

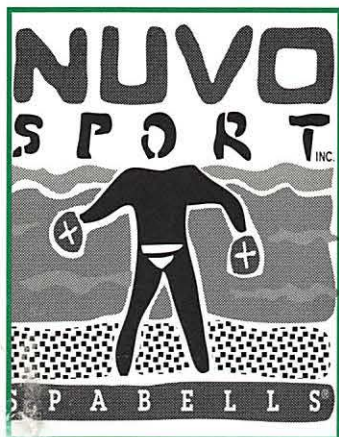
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The Journal of Washington Apple Pi, Ltd.

Volume 14, Number 7

July 1992



**How the TCS Works—Part 1**

**15**

**Artists on Exhibit**

**18**

**'92 WAP Election Results**

**22**

**Effects Specialist Review**

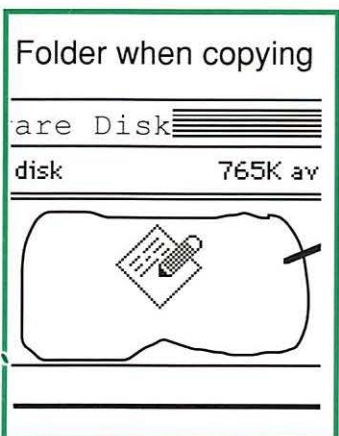
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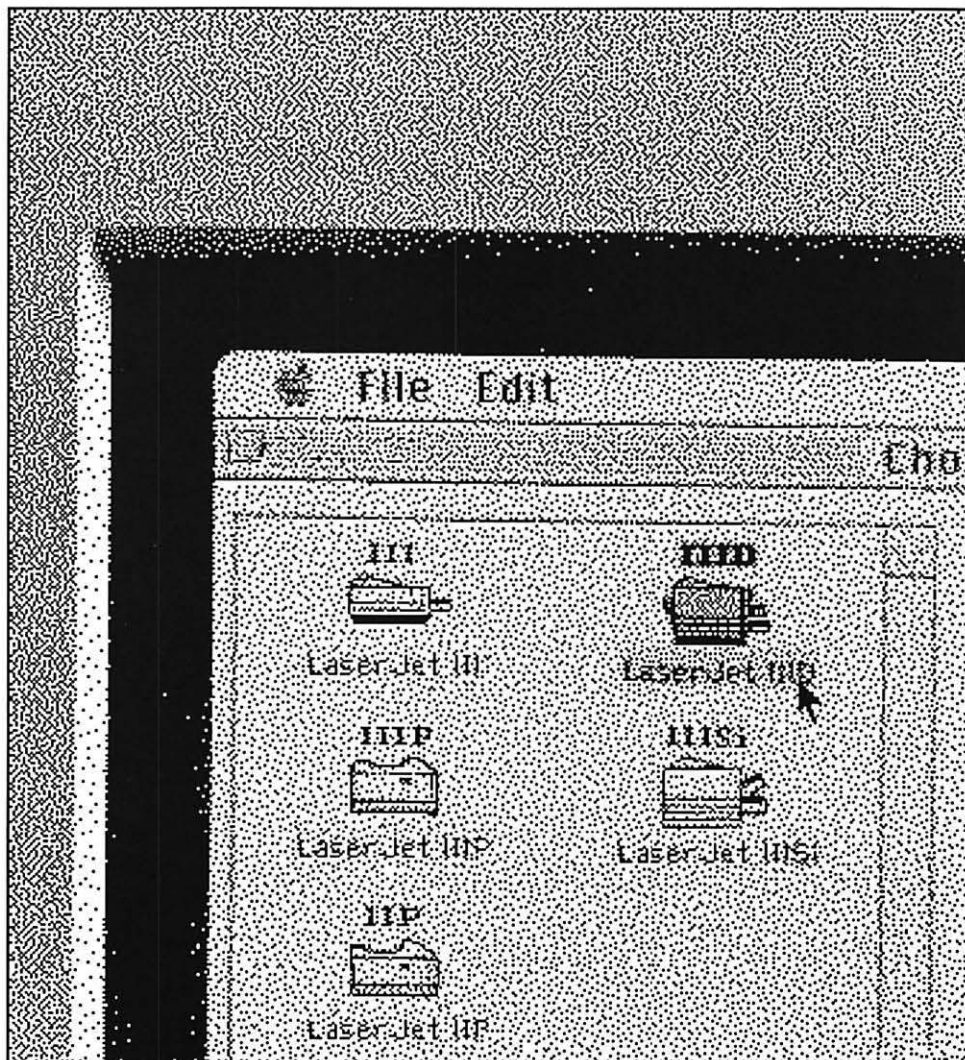
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Macintosh



Apple II, IIe, and IIGS



Apple III (SARA)



Hotline or Phone List



Calendar Pages



Apple Disketerias



Macintosh Disketeria



General Interest



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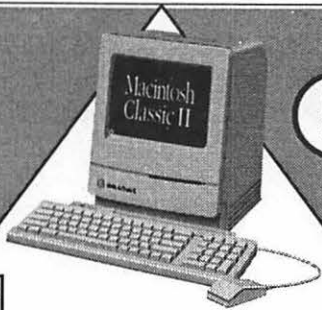
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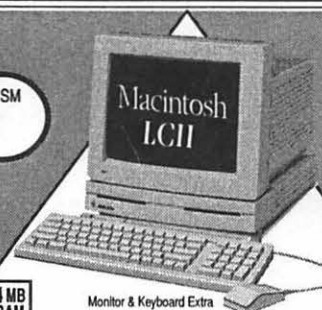
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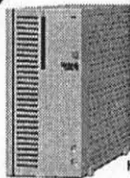


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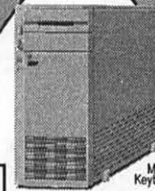
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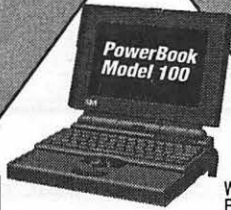
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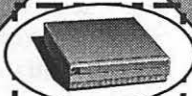
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## SIG's and Slices

### Columbia Apple Slice

by Tom Cook,  
Columbia Slice Apple II Editor

Tom Cowley gave a very tuneful demonstration of *NoiseTracker* at the May Apple II Columbia Slice meeting. *NoiseTracker* is a FreeWare Music Program for the Apple IIGS from the French Free Tools Association (FTA). The program is compatible with *SoundSmith*. However, *NoiseTracker* is more than a *SoundSmith* clone as we heard from listening to it. It includes a 14-track full-stereo sequencer. *NoiseTracker* also has the capability to put digitized sounds in songs. Therefore, many of the songs Tom played included some voice-over special effects. Instruments can also include digitized sounds. Version 1.0 of the program includes the capability of cutting and pasting tracks.

*NoiseTracker* can also play MOD song files created for the Amiga computer. This allows access to many more sources of songs than for *SoundSmith*. You use the "Import Amiga" option of the Module Menu to load MOD files. You then use the "Play Music" option of the Music Menu to play the song. You load *NoiseTracker* and *SoundSmith* songs by choosing "Open Music file" from the Music menu. Then you can play these songs by using the "Play Music" option. You can also use the "Scrolly Player" to listen to the song and to look at animated VU meters. Clicking on the word *NoiseTracker* while the Scrolly Player is playing causes animated notes to be displayed. Speaking of Easter Eggs -

clicking on the word "music": while in the main display causes the background color to change.

The *NoiseTracker* disk also includes a sound editor from Second Sight Software. This editor can be used to create special effects from digitized sound files.

*NoiseTracker* has many varied features and is one of the best Public Domain music programs available. However, there is very little documentation which comes with the program. Therefore, one must take considerable time playing with the program to figure out how to use it.

by Lawrence I. Charters  
Columbia Slice, Mac Editor

May's Columbia Apple Slice-Macintosh meeting began with Tim Helsing distributing the May issue of *AppleTree*, the slice newsletter, complete with articles on QuickTime and System 7's Publish and Subscribe feature. Most of the meeting was spent on an extended question and answer session, and ended with a drawing for Claris MacDraw Pro.

To get people in the mood for a question and answer session, everyone was polled on what they did with their Macintosh. The response was quite interesting, with hardly anyone claiming to be an "expert," though several revealed a far from novice level of expertise. Generally speaking, people used their Macs to: write letters, memos, reports, articles, and other word processing tasks; do page layout; draw, paint or in some other fashion illustrate; communicate with the rest of the world (through networks or via modem); prepare budgets and other number crunching

tasks; and compose, play or record music. No one mentioned database use, which is odd because some of the best database programs in the world run only on Macs.

Revealing what people did with their Macs also helped reveal what they wanted to do: almost everything. Generally speaking, most people wanted to get better at what they were already doing (learn how to use their word processor more efficiently, or how to use their page layout package more elegantly), and many were keenly interested in adding more "oomph" to their systems — a larger hard drive, more memory, System 7, or, in many cases, a whole new computer. During the entire evening, there were almost no "how do I do this" questions, but a huge number of "what should I add next" queries.

While this discussion was going on, the Apple II people in the next room were serenading everyone with music. As many of the music selections were MOD files taken from the Amiga world, it was pointed out that Macs can play these same files. If you have a 68020-equipped Mac (SE/30, LC, PowerBook 140 or 170, or any Mac II, and maybe even a Classic II), a free program, *SoundTracker*, can play these music files. Written by a German programmer, *SoundTracker* allows you to play the music in stereo if you have a machine which supports stereo (any Mac II; no one seems to know if the LC does or not), and also offers some entertaining oscilloscope and sound spectrum animation. There are a large number of MOD files, plus the *SoundTracker* program, in File Area 18 on the TCS (the Pi's bulletin board).

The evening concluded with a



drawing for MacDraw Pro, donated by Claris. The winner was a woman artist who didn't have a Macintosh yet — she was debating the merits of the various models. She stated specifically, before the meeting began, that she didn't want to draw on a Mac, but use a Mac for word processing and general business functions. Once she had the MacDraw Pro in hand, however, her need for a Mac, and interest in using it as a drawing tool, seemed to change rather drastically...

June's meeting will feature an in-depth look at the Washington Apple Pi bulletin board, the Telecommunications System (TCS), as well as general telecommunications, terminal packages, modems and other related issues. Future meetings will cover General Computer Corporation's line of hard drives, printers and other goodies; GENie, the nationwide telecommunications service; games (probably in August); plus anything else that catches our fancy.

### Telecomm SIG

by Allan Levy

Over the last several months, the Telecommunications SIG has been testing and evaluating high speed modems as well as how best to use them. The modems tested included the Practical Peripherals, Intel, Hayes, Compucom, USR and others. The results which will be discussed at the next meeting on June 10 will be somewhat surprising.

The Telecommunications SIG has also been developing a starter disk for those new to telecommunications. Several versions have been tested, and it looks like it is ready to beta test again. We have the MAC version almost ready and are about to address the Apple II and IIGS versions.

Over the next several months, we

hope to be having meetings on networking, new modems, getting started, and other issues of interest.

### Ed SIG

by Phil Shapiro

A festive and energetic gathering of people showed up for the May EdSIG (education special interest group) meeting. After the usual introductions we got down to looking at some neat educational programs on the club's Apple IIIGS. Whiz kid Jason Martin gave us a tour of a program by MECC that teaches kids all about birds. (Oops. Forgot the title of the disk.) The software has its own mini-database for kids to search.

