phil's face and mouth move, and hear his voice — as if he were a real person visible on your Mac's screen (See *Figure 1).*

Phil is what AYS refers to as an "actor." (With another Bright Star product, "interFACE," you can create other actors to use in At Your Service and other applications.) Phil can appear in either of two forms: drawn or digitized (See *Figure 2*). He can also appear in black-and-white or in color. Phil as a drawing uses less RAM than his digitized form does, and, as expected, the black and white versions use much less RAM than the color versions.

If you are using System 6.07 or System 7.0 and have a Macintosh II with sound input capability (the Apple microphone on a newer Mac II, or Farallon's "MacRecorder" input device with an older Mac II), you can verbally respond to some of Phil's messages! If your Mac II is so equipped, you can dismiss Phil from your screen by saying "thank you" when he brings up a Health Watch report or Reminder alert. Or you can tell Phil to let you read your electronic mail when it arrives by saying "thank you" or "read now."

The Services

Through Phil, Bright Star provides you with five basic services: Greetings, Health Watch, Mail Call, Reminder, and System Report. There's also an Introduction service in which Phil gives you an audible overview of the AYS features. Any unwanted service can be removed from AYS by dragging it from the At Your Service folder if you want to save disk space. The Greetings service allows you to set Phil to greet you at start-up and say good-bye on shutdown. The greetings are varied ("Good Morning," "Good Evening," "Hi," "Have a Good Day," "Good Night," etc.), so you don't get the same greeting each time you turn your Mac on or off. You can also set Phil to enunciate "Welcome to Macintosh" when you start-up your Mac.

The Health Watch service allows you to set Phil to make sure you don't risk repetitive strain injury by working too much on your Macintosh. When you have worked longer than the amount of time you specify, Phil appears to suggest a rest break. If the rest break from your Mac lasts longer than the specified rest period (the duration of which you also specify), Phil restarts his Health Watch clock.

For example, you might set a time limit of 50 minutes of work and a rest period of ten minutes. After you have worked steadily for 50 minutes, Phil will warn you of the need to take a break. If your break lasts for ten minutes or more, Phil's next warning will occur in another 50 minutes. But if you only take a five minute break, Phil's next warning will appear in less than 50 minutes. (The AYS manual doesn't make clear how much less than 50 minutes, however.) The settings screen for Health Watch also pro-

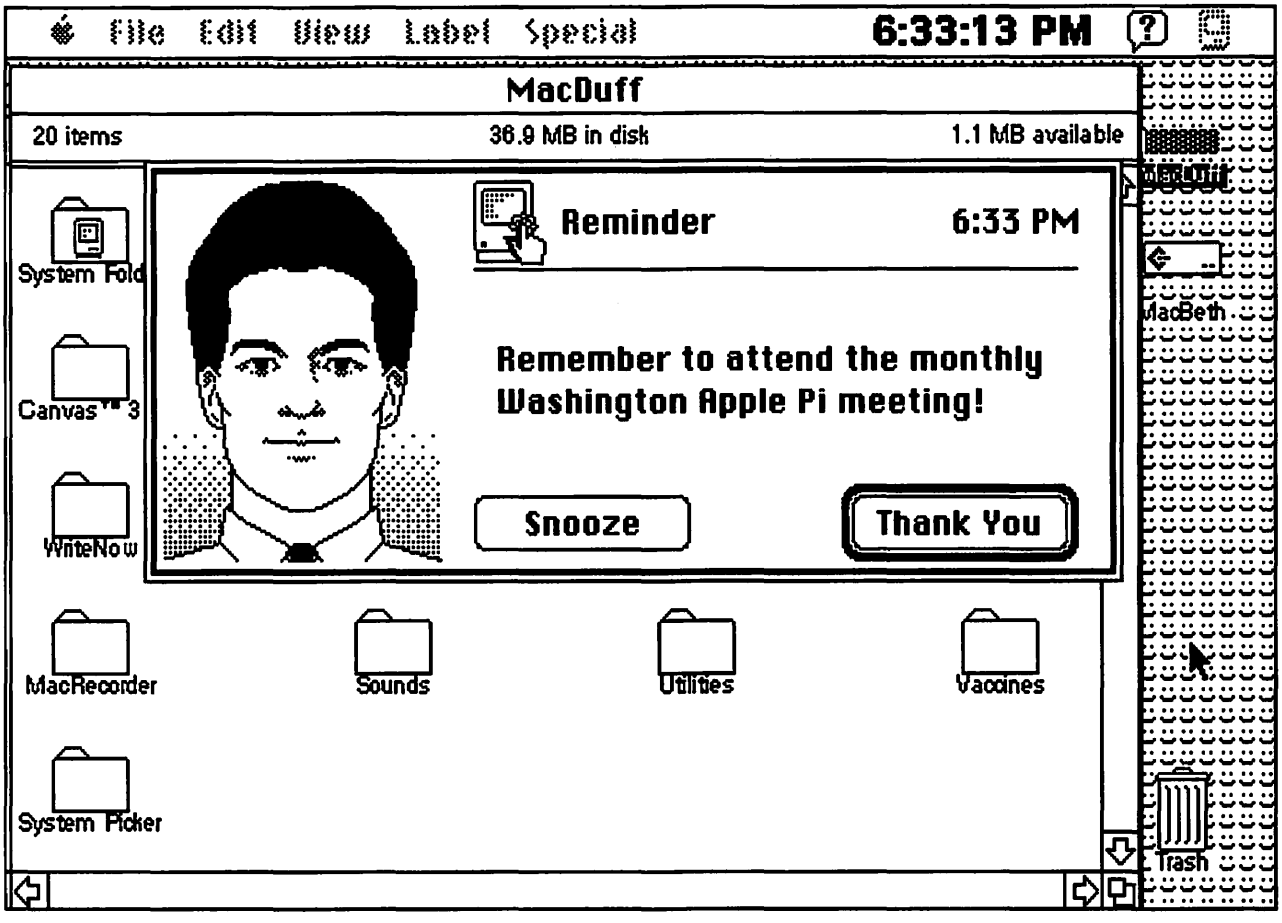

Figure 1. Phil delivers an "At Your Service" reminder.

vides some information regarding repetitive strain injuries and how to avoid them.

The Mail Call service is a simple inter-application interface. It allows Phil to notify you of the arrival of electronic mail if you use either CE QuickMail or Microsoft Mail 3.0. (The At Your Service manual includes instructions on how to set your CE QuickMail or Microsoft Mail program to work with Phil.)

The Reminder service of AYS is an extended alarm clock function of the same sort provided by *Smart Alarms, Alarming Events,* and a few other programs. You can set Phil to alert you for a variety of events: Anniversary, Appointment, Birthday, Break, Deadline, Holiday, Lunch, Meeting, Phone, Reminder, To Do, and Travel. The Reminder editing screen allows you to set a reminder to first appear at a specified date and time. You can then set it to appear once only, hourly, daily, only on weekdays, weekly, monthly, or annually. A text-entry window on the editing screen allows you to write a short note detailing the reason for the reminder.

When a reminder is to appear, Phil's window appears and Phil announces the type of message (e.g., "Excuse me for interrupting, but you have something To Do"). If you want to be reminded again in a little while, you can click on the "Snooze" button. Phil will repeat the reminder after a pre-set amount of time. (You specify the amount of time the Snooze button deactivates reminders in the Reminder editing screen).

If your Macintosh is off when a reminder is to appear, Phil presents it when you next boot up your machine.

The final service that AYS offers is

System Report. It tells you how much RAM your Mac has and how much is currently in use, what version of the operating system your Mac is running, how much disk space your Mac's hard drive has, and how much of it is used. This information is readily available to a Macintosh user without "At Your Service."

Still, System Report may save System 6.0x users from having to hunt around their desktops to find such system information. And even System 7.0 users may enjoy having Phil brief them on the state of their Macs, much as Spock or Data would brief the captains of their respective Enterprises on the state of the starship.

With regard to documentation, the "At Your Service" manual is short and easy to read. I might have wanted more detail (especially in Appendix B, Customizing AYS), the manual covers the program well enough to let you run it properly. AYS is a straightforward, fairly intuitive program, not requiring a high degree of documentation.

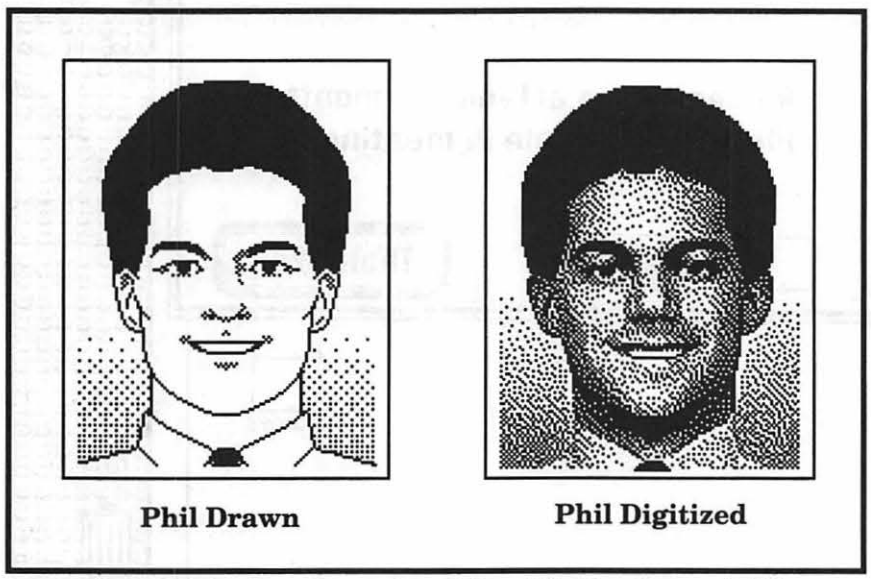

Figure 2. The Three Faces of Eve? Nope! The Two Faces of Phil.

"Phinal" Thoughts

By including Phil in AYS Bright Star combined the number of services provided with an element of fun which makes it a real value. AYS retails for $59.95 (mail-order houses, around $30) which is less than half what competing packages cost. Yet it provides a much broader range of services. The others may provide more function in specific areas covered by AYS, but I have yet to see one that provides so much capability across the board.

I'm not the only person impressed with AYS. Berkeley Systems included a starter version of their AfterDark screen saver program with the package to show their approval. You get eight AfterDark modules, only one of which ("Starry Night") is available with the regular AfterDark. You also get an order form which allows you to order the regular AfterDark direct from Berkeley for only $14.95, about half the price you'd pay to a mail-order firm.

AYS requires a MacPlus or later, with a minimum of two megabytes of RAM, and System 6.04 or later. To verbally reply to Phil, you need a Mac II with a built-in microphone or the MacRecorder input device and System 6.07 or later.

In just the few weeks that I have been using At Your Service, it has become an indispensable part of my Mac desktop. Even if you have other packages that cover some or all of the areas that At Your Service covers, take a look at this product. You'll probably save some RAM by running only one program instead of several. And you'll find Phil a welcome occasional visitor.

Purchase Information

Program: At Your Service
Publisher: Bright Star Technology, Inc.
Address: 1450 114th Ave., SE, Su. 200
Bellevue, WA 98004
Telephone: (206) 451-3697
AppleLink: Bright.Sta
MacNET: BrightStar
Fax: (206) 454-1062
Availability: Area Retailers

[Jon Slobins welcomes the development of any and all software products that allow him to do less thinking and more lounging.]

Book Review

Selling the Dream: A Call to Reality

by Lawrence I. Charters, © 1991

We live in cynical times. Those who demonstrate zeal and passion, in almost any endeavor, are castigated as frauds or fools. Given a choice between battling the cynics or joining in the feeding frenzy, most find it easier to be a shark than a saint. Saints need faith and fortitude, while all sharks require is a steady supply of food. Just swim around aimlessly and wait for an optimist to release a little blood.

Given that environment, Kawasaki's *Selling The Dream* is remarkable in several respects. The subtitle alone shows he is seriously out of step with the times: "How to Promote Your Product, Company, or Ideas — and Make a Difference — Using Everyday Evangelism." Note the phrase "and make a difference." Kawasaki isn't suggesting you just go through the motions and put on a good show. He's suggesting you actually change the world.

"Changing the world" is a constant theme in *Selling The Dream*, and a most laudable goal. While the publisher classifies this as a business book and Kawasaki warns that it is not a Macintosh book, neither is fully correct. *Selling The Dream* is about business, about competing with foreign countries, and about rediscovering, or re-inventing, the pride of "Made In America" — though Kawasaki doesn't cover the last two topics. And it's about user groups, community service organizations, and making the world a better place. It is also about attitudes, motivations, goals, and passion. In places, it is even about religion.

Naturally, Kawasaki draws heavily on his experiences, first as Apple's Macintosh Software Evangelist and later as President of ACIUS. Mac fanatics (a phrase that should have considerably more meaning after reading the book) will appreciate the inside slams, jokes and puns. Those who are not yet Mac fanatics — good recruiting material for evangelism — won't really miss anything, and may be inspired by some of the references to, well, to become Mac fanatics. Notice how it all ties together so neatly?

For those who question the need of evangelism — we'll be polite and not taint them with a label — consider user groups. Once upon a time, Macintosh users were so enthusiastic about their computers that they could hardly contain themselves, so they formed user groups. The user groups had as their mission the conversion of all who had not experienced the glories of Macintosh to — to the glories of Macintosh. To promote this goal, the user groups held workshops, set up bulletin boards, wrote clever programs that simultaneously boosted the Mac and defamed other computers, and generally had a blast. People left user group meetings filled with enthusiasm and a strong urge to stay up all night playing with newly discovered tricks.

Then user groups became ends in themselves. Self-professed managers offered to restore order to the groups — a suspect task because "order" was never a goal. Advocates of good business practices saw strength in numbers and so organized recruiting drives. Unlike past drives, however, these drives were not aimed at getting more converts — just getting more members. Demonstrations of extraordinary public domain software and "neat little hacks" gave way to demonstrations of "practical, useful business tools." Talk of changing the world and

unleashing the power of the Macintosh evaporated before the onslaught of Roberts Rules of Order.

This doesn't mean that order and good business practices are bad, only that they shouldn't be used to subvert the enthusiasms and passions of those who cherish the mission, the goal, the dream. In Kawasaki's view, the best way to maintain an organization's dreams, be it a non-profit organization like the Sierra Club or a quasi-marketing arm such as H.O.G. (Harley Owners Group) is through evangelism. And evangelism, he stresses repeatedly, is not something that you do once and then coast along. As the subtitle states, you need "everyday evangelism."

There are chapters on becoming an evangelist, on developing evangelical skills, and on advanced techniques, each complete with diagrams, charts, and "exercises" to illustrate points and stretch the mind a bit. Two very interesting chapters are: "Evangelizing the Opposite Sex" and "The Ethical Evangelist." The former is immensely entertaining; the latter — the ethics of evangelizing questionable causes — is a good introduction to what really deserves an entire book unto itself. Though Kawasaki doesn't mention them, how would you like to be a lobbyist for the Tobacco Institute, or the Crack Cartel, or, for that matter, Bush's "Points of Light" program. Will these causes change the world? For the better?

Rather than fill page after page with endless details on the fine art of evangelism, Kawasaki draws on personal experiences, both his own and others, in the very personal art of evangelism. Some experiences are hilarious: "When I called to get information from Harley-Davidson and gave them my name 'K-A-W-A-S-A-K-I,' the person said, 'You are kidding, right?'" Other stories, such as Bob Hall's campaign to get Mazda to build the Miata, or MaryAnne Schreder's founding of the Center for Living With Dying, or the amazing corporate culture of Ben and Jerry's Homemade Ice Cream Company, are tributes to extraordinary dreams bursting forth in widely varying settings.

> ...the best way to maintain an organization's dreams...is through evangelism. And evangelism... is not something that you do once and then coast along.

Given the setting for this review, however, there is another important question: Is this a computer book? Most definitely. There are juicy stories, gossip and slams about Apple, John Sculley, IBM, and Ashton-Tate, as well as praise for all (except Ashton-Tate). When talking about using electronic tools, these are Kawasaki's rules for success:

1.a. Buy a Macintosh.
1.b. Buy a copy of any software that I'm selling if I start another Macintosh software company.
2. Join a user group.
3. Buy a laser printer.
4. Buy a modem.

Sounds good to me....

While some might call it padding, the last hundred pages of the book reprint an extraordinary document, the Macintosh PIP (Product Introduction Plan). Printed in October 1983 as a highly confidential internal Apple document, it detailed the company's plans to establish Macintosh as the "third industry standard" (with Apple IIs and IBM PCs). In addition to being an exceptionally detailed business plan, it is also interesting for what didn't happen: If you look over the list of software products and companies Apple forecast as "hits," most of the companies no longer exist, and many software packages never made it to market. It is some of the most fascinating "padding" you'll ever read.

Should you buy this book? Yes. And, after you read it, you should buy and give copies to other people. Give them to the dreamers; the cynics will convince themselves it isn't worth reading.

Guy Kawasaki, *Selling The Dream*, Harper Collins, 1991. ISBN 0-06-016632-0. $20.00 xii, 337pp.

[Lawrence I. Charters is the immediate past President of the San Diego Macintosh User Group, and has recently moved to Columbia, Maryland, where he now dreams of life with water, trees and weather.]

SIMS Takes Student Monitoring to New Level

by Janet M. Lottero

The Bulletin is a weekly newsletter for employees of MCPS. This article appeared in the October 14, 1991 edition.

A pupil at Burtonsville Elementary School presented an odd problem: She didn't seem to have any troubles, she worked hard in school, earned all A's and B's, and showed a pleasant disposition. Yet when the principal compared the fifth grader's school performance with her latest standardized test results, she suspected trouble because the scores showed that the child was in the 20th and 30th percentile. Further testing revealed a language disability, and the girl received special help that improved her performance markedly.

It wasn't an unusual chain of events. But what was unusual was the speed at which the problem was detected. From the time the school received the test scores and the comparison was made to the start of the testing that diagnosed the problem, only one week had passed. Once a laborious process taking weeks, the comparison of test scores and grades for all 483 children in the Montgomery County, Maryland school had been completed in seconds, thanks to a computer program whose name takes longer to say than many of its operations take to perform: the School–based Instructional Monitoring System (SIMS).

Used on a Macintosh computer, SIMS is a database of test scores, grades, student biographical details and other information that allows principals, guidance counselors and other school personnel in Montgomery County Public Schools (MCPS) to monitor a student's progress and, with a few easy commands, reorganize data to identify individuals who may be in academic difficulty or who show other patterns in their performance that schools need to know about. Now in its second year, SIMS is a pilot in 47 MCPS schools.

"It's a tool to empower principals to get a handle on what's going on in the school and what's working and what's not," says Robin Confino, assistant to deputy superintendent Katheryn Gemberling, who developed SIMS. "Principals are in the business of helping students be successful. We're giving the principals and the school leadership team the mechanism to monitor and evaluate their own effectiveness, as opposed to waiting for a school system report or a newspaper article to tell them how they're doing with the kids."

Each elementary school receives three computers for SIMS; secondary schools get four. Every school gets a laser printer and a network to connect the computers. SIMS uses Microsoft Works, a software package that provides a database, word processing and a spreadsheet.

The computers are linked to the mainframe in the Department of Management Information and Computer Systems (DMICS), so schools can download student data. Secondary schools can also download grades and project basic results. Elementary schools must enter grades into their own local databases, although a pilot this year will computerize grades for elementary schools in the SIMS project.

Beyond that, schools may build local databases by recording such items as interim reports, the colleges a student has applied to, and whether a student has a mentor or a tutor, says Confino, who coordi-

nated SIMS last year.

School personnel can then sort the between their grades and test scores.

"I can provide each counselor with a list of students with interims and ask them to conference with the students and talk to parents and come up with a solution," says Jack Graham, the principal of Magruder High School. "What used to take two hours now takes ten seconds. It should help us do a good job of improving services and of not letting students fall through the cracks."

Burtonsville principal Ellis says that although the fifth grader's learning disability would probably have been discovered eventually, that SIMS brought the problem out early, when corrective measures are most effective.

"I love this program," Ellis says. "It's possible to look at a very large amount of information on individual students in a very concise form."

By examining data for various groups as well as for individual students, the school also discovered areas which needed improvement. Before SIMS, Ellis says, "we had no easy way to monitor the progress of groups of students–whether it was boys, girls, different races. We had to wait for a report in the summer."

The immediate feedback, the ease of locating and sorting data, and the elimination of oversights that might allow a student to slip through the cracks are the system's primary strengths according to Gemberling.

"You're getting fluid data which you can arrange, rearrange and compare at will," she says. "You're not getting a written report that gives you one answer. Sometimes you go in with a particular question to be answered and while answering that question you can raise three or four more. We call it 'strolling through the data.'"

Gemberling began work on what would eventually become SIMS in 1984 while she was principal of Parkland Junior High School. Using an Apple computer, she created a database of incoming seventh graders to improve placement into the proper classes.

"I love this program...It's possible to look at a very large amount of information on individual students in a very concise form...."

After using the database, she says, "we began to realize we had a powerful tool." The school began recording results of the predictor tests for the Maryland functional tests in reading and mathematics on the database, then doing an item-by-item analysis to see what areas needed strengthening. Students turning in a weak performance in the same area could be regrouped for extra instruction. The school could then retest the students and compare the results.

"Parkland was breaking 90 percent on math when few schools were," Gemberling says.

In 1986, Gemberling took the ideas for her database–and an ambition for something more comprehensive–to Kennedy High School where she was appointed principal.

With the more powerful Macintosh computer, she networked the system, making information available to guidance counselors and other school personnel involved in monitoring students' progress. The expanded system also accommodated more data, which could be analyzed faster.

The third crucial step in the creation of SIMS came last year. With Confino as project coordinator, Gemberling, then associate superintendent for instruction and program development, gathered together 23 elementary and secondary principals as the first group to bring SIMS beyond the walls of Kennedy.

Gemberling demonstrated SIMS to the principals at a meeting in May 1990 and explained that for the concept to work, the principals had to be completely and actively involved. All 23 principals opted to be in on the first year of the pilot.

"The principals had to demonstrate by the end of the year that they had the databases in place and how they were using them to make instructional decisions," Gemberling says. Failure to do so would mean the loss of the system. "It was use it or lose it," Confino says. Before the year was out, the administrators had 23 converts to the system, 24 more principals to add on this year and a

host of others wanting to join in.

One main advantage, Jau Headman, principal of Julius West Middle School, says, is the ability to customize the system. He has created a separate database to monitor the progress of at-risk students, for example, and plans to add another database for the school's 90 ESOL (English for Speakers of Other Languages) students.

"Most other school systems tend to emphasize a system wide approach to data," Gemberling says. "What we've tried to do is give our schools the power of independent and individual information gathering." In essence, she told the principals, "You decide what you need to know beyond the basics we've all agreed on."

The strength of the system lies as much in its ease of operation as in its capability. For the first year of the pilot, Gemberling deliberately chose some principals who were not computer buffs–"In fact, a few were adamant nonusers of computers," Gemberling recalls. If they could use SIMS successfully and be sold on its merits, then the possibility for system wide use would look bright indeed.

Not only did all 23 principals use SIMS successfully that first year, they became the main advocates for the system. After appeals from several principals, the Montgomery County Council agreed to fund the use of SIMS by schools if MCPS produced a training manual, Gemberling says. The DMICS trainers developed one, which was delivered to the Council last June. The goal is to have SIMS in every school by September of 1995.

Though it may seem paradoxical to some, SIMS refutes the idea that computers reduce people to numbers. "I call it the humanistic database. It isn't just numbers, it's individual students. You always come back to individual students," Gemberling says. "You can associate the individual student with every number. No number cruncher off analyzing data is going to be able to do that."

[Janet M. Lotterois the editor of The Bulletin, a weekly newsletter for employees of Montgomery County Public Schools. This article appeared in the October 14, 1991 edition. She can be reached at the Department of Information, MCPS.]

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Book Review

The Ultimate Guide PageMaker 4: An Easy Desk Reference

by Lawrence I. Charters, © 1991

Let me begin by admitting that I am not a fan of PageMaker, preferring Quark XPress. But my preferences are, to some extent, irrelevant: PageMaker dominates the page layout market and is one of the most popular Macintosh programs of all time. In fact, many surveys find PageMaker second only to Microsoft Word in popularity, eclipsing Excel, FileMaker Pro, MacWrite II, and a host of other possible candidates as the most commonly used Macintosh program.

PageMaker also seems to be one of the most irritating, demanding, and unforgiving Macintosh programs, judging by the number of gripes, complaints, and pleas for help. At one point in the near past, it was common to hear Aldus' flagship program referred to as "RageMaker." For thousands of users, PageMaker gave them a taste of the joys of page layout and design, but regularly frustrated their attempts to turn this taste into a full meal.

Robin Williams may change all that with her latest book, *PageMaker 4: An Easy Desk Reference*. Best known for her classic Macintosh guides, *The Little Mac Book* and *The Mac Is Not A Typewriter,* Ms. Williams has demonstrated a genius for illuminating the mysteries of the Macintosh in brilliantly clear, succinct fashion. Those who have come to know and love these slender little volumes will find the same genius and illumination in her latest work, but be prepared for a shock: Her *Easy Desk Reference* is not a slim book.

At 762 pages (not including the information-crammed endpapers and preface), *PageMaker 4: An Easy Desk Reference* is a brick. If *The Little Mac Book* were a suitable weapon for swatting gnats, *PM4: AEDR* would be a good choice for a Mafia hit. Yet, for all its bulk, this may well be one of the leanest books ever written on PageMaker. It really is an "Easy Desk Reference." As a bonus, it is also a *tour de force* on what can be done with PageMaker, imagination, planning — and talent.

Several elements combine to make the book an essential reference. Not only is there an excellent, detailed table of contents, there is also an overview of the table, for those overeager types not interested in detail. For the exceptionally impatient, there is an extensively cross-referenced index, and the index does not refer to an entire page, but to discretely numbered paragraphs. For almost any question, no matter how you wish to look it up, the answer is, literally, moments away. In other words, in the classic Macintosh tradition of "damn the instructions, full speed ahead," you don't need to read the book. Just look up what you need when you get stuck.

Even more striking is the organization of topics into tasks. Rather than adopt a traditional narrative format, Williams has divided almost the entire book into three columns: "If you want to do this," "Then follow these steps," and "Shortcuts, Notes, Hints." No matter how complex the task at hand, Williams seems to distill everything into just a few sparsely written, lavishly illustrated paragraphs.

If the book is so "lean," why is it so large? There are two answers to this. First, Williams has managed to find answers to a great many questions, thus requiring a great many answers. While Aldus' manuals are by no means poor, they are

(continued on page 51)

Apple II/III

Apple II*

GENERAL

Dave Harvey (days only)	(703) 578-4621
John Wiegley (after 2:15)	(703) 437-1808
Leon Raesly (days; 9-5)	(301) 220-3113

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BPI & Howardsoft (Tax)	
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dBase II	
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dBase II&III,Data Perfect. Db Master-PRO	
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Jaxon Brown	(301) 350-3283
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Machine	
John Love	(703) 569-2294
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A.D. (Bill) Geiger	(703) 237-3614
Andy Gavin	(703) 734-3049
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ScreenWriter II	
Peter Combes	(301) 251-6369
Gene Carter	(202) 363-2342
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James Edwards	(301) 585-3002
Henry Donahoe	(202) 298-9107
Word Star	
Art Wilson	(301) 774-8043

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IIe Upgrade	
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Barry Fox	(717) 566-6709
816 Paint/Writ'rs Ch.El	
Andy Gavin	(703) 734-3049
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Guy Durant	(202) 363-0366
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Robert Howe	(916) 626-8198
David/Joan Jernigan before 9 pm	(703) 822-5137
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J. Carey McGleish evenings	(313) 332-8836
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Apple Speller	
Robert Howe	(916) 626-8198
AppleWriter	
Eric Sheard	(908) 782-6492

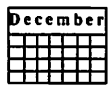
Beagle Buddies

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) 220-3113
Allan Levy (North Potomac)	(301) 340-7839
Don Avery (Bethesda/DC)	(202) 362-1783

VIRGINIA

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



DECEMBER

2 Monday
7:00 PM PI-SIG ..... office

4 Wednesday
7:30 PM dPub SIG ..... PEPCO
7:30 PM Mac Programmers ..... office

5 Thursday
7:00 PM Columbia Slice ..... call
7:30 PM GameSIG ..... office

7 Saturday
8:30 AM Garage Sale ..... Eleanor Roosevelt HS ..... Greenbelt,MD
9:00 AM Annapolis Slice ..... Severna Park
10:00 AM Frederick Slice ..... Frederick

9 Monday
7:00 PM-10:00 PM ..... Intro to the Mac tutorial, Part I

11 Wednesday
7:30 PM Board of Directors Meeting ..... office
7:00 PM Telecomm SIG ..... office
7:15 PM Mac Databases SIG ..... ISS, Inc. (Fairfax)

12 Thursday
8:00 PM Stock SIG ..... office

16 Monday
7:00 PM-10:00 PM ..... Intro to the Mac tutorial, Part II

18 Wednesday
7:30 PM Excel SIG ..... office
7:30 PM Fed SIG ..... call
7:30 PM HyperTalk SIG ..... Arlington

19 Thursday
7:30 PM Ed SIG ..... office

20 Friday
Writers' Deadline—February Issue
Ad Space Deadline—February Issue

21 Saturday
8:15 AM AppleWorks SIG .... same as General Mtg.

23 Monday
7:00 PM Apple IIGS SIG ... Dolly Madison Library
7:00 PM-10:00 PM ..... Intro to the Mac tutorial, Part III

28 Saturday
Editors' Deadline—February Issue

WAP General Meetings

Monthly General Meetings are generally held on the fourth Saturday. We are still looking for a semi-permanent "home" meetings. Requirements: two meeting rooms; one holding around 50 people and the other around 250 people. Suggestions please contact Beth Medlin at (301) 654-8060.

Meeting Notices

Annapolis Slice—2nd Saturday; Severna Park Library on McKinsey Road (off Rt. 2) Severna Park, MD, 9:00 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, (301) 345-3230, for information.

Apple III SIG —please call SIG chair for details.

AppleWorks SIG —at 8:15 AM, just prior to the regular WAP meeting.

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

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

Ed SIG (Educational programs) —will meet one week earlier at Thurs., Dec. 19 at the WAP office, 7:30 PM.

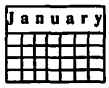
Excel SIG—3rd Wednesday; WAP office, 7:30 PM.

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

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

December

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				



Meeting Notices

Game SIG—1st Thursday; WAP office, 7:30 PM.

HyperCard SIG—currently dormant.

HyperTalk SIG—3rd Wednesday; at the Fairlington Community Center, 3300 South Stafford Street, Arlington, VA, 7:30 PM.

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

Macintosh Databases SIG—Second Wednesday each month of 1991, 7:15 PM start (until about 9:30 or 10:15 PM); at the demonstration room of Innovative Systems Solutions, Inc., Suite 300, 3702 Pender Drive, Fairfax, Virginia; just around the corner from the interchange of U.S. Route 50 and U.S. Interstate 66; absolutely free parking.

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

Stock SIG—2nd Thursday; WAP office, 8:00 PM.

Telecomm SIG—2nd Wednesday, WAP office, 7:00 PM.

Garage Sale—The Pi's Annual Garage Sale is planned for December 7, 1991. It will be held at Eleanor Roosevelt High School in Greenbelt, Maryland. A map and directions to the sale are included on page 31. For further information, please call the office 301-654-8060.

Notice: Anyone having information on changes to the WAP Calendar is requested to call the Calendar Editor, Peter Cook, at (301) 585-7651, or the WAP office, (301) 654-8060.

JANUARY

1 Wednesday
7:30 PM dPub SIG ..... PEPCO
7:30 PM Mac Programmers ..... office

2 Thursday
7:00 PM Columbia Slice ..... Mt. Hebron HS
7:30 PM GameSIG ..... office

6 Monday
7:00 PM PI-SIG ..... office

8 Wednesday
7:30 PM Board of Directors Meeting ..... office
7:00 PM Telecomm SIG ..... office
7:15 PM Mac Databases SIG ..... ISS, Inc. (Fairfax)

9 Thursday
8:00 PM Stock SIG ..... office

11 Saturday
9:00 AM Annapolis Slice ..... Severna Park
10:00 AM Frederick Slice ..... Frederick

15 Wednesday
7:30 PM Excel SIG ..... office
7:30 PM Fed SIG ..... call
7:30 PM HyperTalk SIG ..... Arlington

20 Monday
Writers' Deadline—March Issue
Ad Space Deadline—March Issue

23 Thursday
7:30 PM Ed SIG ..... office

25 Saturday
8:00 AM AppleWorks SIG ..... call

27 Monday
7:00 PM Apple IIGS SIG ..... call

28 Tuesday
Editors' Deadline—March Issue

January

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	

WAP General Meeting

Because of the Garage Sale (December 7) and the proximity of Christmas, we do not have a General Meeting in December. As of right now, the January General Meeting is scheduled to be at the Holiday Inn in Bethesda, Maryland.

Macintosh

GENERAL

Jeff Alpher to midnight (301) 630-2036
Art & Video
Nancy Seferian (202) 333-0126
Borland Products
Doug Ferris day only (800) 826-4768

DATABASE PROGRAMS

Fourth Dimension
Bob Pulgino (301) 474-0634
Peter Yared (301) 564-1560
FileMaker Pro
Tom Parrish (301) 654-8784
Mort Greene (703) 522-8743
Paula Shuck bef.10pm (301) 740-5255
Helix
Jim Barry to midnight (703) 662-0640
Harvey Levine (301) 299-9380
Double Helix
Paula Shuck before 10pm (301) 740-5255
MS-File
John Spencer (301) 730-1084
Mort Greene (703) 522-8743
Omnis 3 & 3+
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
Jay Rohr (301) 655-0875
Freddi Galloway (V/TTY) (703) 768-5315
ReadySetGo
Jim Graham (703) 370-5737
Marty Milrod (301) 464-5981
Freddi Galloway (V/TTY) (703) 768-5315
PageMaker
Mort Greene (703) 522-8743
Quark Xpress
Ron Mann (202) 333-3409

GRAPHICS

General
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
Adobe Illustrator
Ling Wong (703) 378-5102
Canvas
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084
ImageStudio
Mort Greene (703) 522-8743
Studio/1
Jamie Kirschenbaum evenings (703) 437-3921
SuperPaint 2.0
Mort Greene (703) 522-8743
VideoWorks
Mort Greene (703) 522-8743

PROGRAMMING

Inside Mac
Jon Hardis (301) 330-1422
John Love (703) 569-2294
Pascal
Michael Hartman (301) 445-1583

SPREADSHEETS & CHARTS

General
David Morganstein (301) 972-4263
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 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 (301) 627-8889
Paula Shuck before 10pm (301) 740-5255
Kirsten Sitnick (301) 750-7206
Mort Greene (703) 522-8743
WingZ
Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS

General
Allan Levy (301) 340-7839
CompuServe
Michael Subelsky (301) 949-0203

WORD PROCESSORS

Microsoft Word
Marty Milrod (301) 464-5981
Harris Silverstone (301) 435-3582
Tom Cavanaugh (301) 627-8889
Freddi Galloway (V/TTY) (703)768-5315
Kirsten Sitnick (301) 750-7206
ThinkTank-More
Jim Graham (703) 370-5737
Tom Parrish (301) 654-8784
Hebrew Word Processing
Tim Childers (301) 997-9317
Curt Harpold (202) 547-8272
Microsoft Works
Amy Billingsley (301) 622-2203
WordPerfect—Mac
Curt Harpold (202) 547-8272

MISCELLANEOUS

MacProject
Jay Lucas (703) 751-3332
Norbert Pink (703) 759-9243
HyperCard
Rick Chapman (301) 989-9708
HyperTalk
John O'Reilly (703) 204-9332
File Transfer
Mort Greene (703) 522-8743
Backfax
Mort Greene (703) 522-8743
HyperCard Scripting
Jamie Kirschenbaum evenings (703) 437-3921
SoundEdit
Jamie Kirschenbaum evenings (703) 437-3921

General

Games-Apple II
Charles Don Hall (703) 356-4229
John Wiegley after 2:15 (703) 437-1808
IBM
Leon Raesly (301) 220-3113
Math-OR Applns
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
Printers-General
Walt Francis (202) 966-5742
Leon Raesly (301) 220-3113
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
Dvorak Keyboard
Ginny & Michael Spevak (202) 244-8644

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, GS*
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
J. Russell Robinson	(Frederick)	739-6030	Mac

PM4: An Easy Desk Reference–Continued

not, for example, particularly clear on such alleged time savers as style sheets and the Table Editor. Most PageMaker users are aware of these features, but never seem to find the, ah, time to learn how to use these "time savers." Yet, after reviewing William's excellent coverage of both features, neglecting either seems almost criminal.

Another reason for the size is pure artistry. Sprinkled throughout the meat are a host of herbs and spices, from little tidbits on the history and culture of writing and printing to page length (or longer) essays on the same subject. Usually these serve two functions, one decorative (making the book more attractive and adding a light touch now and then) and one tutorial (using the essay to illustrate some graphic or typographic point).

If all these goodies weren't enough, there are also some outstanding reference charts and tables. The appendices include detailed, illustrated examples of all the file menus and dialog boxes (with references to appropriate page numbers and paragraphs in the book); a list of entry codes, alternate characters and accents; a Zapf Dingbats chart; a symbols and cursors chart; and a PageMaker keyboard shortcuts chart. The PageMaker shortcuts chart is perforated for easy removal from the book, but is also double sided, so you'll have to photocopy the reverse before tacking it to your bulletin board.

PageMaker 4: An Easy Desk Reference is not just a great book on PageMaker. It is a superlative example of a great computer book. It is also a stunning tribute to what can be done with a Macintosh by a Mac enthusiast.

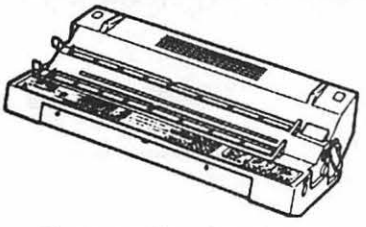
If you use PageMaker, get this book. It will inspire you to be a PageMaker fan and explore areas you'd previously avoided. Even if, or maybe especially if, your loyalties might lie elsewhere.

Robin Williams, *PageMaker 4: An Easy Desk Reference*. Peachpit, 1991. ISBN 0-938151-28-2. $29.95 xviii, 762 pp.

[Lawrence I. Charters is the immediate past President of the San Diego Macintosh User Group and has recently moved to Columbia, Maryland, where he was, tragically, unemployed at the time of this writing. His enthusiasm for PM4: AEDR was not influenced by the appearance of his name on the book's flyleaf, quoting from a previous review of The Little Mac Book.]

Consumer Alert Que Books, in a rather cynical marketing ploy, has recently published a book entitled, *The Little Mac Book*. This has nothing to do with William's award-winning book, and is Not Recommended.

Toner Cartridges Remanufactured



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Software Review

NOW Utilities 3.01 is Grrrrreat!

by Martin Milrod

When System 7.0 came out I refused to use it because some of my favorite utilities were not compatible. Many companies upgraded to 7.0 "compatible" and 7.0 "savvy" utilities, but neither SuperLaserSpool (5th Generation) nor OnCue™ (ICI) did so. I still haven't switched over but only because of SuperLaserSpool which is now being readied to live with 7.0—it may be out by the time you read this. In the meantime, I've tried to slowly upgrade utilities and applications (at considerable expense, permit me to add), so that my future with 7.0X will be peaceful.

A working, simplified definition of a "utility program" is a program which helps you do things on your Mac more efficiently and effectively. But the range of "utility programs" is almost beyond comprehension. There are simply thousands of them most of which start out as shareware utilities written by individual programmers. A sign that the shareware concept is unsuccessful (and the income from shareware "honor" payments inadequate) is the commercialization of the program. This has now happened to many once-shareware programs, Red Ryder (now White Knight), Stuffit (now Stuffit Deluxe), and so on. Many of the utility programs that became part of NOW Utilities 3.01 started life as shareware products and are now only available in its commercial "bundled" package.

Several entrepreneurial firms have come out with sets of utilities. These include NOW Software (520 SW Harrison, Suite 435, Portland, OR 97201 503/247-2800 or 1-800/522-5939,) producers of NOW Utilities 3.01 discussed below, MicroSeeds (5801 Benjamin Center Drive, Suite 103, Tampa, FL 33634 813/882-8635,) producers of HAM, and Connectix Corporation, (Menlo Park, CA, 800/950-5880,)—who publish the only major competitor to NOW Utilities – Hand-Off II. This review, however, deals only with one of these packages which is, in

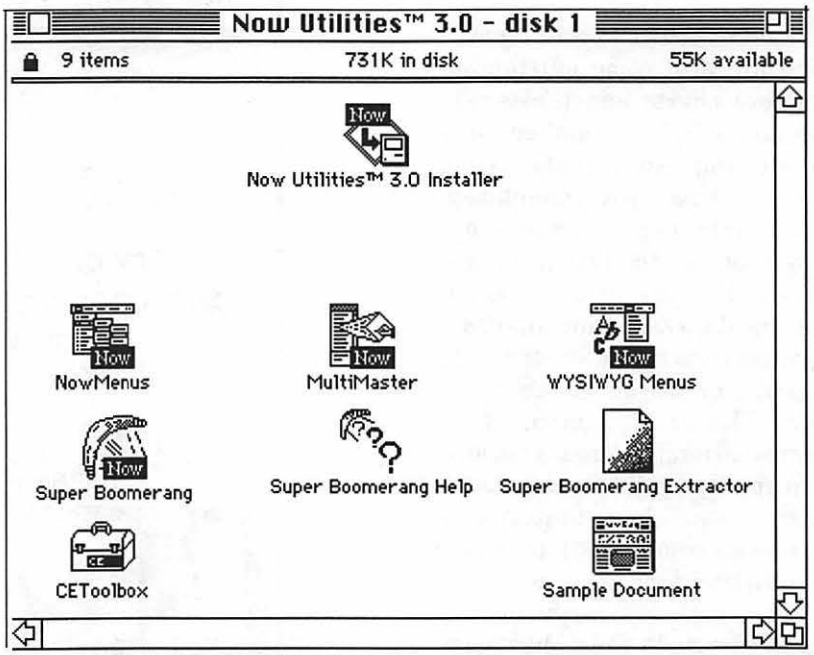


Figure 1. NOW Utilities, Disk 1 contents.

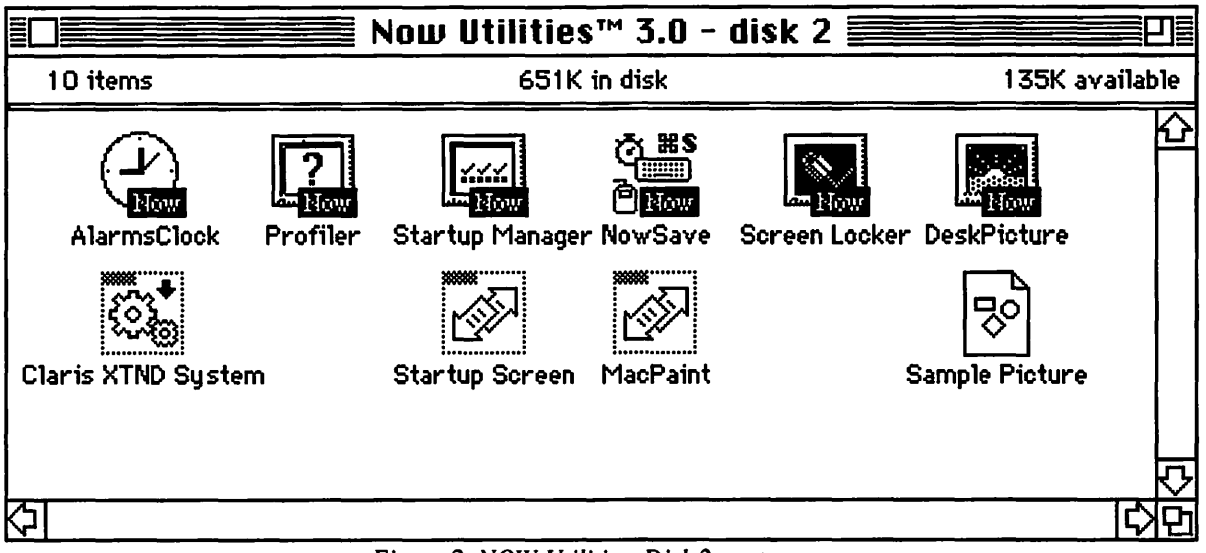


Figure 2. NOW Utilities, Disk 2 contents.

my opinion, the best of them. Parenthetically, there is another genre of utilities which deal with disk and file utilities and "optimizing" or "defragging" disks. Some of the most popular of that genre are SUM, 911, Norton Utilities and MacTools Deluxe. Let's now get onto the NOW package.

NOW Utilities consists of ten "modules" or little utility programs which you can opt to use or not. The two-disk set includes an installer script, which will load all of them or you can simply drag those which interest you into your System Folder. Because they are all basically Extensions (Cdev's [Control Panel Devices] to us old-timers using System 6.0X), all you have to do is restart your Mac and the installed utility will be available to you through the Control Panel. One of my minor peeves with this system is that you are required to type in your name in each utility when you first access them from the Control Panel. Figures 1 and 2 show what the two-disk set looks like on the screen.

Please note that the screenshots used in this article were taken from my 3.0 version. Just after shooting them, the upgrade to 3.01 arrived. The only difference in the graphics is that the "3.01" label is in the upper right-hand corner. Let's describe the ten utilities in this "package" alphabetically.

AlarmsClock–This smoothly re-

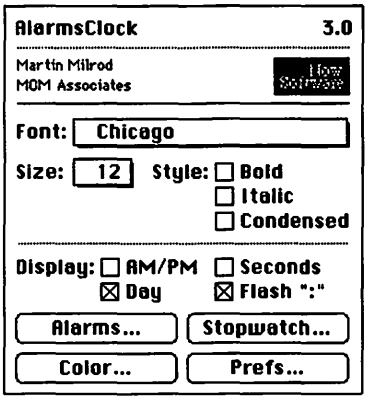


Figure 3. Alarm Clock Feature.

places the standard Apple Alarm Clock and my old favorite, SuperClock. It permits you to set up important and/or recurring events by calendar. It can flash a message in you menubar when triggered, and it shows up in the upper right-hand corner of your screen. It presents you with various sounds, colors, etc., to choose from, and it will even give you the day/date reference and stopwatch functions if you direct click (See Figure 3). I am most pleased with it and trashed my SuperClock when it clashed with some of the other NOW utilities.

DeskPicture–This utility displays a color or black and white background picture of your choice. You can scale and re-size PICT and paint files, even on multiple screens if you have them. I do not use this function because I feel it's a memory hog, and if I like the picture too much, it's distracting.

MultiMaster–This is one of my favorites utilities. It completely replaces what OnCue used to do and

Figure 4. MultiMaster.

permits me to access all applications without having to open any folder (See Figures 4 and 5).

MultiMaster permits me to add any application to the menu presentation and to configure its left or right screen location or its keyboard control command. And you can attach documents to any presenting item. You will like this utility.

NowMenus–This creates submenus up to five levels deep for anything you put in your Apple Menu folder, including aliases and other folders. It "drops down" menu selections without requiring a mouse-down click and replaces what I had been using previously, i.e., CE's EZ Menu.

NowSave–This utility permits you to save any designated application by "time of inactivity" and/or by number of keystrokes or mouse-clicks. It's really very neat for forgetful people provided that you limit it to designated programs.

Watch yourself, however, because your magnetic media file version can be changed on the fly without your really wanting to do that. There is a warning notice and "abort" control before it saves.

Profiler™–This utility provides an analysis of your computer environment. Nice to have but not critical.

ScreenLocker–This is a password protection device which limits machine use to persons who know the password you designate. It records attempts to break into your system. For home owners with a reasonably happy marriage (or "relationships" my daughter reminds me), this is probably of limited value. For office environments, it's most useful but not perfect because a knowledgeable user can defeat it.

StartUpManager–Ah, yes, another winner. It performs the functions of the commercial program InitPicker. It controls whether or not extension and control panel items load and, if so, which ones. You can designate loading order, designate linked extensions (which require all users to be present), prevent loading incompatible extensions, and adjust your System Heap. (If you don't know what that last item means — ignore it.) Note that I turned off DiskExpress™ II in the list because it has given me trouble (See Figure 7).

SuperBoomerang–The Granddaddy of winners! This utility is accessed under the Apple. It lists your most frequently used files and folders and also permits you to

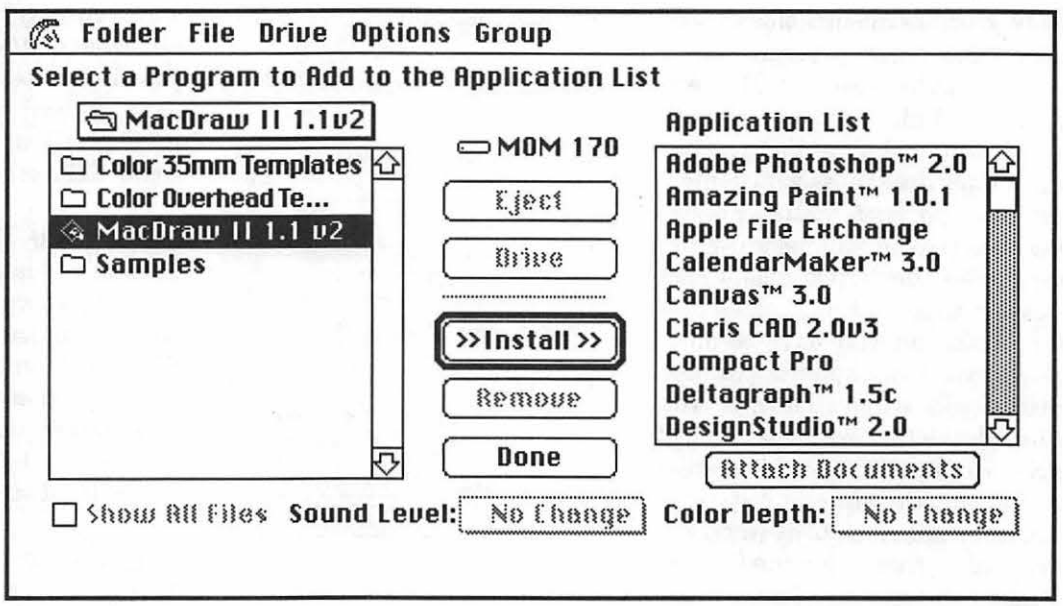


Figure 5. Adding applications to MultiMaster.