Bob Williams commented that he had used this software with his Montessori school students but that it would have been better if the program included color graphics of the birds. Apparently there was not enough room on the 5.25" disk to include such graphics. (Someone suggested that MECC publish a 3.5" version of the same program with high resolution graphics of the birds.)

Next Howard Heydt offered to give us a demonstration of a lively *Eco-Adventure* software game on the Macintosh. However, the club's Mac SE had a bare 317K of free space on its hard drive. Not wanting to disturb the club's files, we didn't bother copying files off the hard drive onto floppies. We hope to demo this software next month, assuming more space can be made available on the Mac.

Speaking of the Macintosh, several members of EdSIG inquired as to when the club would be getting its Mac LC. When the Mac LC first came out, Apple promised to seed our user group with an LC with an Apple IIe card. Two years have passed and still no word as to when or if Apple would ever deliver on its promise. Perhaps

the president of WAP could make some inquiries in this regard.

After the aborted Eco-Adventure demo, we turned our attention back to the Apple II. We took a quick look at *Dragonless Maze*, a fun game on the new "Number Games 1" ShareWare disk and talked about *Delta Drawing Today*, a logo-like open-ended program that received rave reviews in the New York Times. Power Industries, the publisher of *Delta Drawing Today*, has kindly made a free demonstration disk available for EdSIG members to preview.

Next we discussed using educational software on fast Apple II's. Sue Racoosin said that Jeopardy was impossible to play at 4 megahertz, on the school's Apple IIc+. Someone suggested holding down the escape key while booting, to force the computer back to its normal speed. Another person commented that the fast speed was actually desirable when playing certain games, i.e., in *Oregon Trail*, the slow paced, lethargic oxen burst into a spritely gallop at 4 mhz.

Finally, we talked about the new Apple II Free Trade Zone on GENie. A whole category has been set up in the Apple II Roundtable on GENie for people to buy and sell Apple II software and hardware. This category, category 4, looks like it may develop into a centralized national trading zone for second hand Apple II hardware, software, and peripherals. Club members looking to buy or sell don't have to wait for the WAP's semi-annual garage sales.

### StockSIG

by Morris Pelham

StockSIG has anointed it's first two experts.

At our March 92 meeting, all present agreed the next **major** move in the stock market will be down, so

our discussion turned to short sales. Philip Stewart offered to show us how to use options instead of stocks and so we spent the April and May meetings comparing stock short sales with purchasing S&P index put options. We are now better informed, but I am not sure Phil has won any converts. He has agreed to be our options expert if anyone else brings any questions. Thanks, Phil.

Our second expert is Ann Meredyth. Ann has an old copy of the "Andrew Tobias' Managing Your Money" software and has agreed to update to the latest version and share her experiences with us. This software was reviewed in the Sept 1991 MacUser and described there as "ideal for sophisticated investors". I believe it is also the # 1 seller in financial software. If it is the best and the best selling I think we should know about it. Others interested in or now using this software are welcome at our meetings. If enough are interested we will spend more time on it. Thanks, Ann.

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## Apple II GS SIG

by Paul Tarantino

A small but dedicated group of GS mavens, undeterred by the thunderstorms and unconfused by meeting schedule revisions driven by the Memorial Day holiday, found their way to the usual sixth floor meeting place at NIH. (Finding their way out was another thing altogether.)

The subject under consideration was icons, those cunning little pictures which clutter our desktops and lead us from the Finder to our favorite applications. Interest in this topic had been renewed because System 6 changes some of the rules about how icons work, and even includes provisions for newer forms of icons. Our guest presenter was (once again) the esteemed and learned Neil Laubenthal, one of the Pi's foremost System 6 authority, who, undeterred by the weather or the absence of a computer system to point to (part of the confusion I alluded to earlier), had lots of good information to pass on.

The good news, especially for those of us who have accumulated megabytes of exotic and colorful icon files while running System 5.0.4 and its older kin, is that your custom icons will still work just fine under System 6. What System 6 has done is to add a new type of icon which exists only

as a resource in the Finder (and eventually in the resource forks of application programs), rather than in separate icon files in the /Icons folder in your boot drive/partition. These r.icons (resource icons) that are embedded in the System 6 Finder replace the generic icon files that always had to reside in your /Icons folder. Under System 6, the resource fork of the Finder is the last place checked for icons, after the /Icons folder in the root directory and the resource fork of the (System 6-savvy) application itself, which means that custom icons installed in the /Icons folder will be found and used first.

That's the good news for icon freaks. The good news for people who don't care about icons at all, like those of us who exclusively use ProSel 16 or some other menu-driven program launcher to run applications and do file management, is that the easiest thing to do is just delete your /Icons folder and System 6 will run just fine without it. When you do get to the Finder desktop, the generic icons embedded in the resource fork of the Finder will be there in all their glory.

Any icon, regardless of type, has several attributes. First is the little graphic picture itself. There is also the associated filetype (and auxtype), which tells the system when to display which icon. There can also be a specified application pathname, which, if set up properly, will launch the appropriate application program when a data file's icon is double-clicked. All of these attributes can be modified with an Icon Editor program, the two most popular of which (both ShareWare, available via the TCS or from the disketeria in one of the eleven-disk set of GS icons files) are IconEd and DIcEd, which can modify icon graphics, pixel by pixel, and designate or modify filetypes/auxtypes or application pathnames for old (System 5.0.4 and prior) icons. There is also an Icon NDA some-

where out there which can capture any designated portion of a screen image to use as the basis for a new icon. An 8-bit program called Iconographer, released in beta many moons ago by Apple, is buggy and should be avoided. Icon editors are also included in some other utility collections, like Utilityworks (also ShareWare). None of these programs is currently capable of doing anything with System 6's r.icons; HyperCard GS has a sketchily (if at all) documented capability in this area, but let's leave that to the clever and the brave, shall we, and wait for some GS programming guru to come up with an IconEd equivalent for System 6 r.icons. When it happens, we in the GS SIG will have it soon!

If you want to become an icon collector, whose desktop is festooned with brilliant and illustrative 20X20 pixel jewels of icon art, there's a lot of help out there. I've already mentioned the Pi disketeria's 11-disk collection of icons and icon-related utilities and data files. Icon creators are always sharing their wares (try area 9 of the TCS, or your favorite commercial BBS), and the icon files that come with one program can always be modified and re-applied for use with other programs and files, through judicious use of an icon editor like the ones mentioned above. Yes, you can mess things up if you're not careful, to the extent of causing your trash can to mysteriously disappear, or causing certain directories to take almost forever to open (a difficulty I had for a long time, before I isolated an obscure problem with an imported and modified icon file).

The best advice I can offer by way of a Handy Hint is to find a text file somewhere in one of those Disketeria icons disks, or on line (I couldn't find this one on the TCS; could someone please upload it?), which deals with the subject of "launch icons" for the IIGS. I regret that I can't remember

the author's name (the file long ago vanished from my collection of floppy disks). This instructional text, which has been around for a few years, describes with much greater clarity a lot of the things I have addressed here, and goes into considerable detail about how to create a set of custom icons to use as a Finder-based menu of your favorite programs. These launch icons, and the small files associated with them, can all be stored in a single folder easily accessed from the Finder desktop, ready to launch applications that may be buried several layers down in your file structure. (If I can find this file, I'll make sure it finds its way into the appropriate TCS library; any reader is welcome to help out here.)

### III SIG

by Paul Campbell,  
Apple III SIG Co-Chairman

There was some conversation on the local networks about disk drives and Apples. One person was claiming that the IIGS could not use the extra speed of any disk drive faster than 28Ms access time. After a post from me stating that this was not entirely true, the person also made derogatory remarks about our SARA, which made it difficult for me to remain silent (of course!). Here is my response:

Since I happen to have both a SCSI Turbo Drive and a RAMdisk, I thought it would be interesting to run a few tests to confirm the information you apparently got from someone else. The first test was to take a large file, break out the stopwatch, and load that file from an 800k floppy which resulted in a total loading time of 47 seconds. 3.5 inch drives are relatively slow which is why I don't use mine except for backups and other

infrequent stuff.

The next test was to load the file from my D7T turbo hard drive which has an average access time of 28Ms, resulting in a time of 19.7 seconds for the same 108.5k file. This translates into 5.5076142131979695 kilobytes per second. According to the information you received, this is the maximum speed for transferring data into the computer's memory, no other device will exceed this rate because this function is directly dependent on CPU clock speed.

The third test was to load the file from the Apple III RAMdisk. This device is not SCSI, and is also limited by CPU clock speed while it transfers data bit-by-bit. The test file I used happens to be the entire CustomFont user manual including the Introduction with 11 chapters, appendix A, B, C, D, E, F, and charts. The loading time from the RAMdisk was 15.8 seconds.

I realize that you may have never seen/used an Apple III or IIGS. To give you an idea of the speed difference between one of these and an Apple compatible, the same search/replace function that takes my own Apple compatible 27.41 seconds to complete, is finished by my Apple III in LESS than 1 second (0.82 sec). Another example is a back-to-back spreadsheet sorting test between an IBM XT and an Apple III, the IBM was supposed to have the newer technology, but the times were; IBM - 11 minutes, Apple - 14 seconds.

As mentioned before, the data transfer speed of a SCSI drive is dependent upon CPU clock speed (and interface card in some cases), the Apple III can easily take advantage of access times faster than 28Ms, and the IIGS has a much faster clock speed than the III.

Me thinks you need to double check the rumors that people are spreading before making assumptions!



## Macintosh Tutorials and Seminars for July

by Keith Malkin

**A**fter the fireworks, take the time to learn a little basic Macintosh this month. Our focus is on the introductory Macintosh series and System 7. We have also rescheduled an introduction to Adobe Illustrator, a subject I've received numerous calls about. Please sign up! Call the WAP office to check the latest class schedule. Classes are often updated and new classes may be added or other schedule changes may be made. Ask for Beth Medlin at (301) 654-8060.

### Payment for Courses

The fees for most sessions (unless otherwise indicated) are fifteen dollars (\$15) for members or 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 (which can be found in this or any recent issue of the Journal at the end of this article) or by phoning your registration into 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. Occasionally, the WAP class schedule changes due to conflicts or other circumstances beyond our control. You should verify your registration and the class schedule with the WAP Office to avoid the inconvenience associated with class cancellations, etc. Please call the office at

least one (1) business day before the class date to confirm that your class will be held as scheduled. We sincerely regret any inconveniences that may arise due to scheduling changes.

### Volunteers and Instructors

We have an urgent need for volunteers to help with the Pi Training Program. Bob Morris, who has worked tirelessly on your behalf, deserves the appreciation of every Pi member. Bob has recruited teachers and trainers, scheduled and coordinated classes, worked with the office, SIGs, and Slices to avoid scheduling conflicts, and filled in as a teacher during emergencies. Bob needs more time for his family and other aspects of his real life and must depart as the Training Coordinator. We need your help to build and expend this program. We must have volunteers to assist in scheduling, coordinating, and promoting WAP Tutorials! The time commitment is really very small and the rewards are great. Call me at (703) 503-8591.

If you have expertise in any area of Macintosh or Apple computing, your fellow users and WAP members need you. We are always looking for knowledgeable, enthusiastic instructors. If you are an experienced Apple or Mac user who feels competent in teaching a particular software package, or any subject relating to Macintosh or Apple series computers, please call me at (703) 503-8591. (Bear in mind that instructors are compensated for their

time, effort, and expense.)