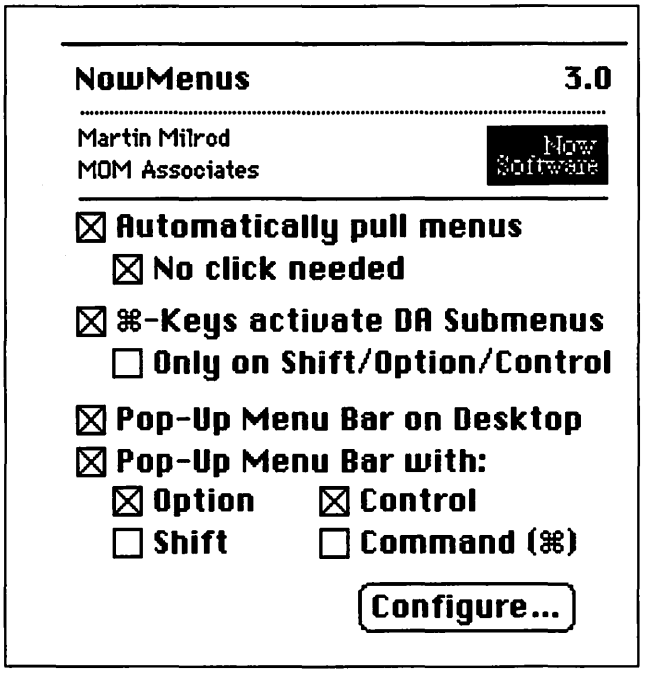


Figure 6. NOWMenus.

wild. It lists for $129 – a phony list price. Mail order house sell it for about $86. The Company sells it direct for about $69. For $69, it is a great buy. For $86, it's a good buy.

In summary, NOW Utilities 3.01 makes living with your Mac more pleasant and functionally efficient. I know of no major bugs and only had trouble with remembering which keyboard control command controlled which function. Can Washington Apple Pi get a $49 group deal? That would be great for its members. Check MacWorld magazine for later advertisements from NOW Software.

[A table which details how each component in the NOW Utilities collection compares with its nearest competitor is on page 56.]

[Martin Milrod is a long-time WAP activist. He developed the New Mac Tutorial and taught it for a number of years.
He remains active in providing most of the shareware, public domain software for the disketeria.]

add folders, delete files, etc., from within any dialog box. It finds files by name or content even if compressed. This utility produces a range of multiple hierarchical menu items which can navigate to any place within your computer environment from within any program. In my opinion, this utility alone is worth the price of the package.

WYSIWYG Menus–These perform the functions of Adobe Type Reunion. It sorts your font menus into font families. For people who have a lot of fonts in their menu, this groups all of one font family by name and creates a hierarchical menu to select versions of that font – bold, italic, and so on. It can also display fonts in their own typeface, and permits you to order the listing of fonts. It's neat.

Pricing for this package is simply

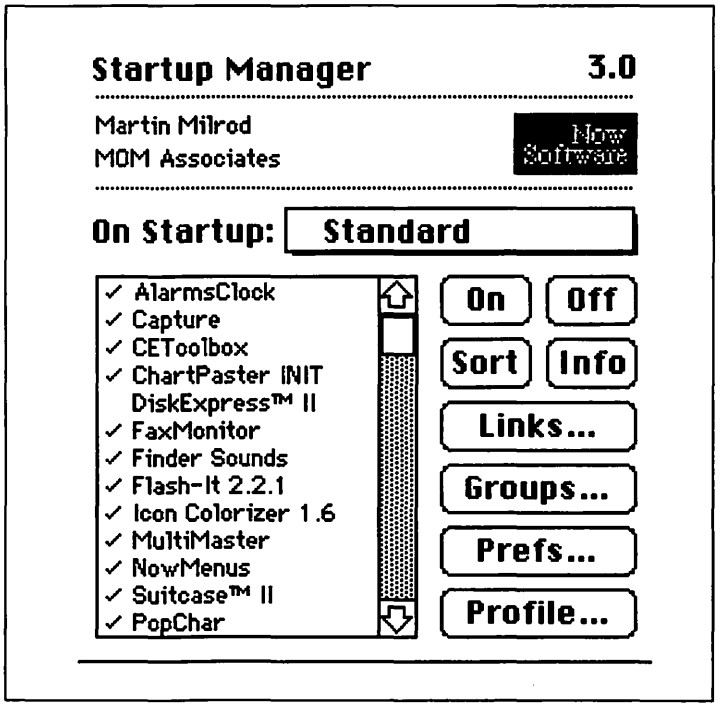


Figure 7. Startup Manager

NOW Utilities vs. The Competition

NOWUtility	Competition	Comparison
AlarmsClock	SuperClock (freeware)	Both display the time and date in the menubar, but only Alarms-Clock also flashes descriptive reminders and can be configured directly from the menubar.
DeskPicture	Color Desk ($79, part of Screen Gems)	Both replace the Mac's desktop with color or B/W pictures, but only DeskPicture supports System 7.0 and classic Macs and can scale, size, and position.
MultiMaster	On-Cue ($59)	Both let you quickly launch files and applications, but only MultiMaster also lets you view how your memory is being used and lets you adjust its allocation on-the-fly.
NowMenus	PowerMenus ($79)	Both pop up the menubar wherever you click you mouse, but only NowMenus creates sub-menus up to five levels deep for anything you put in the Apple Menu folder–even aliases or other folders.
NowSave	AutoSave II ($49)	Both protect you from system crashes by automatically saving your work after a specified number of minutes, but only NowSave also lets you specify a number of keystrokes or mouse clicks.
Profiler	MacSleuth ($149)	Both analyze you system and its configuration, but only Profiler also lists all programs installed and finds duplicate files.
Screen Locker	QuickLock ($79)	Both use screen blankers to protect your Mac, but only ScreenLocker also provides a detailed activity log and 'back door' access if you forget your password.
StartUp Manager	INIT Picker ($69)	Both control which extensions and control panels load, but only StartUp Manager also adjusts the System Heap, groups extensions that require each other's presence, and prevents incompatible extensions from loading.
Super Boomerang	ShortCut ($79)	Both provide direct access to frequently used files and folders in all Open/ Save dialogs, but only Super Boomerang can also do so directly from the Apple Menu or any application's Open command.
WYSIWYG	Adobe Type Reunion ($69)	Both create sub-menus of all fonts within a family, but only WYSIWYG Menus also display font names in their own typeface and lets you change the order font names appear in their menus.
Cost: $129 list	**Cost: $0-711 list**	NOW Utilities costs up to hundreds of dollars less, guarantees compatibility, and comes with its own installation program.

The Desktop Publishing SIG Seminars—Fall '91

of the Washington Apple Pi

DTP SIG Chair: Tom Piwowar Seminars Chair: Barbara Schuell-Jenkins (301) 270-0997

Aldus FreeHand 3.0 Saturday, November 9, 3:pm-5:30pm Thursday, November 14, 7pm-9:30pm	Overview of FreeHand's operation, basic and advanced drawing tools. Features many practical illustrations based on drawing real-world examples. Instructor: *Alan Stillman* of GAIA Communications, who has taught FreeHand at the Northern Virginia Community College.	11/9: WAP office 7910 Woodmont Ave.#910 Bethesda, MD 20814 11/14: to be determined
Printer Tour: **Ark Publications** Tuesday, November 12, 6:30pm	A tour of the facilities plus insights into electronic publishing from the printer's viewpoint. Ark has made a major investment in its in-house desktop publishing capabilities. Highlights include: Pantone vs. Four Color Process, when to build PMS colors and when not to. What are spreads and chokes. How to make film "fit". When is desktop scanning appropriate. Host: *Joe Manganello* of Ark Publications.	Ark Publications 7400 Fullerton Rd. Springfield, VA 22153 (703) 866-2900
Intro to Computer **Bulletin Boards** Thursday, November 21, 7pm-9:30pm Saturday, November 23, 9am-11:30am	This is your chance to find out how to efficiently use your modem! Learn how to access and use tele-communications systems. How to read and enter messages. How to up and download files. Instructor: *Paul Schlosser*, TCSO and chair of the WAP's Bulletin-Board Committee	11/21: to be determined 11/23: WAP office 7910 Woodmont Ave.#910 Bethesda, MD 20814
Adobe Illustrator 3.0 Saturday, November 23, 3pm-5:30pm Tuesday, November 26, 7pm-9:30pm	A demonstration of basic Illustrator drawing techniques. Focus on Illustrator's application to executing complex designs. Instructor: *Carol O'Connor*, freelance artist.	WAP office 7910 Woodmont Ave. #910 Bethesda, MD 20814
Video Imaging & **Adobe PhotoShop** Thursday, December 5, 7pm-9:30pm Saturday, December 7, 10am-12:30pm	A demonstration of tips and tricks for using a video camera to create images for desktop publishing. How to use a pressure sensitive sketch pad and Adobe PhotoShop to manipulate images. Instructor: *Larry Ravitz*, painter, sculptor, and computer artist. *Registration limited to 10 per session.*	Studio 409 111 Lee Ave. #409 Takoma Park, MD 20912
Electronic Imaging Tuesday, December 10, 7pm-9:30pm Saturday, December 14, 10am-12:30pm	The production of digital images, scans and video grabs, from the photographer's studio to the printer's output will be explained in detail. Compare the strong and weak points of traditional and desktop methodologies How to previsualize how your electronic images will reproduce. Instructor: *Jon Meyer*, professional photographer and computer artist .	WAP office 7910 Woodmont Ave. #910 Bethesda, MD 20814

Registration Desktop Publishing Seminars—Fall '91

- The DTP SIG reserves the right to cancel any seminar. Registrants for a cancelled seminar will be notified by phone and their fee refunded.
- Registrants must cancel in writing at least 10 days prior to the seminar. Registrant's cancellation results in a credit not a refund. Substitutes encouraged.
- Registration deadline: 10 days prior to seminar date. No late registrations accepted.
- Registration limited to 15 people per seminar, unless otherwise indicated.

For further information call Barbara Schuell-Jenkins at (301) 270-0997.

- Make checks payable to the Washington Apple Pi.
- No purchase orders.
- One form per person—make copies for multiple registrations.

Please complete and mail to: Barbara Schuell-Jenkins
111 Lee Ave. #307
Takoma Park, MD 20912

Name: _____

Address: _____

_____

Phone: _____

Best time to call me: _____ Total enclosed: $ _____

☐ WAP member, $25, per seminar
Member Number: _____

☐ Non-member, $35, per seminar
☐ Request info on joining WAP

Seminars to be attended:

Aldus FreeHand 3.0	☐ 11/9	☐ 11/14
Ark Publications Tour	☐ 11/12	
Computer Bulletin Boards	☐ 11/21	☐ 11/23
Adobe Illustrator 3.0	☐ 11/23	☐ 11/26
Video Imaging/Photoshop	☐ 12/5	☐ 12/7
Electronic Imaging	☐ 12/10	☐ 12/14

Tutorials and Seminars–December

by Keith Malkin

Washington Apple Pi Training Classes for December

We hope your holiday season will be joyful and bright and that you take some time between shopping, feasting, and exchanging gifts for another form of merriment, learning your Macintosh. As we go to press much of the training schedule is not settled so please check with me, the office, or Bob Morris for the latest schedules. As of press time the only definite offering is our "Introduction to the Macintosh" series, but we hope to continue our series on Quark Xpress, taught by Robin Henry with "An Introduction to Quark XPress, Part 2: Graphics and Other Elements" as soon as possible. Stay tuned.

We would also like to bring your attention to the excellent educational offerings of one of our foremost SIGs, the Desktop Publishing SIG. The DTP seminars run the gamut from telecommunications to electronic imaging and include courses on Photoshop and Freehand. Please contact the DTP SIG or the office about the courses offered in November and December.

David Mudd of the HyperTalk SIG put together a series of basic HyperCard classes for November that we hope were successful and rewarding for all. Tom and Barbara from the DTP SIG put together and scheduled SIG-based classes. We certainly can appreciate the difficulties involved with recruiting instructors, making sure of a suitable time and location, and then making members of the Pi aware of the classes. It is a consistently challenging and sometimes daunting task.

Rob Clark, who ran the training program for a long time did such a fine job (and never received the gratitude and appreciation he deserved) that we can only hope to improve upon the incredibly strong foundation he laid. More often than not, we do not meet the very high standards Rob set for us by his example. We promise to do better in the coming year. Among other things, Bob Morris and I have discussed making tour programs more effective by getting the SIGs and Slices more involved with the Pi training program. We would like to see training activity in every special interest group and Slice on a regular basis. The SIGs, especially, are a natural place to put talented and specialized instructors together with students interested in a particular subject area. We will send something to the Pi leadership, SIG chairs, and put something more in the Journal for the membership in the coming months. Call me (Keith Malkin) at (703) 503–8591, anytime, with any ideas, comments, suggestions, questions, problems, or just to talk.

Occasionally, the WAP class schedule changes due to conflicts or other circumstances beyond our control. So please call Bob Morris, (301) 963-3129(h) or me, (703) 503-8591). We can answer any of your questions on the latest WAP class schedule, instructors, and the like. However, he cannot take your registration over the phone. For registration purposes, directions, refunds, and general information call the WAP office. Please call the office at least one business day before the class date to confirm that your class will be held as scheduled. We cannot call you! We sincerely regret any inconvenience that may arise due to scheduling changes.

Coming Attractions: The second of our series on "Quark XPress, Part 2: Graphics and Other Elements," will be held soon. Call me or Bob for the latest scheduling.

Payment for Courses

The fees for most sessions (unless otherwise indicated) are fifteen dollars ($15) for members, twenty dollars ($20) for non-members. SIG-based fees may vary. Please register well in advance for the class or classes you wish to take by either sending in the registration form at the end of this article or by phoning in your registration to the office with a credit card. If you've signed up for a class and need to cancel, please do so two (2) business days before the class, otherwise we cannot refund your money.

Volunteers and Instructors

We really do need your ideas, comments, or suggestions. Please write or call Keith Malkin at 9505 Draycott Court, Burke, VA 22015-3253, (703) 503–8591. We must have your enthusiastic support and creativity to make the Washington Apple Pi Education and Training Program a success. Let us know:

- What courses, seminars, or workshops you would like to see offered?
- Which subjects or software packages you want covered in a tutorial?
- When are the most convenient times for you to attend a class?
- Where is the most convenient area for you to attend a class?
- What course, seminar, or workshop you would like to teach?

If you have expertise in any area of Macintosh or Apple computing, your fellow users and WAP members need you! Perhaps the most important series we offer is our "Introduction to the Macintosh." We need a solid group of instructors and alternates for this series. If you are an experienced Mac user who feels competent in explaining the basic concepts of Mac computing to novices, please call Bob Morris. If you are knowledgeable in any area, please consider instructing. If there is a subject or software package that you would like to teach, please call Bob Morris, (301) 963-3129(h) or (202) 501-7814 (o). Instructors are compensated for their time, effort, and expense.

During the next year, we want to increase class registration and improve and expand our training program. We will need to publicize and promote the wonderful, low-cost training we provide to WAP members and the community at large. We'll be sending out fliers for general, SIG, and other meetings, ad layouts and copy for the Journal, and press releases to the local media. We will give credit! If you are a graphic designer, commercial artist, illustrator, desktop publisher, editor, ad copywriter, or just an enthusiastic WAP member, please give us a hand with publicity. This could be a wonderful opportunity for self-promotion, if you are a freelancer or entrepeneur. We do not need a heavy time commitment, just a few hours each month starting next year. Call me at (703) 503–8591. We also need facilities for tutorials and workshops. If you know of a public or private facility (with Macs or Apple computers that we may use) in the metro area, call me.

Macintosh Tutorials

"Introduction to Macintosh, Part I" (Course # M101291). 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 class. You'll learn about hardware and software; discover what the System, Finder, Icons, the Active Window are and how they all work; as well as investigate the components of the Control Panel.

Materials required: Your Macintosh, external drive, startup disk, and an unformatted diskette.

Course Date: Monday, December 9, 1991, 7:00 PM—10:00 PM.

Introduction to Macintosh, Part II (Course # M201291). 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 about hardware and software, 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 (keyboard shortcuts for Menu Bar commands).

Materials required: Your Macintosh, external drive, startup disk, and an unformatted disk.

Course Date: Monday, December 16, 1991, 7:00 PM—10:00 PM

"Introduction to Macintosh, Part III" (Course # M301291). 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, how to update your system files,

about the Set Startup command, how to use the Font/DA Mover, about MultiFinder, and finally, about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, startup disk, and an unformatted disk.

Course Date: Monday, December 23, 1991, 7:00 PM—10:00 PM.

Introduction to Quark XPress: Part 2, Graphics and Other Elements" (Course # QX21291). The powerful grahics capabilities of Quark, including graphics importing, cropping, scaling, runarounds, color and spot color, bleeds, separations, native graphics creation, and other topics will be covered. For scheduling and other details call me, (703) 503–8591 or Bob Morris, (301) 963–3129.

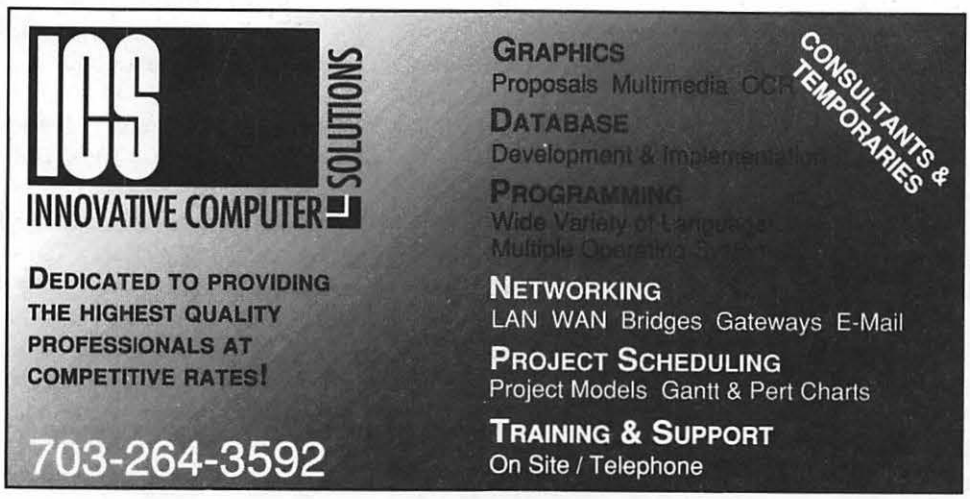
Materials required: (optional) Your Macintosh, hard drive, and Quark XPress, preferably 3.x.

Course Date: Call the WAP office.

Other Educational Opportunities

• The AFI–Apple Computer Center for Film and Videomakers. To receive course descriptions and mailings from the center located in Los Angeles, call (213) 856–7664. For info on joining the American Film Institute, call (800) 999–4AFI.

• Avid Education Services—probably the hottest editing platform in video these days is the Macintosh-based Avid Media Composer. Nonlinear editing is the hot, new concept of the day in creative media and knowing the Avid might be your ticket to the bright lights. To find out more, call Avid, (617) 221–



6789. (Avid did offer introductory courses in New York in the first part of November. Course fees for three days of intensive, hands-on training, a one-year subscription to Avid's BBS and a certificate of completion were $350. I am relatively sure that accomodations were extra at that price.)

•The Corcoran School of the Arts has a series of Macintosh graphics courses for adults, teens, and kids at its Georgetown campus. For information and mailings call (202) 628–9484.

•The Eastman Kodak Center for Creative Imaging in Camden, Maine. For information on schedules and course offerings call the Center for Creative Imaging at (207) 236–7400 or fax to (207) 236–7490.

•The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, P.O. Box 29906, Hollywood, CA 90029) is offering a number of workshops that may be of interest to Macintosh publishers, digital photographers, film and video makers, multimedia creators, and animators, including an Introduction to Electronic Photography and Publishing and Computer Graphics, Video Animation & Digital Effects Systems (the latter workshop will deal with multiple platforms including, but not limited to Mac systems). For information call (213) 462–1987, then #*.

Keep watching the Journal pages for other training opportunities, especially those coordinated by the various Pi SIGs and Slices. I'll try to cover local colleges and universities, and those ubiquitous self-training packages in the coming months. Please have a very Happy Channukah, Merry Christmas, and a Happy New Year!

Washington Apple Pi
Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Ave., Su. 910
Bethesda, Maryland 20814
301-654-8060

Basic Information

Name _____

Address _____

City/Zip/State _____

Phone (day) _____ (evening) _____

Member Number _____ Non-member _____

Number of Classes _____ x Class Fee $ _____ = Total Fee $ _____

Check/Money Order ____ Credit Card ____ Card Number _____

Card Expiration _____ Signature _____

WAP Form #CL006 (mod. 7/90) Mail registration and payment to the above address.

Course Numbers

Please fill in the course number of the class(es) that you wish to attend.

Class #1 _____

Class #2 _____

Class #3 _____

Class #4 _____

Class #5 _____

Class #6 _____

Charlie's AppleSeeds Announces

By not shipping the fancy box, I save postage cost, which I now pass on. You still get the same great software, the manual, and the junk in the box, but Beagle Bros gets the box back. This is hot off the shelves, current version, brand new, never touched by real people before!

Charlie's AppleSeeds Price List (The No Fancy Box Sale)

September 14, 1991—READ CAREFULLY (fine print follows): Shipping Charges: **Software** and manuals, no boxes of any kind,$4 for the first four programs and $1 for each additional three pieces; **Hardware**, you must have a box to protect your purchase, $10 for UPS Blue Label (Second Day Air) or $5 for USPS Priority Mail. **Warranty:** Subject to manufacturer's warranty on all software and memory boards. DRAM installed by Charlie's AppleSeeds will be replaced or refunded subject to my decision on faulty DRAM, exclusive of user installed damage. Defective ProSel-16 disks will be replaced free of charge after the original is returned. User damaged disks will be replaced within 30 days of purchase for the cost of postage and mailer (about $2) and for $10 thereafter.

Chuck Newby
9081 Hadley Place
San Diego, CA 92126
FONE/FAX 619 566-1297

The "No Fancy Box" Sale

Description	Price
UltraMacros Primer(book)	16.00
SF Activities Guide	24.98
Companion Plus	24.98
DDecision Pak	74.98
Style Pak	64.98
Performance Pak	54.98
TimeOut SuperForms	34.98
TimeOut TextTools	24.98
TimeOut DeskTools I	24.98
TimeOut DeskTools II	24.98
TimeOut FileMaster	24.98
TimeOut Graph	44.98
TimeOut PowerPack	24.98
TimeOut QuickSpell	34.98
TimeOut ReportWriter	39.98
TimeOut SideSpread	24.98
TimeOut SpreadTools	29.98
TimeOut SuperFonts	34.98
TimeOut TeleComm	34.98
TimeOut Thesaurus	24.98
TimeOut UltraMacros	29.98
MacroEase	19.98
Platinum Paint	49.98
GS Font Editor	24.98
MiniPix 1	14.98
MiniPix 2	14.98
MiniPix 3	14.98
Program Writer	24.98
Beagle Compiler	37.48
Point-To-Point	49.98
BeagleWrite GS	49.98
GS Desk Accessories	29.98
Clip Art Vol 1	24.98
Font Library Vol 1	24.98
BeagleDraw	44.98
BeagleWrite	39.98
BeagleWrite Desk Acc	19.98
BeagleWrite Pic Mgr	19.98
BeagleWrite FontPak V1	19.98
BeagleWrite FontPak V2	19.98
RAMPro IIGS 4meg	241.00
RAMPro IIGS 2meg	147.00

Description	Price
Glen Bredon:Outliner 3.0	34.98
ProSel 8 (5.25)	32.00
ProSel 8 (3.5)	32.00
ProSel-16	75.00
Prosel 8 DOX	7.50
Dos.Master	20.00
Pro.CMD	20.00
New from JEM Software (AW 3.0 Database addon software):	
TotalControl	42.00
DoubleData 2.0	32.00
HARDWARE:	
BF3+512k Printer Buffer	119.00
BF3+1mb	150.00
BF3+2mb	229.95
BF3+4mb	399.95
4-Port +1mb	239.95
RamFAST SCSI (CV TECH)	179.00
GS-Memory 1mb	139.00
GS-Memory 2mb	189.00
GS-Memory 3mb	239.00
GS-Memory 4mb	289.00
Panasonic 4420 1mb	145.00
Panasonic 4420 2mb	205.00
Panasonic 4420 3mb	260.00
Panasonic 4420 4mb	315.00
HP Laser Memory 1mb	125.00
HP Laser Memory 2mb	185.00
HP Laser Memory 3mb	240.00
HP Laser Memory 4mb	295.00
TI Laser Memory 1mb	155.00
256kx1 DRAM-set of 8	18.00
SuperExtender IIe 0k	69.00
SuperExtender IIe 1 meg	109.00
1megx1 DRAM-set of 8	48.00
RAMPro IIgs 0k (Apricorn)	52.00
RAMPro IIGS 1meg	99.00

Software Review

FLICKS 'N' CHIPS:

A New Movie Trivia Game

by Stan Feller
(from A.C.E.S. Bits and Bytes newsletter)

Flicks 'n' Chips is a program designed to run on the Apple II family of computers with a minimum of 128K RAM and a 3.5" disk drive or either one or two 5.25 "drives. That includes the II+, c, c+, e and GS. It uses an 80-column text format so don't hook it up to a TV set. The manual which accompanies the disks is complete and does a good job of explaining the program and how it is used.

It's all about the movies, 45 years worth from 1938 through 1982. It contains approximately 5,000 film titles with much of the cast, approximate date of release, and the five top Academy Awards all flagged. It also contains a master list of many of the revered names of filmdom's performers along with the means to add names to that list. You can even add new film titles, dates and casts, and move films from file to file. You can change the dates if you disagree with the ones listed and add performer's names to the cast of any of the listed films. They can also be easily deleted if you wish.

The games part of the disk is divided into three sections, these are: TYPECAST (in which the player types in the names of the cast); QUESTAR (where the game poses questions about films and performers, including questions about Academy Awards); BLASTAR (a marquee is placed on the screen with the title of a film and the date it was released. If there is no title, buzz in and type the title when you have seen enough of the cast being scrolled beneath the marquee. Clues can be requested. As an opponent the computer supplies levels known imaginatively as Gentle Ben, Wild Bill or Mad Max.).

There are variations for all three games, i.e., different levels of play, kinds of films that will be in play, or locations of the films in the film "bins." There are eight files (0 through 7) in four bins. The more well-known films are on the lower numbered files. In some cases, you are given the opportunity to select from which bin you will play.

You can play film from a performer of your choice or let the computer select for you. You can play all of the films found or any number you want, play only films that won Best Picture Academy Awards, play only the Best Actor or Supporting Actor's films, play all the films of a given year, or randomly selected films up to a hundred at a time–the versatility is staggering.

The program also contains a video tape library that has a mini word processor built into it. You can organize your tapes with it and print out a list of your current tapes. It has a search function that will find anything you want and an edit function with insert and delete capabilities.

Flicks 'n' Chips also contains Scout, its locator function. Scout will find any listed film given the name of one performer. If you search for that film with only one name, you'll get all the listed films of that performer, with or without the cast, chronologically and numbered. A printout of the list can then be made if so desired.

Flicks 'n' Chips is a very versatile and enjoyable program. As an invaluable source of filmdom information, as an enjoyable game to use with your knowledge of Hollywood lore, or as just a fun program, this program will fill the bill admirably.

Because the "big-boy" software developer companies have all but abandoned the Apple II line, it is refreshing to see new talent coming into the field. Investigate this one by contacting:

Robert A. Brent
Sta B P.O. Box 26183
San Francisco, CA 94126
(415) 397-5759

The program can be enjoyed for $60.00, but it is being offered for only $48.00 during the introductory period. Add $ 2.50 for shipping and handling and specify your preference for the 3.5" or the 5.25" version.

I don't class myselves as a film buff, so perhaps the niceties of the program were lost on me. But it was easy to see that it covered much ground and gave much attention to the names of movies and actors. One noticeable drawback: the program will not allow you to get out of it gracefully. The <open-apple Q> or equivalent command is missing. If you can overlook this deficiency, however, this is the game for you should your tastes run to Tinseltown data . Just think of all the movie trivia arguments that can be settled in one fell swoop! Best part of all, think of the fun that you can have testing your memory and matching wits with the experts: Ben, Bill or Max.

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Editor *(Name and Complete Mailing Address)*
Deborah Miles-Hoyt
Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814-3015

Managing Editor *(Name and Complete Mailing Address)*
Same as Editor

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Full Name	Complete Mailing Address
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B. Paid and/or Requested Circulation 1. Sales through dealers and carriers, street vendors and counter sales	75	70
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E. Total Distribution *(Sum of C and D)*	4601	4470
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PS Form 3526, Dec. 1987

Byts and Pyces

by Gary Hayman

This is a regular monthly column which includes Apple II information of the hints, techniques, suggestions, helps, information, news, etc., genre. Information which may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers. You are asked to submit your hints, ideas and suggestions to me for monthly organization and publication. You may do it through the TCS, by direct mail to me (8255 Canning Terrace, Greenbelt, Maryland 20770), or by telephone, (301) 345-3230. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

TimeOut Textloader+ Fix

I download many messages and text files from various on-line services, some of which help me with this column. In many cases, because I use the ProTerm communications program, I can save them to disk as AppleWorks files that I later process using the word processing program of choice. In some cases, such as raw ASCII files on a disk or anything from America On Line, the file has to exist (at least temporarily) as a TXT file.

AppleWorks 3.0 (out of the box) can only load one text file at a time to the desktop. This could be a minor annoyance if you want to look at and process several text files at a time. Mark Munz and Randy Brandt have come to the rescue almost as an afterthought in their Companion Plus program of enhancements for AppleWorks 3.0. There are five 'Bonus Stuff' TimeOut additives on the disk including TimeOut TextLoader+.

Briefly, TextLoader+ can load up to 12 text files at once, converting them to AppleWorks word processor files, automatically naming them and marking them as 'Unchanged.' This has been quite a boon for me.

There is one problem though, the program lets you specify a default place to look first. Once in that pathname, you can only go deeper or to the top by using Returns or OA-< (not covered in the directions); but you can't change volumes.

Here is a work-around that I developed. Configure TextLoader+, using Utilities, so that the 'Start search at' reads '/' (that's slash without the delimiters.) I maintain the other choices as 'Save last path - No' and 'List all files - Yes'.

Now when you activate TextLoader+ with the normal OA-ESC, it will produce an error ('/' doesn't exist) and then allow you to 'Try again' (don't) or 'Try a different location'. Select the latter and you are in business because the normal 'Change current disk' menu pops to the screen, and you can go anywhere you want - on your hard drives or floppy drives.

Computer Odds and Ends

The New York Times warns us that we shouldn't use unauthorized copies of software or download files from obscure or private electronic bulletin boards without using a filtering package. If using major services, one can relax as they usually scan the files for viruses. The Times continues, "don't let others use their disks in your computer; regularly back up data to ensure a working copy in case a virus does get into your system; use a virus scanning program to ensure that new software is virus-free."

Omni magazine explains that Laser printers use ten times more energy than less expensive office

printers and that we should reserve laser use for formal reports and presentations while using standard printers for memos and rough drafts.

Personal Computers for the Computer Illiterate, a book by Barry Owen, advises us to turn the brightness control completely down when we are away from our computers for more than a few minutes. It would even be better if we utilize a screen blanker which blanks out the monitor when it's not in use, and reactivates the screen at the strike of a key or when the mouse is touched.

Single Sheet Feeder

As I continue to use my ImageWriter single sheet feeder, I am always impressed with its operation. I wrote about this ImageWriter II attachment before. It has paid for itself in the year or so that I have owned it, in saved paper costs. I capture so much text material off of the major on-line services, that to print it out on clean paper can be costly. For this reason I use the flip side of already used paper. I just plop it into the feeder and let the printer do its work. Not only am I making paper last twice as long (thereby protecting the environment) but, because single sheet paper purchased at Staples, Pace, Quill, etc., is so much cheaper than normal pin feed computer paper, I'm saving money, too. And I no longer have to tear off the perforations and separate the sheets. I can choose any grade of paper –even color–for my printing tasks. Also, no more spooling of paper onto the floor because each sheet is neatly placed, in order, in the collecting tray. When I need labels, the single sheet feeder lifts right off and I am ready to go in the normal pin feed mode.

Zip Again

Rich Sanders is helping Lorin Evans, *The Evansmeister, The Down-on-the-Farm Evans, El Presidente.* [GH: You have to watch *Saturday Night Live* to get the humor in that.]

Well anyway, Lorin had a question about Zip installation and Rich said, "When you run the install program you should be presented with four possibilities for installation:

1) Zip CDA
2) Zip CDev
3) Zip Initialization
4) Zip Utility Program

"You absolutely need to install number 3, Zip Initialization. It goes in your System.Setup folder which is inside your System Folder, Number 2 is the CDev that was referred to in the messages 4056 & 4057 previously; it should be put in your CDEV folder inside your System Folder; Number 1 is the installation of the Classic Desk Accessories, and it goes in your Desk.Accessories folder. Number 4 can be put anywhere or just left on your COPY [emphasized] of your Zip installation disk.

"If you don't see these selections when you run the installation program, then maybe you should call Zip for a replacement disk or call me. I have some other ideas on a quick solution to your problem.

"A catalog of your disk should look like this:

Scripts
Inst.Zip.CDA
Inst.Zip.CDev
Inst.Zip.INIT
Inst.Zip.Sys16
Zip.Utils
ZipGS.SYS16
ZipInit
ZipDA
ZipGS.CDev
Zip.Icon
C
D
Home.Stack
I1
I2
Installer
RunMe.Sys16
Finder.Data
Finder.Root"

Later, Lorin still was experiencing problems so Rich responded, "OK Lorin, I will try to pull you out of that morass! Let's see now, we need to set some ground rules. I hope that you are using GSOS 5.04. If not you can download it from the TCS here online. If you place the Zip INIT file in the System/System.setup folder, then you should see it when you open that folder. It is an initialization file which allows your Zip chip/board to work, you don't use it for anything else. The CDEV in your CDev folder is not obvious, but it should appear there when you open the folder. Look for it under the Apple menu.

"You should have under the colored apple the following items:

About the Finder
Help
_____ (a line)
Control Panel

"If this doesn't appear then you don't have a full System Disk and you need to download one or get one from a certified Apple dealer (now-a-days I don't know who that would be). Select the item Control Panel under the Apple menu. When the

control panel appears, one of the items should be the Zip icon, scroll down until you see it. On mine, it appears first because the install program rearranges the selections to show it first. Anyway, you should see the icon for Zip there in the Control Panel. Select it using the mouse. Once you've selected the icon, you will see three selections available: Slot Settings, Miscellaneous Settings, and Speed Settings. The speed setting is a pop-up menu. When you click and hold, you can scroll through all the available settings. The other two are presented in dialog boxes. From these you can make the same changes that you see when you run the Sys16 program.

"If you have the CDA in the Desk.Accessories folder, then when you press the standard Open-Apple-Control-Escape, it should be one of the selections available to you from the text menu. With the start of GSOS 5.XX, the highlight does not cycle from top to bottom in this menu so you will have to run the highlight down using the arrows. You should highlight it and press return (from which you should see another menu with four selections: Miscellaneous Settings, Slot Settings, System Speed, and Quit). From there you can make your selections also."

Dead Drive

Lorin turned right around and helped Paul Tarantino who asked this question: "A friend has a IIc+ with a dead internal 3.5" drive (won't eject). Is there a third-party source for replacement of this Sony mechanism? He is reluctant to pay an Apple dealer $200+ for the part and $60 labor for what appears to be an easy swap." To which Lorin replied, "Yes, and yes. First, the drive may not be dead. There is electric ejection and mechanical ejection. Which is pooped? Both can be repaired. A swap is more-or-less $150.00 in parts. One place that will repair it is Condor Data Systems (local); places that will swap include Arminius Products and an outfit in Walthan, Massachusetts (the name of which I cannot remember)."

Consumer Problem

I don't blame Jim McCann for speaking out. This is a good place to share problems we have with vendors. Jim says, "It has been difficult to remain polite about the matter of having my memory board remain in the dealer's hands for repair for over a year. I guess I have been considering past or present services he may have rendered to the Pi as a volunteer to be a mitigating circumstance. However, it doesn't change my personal situation, i.e., being out $400 (until I get the board back) and being greatly inconvenienced since this fiasco began. Although this dealer no longer advertises in the WAP Journal, he may continue to offer hardware for sale through other means. I know that he has personally converted from Apple II to Mac. This was one excuse he offered for his delay in testing my board.

"I may be the only one who has had such an unfortunate experience with this dealer, but I think other members who may be considering buying hardware from this source might benefit from knowing about the kind of service I have received. This dealer does business under the name of Satellite Scientific and is especially expert in telecommunications.

Between February '88 and February '90 I bought two memory boards and a modem from him. He got over $900 in business from me in two years, which was most of what I spent on this machine after its initial cost. Thank goodness I didn't go back to him for a hard drive. My experience has been that I got friendly, courteous, and accommodating service at the time of purchase but an endless run-around when the equipment broke down. I would have been much better off if he had just told me to deal directly with Applied Engineering rather than offering to act as the intermediary.

"This has been a most frustrating situation and continues to be a real pain trying to get this property returned."

Laser Printers and the GS

There was a big thread concerning using Laser printers with the GS. Here are some of the interesting questions and comments:

[James Trotter] - I'm starting to look for a laser printer for my Apple II GS, and I need suggestions from other GS users with laser printers (or any other suggestion for that fact). Which printers are compatible? What is the quality of their output? What is the idle time for the printout? I would prefer a PostScript printer if possible, but if anyone has a good recommendation for a non-PostScript printer, please write it down also. Is the Apple the way to go or what? I would appreciate any and all help that y'all can give me.

[Neil Laubenthal] - James, you essentially have two choices. First, if you primarily print from 16 bit programs or classic AW, there is the HP IIp. This printer accepts ASCII input from AW and, with the addition of a 16 bit driver (about $25 from either Seven Hills or Vitesse), prints at 300 dpi from GS specific programs using a font four times as large as the one you are trying to print with and scale down. It hooks up directly to either the serial printer port or any of about a dozen parallel cards.

This is what I have. It is not PostScript, although there is a PS cartridge available for it. Or you can get a Texas Instruments, like Dave Harvey has. I think this is the 35 model. This printer exactly emulates any of the Apple LaserWriter printers (electronically). The only problem with it is that although it has several different interfaces built in, it must be run from AppleTalk with the GS, I believe. This means (if you have a ROM 1 GS) that you must set slot 7 to AppleTalk, use the printer port for the printer, and move your hard drive card somewhere else. If you are like me, you can't afford to monopolize two slots (7 and 1) just for the printer; however, it is PS and does give a little better output. In any event, the HP series with the custom drivers and 4X fonts gives the same 300 dpi quality output, I can't tell the difference. The HP prints at four pages per minute. When printing from a 16-bit program at 300 dpi, it takes about six minutes per page to do all the page calculations and send the data to the printer. It's not real speedy, but then neither is the TI. From AW it prints the first page in about five seconds and every fifteen thereafter. The price of the HP IIp is about $800, the TI with PS is about $1400.

The HP can utilize either a HP true PS (licensed from Adobe) cartridge, which is about $600 extra and you must use AppleTalk or a PS clone (about $200) cartridge from someplace like Pacific Page with it. I can't see any difference in the output of these two, at least, not for normal printing. The HP is almost plug and play, the TI requires a lot more setup to make it work properly. Ask away if you have any more questions. I love my HP.

[Jon Thomason] - You have lots of choices if you decide to go AppleTalk and use PostScript-capable; any would be just about as good as Apple's. If you don't ever plan to network, your choices are less expensive at first. You'll have to find drivers for any non-PostScript printer, and you'll have to do it again if you and your GS should ever part ways.

Me, I need network capability. I have a Business LaserPrinter from GCC. It's PostScript driven with AppleTalk and has serial and parallel input available. I don't believe it would auto-switch between the different inputs, but that's not something I'm worried about. Some can.

I recommend the GCC BLP II (the successor to mine, as mine is no longer available.) It can be later upgraded to a BLP IIS if you need eight PPM throughput.

If you weren't interested in speed or PostScript, I'd recommend grabbing a StyleWriter while they're still being discounted. GS System 6.0 will support the StyleWriter by scaling down very large fonts. The Personal LaserWriter LS will not be supported, but if I'm not mistaken the Personal LaserWriter NT is supported by the existing drivers. I haven't used any of the three.

I like the TI, but I prefer the BLP II. GCC specializes in Apple (albeit Mac, but remember how similar the printing architecture is between the GS and the Mac) interfacing and support. I've heard the NEC isn't bad, rating slightly below the TI and priced about the same.

[Dave Harvey] - At the last meeting of the Novapple user group, they had a laser printer presentation. One point that was made was that if you want to print using 8-bit programs such as AppleWorks and Publish-It!, you're wise to get the PostScript option, otherwise the printing will not be laser quality, rather the quality you'd expect from an ImageWriter II. I myself have an Texas Instruments Microlaser with which I'm well pleased.

The TI Microlaser doesn't require AppleTalk to use PostScript. They're two separate options. You can use a standard parallel connection to print in PostScript, or you can use serial if you don't have the AppleTalk option. The serial interface is an option as well. There are three separate optional boards: PostScript board, serial interface board, AppleTalk + RS422 + RS232 board. If you get the AppleTalk board you won't need the serial interface board.

[Kim Brennan] - First off, there are several good Laser printers available that will work on the IIGS. I'm using an HP Laserjet IIp (with the

PostScript option, but I don't always use PostScript). An HP IIIp would be a good choice also, but a little more expensive.

Other good printers are the TI Microlaser 35, and the NEC SilentWriter II model 90. Both have proven track records of working with the IIGS, and both are competitively priced ($1500 or less).

PostScript support on the GS is much poorer than in the Mac world. With that said I will also add that with an intelligent choice of fonts, you can get equally good quality not using PostScript on your GS by giving up a little speed. To do this you would need a printer driver (Harmonie v. 2.0 from Vitesse or Independence from SevenHills Software). I've used both and prefer Independence (Harmonie has slightly more power, but is less easily understood than Independence).

My BBS (as you are aware) has a large number of GS fonts which are all free for downloading. Judicious selection in these fonts can give excellent results (and I have printouts to prove it).

To use Harmonie or Independence the printer must have a HP PCL emulation mode (all the printers I mentioned above do).

[Jon Thomason] - The GCC BLP II is AppleTalk and PostScript-capable with the "standard" 35 fonts (various styles of Times, Courier, Palatino, New Century Schoolbook, Helvetica, Avant Garde, Zapf Chancery and Symbol.) I bought my original BLP second-hand and it makes a bit of a racket. The BLP II is much quieter.

Most AppleTalk/PostScript printers (if not all) are directly compatible with Apple's LaserWriter drivers and with Apple's IWEM (ImageWriter Emulator). Actually, they probably don't do font or graphic "smoothing" without patching Apple's drivers so as not to disable that feature for non-Apple printers.

I can also attach a hard disk to the printer for external font storage. The utilities to format this disk and to download fonts to it are on the Macintosh, but I have a strong hunch that they're available to all stations including the GS. Next time I have an empty hard drive to fool around with, I'll let you know. Otherwise, the GS drivers won't automatically download PostScript fonts. Heck, they won't even do it manually yet.

[Dave Harvey] - Yes, the TI is Apple LaserWriter compatible. In fact, I use all of the Apple supplied drivers for working with the TI. It can hook up a number of ways depending on what options you get. With no options, you have to use parallel. I think I mentioned in a previous message the three options available for the TI: 1. serial RS232, 2. AppleTalk + serial + RS422 and 3. PostScript. I have PostScript, so all of the fonts and graphics use PostScript to print them. It has a slot for fonts, but I don't think they're necessary if you have the PostScript option. I use it mostly with Publish-It! and AppleWorks. All of the Publish-It! fonts print fine on the printer.

I got my printer from Computer Age in Annandale and the price was about $1575 and included PostScript and AppleTalk. You don't have to use AppleTalk; the serial connection is OK. In fact, my wife uses the serial connection because she has the Family Roots program that's not compatible with AppleTalk so she has to use the serial connection. The TI has a HPII emulation mode which Family Roots does support, so she uses the emulation mode to print out from the program. I also use the ImageWriter emulator that Apple furnishes without any problems. The model I have comes with 35 built in fonts. There's a cheaper model with only 17 fonts. If I had it do over again, I'd get the 17-font model because with PostScript there's very seldom any need to use the built in fonts except for emulating an ImageWriter.

What Kind of Apples do They Grow in Texas?

The GEnie watcher, Paul Schlosser, captured this September press release about Apple support and shares it with us [I told you there is a long lead time between writing this column and its publication]

Austin, Texas; September 18, 1991; Apple Computer, Inc. announced today that it plans to locate the Apple USA Customer Support Center in Austin, Texas. "Customer support is becoming one of the most important battlegrounds for computer differentiation in the 90s and beyond," said Bob Puette, president Apple USA. "As Apple expands the role of customer service and support, we feel that Austin will be an excellent location for our U.S. Customer Support Center."

In addition, Apple USA will locate a new 60- to 80-person Module Repair Center in Fountain, Colorado. The Repair Center will repair com-

puter components, such as circuit boards. The Module Repair Center will be at Apple's manufacturing site in Fountain, Colorado, located twelve miles south of Colorado Springs. Apple purchased the Fountain site in March 1991.

The Austin site, which will employ more than 300 people by the end 1992, will be the home of some of Apple USA's service and technical support functions, as well as certain corporate and field accounting functions. Although many Apple employees will have the opportunity to relocate to Austin, most positions are expected to be filled by recruiting from the local community. Today's announcement is contingent on the Austin City Council and City Commissioner's Court granting Apple Computer, Inc., certain promised tax abatements.

Apple is currently reviewing several site alternatives in the Austin area but has not made a final site selection at this time. The site is expected to open in mid–1992. The director of the Customer Support Center has not yet been named.

"Apple and Texas are a perfect match," said Texas Governor Ann Richards. "Apple is the kind of company we want in Texas. Apple is good for families and the environment. Their innovation and cutting edge technologies have made them a world leader, and now they will become part of our Texas family." Austin was selected after Apple conducted a comprehensive search of several cities throughout the United States.

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New Apple II Stuff

Mark Munz of Beagle Bros. on Proline, shared the following:

"Earlier I said Beagle wouldn't be releasing any NEW Apple II programs before mid-1992 (at which time we'll look into it again). This is matter of scheduling time with current projects (both enhancements and new Mac products).

"But we have teamed up with JEM Software to give you some new stuff that I think a lot of people will like (and get excited about). Specifically, JEM Software will be offering an upgrade for UltraMacros owners (tentatively titled UltraMacros 4.0).

"Ultra 4.0 will include a ton of new commands including FOR-NEXT loops, Linking task files (so that a task file can be a sub-routine to a macro), PeekStr, PokeStr and more. Other features include a debugger and a new ability to extend the Ultra language with amperstand commands. Plus you get 99 string variables, 234 numeric variables and more.

"All kinds of new features will be added. No upgrade price has been determined and there is no release date just yet — but it is exciting news, and I know many people will want to get their hands on this new project."

Hyper About HyperStudio3.0

Rich Sanders saw the demonstration — and loved it. Here is what he wrote, "As several people know, there was an excellent demonstration of HyperStudio v. 3.0 during the last (29 Sept. 91) WAP meeting. The new HyperStudio runs magnificently.

"They demonstrated all the neat capabilities that HyperStudio has,i.e., the screen transitions between cards, the playing of music from a CD ROM simultaneously while the program was running (the sound was just great as usual). They also played different clips from a video laser disk using a video card and laser disk player. This was spellbinding. They showed us several of the new capabilities that the previous version of HyperStudio didn't have. It was really awe inspiring. I was impressed. Some of the other major capabilities that HyperStudio has are:

• The program can now display 320 mode (which required an XCMD with v.2.0 & 2.1) as well as 640 (which it always did in the past). The change between 320 and 640 mode goes totally unnoticed (not the case with some other programs I have).

• It has a scripting language that can also be accessed from menu selection so that those of us who are not as familiar with scripting can reap the bennies of this capability. I understand that the new language syntactically looks like a cross between Pascal, BASIC, and HyperTalk.

• Plus the buttons can now be edited. YEAHHH!!!

• Not only that but the XCMD's are much easier to use. From what I hear, they can be accessed from an XCMD menu by scrolling through

the list of available commands and choosing the one that you want. And if you can't find it there, then you may find it by loading one from an XCMD library file. How about that sports fans? Pretty neat!"

HyperCard and HyperMover

'A-2 Central' tells us that the Write-It! NDA has a conflict with HyperCard GS and advises that your system will probably crash if both are present. They both use the same portion of memory. Solution: Deactivate Write-It! whenever you plan to use HyperCard.