**Macintosh Tutorials and Seminars Note:** *the Introduction to Macintosh series this month is primarily oriented to users of System 7, but we will be offering the System 6 version next month and alternating for a limited time thereafter. We will also continue to offer additional courses on converting to and using System 7.*

**Introduction to Macintosh, Part I (Course # M10792).** 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 each of the components of your Macintosh, both hardware and software. You'll discover the System, Desktop, Icons, Active Window, and how they all work. You'll also investigate the components of the Control Panel.

**Materials Required:** Your Macintosh, hard disk drive, startup disk, and an unformatted disk.

**Course Date:** Monday, July 13, 1992, 7pm-10pm.

**Introduction to Macintosh, Part II (Course # M20792).** This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware

and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key ( ) equivalents (keyboard shortcuts for Menu Bar commands).

**Materials Required:** Your Macintosh, hard disk drive, startup disk, and an unformatted disk.

**Course Date:** Monday, July 20, 1992, 7pm-10pm

**Introduction to Macintosh, Part III (Course # M30792).** 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 the System software you are using, updating your system files, aliases and inter-application communication, managing fonts and other resources in System 7, memory management, and the various RAM configurations possible with each Macintosh model.

**Materials Required:** Your Macintosh, hard disk drive, startup disk, and an unformatted disk.

**Course Date:** Monday, July 27 1992, 7pm-10pm.

**Intro to Adobe Illustrator (Course #ADIL10792).** An introduction to the features of Illustrator, the powerful PostScript illustration program, for new and beginning users. Taught by a working graphic artist and corporate communicator, this class is designed for illustrators, graphic artists and designers, desktop publishers, and others who wish to use Illustrator as a powerful visual communications tool.

**Materials Suggested:** Your

Macintosh, hard drive, startup disk, and a copy of Adobe Illustrator, version 2 or 3.

**Course Date:** Saturday, July 11, 1992, 9am-12noon.

#### Other Educational Opportunities

We are still surveying local colleges and universities on offerings of interest to WAP members. Meanwhile, I can offer these two suggestions: Northern Virginia Community College offers an undergraduate (Associate degree in Applied Science) program in Communication Design and a Computer-aided Graphic Design specialization at its Alexandria (3001 North Beauregard Street, Alexandria, VA 22311, (703) 845-6301) and Loudon (1000 Harry Flood Byrd Highway, Sterling, VA 22170, (703) 450-2571) campuses. At the Loudon campus, the basic classes, Computer Graphics I and II, make extensive use of the Macintosh platform, page makeup, illustration, and digital painting software. Students this year made use of Macintosh SE's and software including *HyperCard*, *Microsoft Word*, *Aldus PageMaker*, *SuperPaint*, and *Freehand*, *Claris MacDraw Pro*, desktop scanners, and laser printers to learn basic Mac skills and solve real world design problems. The issues relevant to Macintosh pre-press and concerning final printed pieces, service bureaus, and printers were discussed. By the end of the year, a new Mac lab with Macintosh IIx-based color workstations should be open. Continuing education seminars on Quark Xpress are also regularly offered at the Loudon location. Tuition and fees are based on Virginia residency for undergraduate courses; continuing and community education seminars have different fees and policies. For more information or an appointment, call the counselling department at NOVA-Loudon by calling (703) 450-2571. (More details on the Alexandria campus in next month's Journal.) The University of Maryland, College Park and Montgomery College offer Mac training

ing in the Graphic Design major. For aspiring filmmakers, the American University has regular and summer offerings of interest to Mac users.

- The AFI-Apple Computer Center for Film and Videomakers. For course descriptions and mailings from the center, which is 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. Non-linear editing is the hot, new concept of the day in creative media and knowing the Avid might be your ticket to the bright lights, if you are so inclined. Find out more by calling Avid at (617) 221-6789. (Avid did offer introductory courses in New York in the first part of last 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 fairly sure that accommodations were extra at that price.)

- The Corcoran School of Art has a series of Macintosh graphics courses on color computing, design, illustration and electronic pre-press at its Georgetown campus. Fees are approximately \$300-600 per five 8-week course. For information and mailings call (202) 628-9484.

- The Eastman Kodak Center for Creative Imaging in bucolic Camden, Maine offers pricey training on the latest, state-of-the-art Macintosh-based imaging and pre-press systems. 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 Ave., 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 producers, and animators. For information call (213) 462-1987, then #\*.

- Dynamic Graphics Educational Foundation (DGEF) are the "Step-by-Step



Graphics" people. Graphic designers and art directors know them for their "Clipper" traditional and electronic clip art services and their periodicals, Step-by-Step Graphics and Step-by-Step Elec-

tronic Design. Insiders also know that DGEF offers excellent seminars on desktop design and electronic pre-press with the Macintosh at locations around the country. Prices are in the \$300-900 range.

Call DGEF at (800) 255-8800. Read the Journal pages carefully for other training opportunities, especially those coordinated by the various Pi SIG's and Slices.

Washington Apple Pi Tutorial Registration Form		Washington Apple Pi 7910 Woodmont Ave., Su. 910 Bethesda, Maryland 20814 301-654-8060
Basic Information	Course Numbers	
Name _____	<i>Please fill in the course number of the class(es) that you wish to attend.</i>  Class #1 _____ Class #2 _____ Class #3 _____ Class #4 _____ Class #5 _____ Class #6 _____	
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 _____		
Can you bring your own computer to the class? <input type="checkbox"/> Yes <input type="checkbox"/> No		
WAP Form #CL006 (mod. 7/90) Mail registration and payment to the above address.		



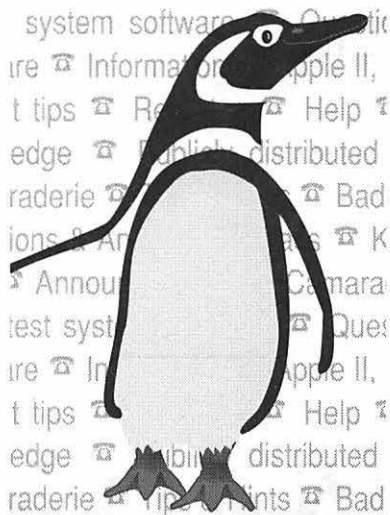
# How the TCS Works: Part 1: An Overview

by The Crew

The TeleCommunications System (TCS) is one of the oldest and most popular electronic bulletin boards in the country. Operating continuously since 1984, the system allows Pi members to exchange information, opinion and expertise 24 hours a day, every day, using nothing more than a computer, a modem and a telecommunications software package. Several hundred calls are received every day as members exchange ideas, insights, and bad puns on topics ranging from world events to how to use a piece of hardware or software.

The primary purpose of the TCS is to educate users in the use of computers and computer telecommunications. In addition, it encourages a community spirit through interactive participation. An additional feature is the File Transfer Area, where Public Domain, FreeWare, ShareWare and Apple system software can be obtained.

The TCS is a wonderful place to meet other WAP members, exchange information, and engage in stimulating discussions on almost any subject. The TCS is a valuable resource that can be used to obtain specific information concerning Apple computers, through the knowledge and insight of others.

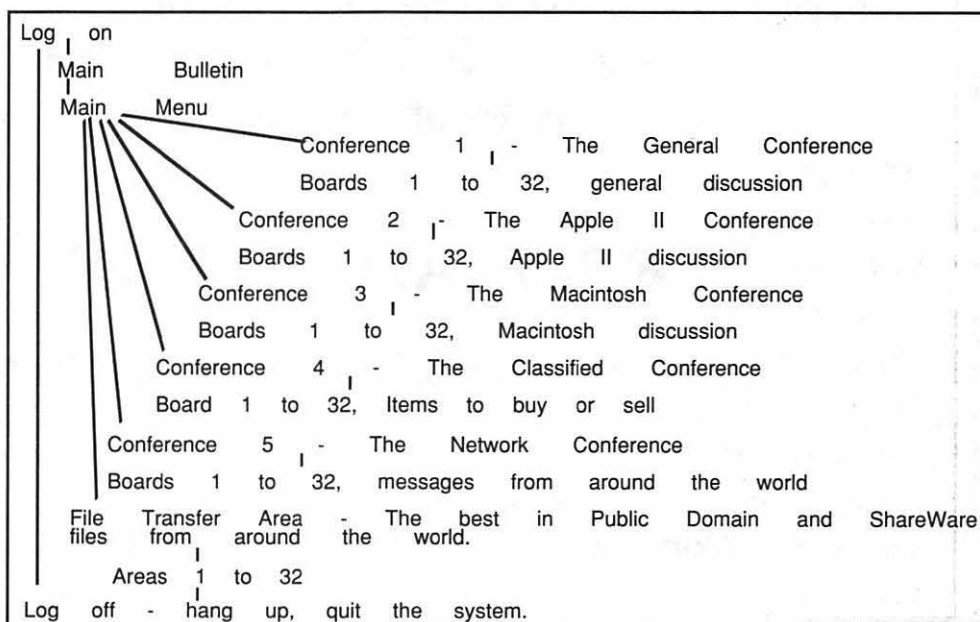


## The Five Conferences

1. The General Conference. This conference contains general interest boards about such diverse topics as WAP activities and policies, politics, sports, genealogy, computer music, investment strategies, science and technology, hobbies and models, cycling, and more. You will find the TCS Comments and Suggestions Board on this Conference, which is the most appropriate place to post any TCS-related questions.

2. The Apple II Conference. This conference is devoted to discussing any subject that relates to the Apple II computer, from the Apple II+ all the way up to the newest Apple IIGS.

3. The Macintosh Conference. This conference is the place to discuss



any Macintosh related subject. You will find boards dealing with Mac hardware, software, peripherals, etc.

4. **The Classified Conference.** This is the place to post those items that you would like to buy or sell. There are even boards for automobiles, household items, employment offerings, and a special board for commercial announcements.

5. **The Network Conference.** This conference contains messages from a few of the various national networks. There are many interesting discussions, and you will learn more about your computer here.

### File Transfer Area

Now, the best part, the File Transfer area. This area is subdivided into 32 software libraries, by computer type. You will find libraries of Apple II and Macintosh Public Domain, FreeWare, and ShareWare software. Are you looking for a new game, or a special font? A disk utility or new telecomm program? Would you believe there's even an application to synchronize your computer's clock with the clock at the Bureau of Standards? The File Transfer area is always interesting; you never know what you will find there.

Downloading can be intimidating

at first, and there are few things you will need to take full advantage of the files on the TCS. A special Essentials section in the File Transfer Area contains programs for unpacking archive files, plus other goodies to make using the TCS easier. Downloading is covered in more detail in the "How To Use The File Transfer System" section which will be covered later in this series. As always, the TCS Committee will be happy to answer any questions about using the TCS, or downloading on the TCS Comments and Suggestions Board on Conference 1. Remember our motto: "In case of doubt, try it."