They also identify problems with the new HyperMover when it disassembles stacks on the IIGS or Mac for the other system. XCMD's and XFNC's don't transfer well. The graphics require special color handling, and the order of the buttons and fields may be out of whack. There are some suggestions for solutions contained in the October 1991 issue which you may want to examine if you are into HyperMover at all.

Free AppleWorks Tips

The National AppleWorks Users Group (NAUG) announced that AppleWorks users can now get a free copy of "Our Ten Favorite AppleWorks Tips," a popular article that appeared in a recent issue of *AppleWorks Forum*, the monthly newsletter published by NAUG. The article describes how to use templates, multiple printers, cursor movement commands, Group Begin/Group End commands, and other ideas that help users get more from AppleWorks. If you are interested, send a self-addressed business-size envelope with 52 cents postage to: AppleWorks Tips, NAUG, Box 87435, Canton, Michigan 48187. [GH: I have a copy of the six page reprint and can vouch for its value and interest.]

ON GUARD

Here is an abbreviated edition of my new ON GUARD AppleWorks 3.0 / UltraMacros 3.1 macro. ON GUARD allows you to protect your AppleWorks desktop from prying eyes, children, jokers and accidents while you are away from your computer. Once activated, only you can bring AppleWorks and your desktop back by entering a user defined preset code. If you want to read all the text material that goes with the macro, you will find it on the TCS, Pro-Line, GEnie and AOL.

Directions - Compile the following macro, and test it with the correct codes ("turn on please" or "Turn on Please") and incorrect codes. When you are satisfied with it, you can change $1 and $2 to your own personal codes and then copy the macro into your default macro set. You would also probably want to change the token of the macro from its present "A" to some other token which you are not using.

```
start

a:<all oa-q :
$1 = "turn on please" :
$2 = "TURN ON PLEASE" :
$3 = "                                   ":
          (that's 40 spaces)
$4 = "ON GUARD by Gary Hayman":
x = 0 :
begin :
if x = 24 then exit endif :
msgxy 0, x : msg $3 :
msgxy 40, x :msg $3 :
x = x + 1 :
rpt :
msgxy 255, 5 : msg $4 :
$0 = getstr 20 :
if $0 = $1 or $0 = $2 :
then esc esc :
msgxy 0, 128 :
endmacro : endif :
bell : rpt>!
```

WestCode Lives

Not much has been heard from WestCode Software since they issued their InWords software that works in conjunction with the Quickie and Lightning scanners to provide Optical Character Recognition. Its leader Rob Renstrom writes, "At WestCode our focus is on the Apple II. We are enhancing our InWords OCR software with the upcoming v1.1 update, providing improved performance and adding several new features. Additionally, we will soon announce an exciting new GS product that provides a significant improvement to the GS (Look for details)." [GH - What is this product?]

Happy Holidays Everyone!

The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle Buddy and a SevenHills Partner for the WAP. 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. His latest software program, THE MAGIC FILE CABINET is presently selling nationwide.

How to Determine the First of the Year
or
System 6.0 Software is Here

by Lorin Evans

First there was the lunar calendar; it determined the first of a new year by the phases of the moon. Then wise folks around Pope Gregory decided that the seasonal swings from year to year were too upsetting; so they standardized things a bit and gave us the Gregorian system we now use. And then along came Apple. The wise folks there decided that the first of the year should be defined not by crop cycles or the weather but by the release of software. Thus, the first of 1992 will be defined by the delivery of System Software 6.0 for the IIGS. And what a wonderful treat the gods have for the family orphans.

Here are some of the features that will be available to IIGS operators in the version set for release around the 'first' of next year.

There will be full read/write Macintosh File System Translator (FST), read-only, DOS 3.3 FST, and read-only Pascal FST. This means that you will be able to read these formats on your IIGS, but not run the program. Some data files will be transferable to IIGS programs. There are two new applications: TEACH (an editor that can import AppleWorks, AppleWorks GS, and MacWrite files), which supports the styled TEACH format; and, ARCHIEVER the new backup program that has a host of options for selecting files. It can backup a volume or a single file.

Thanks to Andy Nicholas of (among other things) GS-ShrinkIt fame, the Finder has been totally reworked. The Finder will now use rIcon and rComment resources (in plain English, you will be able to enter text in the 'About' box found under the apple icon). rBundle is a new resource format that will let the Finder know which icons go with which Applications/documents and what documents go with which applications. For the rest of us–depending on how they do it in the final version–this means that you can double click on an AppleWorks text file and 6.0 will cause the program AppleWorks to launch. There is lots of speed-up in the Operating System, though not quite what we saw in the change from System 4.0 to 5.0.

The Console Driver has been redone, and there are new hooks to get direct access to character output and input routines.

There are lots of new tool calls and updates. This includes a SysBeep2 call that allows you to specify which sound file to play for specific events. We have been able to assign beeps to startup and ErrorBeep before, but now we can join the Mac folks by assigning any sound to any event we want. For example, inserting a disk or ejecting a disk can each their distinct sounds.

Some other neat things include a disk full of fonts with sizes of up to 96-point. These fonts help ensure that the StyleWriter printer driver has the best output possible. It also will work with printer drivers like Harmonie and Independence. There are drivers for Apple's flatbed scanner and tape drive too. The installer is completely revamped and is very intelligent now.

System 6.0 will be shipped on five or six disks. The first disk boots to the Installer, and from there it is a single mouse click to update your system. Disks two, three and maybe four contain the system software, the next is the fonts, and the last disk is configured to boot from an

800K drive. This 800K version is a minimum system and will not have all the bells and whistles installed. To fully utilize all features, at least two megs of memory and a hard drive are recommended.

There is also a new ProDOS 8 (version 2.0) which will allow more than two devices per slot, up to a maximum of fourteen (Vulcan hard drive owners take note). If you use version 2.0 on a IIe machine, it must be enhanced. (To upgrade your machine see "The Begats of the Apple IIe Motherboard" in the February, 1991 issue of the Journal.) Some other features in System 6.0 include:

- A "Window" menu that allows you to select windows that are hidden under other windows.

- The "About..." item now displays a modeless dialog with memory counts (Finder, NDAs, free, max block) that is updated every 15 seconds.

- The title of a window can be clicked on and a list of folders drops down so you can select directories previous to it.

- Option-clicking in the close box of a window closes all windows (Just like the Mac Finder).

- Option-clicking to open a folder closes the window you clicked in after opening the new folder.

- Modification dates are included when files are displayed in list format.

- The info bar now expands to double height when files are displayed in list format so that you can still see the disk memory use display.

- Files sizes are displayed in megabytes when they are more than 999K.

- Folders can now be placed on the Finder desktop.

- Lots of generalized speed-ups in GS/OS.

- The Easy Access stuff now available to the ROM 03 GS owner will be available on the ROM 01.

- The previously announced Animation Toolkit has been dropped.

- Though not part of this release, a prototype UNIX environment, working under GS/OS, may continue under development.

When the software is released, we will have the disk set available without documentation to members for a nominal price. In addition, we expect to offer a tutorial on its features and applications. If you are thinking of using System 6.0 and do not now own a hard drive for your IIGS, consider getting one and some additional memory. Keep in mind that Apple has the right to make any changes it sees fit prior to release.

[My gratitude to WAP's Neil Laubenthal for his technical assistance in preparing this article and Tom Dolzol of Apple Barrel, the Houston Area Apple Users' Group, for permission to adapt material from his article for this one.]

CORRECTION

Correction to the statement made in the November Issue: Mr. Bob Cook of Sun Remarketing called to let us know that that company is still serving and supplying parts for the Apple line of computers. Mr. Cook felt that there may have been some confusion between the company's 900 number, which is only for technical support, and its 800 number, which is the order desk. For technical support call 1-900-786-7782 and for parts and service call 1-800-821-3221.

The Program Clinic

by Ken Franklin, MD

Good afternoon, and where did the trading card craze come from all of a sudden? I'm all settled in here in Tennessee and am trying to deal with the mental stress of liking music by Billy Joel and Conway Twitty at the same time. In order to cope, I'm immersing myself in my work — answering questions like these:

Dear Dr. Ken:

I've been losing a lot of sleep recently wondering about those little screws that you're supposed to screw into your ports when you attach disk drives and joysticks. Could something really bad happen if I don't screw in those screws? I have an Apple IIc with an external drive, a joystick, and a mouse. I use both the joystick and the mouse on a regular basis. My external disk drive is perched precariously at the edge of my desk, and falls off the desk every once in a while. What do you advise? — Isaac Insomniac from Indianapolis, Indiana

Dear Isaac:

First off, if floating hardware is the biggest problem causing you sleep loss, you have WAAAAAY too much free time on your hands. However, I can allay your fears and send you to dreamland.

The mouse and joystick are not really a problem; you can leave the screws off and change them at will. If you change while running a mouse-based program, you may confuse the program; however, you will cause no real damage.

The disk drive is another matter, unless you just won the Lotto and can afford to buy them by the dozen. Some of the connections from the IIc to the disk drive are very sensitive to surges. If you attach or detach the drive while the computer is on, you can easily FRY both the drive and the computer. You may get away with it, but I sure wouldn't bet a $300 repair bill on it.

So, I strongly recommend introducing Mr. Screwdriver to your external disk drive connection. And while you're at it, buy a bigger desk - or watch the disk drive pull the computer with it next time it falls off the desk.

• • • • • • • • • • • • • • • • • • • •

Dear Dr. Ken:

Sometimes when the system crashes the cursor locks up and freezes also, BUT sometimes the system can crash yet the cursor still moves. Why? — Existential Ellen from Escanaba

Dear Ellen:

"Crash" is such an ugly word. I prefer "irreversible computer confusion" which abbreviates to ICC, pronounced "Ick!"

Your computer actually runs several programs at once. At the hardware level, your machine executes individual teeny instructions, switching 1's and 0's in memory. At the next level, these instructions run the operating system (such as ProDos, Dos 3.3, and GS/OS), which provides your user interface. (An interface means the world you see when the computer waits for your commands - it has nothing to do with kissing.) Finally, the operating system runs your User Programs, such as games and word processors. The first two levels get commands from your User Programs, so that you can use disk drives, joysticks, mice, speakers,

digitizers, and the new Ronco Computa-Pizza Oven.

When the operating system gets a command that makes it go "Ick," it stops taking commands from the User Program. However, it is still sending meaningful stuff to the hardware, so the world you see still works — the cursor moves, and the icons stay on the screen.

When the hardware gets a command it can't understand, it simply stops taking instructions from anyone, and the system freezes. The most common cause of this is a "Break" instruction, which can mean a break in the action or a desire to break the monitor, depending on your caffeine intake.

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Dear Dr. Ken:

Can you give sort of a basic idea of how animation works? For instance, the way the cards move in your Milestones 2000 game? — Curious Carl in Cairo

Dear Carl:

Thanks for your letter: it gives me a chance for a free plug. If you have any of my ReliefWare games (OneArm Battle, Plunder!, and Milestones 2000), now is a good time to register them at my new address. If you registered them at the old address, don't worry — my mail was forwarded. I'm upgrading all three games somewhat, and will release version 1.5 of all three around Christmas. If you've paid for all three, I'll send you the updates free! My new address is 1603 Northridge Court, Clarksville, Tennessee 37042.

Where were we? Oh yeah, how animation works. I have no idea. Just kidding. Animation on a computer is just like animation in the movies or on TV; a set of different still images is played very rapidly to make the illusion of motion. Computer animation is tricky because redrawing the entire screen for each image is too slow, and figuring out just which part of the image to redraw is slow too (unless you are a really slick programmer).

Being just a marginally slick programmer, you don't see much animation in my programs. In Milestones 2000, the "moving card" trick is just about it. An outline of the card is drawn and erased in a series of locations to make it "feel" like the card itself is moving. This is easy to draw quickly, because only one rounded rectangle isn't much of the screen. The problem is UN-drawing those rectangles, which would require remembering what was under the lines I drew.

The answer lies in a trick called X-drawing, which is often used in Apple II animation. Instead of simply drawing a solid-colored line, X-drawing reverses the color of the screen dots in the line (like making a negative from a photo print). It's just as fast as regular drawing, but if you do it AGAIN in the same place, the line erases itself (a negative of a negative is a positive)! I know, my teacher said not to use double negatives, but my English grade doesn't depend on my program output. Besides, my teacher gave up on me long ago.

So, to animate the "moving card," I X-draw the first outline, then X-draw the second outline, then X-draw the first outline AGAIN (erasing it), then X-draw the third outline, and so forth. If you have a IIGS, try setting the computer speed to Normal (1 mHz) in the Control Panel and playing the game. You'll see how it works, and gain the side benefit of being incredibly bored very soon thereafter.

That's all the room we have for today, campers. Remember, you can E-mail me on America Online as Dr Ken FP, or on GEnie as KEN.FRANKLIN. You can also send questions to my street address.

(This column copyrighted 1991 by Ken Franklin. All rights reserved. Anybody wanna trade a Bill Heineman Hacker Card for 23 John Sculleys? I didn't think so.)

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[This is the first in a series of question and answer columns by Dr. Ken Franklin, a noted authority on Apple II hardware and software. The author is known for his widely popular Milestones 2000 Apple IIGS "reliefware" program, which received rave reviews in A+/InCider magazine, the New York Times, and the Congressional Record.]

[Reprinted with gracious permission from The Apple Byte, the newsletter of the Club Apple User Group, Charleston, West Virginia.]

Apple II Ramblings

by Ken De Vito

I'm composing this right after the October '91 WAP meeting which was held at the Intelysis Auditorium in the Lockheed Building at Fair Oaks Mall.

This was my first meeting at the Virginia site and I thought it nice to be able to drive from 6 o'clock on the figurative Beltway Clock (where I live) to just 9 o'clock instead of driving all the way up to 11:30 (where I arbitrarily assign Bethesda, MD). It was a bit foggy when I left home only to arrive at Fair Oaks Mall with dense fog. After spending the requisite 30 minutes driving around the Mall and environs, I arrived at the Lockheed Building with the assistance of a Mall clean-up crew that spoke only Spanish. (It's the big building at the back or south end of the mall. Drive around the back of the mall and take the road leading to a big, 5-6 story glass building. 12015 is the number!) Excellent facilities and very cost-effective!

Back to Apples.... AppleWorks add-ons was the topic. Between Lorin Evans, Grace Gallager and myself, we spoke about the whys and hows of AppleWorks 3.0 patches. Lorin even passed out a (free!) disk patcher for AppleWorks. The Time-Out series by Beagle Brothers was discussed along with the inevitable question and answer session.

I want to thank Lee Raesly for helping me answer the 'hard ones.' He is usually 'head and shoulders' above me in this arena. Grace Gallager then proceeded to demonstrate the AppleWorks templates that she constantly uses. They ranged from automatic disk labelers to award letters for her outstanding students. These were also provided to the attendees - most of them on the back of Lorin's patcher disk. (I have also uploaded them to the TCS under the AppleWorks file area and called the file GRACE1.SHK. There will be other templates from Grace available on the TCS in the next few weeks, and they'll also be available at the Apple II portion of the monthly meetings — Just bring your blank floppy disks.

That's it for now. If you were at the meeting, I'm sure you enjoyed it and got your questions/problems resolved. If you were not, we hope to see you there in November! Ciao!

P.S.–The last Journal had a huge amount of Apple II articles which makes this volunteer's job much easier. Keep up the good work!

In Search of...

The WAP Journal is STILL looking for someone to serve as Editor for the Apple II portion of its monthly publication.

Please contact Debbie Hoyt, (703) 450-0714, for the job requirements.

We look forward to working with you and feel confident that you will enjoy working with the WAP membership, as well.

ON THE TRAIL OF THE APPLE III

by David Ottalini

Happy Holidays

With Santa just around the corner once again, it's time to take a look at our III SIG and how it fared in 1991.

First off, I think it is a victory for us that we continue to exist. And that, my friends, is because you care enough to remain a member of WAP, read my columns and buy our PD offerings. Even without an active participation, your continued support for our SARA is evident and appreciated. I wish we could have continued to hold meetings. But we found that most local III SIGers were not willing to make the time investment.

Members do invest time to help out other IIIers in need, however, even when they have not joined WAP. And the III SIGers offering to join the WAP Hotline grew considerably this year. And we found other members around the country contributing articles and offering help in any number of ways.

The one thing I really like about our SIG is the fact that it's made up of so many nice people in the Washington DC area and around the country. There's no bickering or infighting, just a love for a poor orphaned computer that keeps chugging along like that "Little Engine That Could."

How much longer can we continue? It's up to you, really. Jim Jutzin and I remain open to your ideas, thoughts and suggestions about what we can do to improve your enjoyment of our SIG. But if you make a suggestion, be ready to pitch in and make it happen too!

That Said

What to get a IIIer for a holiday gift tends to be a burning question this time of the year. Let me make a few suggestions that can be passed along to the right person (But hurry ... time is running out!)

Hardware-I would say either the Titan III+IIe cards or a Apple II 800K Unidisk would make an excellent present. Both run in the $300 range. GR&E still sells the Titan cards. Their number is 1-313-677-4122. Add a 65C02 chip (from Jameco or other electronics supplier) and you have an enhanced IIe inside your III that can run Publish It! and most other Apple II ProDos software.

The Unidisk and controller card (for the IIe) are cheaper by mailorder. Check out A+/InCider or the back of Computer Shopper. On Three (206-334-8001) carries the device driver.

In you want to go with a hard drive, On Three also sells a complete selection that uses the latest SCSI interface card along with the proper driver. Or you can buy the SCSI hard disk elsewhere and purchase the driver from On Three. Just check with them first before purchasing to make sure it will work with your III. Sun Remarketing also sells Profiles and Quark hard disks that will work in your III. Their order number is 1-800-821-3221 (24 hours).

Software-I can recommend programs I use every day: Selector III for your hard disk, Desktop Manager as a background utility, Three Easy Pieces, and AppleWriter. All, save AppleWriter, are available from On Three. AppleWriter is in our PD library. In fact, just about any disk from our PD would make a

great holiday gift. The price is certainly right.

Other Clubs

In spite of my rather pessimistic report about TAU last month, the club does continue. A new issue of the TAU Journal showed up in my mailbox in mid-October. In it, President Lavona Rann indicates that they've been able to rebuild their stable of volunteers and are once again soliciting articles for their Journal. That's good news, since TAU remains one of the III's best friends.

Lavona says that the Journal will begin offering space for Apple III classifieds on a first-come, first-serve basis. Members are free. Non-members $25.00 per column inch. If you're interested, you can contact TAU at 1113 Wheaton Oaks Dr., Wheaton, IL. 60187.

On the down side, TAU reports that Sun Remarketing has reportedly dropped Apple III support. Sun seems to be directing Apple III inquiries to TAU these days. Those callers indicate they've been told Sun no longer supports the III. I intend to find out if this is true and why they aren't directing some folks our way as well. Stay tuned.

Dombrowolski News

Thanks to Joe's final contributions to our SIG, we now have complete libraries of his group's Apple III PD. We also have extra copies of other current and formerly commercial programs. If you have a piece of software crash on you, please call. We'll be happy to help if we have what you need.

PD Disks

This month I've updated our III EZ Pieces version of the PD Library listing for you (3INF-23). It is beyond up-to-date because it includes some disks which I plan to place in the PD for January. More on that next month, but I can tell you that there will be a set of Apple III databases that I have basically spent years putting together.

I'm pleased to tell you that we now have 186 disks in our Public Domain Library. All save a few are double sided offerings. No other club offers more III material. There are some 34 disks with nothing but Apple III information on them. And there are 34 Graphics disks which contain programs, fotofiles, etc.

We have accounting programs, languages, utilities, repair information. You name it. And many of the disks were developed just for you as a member of the III SIG.

I know it's hard to believe, but there's still lots more to come. So hang on til 1992. It should be a great year for Apple III public domain disks.

Happy Holidays!

I want to wish you all a most joyous and happy holiday and prosperous new year. I hope to continue seeing you in 1992 as we travel down this Apple III Trail together.

David Ottalini is the Apple III SIG Co-Chairman and faithful proponent of the Apple III computer.

Mail this form with your check to :
Disketeria
Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814

Are you a member of Washington Apple Pi, Ltd? Y/N __. If Yes, Member Number _____.
All payments must be in U.S. funds drawn against U.S. banking institutions.
Non-members add $3.00 per disk to listed prices.

Number of Disks	Member Price @	Extended
5.25" Singles		
___ Disks	$2.00	_____
___ Disk catalogs + pstg.	$1.50	_____
TOTAL AMOUNT DUE		_____

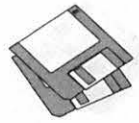
Name

Box Number, Apartment, Suite, etc.

Street Address

City | State | Zip Code

Day Telephone | Evening Telephone



Macintosh Disk Library

by Dave Weikert

New Disks

There are 18 new disks this month; two TrueType Fonts series (Mac Disks #7.06 and #7.07), four INITs/cdevs series (Mac Disks #9.17A through #9.20A), three System Utilities series (Mac Disks #16.17C through #16.19C), four disks with System Software version 6.0.8, and five 1.4 Meg disks with System Software 7.01. We also revised Mac Disk #00.01, the Mac Catalog text files; we will try to keep this disk current as we add and delete material from the Disketeria. Descriptions of the revised and new files are included below.

TrueType™ Fonts Series

With the introduction of System 7.0 which includes the TrueType™ outline font technology, the font developers have been busy converting their Type 1 PostScript fonts to TrueType font format. We have collected two more disks worth in the past month for this disk series (Mac Disks #7.06 and #7.07).

The TrueType fonts will give you excellent results from a PostScript printer, an ImageWriter or DeskWriter printer, as well as a crisp look on the screen. This is true for most any point size as long as the size is not too small for the resolution of the printer or screen. Samples of each of the TrueType fonts will be available at the office to help you in your selection of disks.

Remember, you may also use TrueType fonts with Systems 6.0.5, 6.0.7 and 6.0.8 if you install the two Apple TrueType disks; *TrueType Fonts and Software* and *TrueType Printing Tools*. The Fonts and Software disk includes the required font suitcase, the Font/DA Mover and the INIT for the System folder. The Printing Tools disk has all of the necessary drivers for Apple's laser and impact printers. This two disk set is available from the Disketeria; see the order form on page 86.

INIT's & CDEV's Series

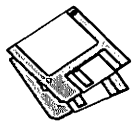
We just added four disks to the INITs & cdevs (System Extensions in System 7 Speak) Disk series. Mac Disks #9.17A through #9.20A include updates of files previously in the library and many new files. Most of the new files and many of the older ones are System 7.0 compatible. However, none have been tested by the Disketeria crew so some caution is advised. Back up often (but you were doing that already, right?). Of course, because most of the newer files have been downloaded from telecommunications services such as GEnie, the majority of these files have been well tested by others.

The most waited for file in this series is Mode 32 from Connectrix which has been provided by Apple to solve the "dirty" 32-bit ROM problems with some Macs. See the description under Mode 32 in Mac Disk #9.18A for the applicable computers.

System Utilities Series

The System Utilities Disk series now includes Mac Disks #16.01C through #16.19C. The first eleven disks include files previously issued. The next five disks, Mac Disks #16.12C and #16.16C, include recently new and revised files. The latest three disks are Mac Disks #16.17C through #16.19C and include the latest downloads. Descriptions of the new files are included below.

Again, most of the new files and many of the older ones are System



7.0 compatible. However, none have been tested by the Disketeria crew so some caution is advised. Since most of the newer files have been downloaded from telecommunications services such as GEnie, the majority of these files have been well tested by others.

System Software 6.0.8

System Software 6.0.8 is a four 800K disk set consisting of *System Tools, Printing Tools, Utilities 1* and *Utilities 2* disks. This release will eventually replace 6.0.7 in our library. It is similar to 6.0.7 as far as the Macs supported but includes LaserWriter drivers from System 7.0 for LaserWriter driver compatability on networks with mixed System 6.X and 7.X configurations.

System Software 7.01

If all goes well, there will be a five 1.4 Meg disk set of the updated System 7 software. Included will be the following disk titles: *Install 1, Install 2, Tidbits, Fonts* and *Printing*. This will be the first disks that are released only in 1.4 Meg format. For all you folks without 1.4 Meg drives, this is Apple's idea, not ours.

Mac Disk Catalog

Mac Disketeria Catalogs are available at the office, at the monthly meetings and by mail order. Price is $3.00 plus $1.50 to cover postage and handling if you order by mail. The catalog covers all Macintosh disks issued through July, 1991.

This catalog includes only disk descriptions; alphabetical lists of programs and files were dropped from the catalog due to lack of space. We have added a disk to the library that includes a delimited text file which lists all files in the Mac Disketeria. You may import the text file into the database of your choice for viewing and further manipulation. Additionally, a printed list arranged alphabetically by file name is available at the office for viewing or copying at the standard copy rate.

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 #00.01 — C 1

The Mac Catalog

Catalog.txt, By Dave Weikert. A delimited text file of all of the files included in our Mac Disketeria. It includes File Name, File Size, File Type, File Creator, Creation Date, Revision Date, and Folder and Disk Names. You should be able to import this list into your favorite database for sorting and selection and printing. You could also import the list into any word processor that accepts large text files.