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# Artists on exhibit

by Ann Aiken

## Part 1 of 2

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

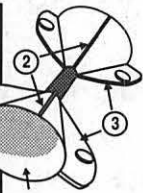
**Artist info:** Our guest artist this month is Bruce MacKechnie. Bruce started his career with a degree in Advertising from Virginia Commonwealth University in Richmond, Virginia. He spent 13 years with Creative Technologies, a computer graphics firm. He was the Art Director in the

making a drawing from the photo and using ScanMan to get it in the computer. I then converted the image through Streamline to get an object-oriented image which could be manipulated. I filled the arrows with white and then filled each area of the body with the same percentage screen as the box that represented the water. You have to go in and select each area, making sure that it's a closed shape so it will fill up. The drawing of the SpaBell itself

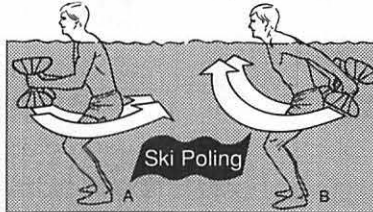
were a wide heavy line weight with rounded end caps. The figure was done one-half at a time and then cloned and reflected. The patterned triangle was drawn first with a single fill and then I randomly drew the white lines inside with the freehand tool. I created the wave shape, duplicated it and moved it into position below the original wave form. Then I used the knife tool to cut out the duplicate in two spots and deleted the part that extended outside the triangle background. I closed the shadow shape by adding a line between the two new end points, then selected the new line and the wavy line and (under the Elements menu) joined them using the Join Elements command. After that, I filled the drop shadow with black. Next I wanted to subdue the white lines as they passed through the shadow area. To do this I again used the knife tool to cut each white line in two spots to create a tiny line segment that I made a 40% gray value instead of white.

"For the T-shirt art all the elements were done using the drawing

The SpaBell has three main areas of resistance:  
 1) the FUNNELS  
 2) the SMALL set of vanes  
 3) the LARGE set of vanes



**Ski Poling** is a great upper body exercise that uses the funnels for resistance. Stand in chest deep water, holding the SpaBells so the large vanes are vertical when they pass by the hips. Simultaneously pull both arms backward, then swing arms forward, keeping a slight bend in the elbows throughout. Do 10-15 reps.



conventional art department which interfaced with the computer department. He left a few years ago to start Nuvo Sport, a company set up to manufacture and market his own patented invention called SpaBell Total Fitness System, which is used for aquatic exercise.

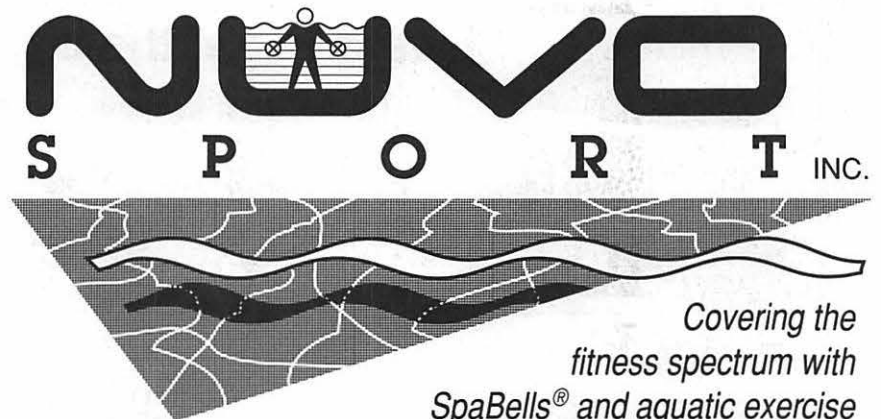
**Tools:** Mac IICx, Aldus Freehand 3.0, ScanMan, and Adobe Streamline.

**Techniques:** "I used the Mac to produce everything for my business that can be printed or reproduced, such as flyers, ads, price sheets, logos, decals, T-shirt designs, and package designs. Most of these examples were produced directly on the computer in Freehand without any scanning.

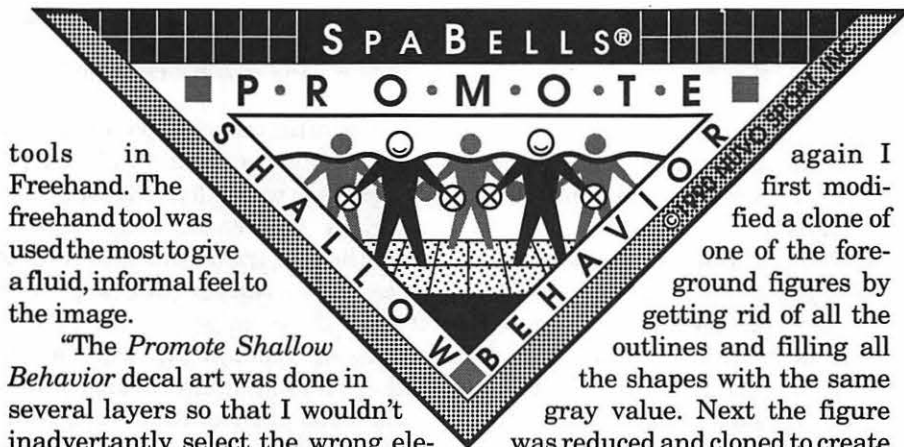
"The H<sub>2</sub>O Workout Sample is an example of taking a photograph,

was done straight on the computer using the oval and combination tool in Freehand.

"The Nuvo Sport logotype was created using the Freehand tools. I used the corner, curve and connector tools to make the letters NUVO which



Covering the fitness spectrum with SpaBells® and aquatic exercise



tools in Freehand. The freehand tool was used the most to give a fluid, informal feel to the image.

"The *Promote Shallow Behavior* decal art was done in several layers so that I wouldn't inadvertently select the wrong element. I cloned the figure and moved it to the right for the foreground figures. Before cloning the figures

again I first modified a clone of one of the foreground figures by getting rid of all the outlines and filling all the shapes with the same gray value. Next the figure was reduced and cloned to create the background row of aquatic exercisers.

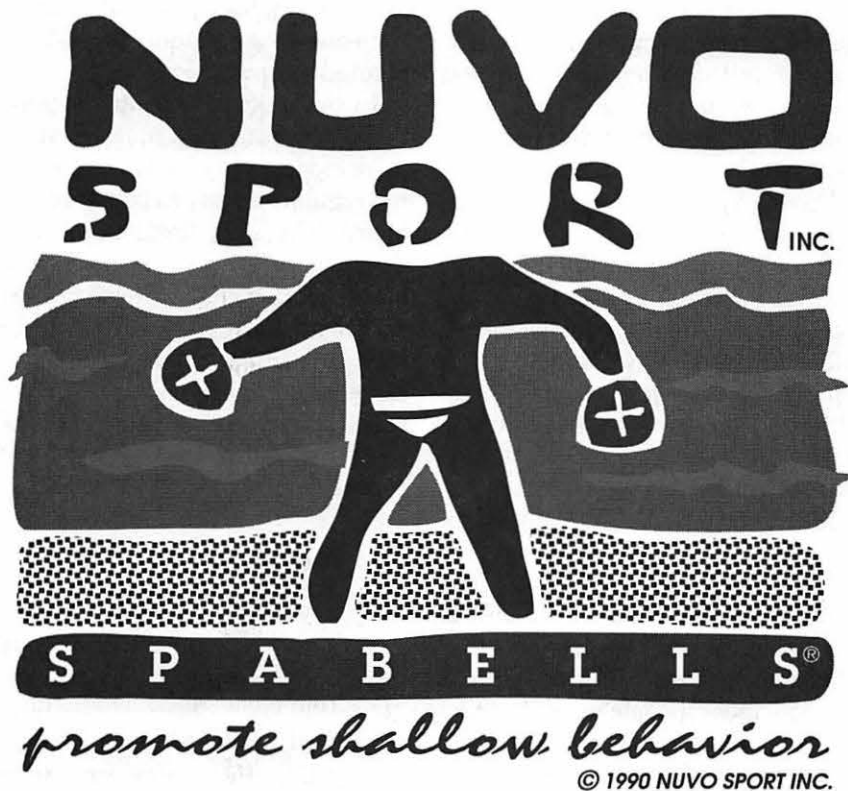
"The *Make Waves, Make Muscles*

art was also created in Freehand. I first created an arc (taken from a circle) which was used as the baseline for the curved type. Then, I set the type, selected it and the circle segment, and under the Element menu used Join Elements. This called fit-



ting type to a path When you join text to a path, the path disappears."

(to be continued....)



To submit art by mail, send a copy on disk and a hard copy to:

**Ann Aiken**  
9212 Cedarcrest Drive  
Bethesda, MD 20814

To submit art by modem to the TCS, dial (301) 986-8085. At the Main Menu select (F) for File Transfer Area. Then choose area 24 for Journal Submissions, and upload.

# Netiquette: The Gentle Art of Network Etiquette

by Debbie Hoyt

Because the Journal will offer various articles in the next few months on electronic bulletin boards and the mysteries of how they work and how to use them, this is a perfect time to introduce the topic of network etiquette or netiquette. For most folks getting on a network is a fun and enjoyable experience in which they are able to exchange ideas, information, tips and even jokes with one another. It is a splendid way for those of us who spend entirely too much of our time, either by choice or necessity, in front of a computer screen to socialize with others who are likely in the same position. Unfortunately, there are some who feel emboldened by the visual anonymity of the medium to vent their spleens when they are on an electronic bulletin board. This is not a new or recent trend; however, such behavior is unnecessary and rude.

In the remainder of this article, I shall discuss some of the do's and don'ts of network etiquette. It's important to remember that many bulletin boards are run by volunteers. The people who splice together, run, control, manage, and oversee these bulletin boards do not get paid for their efforts. They are devoting their free time to making the free time that the rest of us spend online enjoyable. The first "do" of BBS etiquette will be to cooperate with the SysOp of any and all boards and conferences that you log onto. It's his responsibility to help maintain a cordial, productive

atmosphere on his board, and, in order to accomplish this, he must have everyone's willingness to make it happen.

Do maintain a professional manner. This would include such things as limiting your topic range on a specific board to that for which it is intended, being civil and courteous to other persons online, and following the SysOps direction. It does not include cursing, name calling, slander or libelous remarks. An electronic bulletin board is often a family board. There may be young ones who are able to tie in. A bulletin board is no place for crude or crass sexual innuendo or jesting. Remember, if you wouldn't want your eight-year-old to read or be exposed to something, then don't post it.

Having a professional manner as a computer user would also include refraining from posting illegal or private information (i.e., access codes, credit card numbers, software piracy information, etc.). Not only can this type of behavior get you in trouble with the law, but it also reflects badly on the entire membership of the bulletin board to which you belong.

Most importantly, do have fun. The purpose of a bulletin board is to help facilitate the exchange of ideas and information and to enable its members to socialize with each other without ever having met. It's a great place to "meet" people from all walks of life who have as a common interest: the love of their computers. At

the end of this article, I have included a copy of the Unofficial Smilie Dictionary which was uploaded to the WAP BBS by Lawrence Charters some months ago from Internet. "Smilie faces" are symbols that help us to convey the emotion that we are feeling as we communicate with one another on a bulletin board. You may find some of them funny and some rather left of center, but they each convey a certain feeling that the user can employ to help his readers understand what he's trying to express. This can be important because we are often unable to completely access someone else's intent through his printed message alone.

I would like to take this opportunity to encourage as many of you as have modems to join those of us who are regulars on an electronic bulletin board. The next few issues of the Journal are going to feature a series of articles designed to help you learn how to navigate your way around an electronic bulletin board and how to take advantage of the many friendships that you can make and the wonderful files that are there to choose from. Come, join the fun!

## The Unofficial Smilie Dictionary

Source: Internet

:-) Your basic smilie. This smilie is used to inflect a sarcastic or joking statement since we can't







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## Fiscal Year 92/93 Election Results

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Washington Apple Pi concluded its election of officers and directors for the 1992/93 fiscal year on May 31, 1992. By the deadline, 943 ballots were received from the world-wide membership. Of those 943, 17 were invalidated because they lacked a WAP membership number on the outer envelope, leaving 926 to be counted.

The Election Committee and volunteers tallied the ballots on two different computer systems, a specially designed HyperCard program for the Macintosh and an AppleWorks database program running on an Apple IIGS. The preliminary results are as follows:

### **President**

Lorin Evans

### **Vice Presidents**

#### **Macintosh**

Bob Shaffer

#### **Apple II**

Ken DeVito

### **Secretary**

Dana Schwartz

### **Treasurer**

Charles Froelich

### **Directors at Large (10)**

Tom Witte

Jon Hardis

Dave Weikert

Manny DeVera

Lee Raesly

Tom Vier

Bill Wydro

Bill Campbell

Bernie Urban

Guy Durant

The Election Committee would like to thank all the volunteers who assisted, for without their support this considerable undertaking would not have been completed successfully.

Grace Gallager, Chairperson  
Neil Laubenthal  
Harry Erwin

# Preventative Maintenance for Your Apple Equipment

by: Lorin Evans

Whether you are a Mac or Apple operator, your dot matrix printer is one of the tools you use to create a hard copy of your work. Its components clank about inside the case along dirty rails, pushing little pins through dried out ink trying to reproduce your work faithfully. Little guidance is provided by manufacturers concerning preventative maintenance of your printer. This tutorial is designed to redress that oversight.

Following the printer maintenance routine is one for people who operate 5.25" disk drives. While the text is keyed to the Apple Disk II drive, most of it is applicable to generic brands as well.

If you are uncomfortable doing any portion of this, help is available on Conference 2 of the TCS or the WAP Hotline in the Journal. It is possible, for example, to damage the printhead card. The usual caveats concerning your responsibility for the work you perform apply here. If you undertake any of these maintenance routines, you do so at your own risk; Washington Apple Pi is not responsible for the outcome.

## Apple DMP or ImageWriter I & II Tuneup

### Tools Required

- foam swabs
- isopropyl alcohol
- WD-40 or equivalent
- small Phillips head screwdriver

- paper towels
- LaBell lightweight oil

• **Disassemble**—First shut off the power. Remove any paper, the two cover panels, and the print ribbon. Now remove the print head. [ImageWriter I: there are two metal hooks that swing out from each side of the print head.] On the ImageWriter II there is a white plastic clip that must be **gently** pressed to the right. **At the same time**, raise the print head straight up with a side-to-side rocking motion. The part of the print head that you can see is attached to a card below it that plugs into a socket. **Do not use force!!!**

• **Clean Printhead**—Do not attempt to disassemble the printhead. [ImageWriter I: with the head out, remove the stainless steel shield by removing the screw on the bottom of the print head. Set them aside.] Take WD-40 or equivalent spray and squirt both the face of the print head and underneath in the open channel you will find there. Lay the print head face down on two or three layers of paper towels. What should begin to happen is old dried print ink will dissolve and flow off both the face and the rear of the print pins. You are lubricating the pins where they pass through the head and removing dried ink. Repeat this several times until the spray comes out clear. Use the swab

when wiping the face of the head. Gentle, gentle! Set this assembly aside while the spray works.

• **Clean Platen/Rollers**—Take one or two towels and moisten with isopropyl alcohol. Wipe the platen (the black roller) with the paper lever in the lower position. Turn the platen so that all of it is wet. A black residue should come off along with ink from where the print head printed on the platen. After several wipes, switch to a dry towel and rub until essentially dry. Now remove any lint or fuzz on the chrome rail(s) inside the printer. Take the lightweight oil and drip some on the rail(s). Then slide the ribbon carriage back and forth to provide an even coating of lubricant on the rail(s). [ImageWriter I: place several drops of fresh oil on the felt washer in the center of the ribbon carriage.] Now clean out the lint and fuzz in the rear of the printer where the tractor feed mechanicals reside. Wipe the square rails with isopropyl alcohol so that the tractor feed wheels slide easily side to side. Some folks like to lubricate those square rails as well to ease sliding. Now take a plain piece of paper and inset it into the printer as if you were going to print a document. You want it to absorb any residual alcohol on the bottom pinch rollers. Roll it through and discard.

- **Reassemble**—Check the condition of the print head. Spray it again to make sure only clear fluid is running out of it. Wipe the face and reinsert into the guide card slot. [ImageWriter I: first reinstall the shield after you have cleaned it.] On an ImageWriter II, align the guide card above its slot. Then apply a **very gentle** forward pressure pushing the head towards the platen and down into the slot. If in doubt, remove the head and start over again. That approach is cheaper than a new print head! [ImageWriter I: close both locking hooks.] With the head reinstalled, replace the print ribbon, insert paper, realign the paper against the pin feed marker, set the lever to pin feed, and reinstall the two covers.
- **Test**—To test your newly cleaned head, hold down the 'form feed' button and simultaneously turn on your printer. This will cause the 'self test' to run which will remove any remaining spray on the pins and reassure you that you have proper pin action. Shut the printer off, remove and discard the test paper. You will have done your print head a favor and will be rewarded with clearer printing after this is done.

## Apple Disk ][ Drive Tuneup

### Tools Required

- isopropyl alcohol (90+% by volume)
- foam swabs (NOT cotton tip style)
- thin blade slot screwdriver
- Copy II+ or equivalent
- blank disk

The items to clean inside a Disk ][ are the read/write head, head load button (pressure pad), and head carriage rails. If during the drive speed test you find a large variation in

speed, there are two additional items under the drive that can be cleaned as well.

- **Remove the Cover**—With the power off to your computer, turn the Disk ][ drive over and remove the four screws that secure the cover. Slide the case backwards off the chassis.
- **Remove Analog Card**—Gently remove the read/write head plug from the right front of the card. Remove the motor connector from the center rear of the card. Now, note the orientation of the flat ribbon cable on the left side. If all gray, note whether the red stripe is on the left or right; if rainbow-colored, note which way the cable curves as it comes off the connector. (You need to know this so in order to orient the cable correctly when reinstalling it.) Now gently remove the ribbon cable plug from the left rear of the card. Remove the two screws at the front of the analog card. Slide the card forward past the retaining slots in the rear and lift the card out of the drive. Now lay the card on a foam pad or piece of cardboard and gently press the socketed chips into their sockets. Over time they sometimes creep out which can cause erratic operations. On some machines, you will see a metal shield that straddles the collet hub frame. It will pop off. Note which way it comes off; you want to reinstall it when you are finished.
- **Clean It**—Take a foam swab and dip it in isopropyl alcohol. Clean the head load button [the small round pad of white felt found in the spring-loaded black arm mounted above the read/write head. Next clean the head. Finally clean all around the entire length of each guide rail. You can manually slide

the guide carriage back and forth to gain access to all of each rail. Now take a look at the head load button (pressure pad). If worn, it will look somewhat like a cylinder skewed to the right—replace it. Check with a dealer first to be sure they have the part. The button snaps in and out of its holder.

- **Speed Check**—When all is done, reassemble, but leave the cover off. It is time for a drive speed check. **Keep in mind** that if you change the speed significantly, disks that were recorded at the old speed may not want to boot at the new one. If the test shows the speed out of spec, adjust one of your drives to Apple specs and copy any disks made on the out-of-spec drive from that drive to the spec drive. Be sure the isopropyl alcohol has evaporated or you will end up with a wet disk. Boot a program that has a drive speed check routine (such as Copy II Plus or EDD). Follow its instructions. The speed control is located on the motor control board on the rear of the chassis. The speed control, which is located on the vertical circuit board, is a small wirewound resistor with a slotted screwdriver adjustment protruding from one side. **Do not touch the trim pots on the analog card!!!** The speed is controlled by turning the trim pot on the motor control board. Move the screw in small increments and wait for the speed to settle down before making another change. If the plus or minus is considerable, it can sometimes be reduced by cleaning the pulley and drive belt (located under the chassis) with isopropyl.
- **Reassemble**—When you are finished, reassemble and you are ready for many more hours of successful use.

# Washington Apple Pi July General Meeting

July 25, 1992 • 9:00am • Theater & Cultural Center of the Annandale Campus of Northern VA Community College • 8333 Little River Turnpike • Annandale, Virginia •

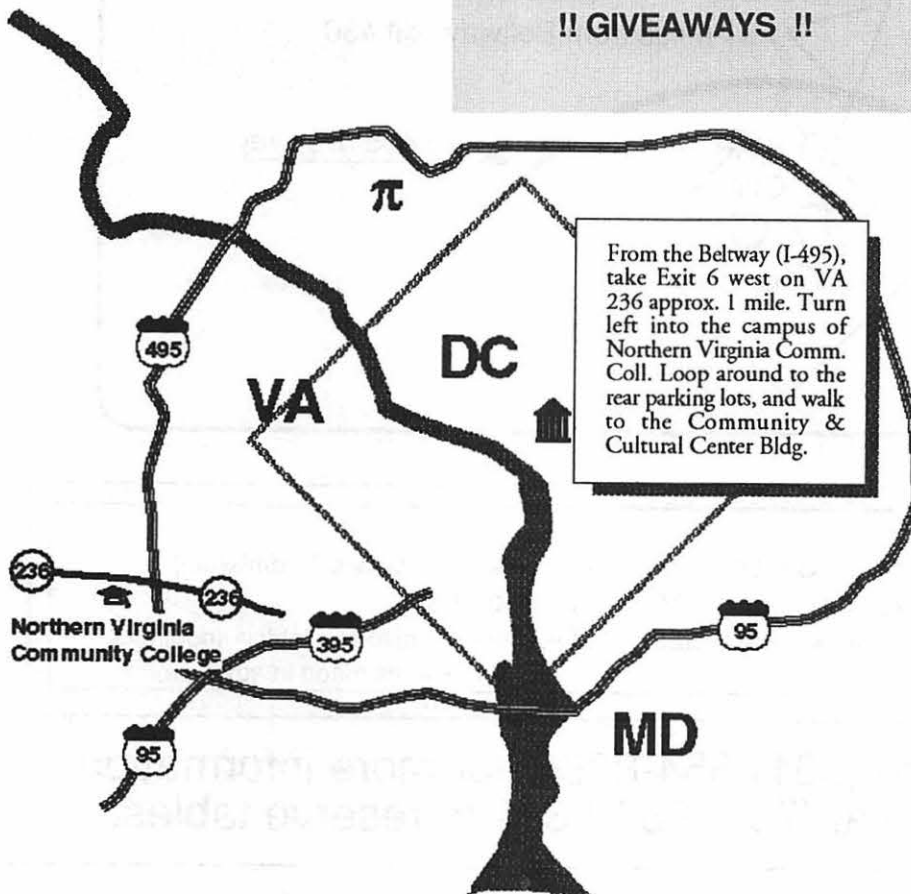
## Macintosh

To be announced.

**New Product and Upgrade Demonstrations**  
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**Product Reviews and Comments**  
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**Question & Answer Sessions**  
**!! GIVEAWAYS !!**

## Apple

This will be a Q&A session followed by a New User Introduction/Seasoned User Refresher. We will also ask for topics/suggestions/etc., about what the members want to see/hear/etc., in the Apple II area for the upcoming year so that we can set up/modify our Annual Plan for Apple II meeting topics). Please join us.