Disk #7.06 — TT 6

TrueType™ Fonts

Aarcover TT *f*: **Aarcover**: By David Rakowski. An all caps font, plus numbers and punctuation, whose characters "look like" static electricity or limp lightning. **Read me Aarcover TrueType™** is in text format. ***Shareware – see the terms in the program notes.***

Ashley TT *f*: **Ashley**: By Peter Jensen. A font that mimics a sophisticated, probably female, print handwriting. It includes nicely rounded letterforms. **Please Read Me — Ashley** is in TeachText format. ***Shareware – $10.***

BellBottom TT *f*: **BellBottom**: By LORVAD™ (formerly Printers Devil). A display font evocative of '60's poster art. This unkerned font includes upper & lower case, numbers and a few special characters. Try it at 24 points or larger; it looks best at 40 points or larger. **Read Me. LORVAD txt** is in text format. ***Shareware – $10.***

Caraway Bold TT *f*: **Caraway Bold**: By Peter Jensen. A san-serif calligraphic face in an informal but very attractive style. This is an extensively kerned font that looks best in larger sizes. **Please Read Me-Caraway Bold 2.0** is in TeachText format. ***Shareware – $10.***

DownWind TT *f*: **DownWind**: By LORVAD™ (formerly Printers Devil). A semi psychedelic unkerned calligraphic font. It contains upper & lower case and numbers and looks best at larger sizes. **Read Me. LORVAD TT** is in text format. ***Shareware – $10.***

Furioso Titling LW/TT *f*: **Furioso Titling**: By Glenn Fleishman. A type 1 and TrueType font executed as part of a project in graphic design by the author. The original face was designed in the 1930s by Berthold Wolpe under the name Albertus for the Monotype Corp. The Prisoner TV series used Furioso for all of its signage. **Furioso Info & Registration** is in text format. ***Shareware – $12 gets you the lower case letters.***

Griffin Dingbats TT *f*: **Griffin Dingbats**: By David Rakowski. Contains about 155 picture characters and a rather ornate Gothic drop caps font. The images range from Art Nouveau printer ornaments, Renaissance printer ornaments and woodcut printer ornaments to smiling, walking vegetables; the drop caps letters are based on a Gothic typeface called Celebration. **Read me Griffin Dingbats TrueTy** is in text format. ***Shareware – a tax deductible contribution of $12 or more.***

Informal Oblique TT *f*: **Informal Oblique** : By Phil Noguchi. A TrueType version of Slant Informal included on an earlier disk. The shareware fee of $15.00 for Slant Informal has now

been waived. One of a series of complimentary ProtoType™ from phi*JaMaCon associates. **Informal Oblique 21 April 1991** is in text format.

Logger TT *f:* **Logger**: By David Rakowski. TrueType font shaped like logs; there are capital letters and punctuation only. **Read me Logger TrueType** is in text format.

Disk #7.07 — TT 7 TrueType™ Fonts

Medusa TT *f:* **Medusa**: By LORVAD™ (formerly Printers Devil). A display font based on the familiar Art Nouveau font Broklin. It has a large number of kerning pairs. It looks good at sizes 12 and larger. **Read Me First-LORVAD.TT.txt** is in text format. ***Shareware – $10.***

Middleton LW/TT *f:* **Middleton**: By Jon Hodges. Includes both Type 1 and TrueType fonts. An unabashed knockoff of Florentine, a display face created by R. Hunter Middleton, the former director of type design for Ludlow. **READ.ME** is in text format.

OxNard TT *f:* **OxNard**: By LORVAD™ (formerly Printers Devil). An outline shadow font with irregular sizing and erratic baselines. This is a caps only display font that works best in sizes above 25 points. **Read Me. LORVAD TT** is in text format. ***Shareware – $10.***

Rothman TT *f:* **Rothman**: By David Rakowski. An Art Deco font that includes all alphabetic and numeric characters and punctuation. This is a very condensed font that is based on the font "Empire." The lower case letters are one half the height of the upper case letters and the same character width. **Read me Rothman TrueType** is in TeachText format.

Rudelsberg 2 TT *f:* **Rudelsberg**: By David Rakowski. The font is in the Art Nouveau vein (turn of the century Germany in this case) and may be thought of as a second cousin to Adobe's Arnold Boecklin font, in that the lower case letters are a little similar, although the upper case characters lack the swashes of Adobe's font. Rudelsberg contains the full set of upper- and lower-case characters, numbers, and some punctuation, but no diacritics. **Read me Rudelsberg TrueType™** is in text format.

SillyconValley TT *f:* **SillyconValley**: By Jim Ratliff. A font patterned after the magnetic coding type you see at the bottom of bank checks. **SillyconValleyFont Note** is in text format.

Times Ital&Mirror TT *f:* **Times Ital&Mirror**: A mystery font; author and shareware fee (if any) are unknown.

Wedgie TT *f:* **Wedgie**: By David Rakowski. A three dimensional outline font that looks like it is on wedges. Includes a full alphabet with identical upper and lower case letters and numbers and punctuation. **Read me Wedgie (Teach Text)** is in TeachText format.

Wharmby TT *f:* **Wharmby**: By David Rakowsk. A display font that contains capitals, letters and numbers only and looks like it has a shadow, lit from behind and on the left. **Read me Wharmby** is in text format.

Windsor Demi TT *f:* **Windsor Demi**: Another mystery font; author and shareware fee (if any) are unknown. Anybody out there care to help us identify this one?

Zallman Caps TT *f:* **Zallman Caps**: By David Rakowsk. An intricate drop caps font whose letters are solid, bold serif characters surrounded by tasteful vines, leaves and flowers. All capital letters are in the font except X and Y, whose letters print an apology for their omission. **Read me Zallman Caps** is in text format.

Disk #9.17A — I/C 17 INITS & cdevs

Alert 1.1.0 *f:* **Alert INIT**: By Merchon Cottrell. Causes the cursor to move to the default button of an alert. Compatible with System 7.0. **Readme** is in text format. ***Shareware – $10.***

AltCDEF v1.3 *f:* **AltCDEF v1.3**: 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. **AAAReadMe.AltCDEF** is in MacWrite format.

Application Menu 4.0 *f:* **Application Menu 4.0**: By Larry Rosenstein. Provides a pop-up menu of the applications running under MultiFinder™ or System 7. **ApplicationMenu.doc** is in text format.

AppSizer 2.0 *f:* **AppSizer 2.0**: By Michael Peirce. Allows you to modify an application's MultiFinder partition size as you launch it. **AppSizer 2.0 - READ ME** is in text format. ***Shareware – $19.95.***

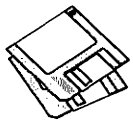
Aurora 2.1.1 *f:* **Aurora 2.1.1**: By Mike Pinkerton. Control the colors used to draw windows, controls and menus; color selection is via the circular color wheel. Requires color Mac running System 4.1 or later. **Aurora ReadMe** is in Take a Letter application format. ***Pay me what you think it is worth.***

AutoIdle 1.0a16 *f:* **AutoIdle**: By Larry Rosenstein. An automatic screen blanker said to be compatible with all Macs. Can be configured from the Control Panel. **AutoIdle Documentation** is in TeachText format.

AutoMenus 5.01 *f:* **AutoMenus**: By Michael Conrad. Automatically drops menus down and keeps them there when you move the mouse into the menu area. Select any menu item by clicking on it. **AutoMenus 5.01 Release Notes** is in TeachText format. ***Shareware – $10.***

Belch! 1.1: By Andrew Welch. An obnoxious prolonged belch during startup and at unpredictable times thereafter. This is quite out of character with Andrew's usually genteel works (Palencia font, FlashWrite][, etc.). I guarantee you won't keep this one in your System Folder for long.

BroadCast 2.0 *f:* **BroadCast**: By Joachim Lindenberg. A Chooser Document used to send short messages between Macs on a network. **BroadCast Info** and **BroadCast Info 2** are in text format.



Not tested. ***Shareware – $25 a machine or $100 a network.***

CEToolbox 1.6.1 *f*: **CEToolbox 1.6.1**: By CE Software. Adds the names of installed CE Software programs (such as DiskTop and QuickMail) to the Apple menu. **Read Me (CEToolbox 1.6.1)** is in text format.

ChartPaster *f*: **ChartPaster**: By Microsoft. Allows you to copy Excel charts to all draw programs without loosing the positioning of your text. **Read Me** is in text format.

DeskTopFolder 1.0 *f*: **DeskTopFolder 1.0**: By Pete Gontier. An INIT that brings the desktop folder feature of System 7 to System 6. **DesktopFolder Docs.txt** and **DesktopFolder Docs.word4** are the documentation. ***Shareware–Pay one of the shareware fees you've been meaning to pay for a long time but haven't.***

Easy KEYS 1.1 *f*: **Easy KEYS 1.1**: By Kerry Clendinning. Lets you assign function keys or key combinations to launch applications, DAs and FKEYs. **ReadMe** is in double clickable DOCMaker application format. Flipper includes an FKey for use with Easy KEYS. ***Shareware – $20.***

Escapade 1.3.1 *f*: **Escapade**: By Christopher R. Wysocki. Designed for people who prefer to keep their hands on the keyboard, it enables you to select the Cancel button in a dialog box by pressing Escape, -Period or -Delete, and to select any push-button in a dialog by pressing the first letter of the button's title. **About Escapade 1.3.1** is in MacWrite format.

Escape • Dammit v0.2 *f*: **Escape • Dammit v0.2**: By C. K. Haun. Permits you to use the escape key (or Command period) in place of the cancel button in most dialog and alert boxes. **Escape • Dammit doc** is in TeachText format.

Extensions Manager 1.1 *f*: **Extensions Manager**: By Ricardo Batista, Apple Computer. Use the Control Panel to select the extensions that you want to load at start-up. **Notes for Extensions Mgr 1.1** is in text format. For System 7.0 and later.

FinderCommands 1.0.1 *f*: **Finder Commands 1.0.1**: By Bob Stuller. Allows you to add and delete command key combinations to Finder menus. **Read Me** is in TeachText format. For System 7.0 and later.

FinderHack 1.0d2 *f*: **FinderHack 1.0d2**: By Donald Brown. Adds the following four handy functions to the System 7 Finder; Move to Trash, Directly Delete, Make Alias as..., and Make Alias in AppleMenu. **FinderHack Read Me** is in text format. For System 7.0 and later.

FinderToFront 1.0 *f*: **FinderToFront 1.0**: By Michael Peirce. This is an application, not an INIT or cdev but is designed to be run at startup. When placed in the System 7 Startup folder and named to be the last application run, FinderToFront makes the Finder the front most application, then exits. **FinderToFront.ReadMe** is in text format. For System 7.0 and later.

Fred's Finder Hacks *f*: **AKA, Basura** and **dropple menu**: By Fred Monroe. AKA allows you to create aliases in the Finder more easily. Basura permits you to use command-delete or command-option-delete key combinations to delete files selected in the Finder. Dropple menu allows you to add icons to the Apple Menu by grabbing an icon in the Finder, dragging it over to the Apple menu and dropping it on any specific item. The **Read Me** and **dropple menu note** are in text format. For System 7.0 and later.

Helium 2.0.2: By Robert L. Mathews. Select Balloon Help without going to the Help menu and back to toggle it on and off. Just the thing for the occasional need to see a help item. For System 7.0 and later.

Disk #9.18A — I/C 18 INITS & cdevs

Flash-It 2.2 *f*: **Flash-It 2.2**: By Nobu Toge. Defines three (3) hot-keys to: capture all or a selected part of the screen image, save it to the clipboard or to a disk file, and print it. **FI22.DOC** (MW) is in MacWrite format. ***Shareware – $15.***

Jump Start 1.4 *f*: **Jump Start!**: By Adam Stein. Eliminates the "Application not found" dialog box—the one that appears whenever you attempt to open a document created by an application you don't own. It permits you to substitute an application you do own for the one you lack. **Jump Start! Read Me!** is in MacWrite format. ***Upgrade to commercial version for $14.99.***

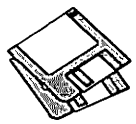
Keyboard Switcher 1.9.3 *f*: **Keyboard Switcher**: By James W. Walker. Allows you to use customized keyboard layouts more effectively. Includes ANSI Dvorak, no CapsLock, Shift comma and U.S. Undead keyboard layouts. **Keyboard Switcher read-me** is in text format.

Kilroy 2.0b1 *f*: **Kilroy**: By Dave Koziol. Kilroy was here for the Mac. Use the Control panel to control how often he appears. **Kilroy ReadME** is in text format. System 6 and 7 compatible. ***Postcardware – send the author a postcard.***

MacPassword 3.8.8 *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. The **!MacPassword™ Manual** is in double clickable DOCMaker application format. Also included is **!MacPassword™ Utility**. System 6 and 7 compatible. ***Demoware—works for only 60 days and some features are disabled until keycode is ordered. $35.***

MaxAppleZoom 1.43 *f*: **MaxAppleZoom**: By Naoto Horii. Reprograms Apple's standard Mac II video card so that it displays a 704 by 512 pixel screen instead of the normal 640 by 480. Most applications will gain more usefulness and comfort thanks to this larger display area! **MaxAppleZoom Doc** is in MacWrite format. ***Shareware – $25.***

MaxAppleZoom Recharger 1.1 *f*: **MaxAppleZoomRecharger 1.1**: By Robert L. Mathews. Permits use of



versions 1.3 and earlier of MaxAppleZoom which were disabled after a specific date. Not required for the version on this disk. **MaxAppleZoom Recharger 1.1 Info** is in TeachText format.

MemINIT 2.0 *f:* **MemINIT 2.0:** By Seth LaForge. Places a 1 pixel bar at the top of the screen or a pie chart in place of the Apple menu symbol that shows how much memory you have used/ free.

Mitten Touch-Typist V1.1: By Marcio Luis Teixeira. Play a joke on good typists; they will think that they are loosing their coordination.

MODE32 *f:* **MODE32:** By Connectrix. This originally commercial product has been released by Apple to correct a problem on Mac II, IIx, IIcx and SE/30 computer ROMs. These ROMs are not 32-bit clean and will not support System 7 32-bit addressing thus limiting the amount of addressable memory to less than advertised. MODE32 patches the system to correct the problem and give you back the memory addressing you thought you were buying. **Read Me (MODE32)** is in text format.

Disk #9.19A — I/C 19 INITS & CDEVS

Madness 1.0.1 *f:* **Madness - RAGE!™ - UNregistered:** By Me and John. For those of you who have wanted to destroy your Mac without adverse financial impact, Madness lets you shoot it with a variety of high powered guns. **Madness - RAGE!™ 1.0.1 Docs** is in double clickable DOCMaker application format. ***Shareware – $21.***

MS Word TrueType INIT *f:* **MS Word TrueType Printer Init:** By Microsoft. Fixes a problem with printing TrueType™ fonts to QuickDraw-based printers (i.e., the StyleWriter™ and the Personal LaserWriter LS™). **Word 4 ReadMe** is in Word format.

NetBunny 2 1/2 *f:* **NetBunny 2 1/2:** By Dean Yu. The EverReady Battery Bunny for the Mac. Drive everyone on your network crazy by installing the INIT on each compatible Mac and open **StartWabbit** to get it going. For color capable Macs with System 6.0.5 and later only; it really likes System 7. **NetBunny Read Me** is in text format.

NoBallonMenu *f:* **NoBallonMenu:** By Malcolm Davidson. Moves the System 7 balloon menu off the screen, thus making more space available on the menu bar. Compatible with MBarCompress1.1 which reduces the space between menu titles. **AboutNoBalloon** is in text format.

Open-wide-2.4 *f:* **Open-wide 2.4:** By James W. Walker. Widens the Open and Save dialogs so that you can see long file names.

PopChar 1.9 *f:* **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.**

Disk #9.20A — I/C 20 INITS & CDEVS

PwrSwitcher 1.0b1 *f:* **PwrSwitcher:** By Bavid B. Lamkins. Lets you cycle through the active programs by pressing the power key on ADB keyboards. **About PwrSwitcher** is in text format. For System 7.0 and later.

Remember? v2.2.0 *f:* **Remember? Extension:** By Dave Warker. An INIT and a Desk Accessory to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The **Remember? DA** reminds of impending events when invoked. Remember? Manual Folder (files in TeachText format) and Occasions contain the documentation and supporting files. System 6 and 7 compatible. ***Shareware – $20.***

ScreenPicker 1.0ß0 *f:* **ScreenPicker:** By Joseph R. L. Simkins. A screen randomizer which selects between two or more PICT files used for a Startupscreen or Deskpicture. **ScreenPicker.doc** is in MacWrite format.

ScrollHack *f:* **ScrollHack:** By Larry Rosenstein, Apple DTS. Demonstrates real time scrolling; for Mac IIx or IIfx class machines. **Re Real-time scrolling (hack** included) is in text format.

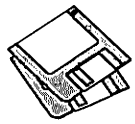
SCSI Odometer 1.2 *f:* **SCSI Odometer 1.2:** By Optima Technology. Select a SCSI ID for monitoring. SCSI Odometer then maintains a running total of read and write calls and bytes transferred since the start. Max, Min, and Avg show the bytes transferred during a given call. **Odometer Help** is in text format.

SCSI Saver 1.2 *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** is in text format. ***Shareware – What you think it is worth.***

SCSIProbe 3.1.1 *f:* **SCSIProbe:** By Robert Polic. Like SCSI 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.

SoftwareFPU v2.1 *f:* **SoftwareFPU:** By John Neil. Allows most programs expecting a Floating Point Unit (FPU) to work properly on the Macintosh LC and IIsi which are not configured with an FPU. An FPU is a hardware chip that performs certain types of mathematical operations quickly. An FPU is also known as a floating point co-processor or a math co-processor. **About SoftwareFPU (Word)** and **About SoftwareFPU (MacWrite II)** are the documentation. ***Shareware – $10.***

SoundMaster 1.7.2 *f:* **SoundMaster 1.7.2:** By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher for all



sounds. System 6 and 7 compatible. **SoundMaster.doc** and **SoundMaster changes** are in text format. ***Shareware – $15.***

Subliminal 1.0 *f:* **Subliminal**: By Bob LeVitus. Subliminal sends messages designed to act on the mind at a subconscious level (except that anybody can see them) to your Mac's screen. Use it as a humorous reminder to your spouse or boss or as reminders to yourself. **Subliminal Docs.TeachText, Subliminal file-Boss** and **Subliminal file-Self** are in text format.

Trash Alias 1.0 *f:* **Trash Alias**: By Maurice Volaski. Automatically deletes any alias files associated with a file (or folder) when that file or folder is deleted. **TrashAlias Docs** is in MacWrite format. For System 7.0 and later.

Trash Disable 1.3 *f:* **Trash Disable 1.3**: By Malcolm Davidson. Prevents deletion of files from the Finder. May be triggered on and off by an included FKEY. Useful on Macs being used by small children. **AboutTrashDisable** is in text format. System 6 and 7 compatible.

TypeIt4Me 3.0 *f:* **TypeIt4Me**: By Riccardo Ettore. Provides a pop-up menu accessed to the left of the Apple menu from which you can select prestored phrases. **TypeIt4Me 3.0 Instructions** is in text format. ***Shareware – $30 for disk with latest version plus other free and shareware programs.***

UnderStudy 1.0d3 *f:* **UnderStudy**: By Larry Rosenstein, Apple DTS. Provides a means to customize the way the System 7.0 Finder opens documents. Specifically, you may control which application is opened based on the document type and application signature. Requires ResEdit to configure. **Understudy.doc** is in text format.

Disk #16.17C — SU 17
System Utilities

Alias Assassin 1.1 *f:* **Alias Assassin 1.1**: By Bill Monk. Deletes any alias when parent document is trashed andtrash is emptied. Requires Sys. 7.0 or later.

Applicon 2.1 *f:* **Applicon 2.1**: By Rick Holzgrafe. Creates a tile for each active application; click on the tile to bring the application to the front. **Applicon - READ ME** is in TeachText format. Requires System 7.0 or later.

ChatMan *f:* **ChatMan**: By Ken Bereskin. Send typed comments (with font, size, style, etc.) from one Mac on a network to another. **Read Me • ChatMan** is in TeachText format. Source code is included for the curious. Requires System 7.0 or later.

Compact Pro 1.31 *f:* **Compact Pro 1.31**: (Previously called Compactor.) By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. **Compact Pro User's Guide** is in MacWrite format. ***Shareware – $25.***

Disk #16.18C — SU 18
System Utilities

DA Piggyback 1.2 *f:* **DA Piggyback 1.2**: By Kerry Clendinning. Converts Desk Accessories into stand-alone applications. **ReadMe** is in DOCMaker application format. ***Shareware – $10.***

DTPrinter 1.01 *f:* **DTPrinter 1.01**: By Leonard Rosenthol. Use as an alternative to selecting printers from the Chooser. Creates icons on desktop that represent specific printers. Just drag any document to the icon of your choice and follow the print dialogs after application opens. **About DTPrinter** in text format. Requires Sys. 7.0 or later.

FastLabel 3.0.5 *f:* **FastLabel 3.0.5**: By Henry Carstens. Permits you to print a variety of labels quickly and easily. Includes standard templates for mailing, disks, VCR, and other label formats for LaserWriter, ImageWriter and DeskWriter printers. You may also create your own templates and save them for later use. This program is worth at least five times the shareware price. **FastLabel 3.0 Manual.Text** is in text format. ***Shareware – $10.***

FileSorter 1.0.2 *f:* **FileSorter 1.0.2**: By Rick Johnson. Creates a tab-delimited list of all files on all mounted volumes on your Mac. The list includes file name, size, creation and revision dates, etc. The list may then be imported into the database of your choice for further processing. **FileSorter docs** is in text format.

FileTyper 1.0 *f:* **FileTyper 1.0**: By Rick Johnson. Changes the creator and file type of all files in a given directory. **FileTyper docs** is in text format.

Finder 7 Menus! 1.2 *f:* **Finder 7 Menus! 1.2**: By Adam Stein. Lets you change the command key combinations in the menus of the System 7 Finder. This demo is limited to using the first 11 letters of the alphabet as Command keys. **Finder 7 Menus! Read Me!** is in MacWrite format. Requires System 7.0 or later. ***Shareware – $10.***

Index Maker 3.0 *f:* **Index Maker 3.0**: By Lon McQuillin. Creates an ASCII text file index (list) of files on any mounted volume or volumes. The index may include file type and creator and the creation and revision dates in any combination. **Index Maker 3.0 Doc**.is in TeachText format. ***Shareware – $15.***

MacCompress 3.2: By Lloyd Chambers. Compress and decompress files for archiving or for transmission via modem. This utility compresses files in either Mac or Unix formats. For Mac Plus and later.

Disk #16.19C — SU 19
System Utilities

iContraption 1.0.1 *f:* **iContraption 1.0.1**: By Brian Zuk and Tom Poston. Bugged by the complexity of ResEdit for moving icons? iContraption allows you to easily move icons and icon families from file to file and create and/or edit icons. iContraption Documentation (mw)is in MacWrite format. Requires Sys. 7.0 or later. ***Shareware – $20.***

Mini Grinders 1.0 *f:* **GroupInfo, Lock It!** and **Snd2SysBeep**: By Steve Smith.

Three small applications that perform simple tasks on files. GroupInfo totals the sizes of all files/folders dropped on it. Lock It! locks or unlocks any file dropped on it (locked files are unlocked and unlocked files are locked). Snd2SysBeep searches all files dropped on it for sound resources and creates SysBeep files from those resources. **Read Me** is in text format. Requires System 7.0 or later.

Mug Shot Lite™ 1.30: By James K. Miles. Creates a "rap sheet" of information about your computer and the programs on it. The rap sheet may be copied to the clipboard or saved as a text file for later formatting in your favorite word processor. Designed to facilitate collecting information about your system when you need to report suspected bugs in programs.

QCat 2.0b8 *f*: **QCat 2.0b8**: By Richard De Luca. A utility for cataloguing hard or floppy disks. Creates a "TEXT" file that can be imported into any database program that supports it. Has a full set of options including selection of field and record separators for use with databases. SyQuest® cartridges and network volumes are NOT supported. **Disk Cataloger** and **File Catalog** are supporting HyperCard stacks. **QCat 2.0b6 Dox** and **QCat 2.0b6 Dox.txt** are in MacWrite and text formats respectively. ***Shareware – $10.***

ResBulker 1.0.1 *f*: **ResBulker 1.0.1**: By Kenneth Knight. Set resource attributes for any group of resources that you specify. Requires Mac Plus or higher (512Ke) and Systems more recent than 4.1. ResBulker docs and ResBulker docs (macwrite) are in Word and MacWrite formats respectively.

ShutDownLater: By Richard Chandler. Shut down your computer at a preselected time.

Simsonite 1.0 *f*: **Simsonite 1.0**: By Don Munsil. Create new suitcases without Font/DA Mover. **Simsonite Read Me** is in TeachText format.