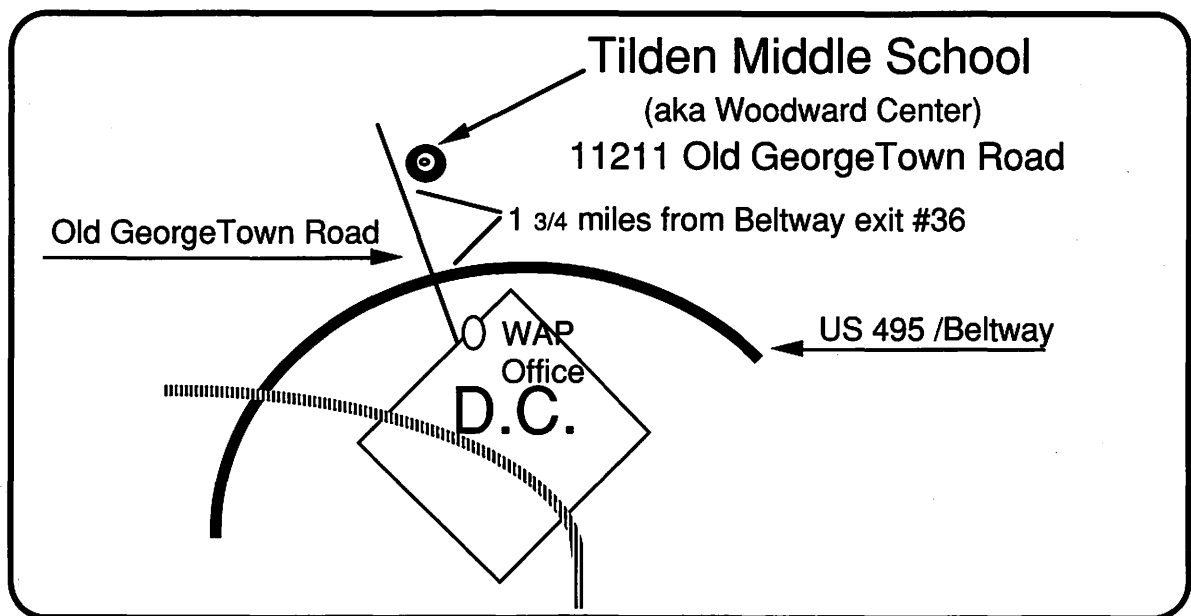
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# Making the Best of Both Possible Worlds: Revisited

by Felix Chayes

In the April '92 issue of the Washington Apple Pi Journal (pp 34-37), I described a procedure for establishing two-way communication between a HyperCard stack and an external program written in a language other than HyperTalk, so that the stack could pass the contents of specified card fields to the program as input, and insert output from the program into appropriate fields of the card. I suggested this was perhaps the simplest way in which one could take advantage of Macintosh I/O for existing non-Macintosh programs. And I still think that it is—except that, alas, in spite of sterling performance under System 6, it doesn't work under System 7.0!

The interested reader will recall that the procedure utilizes HyperCard's facility for creating, writing to, and reading from an external file. Once the data are written to the file, a HyperTalk command opens the external program, which reads the data from the file, performs the calculation, and exports the results back to the file, overwriting the data. HyperCard then reads the contents of the rewritten file into its own internal buffer and transfers them to the proper fields of the current card. The key sequence in the stack script consists of three lines, viz:

```
writeToExternalFile  
open <application>  
readFromExternalFile
```

The first and third lines are the names of HyperTalk handlers and

the second line is a HyperTalk command. An "open file <filename>" command sits at the beginning and a "close file <filename>" sits at the end of each handler. Analogous open- and close-file commands in the relevant language are similarly situated in the source program of the external application. Under System 6, this hybrid of script and external application performs flawlessly.

Under System 7, however, the application terminates in error after displaying a message reporting that the file cannot be opened because it is already open with "write permission." HyperCard then resumes control, as it should after termination of the application and proceeds to import the data it has just exported, storing it in what may be a messy fashion if there are differences between input and output formats, in the card fields reserved for the result it mistakenly presumes the external program received no input from the file, presumably for the reason stated in the error message. Obviously there is some minor incompatibility in the file handling procedures of HyperCard 2.1, Language Systems Fortran 3.0, and Macintosh System 7.0. What it may be I have no idea, but I do not think that end users should be required to concern themselves with such arcane matters.

Curiously, the difficulty vanishes if, instead of being incorporated in the stack script, the three lines are passed to HyperCard in order, one at

a time, from the keyboard, via the message box. The handlers of the stack script then operate exactly as they do under System 6 and give exactly the same answers. Note that the HyperTalk "close file <filename>" commands are still issued from within the stack script—only the names of the handlers in which they occur are entered via the message box. Interesting and revealing as it may be to the systems programmer, this dodge is hardly a satisfactory resolution of the problem because it requires the operator to enter three lines of input from the console in each cycle of an execution, slowing things down enormously.

A practical but rather disappointing work-around is to precede the "open <application>" command by the HyperCard system message "suspend" and follow it by the system message "resume." This reestablishes the two-way flow of information without operator intervention, but on an SE/30 it also increases the average time required for the particular transformation of coordinates used as a test problem by nearly 50%. Its effect on performance of other hardware would probably be comparable.

Under System 6 the "suspend-resume" messages were unnecessary even though one was cautioned that the system itself did not issue them if MultiFinder was on. Whether or not the system did, I know that my script didn't, yet it worked smoothly under MultiFinder. If ground is not to be



lost in moving this type of operation from System 6 to System 7, either the requirement for the "suspend-resume" packaging of the "open <application>" command should be eliminated or, if that is not possible, its disastrous effect on efficiency should be materially reduced and documentation of the "open <application>" command should clearly state that it is necessary. (But

is it? In this connection, a final ultra-mystery. From the text of the error message, and the fact that the external program do not read the file—in fact, can not even open it—one would surely guess that the system was failing to issue the "suspend" message when it was lacking in the script. Actually, however, only the "resume" message need—and must—be included there! As the old mapmakers used to

inscribe on certain perilous regions of their ocean charts, "Here be demons"!

I am sure readers who tried the proposed HyperCard procedure for grafting a Macintosh front end onto an existing program under System 6 did not experience the difficulty reported here. My apologies to those who tried it under System 7.0!

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## Notes on the Mac: Prices Cut

by Paul Schlosser

**A**pple recently reduced the suggested list price of the PowerBook 100 and 140, and began offering new configurations of the popular laptop computers. The price of the PowerBook 100 (2/20) was reduced 27%, from \$1,999 to \$1,499. The Powerbook 140 (2/40) was cut 15%, from \$3,199 to \$2,699. In response to market demands, Apple now offers the 140 and 170 with 80 MB hard drives, and for the first time sells the 170 without the built-in fax modem. Many users had been complaining about the inadequate send-only 2400 bps fax modem, saying it was not powerful enough for the top of the line model 170. Several third-party manufacturers now offer faster, more powerful fax modems for the PB 170.

### PowerBook Floppy Drive Problems

Apple has begun shipping PowerBook 140's and 170's with a new, revised floppy drive mechanism. The new "Rev B" drive fixes the problem that older PowerBooks had reading disks formatted by disk-duplicating machines. The new drive was jointly developed by Apple and Sony. Current 140 and 170 owners are eligible for a free replacement drive under the terms of their one year warranty.

### PowerBook Repair Program Modified

Apple recently announced that

PowerBook owners will still be able to get assistance from the repair hot line, even after their original warranty has expired. Hot line technicians will continue to answer questions for Powerbook owners, and arrange for malfunctioning units to be returned to Apple for repair work. Callers will be given two estimates for repair work, one through Apple, and one for authorized dealers. You can call the PowerBook repair hot line at 800-767-2775.

### Quadra 950 Now Shipping

After only seven months, the Quadra 900 has been retired, replaced by the model 950. The Quadra 950 performs about 30% faster than the older model and is being sold for the same suggested list price. "With the introduction of the Macintosh Quadra line last fall, we took a significant step towards fulfilling the needs of customers with complex computing requirements," said Fred Forsyth, senior vice president and general manager of the Macintosh Hardware Division. "The new Macintosh Quadra 950 offers even higher performance and functionality, yet retains all the ease-of-use features Macintosh customers have come to expect." The 950 features a 33 MHz 68040 processor, compared to the 25 MHz model 900, and comes standard with 8 MB of RAM. The 950 has several other enhancements, including support for 19" monitors, more bit depth on larger displays, faster

video RAM circuitry, and faster input/output processing for the built-in Ethernet. Priced at \$7,199, the Quadra 950 is available now. Quadra 900 owners can upgrade to the 950 for \$1,500 until December 28th, \$3,000 thereafter. Apple also reduced the suggested list price of the Quadra 700 an average of 7%, depending on the configuration.

### New System Software Enhancements

You may remember my recent article detailing Apple's plans to begin selling future operating system enhancements, rather than free distribution through user groups, online services and authorized dealers. We're seeing the implementation of this new policy, as Apple announced the availability of two new products; Macintosh PC Exchange, and the QuickTime Starter Kit. "The wide availability of software products such as Macintosh PC Exchange and the QuickTime Starter Kit is just the beginning of Apple offering customers a convenient opportunity to buy software extensions that meet specific needs," said Charlie Oppenheimer, director of marketing for the Macintosh Software Architecture Division. "Customers can expect easy access to a steady stream of system-software products that add even more value to their Macintosh computers." These new products will be available for purchasing through Apple authorized dealers and a new



distribution channel managed by Ingram Micro.

Macintosh PC Exchange enables System 7-SuperDrive equipped computers to easily read, write and format PC-compatible disks. Files on the PC compatible disk appear on the Macintosh screen as standard Mac documents, and can be opened, saved, renamed, moved, copied or deleted just as with any Macintosh document. You can configure PCExchange to automatically launch a Mac application when double-clicking on a file created by a DOS or Windows application. The suggested list price of Macintosh PC Exchange is \$79.

The QuickTime Starter Kit is the fastest way to get started using sound, video and animation on a Macintosh. When used with QuickTime compatible applications, users may cut, copy and past QuickTime movies into documents as they do now with text and graphics. Four utilities are included in the starter kit. Movie Player enables you to play QuickTime movies; Picture Compressor compresses still images to a fraction of their original size; Movie Converter converts existing graphics into movies; Movie Recorder, along with a video digitizer card, allows the Mac owner to capture video movies. The \$169 QuickTime Starter Kit also includes a CD-ROM containing over 400 MB of video clips, animation and high-quality still images.

Purchasers of these two new products are eligible for one full year of toll-free support through Apple.

### New Diagnostic Software

Maxa Corporation has announced new diagnostic software that will enable Macintosh owners to find the source of hardware failures. The new product, Snooper, runs on all Mac models, performs 60 component tests, logs errors and prints the test results. A plug-in board is also available to identify problems when the

system will not boot. Snooper offers tests for hard disk drives, random access memory, video circuitry and SCSI problems. The application can not only identify a bad RAM chip, but can determine which RAM chip or SIMM needs replacement. The plug-in board allows testing the power supply, ADB port, system clock, modem and printer ports. Call Maxa for details at 415-957-5999.

### Odd's 'n Ends...

- Version 7.1 of the Mac operating system is due out this fall, and will include the bug fixes contained in the recently released Tune-Up version 1.1.1. An exciting feature of 7.1 will be the new Fonts folder. Fonts will not be stored in the system suitcase. Users will add bit-mapped, TrueType and PostScript Type 1 fonts to a new Fonts folder placed within the System folder. Version 7.1 will also automatically resolve font ID conflicts.

- Over 200,000 PowerBooks have been sold since the introduction of the popular laptop computers.

- The Mac IIfx has been removed from the official Apple price list. One reseller estimates that Apple sold approximately 150,000 fx's over the course of the last 25 months.

- After a financially disappointing 1991, hard drive manufacturers are reporting increased profits for 1992. Seagate, Conner and SyQuest are all reporting increased sales during early 1992.

- Beagle Bros. has once again begun shipping their integrated software package, BeagleWorks. Sales were halted after early purchasers reported numerous bugs in the \$299 package. Version 1.0.1, available now, features bug fixes, improved speed and lower memory requirements. This upgrade is free of charge to registered owners. Contact Beagle Bros. at 619-452-5500.

- SyQuest Technology is working a new 3.5", 105 MB removable drive.

Pricing, and a release date, have not been announced.

- The Washington Apple Pi TeleCommunications System (TCS) is one of the oldest and most popular electronic bulletin boards in the country. Operating continuously since 1984, the system allows Pi members to exchange information, opinion, and expertise 24 hours a day, every day, using nothing more than a computer, a modem and a telecommunications software package. Several hundred calls are received every day as members exchange ideas, insights, and bad puns on topics ranging from world events to how to use a piece of hardware or software. Call the WAP Office at 301-654-8060 for information on signing on to the TCS. The File Transfer Area contains the best ShareWare, FreeWare and Public Domain programs currently available, and is a valuable resource for our members.

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# Bits and Bytes Revisited

by Lynn R. Trusal

**H**ello from Japan. I am still alive and well here with one more year remaining in my tour. Travel keeps me busy having just returned from a nine-day tour of eastern China but that isn't the reason I'm writing. I thought it still appropriate to "share the knowledge" since much has happened in the past two years. Being in Japan has not prevented me from being interested in the Mac and keeping up as best I can on the latest developments.

## Yokota Mac Users Group

Several Mac enthusiasts have started a Macintosh Users Group at the Yokota Air Force Base outside Tokyo. I am sorry to say I was not one of the organizers but none the less I am an active participant. We are about 30-40 strong which isn't bad. We even get some other Americans living in Japan and working in the Tokyo area to come to our meetings. Even the on-base Air Force graphics shop is totally Mac and has done some great things with creation of Air Force seals in full color. Most were done in Canvas and not in Illustrator or Freehand.

The local Department of Defense Dependent Schools System (DODDS) has just obtained a number of Mac LC's and are looking for ways of putting them to good use.

## RAM Upgrading

RAM is so cheap now that there

are few excuses to not add that RAM you have coveted for so long and need for proper use of System 7.0. Although Apple says 2 MB is the minimum needed for System 7.0 use, don't believe it. I would say that 4 MB is minimum and 8 MB would be desirable if you really want to use the Multifinder capabilities built into System 7.0. Remember you can not turn off Multifinder in System 7.0

If you are considering 8 MB's consider the purchase of 4 MB SIMM's instead of 1 MB ones. The major disadvantage of such a purchase is that you must buy four (4) SIMM's for installation in most Macs so that all RAM banks have the same type of SIMM's. The cost is about \$450 for 16 MB total but they are cheaper per megabyte than 1 MB SIMM's.

The 4 MB SIMM's will also give you more flexibility for later use in newer Macs than will 1 MB SIMM's. Software programmers are getting lazy now and no longer have to "cram their code" for use in 1 MB Macs.

If you wish to buy 4 MB SIMM's remember that to address more than 8 MB of RAM you will need 32-bit clean ROM's found in the Mac II Ci or later Macs or use of Mode32 distributed free by Apple dealers to clean up the so called dirty ROM's found in the Mac SE/30, CX, X, etc. You will also need to use System 7.0 and turn on 32-bit addressing using the "Memory" icon in the System folder.

When I first installed 4 MB SIMM's in a Quadra 900 for a total of 20 MB,

I found that the System files took up 12-15 MB out of the total 20 MB of RAM. The simple solution to this problem was turning on 32-bit addressing after which the System files only took 2-3 MB of RAM. Otherwise the computer functioned fine.

You may also want to consider 70 ns SIMM's instead of 80ns since the cost differential is only about \$5 for four megabytes. Even though no current Mac requires 70 ns RAM chips, if you plan on keeping your Mac for some time and will eventually upgrade later, 70 ns RAM may be needed in future Mac models.

## Self-Installation of Hard Disks

I wanted to share with readers my experience with Macintosh hard disks. I still recommend that you not necessarily purchase a dealer bought hard disk when you buy one of the Mac II models. Hard disks from such vendors as Quantum, Fujitsu, Seagate and others are available at great prices from many mail order vendors listed in *MacWeek*, *MacUser*, *MacWorld*, etc.

Quantum drives offer a 2-year warranty and Fujitsu a 5-year warranty. If you buy a Mac from a dealer with a Quantum drive you get a 1-year warranty. In the Mac II models, it is extremely easy to install one of these drives in just minutes and all come with formatting software, mounting brackets and cables.

I think it is actually easier than installing your own memory which





more and more Mac users are willing to try for themselves. If the price differential is substantial, give it a try and get a better warranty to boot!

### Hard Disk Size

What size of hard disk to buy is also an important issue. I have never known any Mac user who confessed that they bought "too big" a hard disk but I have know many who concluded they bought "too small" a one. The rule of thumb is, buy twice the capacity you think you will need in the future.

It used to be that a 20 MB hard disk was standard, then a 40 MB drive became the usual purchase. I would have to say that it is now probably 80 MB or larger. I do not think it is unreasonable to purchase a 100 MB hard drive as your first hard disk. Mail order prices are in the \$350 range for such internal drives and you will not be sorry later. External ones are about \$100 more to account for the case, power supply and cables.

If you already have a smaller capacity internal drive and want to add a larger internal drive, keep in mind that you can buy an external case and power supply combination to install your old hard drive in order to use it as an external SCSI drive. VCP Computer Products of Anaheim, CA (800-447-6350) is one vendor which sells such external case combinations for about \$110.

When you start capturing video or sound you can't have too much hard disk space. I recently purchased a Fujitsu 520 MB hard drive and it already has 400+ MB of programs and data on it. Of that total, 178 MB are video clips captured using the VideoSpigot frame grabber. If you get into sound and video later, look for even larger drives.

### System 7.0+

The capabilities of System 7.0 have

been reviewed in the WAP Journal and elsewhere so I will not include them here. For those of you who are clinging to system 6.0.4 or 6.0.7, give serious consideration to migrating to System 7.0.1 or later. Yes, there are still some valid reasons to stick with an earlier version depending on your particular CPU and software versions, but an eventual move to 7.0 should still be considered. I have even found that some quite old programs, utilities, DA's, etc., work quite nicely with System 7.0. Again, give it careful consideration but don't wait forever. System 7.0 is a stable and very nice addition to Apple system software.

Just recently I used an older machine still running System 6.0.7 and was frustrated by having to find the DAFontMover to make a font change instead of just dropping it into the System folder. Recently I was asked where some INIT's and CDEV's should go, and I had to think twice because I am now used to just dropping them into the System folder and letting the Mac place them where they belong.

### Desktop Files

Most Mac users know that the system software creates an invisible desktop file and that one of the early Macintosh viruses created a second invisible desktop file. Users of Resedit or other file utility programs may have noticed two new desktop files called "DB" and "DF."

I have even seen these two files show up in the "Apple File Exchange" window. These desktop files are also invisible but were not created by a viral infection. They were created by installation of System 7.0. If you are a user of System 7.0 do not trash these files thinking they have been created by a new Macintosh virus.

### QuickTime

QuickTime is Apple's new system

extension which occupies about 448 K of disk space and goes into the Extensions folder of the System folder when using System 7.0. It permits any Macintosh 68020 CPU to playback QuickTime movies created on other Macs without the need for any hardware card. Apple hopes to make it compatible with earlier Mac models.

Apple is also going to continue to increase the capabilities of QuickTime, so even better things should be in store. Keep in mind that QuickTime performance will be somewhat limited by the capabilities and the power of the Macintosh the movie playback occurs on.

### Video Spigot Nubus

SuperMac Technology's VideoSpigot Nubus is a cheap way of grabbing video for incorporation into QuickTime savvy software such as Persuasion 2.1 or DeltaGraph Pro. The VideoSpigot Nubus, with a street price of about \$450, plugs into any Nubus Mac and has a single RCA plug for grabbing video from NC or PAL sources such as a TV, VCR or videocamera. SuperMac also bundled the Adobe program Premier with the VideoSpigot for the first three months. This program alone had a street value of \$300.

By use of an included software program called ScreenPlay, video can be viewed on the Mac in one of three window sizes (160 x 120, 240 x 180 and 320 x 240 pixels). The frame rate is captured at the maximum your particular Mac will support. A Mac II fx can capture 30 frames per sec (fps) with an image size of 160 x 120 pixels which is the smallest of the three capture sizes. At the next size (240 x 180 pixels) only 15 fps can be captured. Keep in mind that TV is 30 frames/second. Capture to RAM is also possible and permits faster capture rates than capture to a hard disk.





SuperMac says that a Mac LC can play 10 fps while an Si would support 15 fps. It is not known how video captured at higher rates would play on a machine capable of only slower rates.

I have made extensive use of the VideoSpigot Nubus for capturing 8 mm video that I have taken on my various travels throughout Asia. I play the 8 mm video on a Sony 8 mm VCR the video output of which is connected to the VideoSpigot Nubus card in a Quadra 900. I watch the video on the Mac in the ScreenPlay window and freeze the image whenever I want to grab a frame. The image can be frozen by use of the "." key and restarted by use of the "spacebar." It is also possible to click on the ScreenPlay window and drag the current image to the side or pause the VCR and grab the still image but this has proved to be unsatisfactory based on my experience.

Each of these still images can be saved as PICT files and imported into any program that supports PICT even if it does not support *QuickTime*. Images can be saved using one of four types of video compression including the industry standard JPEG. A typical saved PICT file, after compression, is 128 K in size.

Movies can also be captured but they take up considerably more space. For instance, a 10 second movie occupies about 6.5 MB before saving and after video compression, the same file occupies 3.1 MB or 1.2 MB if JPEG compression is used.

It is also possible for us to record a small movie segment in order to bracket desired still segments. The captured movie can be previewed one frame at a time and a particular still frame can be dragged from the ScreenPlay window and saved as a still PICT file.

These *QuickTime* movies can then be incorporated into *QuickTime* savvy software such as *Persuasion 2.1* which permits manual or automatic playback of movie segments during the slide show feature. Still images are nice, but something such as the length of the Great Wall of China can only be appreciated by use of motion video.

Although I have only scratched the surface, the SuperMac VideoSpigot hardware card is a good value for what it permits you to do. SuperMac was due to release a software upgrade to the VideoSpigot extension file in the second quarter which permits better compression and a 320 x 240 pixel window to play at 30 fps.

The VideoSpigot does not capture sound directly because it only has a single video RCA plug connection. It is possible to capture sound using a second Nubus audio card and the audio output on a TV, camera or VCR. I do not know if it is possible to capture sound by connecting the VCR or TV to the stereo inputs on capable Macs such as the Quadra 900.

### *Persuasion 2.1*

Although *Persuasion 2.1* now supports *QuickTime* and has several other minor improvements, it does not open *Persuasion 2.0* files. Yes, that's right! The new version does not open files created with the earlier version of the program. How Aldus can release a software upgrade and not offer compatibility with the last version is beyond me. A program that does not offer that should never have been released. Aldus did offer some suggested work arounds by fax. One of these worked, but whenever the 2.0 file is opened in 2.1, it is unnamed and has to be renamed each time. Get on the stick, Aldus, users deserve

better than that!