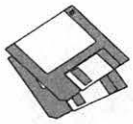
Spam 1.0 *f*: **Spam 1.0**: By Aron Nelson. Allows you to create groups of items in your Apple Menu. When you activate one of the groups, only the individual menu items in that group appear for selection. Requires System 7.0 or later. **Spam Docs.readme** is in TeachText format. ***Shareware – $15.***

the TypeBook 2.32 *f*: **the TypeBook 2.32**: By Jim Lewis. Create and maintain a typeface reference book (extremely popular in the Graphics and Typesetting industries). Helps people select typefaces by demonstrating the various artistic attributes of each face on a printed page. **theTypeBook-Docs** is in text format. Fully compatible with System 7.0 and TrueType.

ToMultiFinder 4.0 *f*: **ToMultiFinder 4.0**: By Rich Siegel. Easily switch from Finder to MultiFinder. **ToMultiFinder Info** is in text format. ***Shareware – $15.***

Trash Chute 2.0: By Melissa Rogers. Double click this application to empty the trash.

TrashMan 2.1.1 *f*: **TrashMan 2.1.1**: By Dan Walkowski. A "smart" trash utility that automatically empties your trash after a pre-selected time has elapsed since you threw each file in the trash. **TrashMan 2.1.1 Docs** is in TeachText format. Requires Syst.7.0 X ***SW – $5.***



MACINTOSH DISKS & WAP DISKETERIA ORDER FORM

Pi Library
__ 0.01-C01

Anti-VirusUtilities
__ 5 disk set: $15
__ 1.01D - AV 1
__ 1.02D - AV 2
__ 1.03D - AV 3
__ 1.04D - AV 4
__ 1.05D - AV 5

Desk Accessories
__ 15 disk set: $45
__ 2.01C - DAs 1
__ 2.02C - DAs 2
__ 2.03C - DAs 3
__ 2.04C - DAs 4
__ 2.05C - DAs 5
__ 2.06C - DAs 6
__ 2.07C - DAs 7
__ 2.08C - DAs 8
__ 2.09C - DAs 9
__ 2.10C - DAs 10
__ 2.11C - DAs 11
__ 2.12C - DAs 12
__ 2.13C - DAs 13
__ 2.14C - DAs 14
__ 2.15C - DAs 15

FKeys-Function Keys
__ 2 disk set
__ 4.01A - FKs 1
__ 4.02A - FKs 2

ImageWriter Fonts
__ 15 disk set: $45
__ 5.01 - IW 1
__ 5.02 - IW 2
__ 5.03 - IW 3
__ 5.04 - IW 4
__ 5.05 - IW 5
__ 5.06 - IW 6
__ 5.07 - IW 7
__ 5.08 - IW 8
__ 5.09 - IW 9
__ 5.10 - IW 10
__ 5.12 - IW 12
__ 5.13 - IW 13
__ 5.14 - IW 14
__ 5.15 - IW 15

LaserWriter Fonts
__ 18 disk set: $54
__ 6.01 - LW 1
__ 60.2 - LW 2
__ 6.03 - LW 3
__ 6.04 - LW 4
__ 60.5 - LW 5
__ 60.6 - LW 6
__ 6.07 - LW 7
__ 60.8 - LW 8
__ 6.09 - LW 9
__ 6.10 - LW 10
__ 6.11 - LW 11
__ 6.12 - LW 12
__ 6.13 - LW 13
__ 6.14 - LW 14
__ 6.15 - LW 15
__ 6.16 - LW 16
__ 6.17 - LW 17
__ 6.18 - LW 18

True Type Fonts
__ 7 disk set $21
__ 7.01 - TT 1
__ 7.02 - TT 2
__ 7.03 - TT 3
__ 7.04 - TT 4
__ 7.05 - TT 5
__ 7.06 - TT 6
__ 7.07 - TT 7

INITs & cdevs
__ 20 disk set: $60
__ 9.01A - I/C 1
__ 9.02A - I/C 2
__ 9.03A - I/C 3
__ 9.04A - I/C 4
__ 9.05A - I/C 5
__ 9.06A - I/C 6
__ 9.07A - I/C 7
__ 9.08A - I/C 8
__ 9.09A - I/C 9
__ 9.10A - I/C 10
__ 9.11A - I/C 11
__ 9.12A - I/C 12
__ 9.13A - I/C 13
__ 9.14A - I/C 14
__ 9.15A - I/C 15
__ 9.16A - I/C 16
__ 9.17A - I/C 17
__ 9.18A - I/C 18
__ 9.19A - I/C 19
__ 9.20A - I/C 20

Miscellaneous
__ 3 disk set: $
__ 10.01 - M 1
__ 10.02 - M 2
__ 10.03 - M 3

Paintings (MacPaint)
__ 5 disk set: $15
__ 11.01 - P 1
__ 11.02 -P 2
__ 11.03 - P 3
__ 11.04 - P 4
__ 11.05- P 5

Digitized Sounds
__ 31 disk set: $93
__ 12.01 - S 1
__ 12.02 - S 2
__ 12.03 - S 3
__ 12.04 - S 4
__ 12.05 - S 5
__ 12.06 - S 6
__ 12.07 - S 7
__ 12.08 - S 8
__ 12.09 - S 9
__ 12.10 - S 10
__ 12.11 - S 11
__ 12.12 - S 12
__ 12.13 - S 13
__ 12.14 - S 14
__ 12.15 - S 15
__ 12.16 - S 16
__ 12.17 - S 17
__ 12.18 - S 18
__ 12.19 - S 19
__ 12.20 - S 20
__ 12.21B - S 21
__ 12.22A - S 22
__ 12.23 - S 23
__ 12.24 - S 24
__ 12.25 - S 25
__ 12.26 - S 26
__ 12.27 - S 27
__ 12.28 - S 28
__ 12.29 - S 29
__ 12.30 - S 30
__ 12.31 - S 31

Telecommunications
__ 9 disk set: $27
__ 13.01A - T 1
__ 13.02A - T 2
__ 13.03A - T 3
__ 13.04A - T 4
__ 13.05A - T 5
__ 13.06A - T 6
__ 13.07A - T 7
__ 13.08A - T 8
__ 13.09 - T 9

Programmer / Hacker
__ 25 disk set: $75
__ 14.01 - PH 1
__ 14.02 - PH 2
__ 14.03 - PH 33
__ 14.04 - PH 4
__ 14.05 - PH 5
__ 14.06 - PH 6
__ 14.07 - PH 7
__ 14.08 - PH 8
__ 14.09 - PH 9
__ 14.10 - PH 10
__ 14.11 - PH 111
__ 14.12 - PH 12
__ 14.13 - PH 13
__ 14.14 - PH 14
__ 14.15 - PH 15
__ 14.16 - PH 16
__ 14.17 - PH 17
__ 14.18 - PH 18
__ 14.19 - PH 19
__ 14.20 - PH 20
__ 14.21 - PH 21
__ 14.22 - PH 22
__ 14.23 - PH 23
__ 14.24 - PH 24
__ 14.25 - PH 25

Miscellaneous Utilities
__ 11 disk set: $33
__ 15.01A - MU 1
__ 15.02A - MU 2
__ 15.03A - MU 3
__ 15.04A - MU 4
__ 15.05A - MU 5
__ 15.06A - MU 6
__ 15.07A - MU 7
__ 15.08A - MU 8
__ 15.09A - MU 9
__ 15.10A - MU 10
__ 15.11A - MU 11

System Utilities
__ 19 disk set: $57
__ 16.01C - SU 1
__ 16.02C - SU 2
__ 16.03C - SU 3
__ 16.04C - SU 4
__ 16.05C - SU 5
__ 16.06C - SU 6
__ 16.07C - SU 7
__ 16.08C - SU 8
__ 16.09C - SU 9
__ 16.10C - SU 10
__ 16.11C - SU 11
__ 16.12C - SU 12
__ 16.13C - SU 13
__ 16.14C - SU 14
__ 16.15C - SU 15
__ 16.16C - SU 16
__ 16.17C - SU 17
__ 16.18C - SU 18
__ 16.19C - SU 19

Word Processing Utils
__ 3 disk set: $
__ 17.01A - WP 1
__ 17.02A - WP 2
__ 17.03A - WP 3

Adobe Screen Fonts
__ 16 disk set: $48
__ 18.01 - AF 1
__ 18.02 - AF 2
__ 18.03 - AF 3
__ 18.04 - AF 4
__ 18.05 - AF 5
__ 18.06 - AF 6
__ 18.07 - AF 7
__ 18.08 - AF 8
__ 18.09 - AF 9
__ 18.10 - AF 10
__ 18.11 - AF 11
__ 18.12 - AF 12
__ 18.13 - AF 13
__ 18.14 - AF 14
__ 18.15 - AF 15
__ 18.16 - AF 16

HyperCard StackWare
__ 44 disk set: $132
__ 19.01 - SW 1
__ 19.02 - SW 2
__ 19.03 - SW 3
__ 19.04 - SW 4
__ 19.05 - SW 5
__ 19.06 - SW 6
__ 19.07 - SW 7
__ 19.08 - SW 8
__ 19.09 - SW 9
__ 19.10 - SW 10
__ 19.11 - SW 11
__ 19.12 - SW 12
__ 19.13 - SW 13
__ 19.14 - SW 14
__ 19.15 - SW 15
__ 19.16 - SW 16
__ 19.17 - SW 17
__ 19.18 - SW 18
__ 19.19 - SW 19
__ 19.20 - SW 20
__ 19.21 - SW 21
__ 19.22 - SW 22
__ 19.23 - SW 23
__ 19.24 - SW 24
__ 19.25 - SW 25
__ 19.26 - SW 26
__ 19.27 - SW 27
__ 19.28 - SW 28
__ 19.29 - SW 29
__ 19.30 - SW 30
__ 19.31 - SW 31
__ 19.32 - SW 32
__ 19.33 - SW 33
__ 19.34 - SW 34
__ 19.35 - SW 35†
__ 19.36 - SW 36†

Mac II Series
__ 13 disk set: $39
__ 20.01A - MII 1
__ 20.02A - MII 2
__ 20.03A - MII 3
__ 20.04A - MII 4
__ 20.05A - MII 5
__ 20.06A - MII 6
__ 20.07A - MII 7
__ 20.08B - MII 8
__ 20.09B - MII 9
__ 20.10A - MII 10
__ 20.11A - MII 11
__ 20.12A - MII 12
__ 20.13A - MII 13

HyperCard Externals
__ 5 disk set: $15
__ 21.01 - HE 1
__ 21.02 - HE 2
__ 21.03 - HE 3
__ 21.04 - HE 4
__ 21.05 - HE 5

Best of Pi Series
__ 10 disk set: $35

System Software 6.05
__ 4 disk set: $12

System Software 6.0.7
__ 4 disk set: $12

True Type Software
__ 2 disk set: $6

System Software 7.0
__ 9 disk set: $20
__ $45 Non-Member
__ $55 Disks + Mbership

Sys.Software 7.01/1.4 Meg
__ 5 disk set: $20
__ $45 Non-Member
__ $55 Disks + Mbership

HyperCard Update 1.2.5
__ 3 disk set: $9

HyperCard Update 2.0
__ 5 disk set: $15

Serially Numbered
__ Disks 30/92
__ Disks 74/75
__ Disks 77/78
__ Disks 80/84
__ Disks 8589
__ Disks 91/95
__ Disks 96/104
__ Disks 105/106
__ Disks 108/128
__ Disks 134/143
__ Disks 147
__ Disks 150/151
__ Disks 153

† 19.35 - 6 disk $15
† 19.36 - 2 disk set $7

HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

Mail this form with your check to :
Disketeria
Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814

Are you a member of Washington Apple Pi, Ltd? Y/N __ If Yes, Member Number _____.
All payments must be in U.S. funds drawn against U.S. banking institutions.
Non-members add $3.00 per disk to listed prices.

Number of Disks	Member Price @	Extended
Singles		
__ 4 or less @	$4.00=	
__ 5 or more @	$3.50=	
__ Sets (marked above) + postage $1.00/disk, maximum $5.00.	$(above) $3.00=	
__ Disk Catalogs + postage @ $1.50		
TOTAL AMOUNT DUE		$

Name

Box Number, Apartment, Suite, etc.

Street Address

City **State** **Zip Code**

Day Telephone **Evening Telephone**

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES ( ) AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

Apple Disk Library

compiled by John Ruffato

The Apple Disk Library has been updated and reformatted to enable you to more easily and quickly locate those disks in which you are interested. All 3.5" disks are listed first, followed by the complete listing of all 5.25" disks. Look for the and icons which distinguish them.

3.5" DISKS **(SW) INDICATES SHAREWARE**

Apple II GS

SYSTEM DISKS

___ GSAS-01 System Disk V. 5.0.4
___ GSAS-02 System Tools V. 5.0.4

IIGS COMMUNICATIONS

___ GSCM-01B FreeTerm (2003)
___ GSCM-02A SnowTerm

IIGS DEMO (16 DISK SET-$48)

___ GSDM-01 Cartooner's Demo
___ GSDM-02 Deluxe Paint II Demo
___ GSDM-03 Music Studio Demo
___ GSDM-04 Beagle Writes GS Demo
___ GSDM-05 Calendar Crafter Demo
___ GSDM-06 G.A.T.E. Demo
___ GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
___ GSDM-08 Diversi-Tune, Nexus, ProSel 16, Salvation
___ GSDM-09 Shanghai Demo & Extra Tile Sets
___ GSDM-10 Medley V. 2.0 Demo
___ GSDM-11 Battle Chess Demo
___ GSDM-12 Task Force Demo
___ GSDM-13 Genesys, ProTerm 2.2, TIC
___ GSDM-14 Space Harrier Demo
___ GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
___ GSDM-16 AC Basic, DesignMaster, GS16 Forth, Micol, MicroDot

IIGS DESK ACCESSORIES (11 DISK SET-$33)

___ GSDA-01 Desk Accessories 1 (2020)
___ GSDA-02 Desk Accessories 2
___ GSDA-03 Desk Accessories 3
___ GSDA-04 Desk Accessories 4
___ GSDA-05 Desk Accessories 5
___ GSDA-06 Desk Accessories 6
___ GSDA-07 Desk Accessories 7
___ GSDA-08 Desk Accessories 8
___ GSDA-09 Desk Accessories 9
___ GSDA-10 Desk Accessories 10
___ GSDA-11 Desk Accessories 11

IIGS DEVELOPER (7 DISK SET-$21)

___ GSDV-01 Demo Source Code 1 (2005)
___ GSDV-02 Demo Source Code 2 (2006)
___ GSDV-03 Shell Applications (EXE) 1
___ GSDV-04 Shell Applications (EXE) 2
___ GSDV-05 Miscellaneous Developer Files 1
___ GSDV-06 Miscellaneous Developer Files 2
___ GSDV-07 Miscellaneous Developer Files 3

IIGS FONTS (27 DISK SET-$81)

___ GSFT-01 A-Plain
___ GSFT-02 A-Fancy, Foreign, Graphic
___ GSFT-03 B-Plain, Foreign, Graphic
___ GSFT-04 B-Plain, Fancy
___ GSFT-05 C-Plain
___ GSFT-06 C-Plain
___ GSFT-07 C-Graphic, Foreign
___ GSFT-08 C-Fancy
___ GSFT-09 D-Plain, Fancy, Foreign, Graphic
___ GSFT-10 E-Plain, Fancy, Foreign, Graphic
___ GSFT-11 F-Plain, Fancy, Graphic
G-Foreign, Fancy
___ GSFT-12 G-Plain, Graphic
___ GSFT-13 H-Fancy, Foreign
I
___ GSFT-14 H-Graphic, Plain
J
___ GSFT-15 K
M-Fancy
___ GSFT-16L M-Foreign
___ GSFT-17 M-Plain
___ GSFT-18 M-Graphic
___ GSFT-19 N-Plain, Fancy
___ GSFT-20 N-Foreign, Graphic
O
P-Foreign, Graphic
___ GSFT-21 P-Plain, Fancy
___ GSFT-22 Q
R
___ GSFT-23 S-Fancy
T-Fancy
___ GSFT-24 S-Plain, Graphic
___ GSFT-25 S-Foreign
T-Plain
___ GSFT-26 T-Foreign, Graphic
U
V
___ GSFT-27 W
Y
Z

IIGS GAMES (22 DISK SET-$66)

___ GSGM-01A Mean 18 Golf Courses (2007)
___ GSGM-02A Mean 18 Golf Courses 2 (2018)
___ GSGM-03 Bouncing Bluster Boot Disk
___ GSGM-04 Bouncing Bluster Data and Docs
___ GSGM-05 Bouncing Bluster Consn. Set
___ GSGM-06 Games 1
___ GSGM-07 Games 2
___ GSGM-08 Games 3
___ GSGM-09 Games 4
___ GSGM-10 Games 5
___ GSGM-11 Games 6
___ GSGM-12 Games 7
___ GSGM-13 Games 8
___ GSGM-14 Games 9
___ GSGM-15 Games 10
___ GSGM-16 Games 11
___ GSGM-17 Mean 18 Golf Courses 3
___ GSGM-18 Games 12
___ GSGM-19 Games 13
___ GSGM-20 Games 14
___ GSGM-21 Columns GS V. 2.0
___ GSGM-22 Lode Runner GS

IIGS GRAPHICS (21 DISK SET-$63)

___ GSGX-01 Demo Disk A (2002)
___ GSGX-02 Slide Show 1 (2004)
___ GSGX-03 Slide Show 2 (2016)
___ GSGX-04 Slide Show 3 (2017)
___ GSGX-05 Nucleus Demo-ROM 3
___ GSGX-06 GIF Graphics 1
___ GSGX-07 Pics and Utilities 1
___ GSGX-08 Pics and Utilities 2
___ GSGX-09A Pics and Utilities 3
___ GSGX-10 Pics and Utilities 4
___ GSGX-11 Modulae
___ GSGX-12 Paula Abdul Demo
___ GSGX-13A Pics and Utilities 5
___ GSGX-14 Slide Show 4
___ GSGX-15 Slide Show 5
___ GSGX-16 Nucleus Demo-ROM 1 (2024)
___ GSGX-17 PSGS Graphics 1-Color
___ GSGX-18 PSGS Graphics 2-Mono
___ GSGX-19 PSGS Graphics 3-Mono
___ GSGX-20 Marilyn Monroe Slide Show
___ GSGX-21 Pics and Utilities 6

IIGS HYPERSTUDIO (21 DISK SET-$63)

___ GSHS-01 HS System-Demo Version
___ GSHS-02 HS Demo-Demo Version
___ GSHS-03 HS Sounds-Demo Version
___ GSHS-04 More Stacks-Demo Version
___ GSHS-05 More Stacks 2-Demo Version
___ GSHS-06 Video Demo-Demo Version
___ GSHS-07 Comm Stack-Demo Version
___ GSHS-08 MUG 087-Demo Version
___ GSHS-09 USA-Demo Version
___ GSHS-10 HS Art 2-Demo Version
___ GSHS-11 Miscellaneous HS Stacks 1
___ GSHS-12 Miscellaneous HS Stacks 2
___ GSHS-13 Arizona Stack Disk 1
___ GSHS-14 Arizona Stack Disk 2
___ GSHS-15 Photography Stack Disk 1
___ GSHS-16 Photography Stack Disk 2
___ GSHS-17 1906 SF Earthquake & Fire Disk 1
___ GSHS-18 1906 SF Earthquake & Fire Disk 2
___ GSHS-19 Miscellaneous HS Stacks 3
___ GSHS-20 Miscellaneous HS Stacks 4
___ GSHS-21 Miscellaneous HS Stacks 5

IIGS ICONS (8 DISK SET-$24)

___ GSIC-01A Finder Icons 1 (2022)
___ GSIC-02A Finder Icons 2
___ GSIC-03A Finder Icons 3
___ GSIC-04A Finder Icons 4
___ GSIC-05A Finder Icons 5
___ GSIC-06A Finder Icons 6
___ GSIC-07A Finder Icons 7
___ GSIC-08 Finder Icons 8
___ GSIC-09 Finder Icons 9
___ GSIC-10 Finder Icons 10
___ GSIC-11 Finder Icons 11

IIGS MUSIC (12 DISK SET $36)

___ GSMU-01A SoundSmith and Songs
___ GSMU-02 SoundSmith Songs 1
___ GSMU-03 SoundSmith Songs 2
___ GSMU-04 SoundSmith Songs 3
___ GSMU-05 SoundSmith Songs 4
___ GSMU-06 SoundSmith Songs 5
___ GSMU-07 Deversi-Tune (C) Songs 1
___ GSMU-08 Music Studio Songs 1
___ GSMU-09 MS Songs 2 (Golden Album Rock 2)
___ GSMU-10 A Variety Pack of Songs
___ GSMU-11 SoundSmith Songs 6
___ GSMU-12 MCS Song "Slide Show"

IIGS MISCELLANEOUS

___ GSMS-01 New Member's Disk (2000)
___ GSMS-02 GS Disk Library Catalog Disk 1
___ GSMS-03 GS Disk Library Catalog Disk 2

IIGS SOUNDS (16 DISK SET-$48)

___ GSSN-01A Sounds 1 (2014)
___ GSSN-02A Sounds 2-Nostalgia (2015)
___ GSSN-03 Sounds 3
___ GSSN-04 Sounds 4
___ GSSN-05 Sounds 5-Simpsons 1
___ GSSN-06 Sounds 6-Simpsons 2
___ GSSN-07 Sounds 7
___ GSSN-08 Sounds 8
___ GSSN-09 Sounds 9
___ GSSN-10 Sounds 10
___ GSSN-11 Sounds 11
___ GSSN-12 Sounds 12-Cartoons 1
___ GSSN-13 Sounds 13-Cartoons 2
___ GSSN-14 Sounds 14-Cartoons 3
___ GSSN-15 Sounds 15-Cartoons 4
___ GSSN-16 Sounds 16-Cartoons 5

IIGS TUTOR TECH

___ GSTT-01A WAP Stacks (2019)

IIGS UTILITIES (9 DISK SET-$27)

___ GSUT-01A Utilities 1 (2001)
___ GSUT-02 JumpStart Prog Sel V. 3 (2021)

___ GSUT-03A Utilities 2 (2028)
___ GSUT-04A Utilities 3 (2029)
___ GSUT-05A Utilities 4
___ GSUT-06A ZZ Copy-V. 2.21 Disk Copier
___ GSUT-07A Utilities 5
___ GSUT-08C Utility Works GS V. 0.9.2
___ GSUT-09 Utilities 6
___ GSUT-10 Utilities 7
___ GSUT-11A Utility Works Launcher V. 2.2.3

3.5" DISKS **(SW) INDICATES SHAREWARE**

APPLE II

APPLE SYSTEM DISKS

___ 2APS-01 System Disk - Utilities V. 3.1

COMMUNICATIONS
___ 2COM-01 TCS Instructions 1.05
___ 2COM-02 Applenet V. 1.3

EDUCATION
___ 2EDU-01 Newton's Apple/Cocaine & Teeth

TECH NOTES
___ 2TEN-01 IIGS-GSOS-About-Index
___ 2TEN-02 IIc-IIe-IMWR — etc.
___ 2TEN-03 FTNS-STDS-Tidbits

UTILITIES
___ 2UTL-01 New Member Disk 2.01
___ 2UTL-02 DB Master V.5 (Shareware)

5.25" DISKS **(SW) INDICATES SHAREWARE**

APPLE II

APPLE SYSTEM DISKS

___ APSD-01 System Disk-Utilities V. 3.1

APPLEWORKS
___ APWK-01 Desk, Printer and Money Helpers (813/814)
___ APWK-02 Food. Lists, etc. (815/816)
___ APWK-03 Reserved for Tax Templates

COMMUNICATIONS
___ COMM-01 TCS Inst. 1.05 A & B- Disk 1 of 2 (825)
___ COMM-02 TCS Inst. 1.05 A & B- Disk 2 of 2 (826)
___ COMM-03** WAPABBS.1 Documentation(121)
___ COMM-04 WAPABBS.1 (135/136)
___ COMM-05 DI COMM-(SW)(503)
___ COMM-06 Kermit 3.78-Kermit File Transfer (516/820)
___ COMM-07 CommTerm and Telecom (808/817)
___ COMM-08 MicroModem II (SW)-Hayes Term(116/169)

CP/M
___ CP/M-01** Master Catalog (401)
___ CP/M-02 Utilities I and II (402/404)
___ CP/M-03 Communications (403/409)
___ CP/M-04 ZCPR2 Install and Utilities (406/408)
___ CP/M-05 ZCPR2 Doc. and Essential Utilities (407/410)
___ CP/M-06 Text Editor and Spreadsheet (411/412)
___ CP/M-07 MDM740 (SSC. Comm, 7710, & A-CAT) (413/414)
___ CP/M-08 Kermit Source and Running Code (416/418)
___ CP/M-09** Kermit Documentation (417)
___ CP/M-10 Utilities (419)
___ CP/M-11 Small C. Compiler (420)

EAMON ADVENTURES
___ EAMN-01 Utilities II and III (220/221)
___ EAMN-02* Dungeon Designer and City /Clouds(180/229)
___ EAMN-03 Beginners Cave (Master) & Alt (181/214)
___ EAMN-04* Lair of Minotaur and Cave of the Mind (182/183)
___ EAMN-05* Zyphur Riverventure and Castle/Doom(184/185)
___ EAMN-06* Death Star and Devil's Tomb (186/187)
___ EAMN-07* Caves of Treasure Is. and Furioso (188/189)
___ EAMN-08* Magic Kingdom and Tomb of Molinair (190/191)
___ EAMN-09* Lost Island and Abductor's Quarters (192/193)
___ EAMN-10* Quest and Undergr City (194/195)
___ EAMN-11* Merlin's and Hogarth Castle (196/197)
___ EAMN-12* Deathtrap and Black Death (198/199)
___ EAMN-13* Temple of Ngurct Black Mountain (200/201)
___ EAMN-14* Nuclear Nightmare /Feast of Carroll (202/203)
___ EAMN-15* Master's Dungeon /Crystal Mountain (204/205)
___ EAMN-16* Lost Adventure and Manxome Foe(206/207)
___ EAMN-17* The Gauntlet and Caverns of Langst (208/209)
___ EAMN-18* Future Quest and House of Secrets (210/211)
___ EAMN-19* Sewers/ Chi /Slave Pits of Kzorland(212/213)
___ EAMN-20* Lifequest and Swordquest (215/216)
___ EAMN-21* Priests of Xim! and Heroes Castle (217/218)
___ EAMN-22* Temple of the Undead and Quest (223/224)
___ EAMN-23* Caves/Mondamen &Orb of Polaris(225/226)
___ EAMN-24* Death's Gate /Escape From Orc's Lair(227228)

*-Requires EAMN-03

EDUCATION
___ EDUC-01 Education and Personal Education (76/110)
___ EDUC-02 Personal Education 2 and Education 3 (131/139)
___ EDUC-03 Math / Science and Education 4 (127/140)
___ EDUC-04 Advanced Math and Vectors / Motio (510/513)
___ EDUC-05 Albert Camus Int and Elementary Math(53/150)
___ EDUC-06 French Vocab/ Tutorial (46/123)
___ EDUC-07 Boot for L'Hote and L'Hote (48/49)
___ EDUC-08 Tic-Tac-Toe in French /L'Hote Quiz (47/50)
___ EDUC-09 French Poetry Tut and Appollinaire (51/51)
___ EDUC-10 Rafel Boot Disk and Rafel (55/56)
___ EDUC-11 Tic-Tac-Toe in Spanish /Rafel Quiz (54/57)
___ EDUC-12 Matute and Lo Fatal (58/59)
___ EDUC-13 Reading Fun (Shareware) (505)
___ EDUC-14 Language Arts Treasures
___ EDUC-15 Floppy Book 1
___ EDUC-16 Computration Game /AW Temp
___ EDUC-17 Algebra Tutorial and Bagels Disk
___ EDUC-18 Newton's Apple (Cocaine)
___ EDUC-19 Newton's Apple (Teeth)

___ EDUC-20 WAP Stack and Tutorial Demo

FORTH

___ FRTH-01 Assembler/Disassembler /Screen Editor(700/701)
___ FRTH-02 Go Forth Tutorial and Fig/Forth 78 (702/703)
___ FRTH-03 Forth and Floating Point Arithmetic (704)

GAMES

___ GAME-01 Games A and B (102/107)
___ GAME-02 Games C and D (111/128)
___ GAME-03 Games E and F (162/164)
___ GAME-04 Keyboard and Paddle Games (72/74)
___ GAME-05 Pinball and Arcade Games (142/157)
___ GAME-06 Text Adv /Mystery House (SIERRA)(73/517)
___ GAME-07 Educational Games G and H (508/509)
___ GAME-08 Sports and Utilities / Games (143/160)
___ GAME-09 Adventures /Game Room (811/812)
___ GAME-10 Haunted House (176/810)
___ GAME-11 Mostly Games /Wizard Worker I (122/161)

LOGO

___ LOGO-01 Logo Tool Kit and \DocS (145/146)
___ LOGO-02 Sample Disk and Dallas Apple Logo(147158)

MISCELLANEOUS

___ MISC-01 SS (Coin Collect) and Misc. (95/115)
___ MISC-02 Miscellaneous (119/120)
___ MISC-03 Miscellaneous and Recipe Files (125/159)
___ MISC-04 Glaq and No Name Yet (129/175)
___ MISC-05 Special Databases /Jim's Data Base
___ MISC-06 Misc and Applesoft /AppleWriter IIe) (152/156)
___ MISC-07 Astronomy Short Programs (506)
___ MISC-08 Griffith and Weise Astronomy (507)
___ MISC-09 Aviation - General (Disk 1 of 2) (514)
___ MISC-10 Aviation - Navigation (Disk 2 of 2) (515)
___ MISC-11 Gardner's Assistant (518)
___ MISC-12 Music and Sights / Sounds (71/126)
___ MISC-13 Merry Christmas and Happy Holidays (103/165)
___ MISC-14 Graphics and Cat Graphix (108/171)
___ MISC-15 Print Shop Graphics (172)
___ MISC-16 Color Graphics for Fun/Science / Engi.(75/106)
___ MISC-17 Plots / Graphs and Charts / Graphs (163/166)
___ MISC-18 Business/Math Stat and SS (70/90)
___ MISC-19 SS (Investment) and SS (Business) (91/92)
___ MISC-20 Business A and B (104/113)
___ MISC-21 Investments A and B (153/154)
___ MISC-22 Spreadsheet A and Miscellaneous (137/155)
___ MISC-23 Riley's Personal Instrumentation (173)

PASCAL

___ PASC-01 AttachBios for Pascal 1.1 and Utilities (300/301)
___ PASC-02 Crypto/Graphics and Bios/Printers (302/303)
___ PASC-03 Misc. and Read/Write DOS / Printers (304/305)
___ PASC-04 Cataloger and Hires Printing/Lisp (306/307)
___ PASC-05 Puffin / Holiday Music -CPM-Pascal(308/309)
___ PASC-06 3D Education /Drill /Hackers Stuff (310/311)
___ PASC-07 Stocks/Weightwatch/Guerrilla Guide (312/313)
___ PASC-08 Pascal / To & From DOS (133/314)

PILOT

___ PILT-01** Pilot Language (167)

UTILITIES

___ UTIL-01 New Member's Disk - 2.01 A/ B (821)
___ UTIL-02 New Member's Disk - 2.01 C/D (822)
___ UTIL-03 Utilities A and B (100/101)
___ UTIL-04 Utilities C and D (112/118)
___ UTIL-05 Utilities E and F (124/132)
___ UTIL-06 Utilities G and H (138/43)
___ UTIL-07 Utilities I and J (44/77))
___ UTIL-08 Mach. Lang. Utilities and One-Key DOS (41/42)
___ UTIL-09 Beg.Choice /Intermediate Utils. (501/502)
___ UTIL-10 Diversi Copy and Diversi DOS (45/130)
___ UTIL-11 Additions to ProDOS and Zap Utility (804/806)
___ UTIL-12 Utilities A (ProDOS) and File Cabinet (802/803)
___ UTIL-13 Imageworks (174/807)
___ UTIL-14 DOS 3.3 System Master and Tutorial (511/512)
___ UTIL-15 Visi-Trend / Visi-Plot and Calculink (93/94)
___ UTIL-16 AppleSoft Tutor and Picture Packer(109/117)
___ UTIL-17 AppleWriter Utilities (168)
___ UTIL-18 AppleSoft Programs and Love's Follies(144/170)
___ UTIL-19 "Old" New Member's Disk (134)
___ UTIL-20 JoyReader (Shareware) (819)
___ UTIL-21 Large Type JoyReader (SW) (823)
___ UTIL-22 DB Master V. 5 - Program Disk
___ UTIL-23 DB Master V. 5 - Sample Files /Docs

5.25" DISKS **(SW) INDICATES SHAREWARE**

APPLE III

ACCOUNTING

___ 3ACT-01A Easy Accounting
___ 3ACT-02 Easy System and Accounts Rec.
___ 3ACT-03 Easy System and A/Cn. Ledger

III 3EZP & AW TEMPLATES

___ 3AWZ-01 AW - EZP Bus Templates (1060)
___ 3AWZ-02 Checkbook Plus by Lomartire
___ 3AWZ-03 Accounting/Finance Templates
___ 3AWZ-04 Mortgage Templates
___ 3AWZ-05 Checkbook Templates

III BUSINESS BASIC

___ 3BSB-01 Pohlman Disk 01 (1017))
___ 3BSB-02 Pohlman Disk 02 (1018)
___ 3BSB-03 Pohlman Disk 03 (1019)
___ 3BSB-04 Pohlman Disk 04 (1020)
___ 3BSB-05 Pohlman Disk 05 (1021)
___ 3BSB-06 PPT Demo / BASIC Helps (1098)
___ 3BSB-07 BASIC 1.23 & Utilities / Auto Basic by Boston
___ 3BSB-08 Best of OnThree-Basic Programs

III GAMES

___ 3GAM-01 Games 01 (1001)
___ 3GAM-02 Games for Kids (1007)
___ 3GAM-03 Cap'n Magneto-Revised 1/89 (1041)
___ 3GAM-04 Games 02
___ 3GAM-05 Star Trek

III GRAPHICS

___ 3GRX-01 Sketchpad and Slideshow (1012)
___ 3GRX-02 Fig Factory Manual (1069)
___ 3GRX-03 Fig Factory - Black and White (1070)
___ 3GRX-04 Fig Factory - Color (1071)
___ 3GRX-05 Raster Graphics Tool Kit (1072)
___ 3GRX-06 3-D Modeling Tool Kit (1073)
___ 3GRX-07 Chartmaker III (1074)
___ 3GRX-08 Graphics Utilities (1075)
___ 3GRX-09 Graphics Disk 01 (1062)
___ 3GRX-10 Graphics Disk 02 (1076)
___ 3GRX-11 Graphics Disk 03 (1077)
___ 3GRX-12 Graphics Disk 04 (1078)
___ 3GRX-13 Graphics Disk 05 (1079)
___ 3GRX-14 Graphics Disk 06 (1080)
___ 3GRX-15 Calendar by Bloom (1081)
___ 3GRX-16 Typewriter Art Disk 01 (1082))
___ 3GRX-17 Typewriter Art Disk 02 (1083)
___ 3GRX-18 Poster by Bloom (1084)
___ 3GRX-19 Raster Demo / Tmapio
___ 3GRX-20 Icon Demo / Tfont
___ 3GRX-21 Trixelmap Demo / Mask Demo
___ 3GRX-22 Tmem Demo / Trects Demo
___ 3GRX-23 GIF Graphics 01
___ 3GRX-24 GIF Graphics 02
___ 3GRX-25 GIF Graphics 03
___ 3GRX-26 GIF Graphics 04
___ 3GRX-27 Grafixworks 1 and 2 (SW)
___ 3GRX-28 Grafixworks 3 and 4 (SW)
___ 3GRX-29 Sign by Bloom
___ 3GRX-30 Scanned Graphics #1
___ 3GRX-31 FOTOView by Lomartine
___ 3GRX-32 A2/A3 Graphics

III INFORMATION

___ 3INF-01A WAP /// SIG PD Catalog-7/1/90 (1000)
___ 3INF-02B New Member's Disk-7/8/90 (1005)
___ 3INF-03 Best of MAUG Side One (1008)
___ 3INF-04 Best of The Source (1A) (1009)
___ 3INF-05 Best of TAU (1A) (1010)
___ 3INF-06 Best of ATUNC (1A) (1055)
___ 3INF-07 Best of III's Company - 01(1A) (1015)
___ 3INF-08 Best of III's Company - 02(1A) (1057)
___ 3INF-09 The Best of Bloom (1A) (1035)
___ 3INF-10 Impert's Corner by Bloom (1) (1096)
___ 3INF-11 Phase III Conference Plus! (1) (1047)
___ 3INF-12 Best of Ottalini - Disk 01 (1) (1040)
___ 3INF-13 Best of Ottalini - Disk 02 (1) (1058)
___ 3INF-14 Best of Ottalini - Disk 03 (1) (1059)
___ 3INF-15 Best of Ottalini - Disk 04 (1) (1087)
___ 3INF-16 Best of Pair BBS (1)
___ 3INF-17 Reviews by Bloom (1)
___ 3INF-18 III Cheers (Boot and Program)
___ 3INF-19 III Cheers (Issues 1 and 2)
___ 3INF-20 Best of Ottalini-Disk 05
___ 3INF-21 Three's Company BBS
___ 3INF-22 Best of Bloom-Disk 02
___ 3INF-23 WAP 3 SIG PD Catalog
___ 3INF-24 Best of ATUNC-Disk 02

III MISCELLANEOUS

___ 3MSC-01 File Cabinet / Sort Directory (1046)
___ 3MSC-02 Contributions - Disk 01 (1A) (1053)
___ 3MSC-03 Contributions - Disk 02 (1A) (1061)
___ 3MSC-04 Contributions - Disk 03 (1A) (1086)
___ 3MSC-05 Le Grayhaven Cookbook Plus! (1A) (1097)
___ 3MSC-06 Double Boot (1099)
___ 3MSC-07 Apple III Demo Disk 01 (1100)
___ 3MSC-08 Apple III Demo Disk 02 (1101)
___ 3MSC-09 Apple III Demo Disk 03 (1102)
___ 3MSC-10 Apple III+ Keyboard Demo
___ 3MSC-11 Best of Salerno (1)
___ 3MSC-12 Apple II Boot Disk
___ 3MSC-13 French tutor
___ 3MSC-14 Italian Tutor
___ 3MSC-15 Contributions - Disk 04 (1)
___ 3MSC-16 Bowling Grid/Grade
___ 3MSC-17 Floppy Book by Shapiro (1)
___ 3MSC-18 Music-Music-Music

III PASCAL

___ 3PCL-01 Pascal 1.2
___ 3PCL-02 Pascal 2.0 Compiler/TookKit
___ 3PCL-03 Pascal ToolKit #2/#3
___ 3PCL-04 Pascal Pronto Debug/SANE
___ 3PCL-05 Pascal SANE #2/#3
___ 3PCL-06 Pascal SOS I/O/ExerSOS (1)
___ 3PCL-07 Pascal Utilities: PutDemo/PutLib
___ 3PCL-08 Pascal Wade's Patch/PCode Dis
___ 3PCL-09 Chaos Programs in Pascal

III REPAIRS

___ 3REP-01 Apple 3 Diagnostics - Disk 01 (1013)
___ 3REP-02 Apple 3 Diag - Block Edit (1094)
___ 3REP-03 Repairing your Apple III (1A) (1088)
___ 3REP-04 Brain Surgeon (1089)
___ 3REP-05 Disk Map (1090)
___ 3REP-06 Disk Check and Pro Health (1091)
___ 3REP-07 Vindicator and Catalyst Fixer (1092)
___ 3REP-08 (Block Editor and Block Byter 1093)
___ 3REP-09 Jeppson Disassembler (1095))

III TELECOMMUNICATIONS

___ 3TEL-01 Telecom - Disk 01 (1A) (1063)
___ 3TEL-02 Telecom - Disk 02/Access III (1064)
___ 3TEL-03 Telecom - Disk 03 (1) (1065)
___ 3TEL-04 Kermit III (1066)
___ 3TEL-05 XModem III (1067)
___ 3TEL-06 TerminALL Manual (1032)
___ 3TEL-07 TerminALL(1033)
___ 3TEL-08 WAP TCS Disk (1)

III UTILITIES

___ 3UTL-01 System Utilities and Data (1004)
___ 3UTL-02 Apple II Emulation - Disk 01 (1A) (1043)
___ 3UTL-03 Apple II Emulation - Disk 02 (1A) (1044)
___ 3UTL-04 SOS Drivers - revised 9/90 (1A) (1052)
___ 3UTL-05 Basic Boot Disk(1014)
___ 3UTL-06 Basic Utilities - (1A) (1002)

___ 3UTL-07	Programmers Power Tools (1A) (1056)	
___ 3UTL-08	Applecon (1016)	
___ 3UTL-09	Diskmaker and Appleseeds (1A) (1045)	
___ 3UTL-10	Basic XT and Basic Utilities (1A) (1022)	
___ 3UTL-11	The Retriever (1023)	
___ 3UTL-12	Power Print III (1A) (1024)	
___ 3UTL-13	Disk Window III (1A) (1025)	
___ 3UTL-14	Source Window/Data Window (1) (1026)	
___ 3UTL-15	Powercat and Basic XRF (1) (1027)	
___ 3UTL-16	Basic Extension (1A) (1031)	
___ 3UTL-17	Power Keys DM Plus (1A) (1034)	
___ 3UTL-18	RAM+3/Two-n-Fro III /128K (1036)	
___ 3UTL-19	Basic GTO (1051)	
___ 3UTL-20	Custom Font Manual (1037)	
___ 3UTL-21	Custom Font (1038)	
___ 3UTL-22	Fonts - Disk 01 (1039)	
___ 3UTL-23	Disk III Backup by Bloom (1011)	
___ 3UTL-24	Gucspar by Bloom (1042)	
___ 3UTL-25	ACCIDIF by Bloom-4/88 (1028)	
___ 3UTL-26	Mail List Manager Manual by Bloom (1068)	
___ 3UTL-27	MLM Utilities by Bloom-Disk 01 (1048)	
___ 3UTL-28	MLM Utilities by Bloom-Disk 02 (1049)	
___ 3UTL-29	MLM Utilities by Bloom-Disk 03 (1050)	
___ 3UTL-30	AppleWriter to 3 EZP by Bloom (1085)	
___ 3UTL-31	Pascal Menu Maker (1054)	
___ 3UTL-32	Catalyst Release	
___ 3UTL-33	Reformatter III	
___ 3UTL-34	Custom Font Demo & Font Bib PD	

III WORD PROCESSING

___ 3WDP-01A	AppleWriter (1006)	
___ 3WDP-02	Footnote III (1003)	
___ 3WDP-03	InkWell Manual (1029)	
___ 3WDP-04	InkWell Program (1030)	
___ 3WDP-05	AppleWriter Demo	
___ 3WDP-06	Script 3 & Pascal Text Editor	

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π

Alphabetic Index to Advertisers

Award Publications 28
Bit-by-Bit 14, 15
B.O.S.S. 93
Bruce Presentations 45
Capital Presentations 61
Charlie's AppleSeeds 62
Computer Age 6,7
Desktop Personnel 8
Executive Presentations 1, 10
FCC Business Systems 30
Galaxy Graphics 95
Hewlett Packard 35
ICS 60
Laser Print 32
Laser's Resource 51
Mac Heaven 61
Mac Temps 37
MacUpgrades ..... back cover
Multisoft Resources 92
Petroglyph 32
Publisher's Service Bureau ..... cover 3
Rent-A-Computer 57
WAP Garage Sale 31
Williams Design 95

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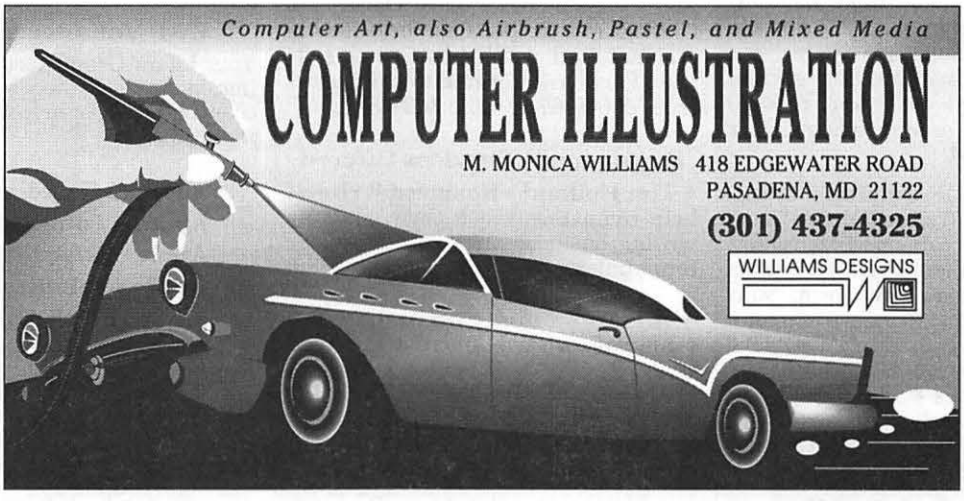

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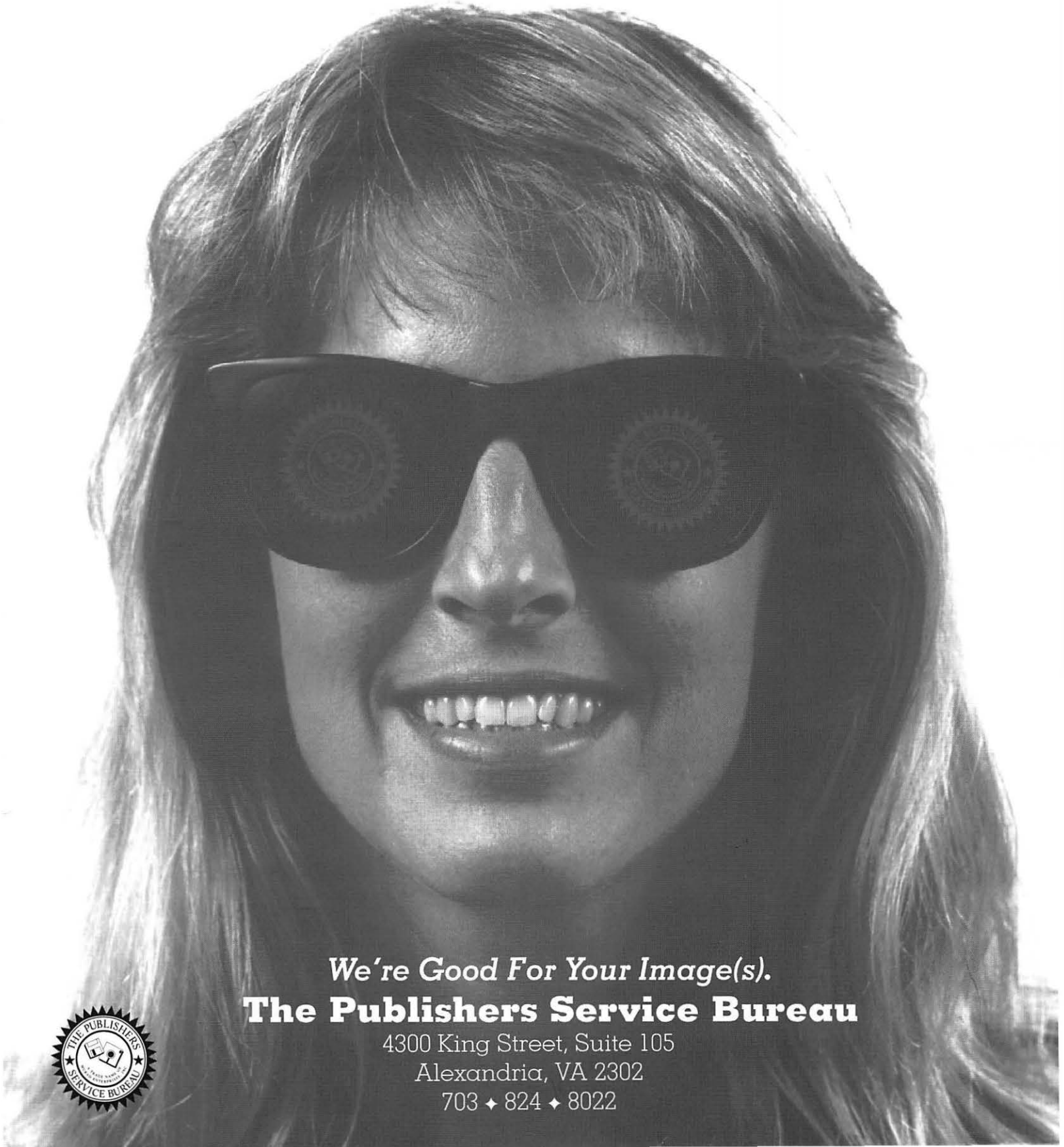

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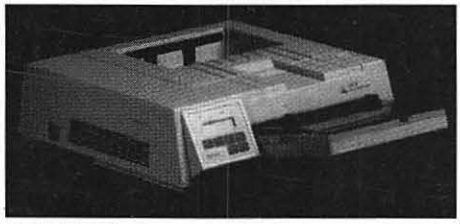

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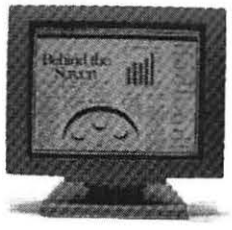

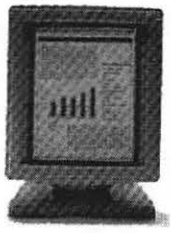

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