### *Canvas 3.0.2*

I recently ran into a problem with Canvas apparently conflicting with Disk Light and/or File Saver both components of Norton Utilities. Canvas just locked up when its tools were used or when a Canvas file was being opened. Several hours of detective work indicated one or both of these INIT's was the problem. I use Canvas at home with both of these INIT's and have no such problems. Oh, I long for the days when the Mac was simple!

### *Adobe Premier*

Premier is a new software program from Adobe which was bundled with SuperMac VideoSpigot for a limited time. It was the first video editing software for the Mac; but others are on the way.

Premier permits editing of still images, combining them with video special effects or other PICT files created in graphics programs. Premier can also be used to combine many separate still images to create a *QuickTime* still-image-based movie which can also be incorporated into any *QuickTime* compatible software such as *Persuasion 2.1*.

### In Conclusion

One of the major messages of this "Bits and Bytes Revisited" column is to "think and buy for the future." If you are a dedicated Macintosh user you will probably upgrade to a newer, faster and more capable Macintosh. The cost of that upgrade may be lowered if you buy a larger capacity hard disk or faster and higher capacity RAM now that can be transferred to the new Mac later. Keep on "sharing the knowledge!"



## '92 After Dark Contest Winners Announced

**B**erkley, CA, April 20, 1992—Berkley Systems has announced the official results of the 1992 *After Dark* Display Contest. A blue ribbon panel of judges awarded a \$10,000 Grand Prize, along with first, second, and third prizes in the Macintosh Programmer, Windows Programmer, and Computer Artist categories. Entries were judged on originality, functionality, and appearance. Programmers and artists submitted over 150 entries for the contest.

### And the Winners Are...

The \$10,000 Grand Prize winner is Ed Hall of San Jose, CA for his *After Dark* display "DOS Shell," which simulates a DOS screen on a Macintosh, complete with sights and sounds of booting up—even a C prompt! It then types and executes actual DOS commands that access and display the hard disk's file and folder names. As author Hall said, "It's a Macintosh user's worst nightmare come true!"

In the Windows Programmer category, Jeff Falkner of Los Angeles took first prize honors with "Logrus," a module that maps chaos through a dynamically intricate display of line and color patterns. Second prize went to Wes Cherry of Bellevue, WA for "Guts," which spins desktop icons, 'splorches' and other geometric shapes around a common magnetic center, leaving colorful overlapping trails in their paths. Third prize was awarded to John Hunt of Austin, TX for his display "Papillon" which sends beautiful butterflies fluttering across the

screen.

The Macintosh Programmer category was topped by couples displays, including First Place winner "The Artist" from Jeff Kowalski and Bob Covey of Alameda, CA. "The Artist" displays a PICT graphic, analyzes it, and redraws it using simulated painting tools such as 'fine brush,' 'felt pen,' and 'charcoal.' Second Place was captured by Jean Tantra of Berkley, CA for his display "Patchwork," which creates spectacular patchwork patterns. Third Prize went to "Renoir," from Wade Riddick of Austin, TX. "Renoir" allows a user to create a wide variety of graphical displays using Riddick's own mathematical interface.

The Computer Artist category, new this year, brought in a multitude of imaginative entries. First Prize went to an Autodesk Animator for Windows loop called "Berk," by Frank Huyett and Mario Margherio of St. Louis, MO. "Berk" is a character created when a Windows desktop gradually wraps and contorts to become the shape of a human head. "Berk" then asks "are you out there?" Second place went to "CirQoQuirko," a surrealistic circus scene from Steve Lyons of Fairfax, CA. Lyons used *Macromind Director* to bring his art to life. Third place honors went to Randy Bowman and Ellen von Reiser of Jefferson City, TN for their *Macromind Director* loop entitled "Revenge of the Penguins," featuring penguins frolic on Antarctic ice floes, with one curious penguin approaching the screen to knock on the glass.

### More Prizes

Along with Flying Toaster Trophies, winners will receive prizes including three \$2,500 shopping sprees from MacConnection and PC Connection, and NNEC 5FG 17" monitor, and ATI Graphics ULTRA Windows Accelerator Card, and Infinity 88 Turbo Removable Cartridge Drive from PLI, a Prometheus Modem Ultima 14,400 bps modem,, a Hewlett-Packard DeskWriter C or DeskJet 500 C color printer, and the Porta CD-ROM drive and two CD's from CD Technology.

### Screen Saving

The screen saving displays in *After Dark* extend the life of monitors. When machines are left on but unattended, images can "burn in" to the screen, causing permanent damage. *After Dark* prevents burn in by automatically displaying entertaining or useful screen art.

Formed in 1985, Berkley Systems, Inc., develops and publishes mainstream software for the Macintosh and IBM PC markets and disability software for Macintosh users. Mainstream products for the Macintosh include *After Dark*, *More After Dark* and *Stepping Out II*, the software big screen. Long recognized as a leader in the disability market, Berkley Systems publishes *outSPOKEN*, *inTOUCH*, *ScreenKeys*, and *inLARGE*. Berkley Systems won the 1990 Computerworld Smithsonian Award for *outSPOKEN*, the talking Macintosh interface for the blind.



# Effects Specialist EFFECTS

by Jay Thal

When the Macintosh first entered the market years ago it was accompanied by a group of fonts to show its dexterity. Some of those initial fonts were so outlandish that good taste kept one from using them; however, many handsome fonts followed. Now comes *Effects Specialist* which lets you add spectacular typographical effects to your system's existing fonts.

The Specialist is particularly useful in developing headlines, letterheads, logos, posters, etc. - where larger typefaces are needed to "grab" you. Its capabilities should not be overused, otherwise the result will not be a pretty sight.

You can use the Specialist with graphics programs and save the file as a PICT file, create an EPSF file, or create a print file. And getting started is easy; the manual is simple and straight-forward, in spite of its 344 pages. Most of those pages (290) are devoted to showing you up to eight different renditions of each of the Specialist's 120 different effects. From that point it's relatively easy to cus-

tomize your own "in between" effect.

Once you've chosen the effect you wish to use you are given the choice of utilizing up to eleven different "modifiers." These modifiers vary from one effect to another, making your total options run into the millions. The modifiers can change the inside and outside shading or its depth, the location on an arc, the drop angles and shades, as well as the offsets, line screens, rotation, detailing, text direction, etc., etc.!

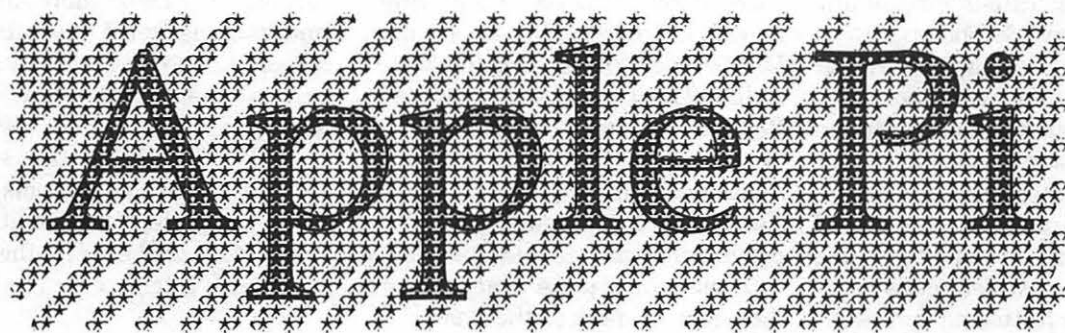
In addition to the 120 effects, you're provided with 16 PICT templates and, if you don't have it already, ATM and some basic Adobe

fonts. If this review seems short, it's because using Specialist was just that easy (though a previous reviewer had some trouble using it on an SE with 4/100MB and System 6.07).

But, according to the manufacturer, all you need is a Macintosh Plus with System 6.0.2 or higher. (You'll also need 1.6 Mb on your hard drive.)

I'm using a SE-30, with 8MB RAM and a 40MB hard drive on System 7 though; for more complex effects (such as Orbit or Pinwheel), I'd much rather work on a system with a 33-Mhz accelerator.

*Effects Specialist* was produced





# Pyramid

**Title:** *Effects Specialist*

**Publisher:** Postcraft, International, Inc.

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**Telephone:** (805) 257-1797

**Retail Price:** \$199.95.00

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**Necessary Hardware:** Macintosh Plus with System 6.0.2 or higher. (You'll also need 1.6 Mb on your hard drive.)

by Postcraft International, Inc. 27811 Avenue Hopkins, Suite 6, Valencia, CA 91355. Tel. (805)257-1797. The package lists for \$199.95, but is avail-

able mail order for \$99.95.

The best way to demonstrate what *Effects Specialist* can do is just by showing it. So, judge for yourself.

Planes of Glass

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OrbitOrbitOrbit

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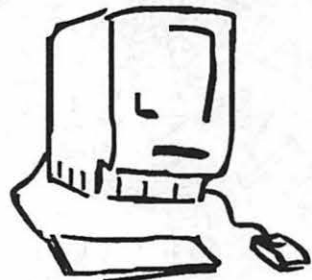
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#### File Transfer

Mort Greene	(703) 522-8743
-------------	----------------

#### Backfax

Mort Greene	(703) 522-8743
-------------	----------------

#### HyperCard Scripting

Jamie Kirschenbaum evenings	(703) 437-3921
<b>SoundEdit</b>	
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
<b>Dvorak Keyboard</b>	
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	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Monrovia)	865-3035	A2, GS
Harold Polk (Frederick)	662-6399	A 2	J. Russell Robinson (Frederick)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A 2			

## Annapolis Slice Help Line

Area Code 410 Call in the PM unless you have an emergency.

<b>Mac</b>			Dick Stewart (Millersville)	410-987-2057	Mac+, Apple II+
Richard MacLean (Crofton)	410-721-8157	MacIIsi	Bill Waring (Severna Park)	410-647-5605	Mac, Excel
Steve Toth (Edgewater)	410-956-6557	Mac+			
Bob Peterson (Crofton)	410-721-9151	MacSE			
Sandy Bozek (Annapolis)	410-974-6062	MacII, Scanner	<b>Apple II</b>		
Bill Arndt (Glen Burnie)	410-761-6997	MacII, CRABBS BBS	Seth Mize (Glen Burnie)	410-766-1154	IIGS, II+, III
Lou Sapienza (Crownsville)	410-923-3415	MacIIsi, Canvas	Louise Tanney	410-647-0875	IIGS, AW
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm	Helen Hamerstrom	410-647-1720	IIGS, IIe, DTP, HS
Theresa MacGregor (Odessa)	410-551-5913	PowerBook, DOS	Manse Brouseau	410-757-5215	IIe, AW
			Bill Derouin	410-647-0802	IIe, pc, AW, DB



# The MacNovice: Double Double System System

by Ralph J. Gegleiter

As simple as the Macintosh computer system tries to be for novice users, there are still some traps that seem to snare victims repeatedly. Among the most frequent puzzlers for MacNovices is avoiding duplicate System files and maneuvering through the maze of folders on your electronic desktop.

Recent experiences with some new Macintosh users persuades me that one of the most common causes of "crashes" (politely known as "System Errors" by your Mac) is the presence of more than one System file on a single Mac. And it's distressingly easy to find yourself in this muddle.

First, let's be clear what we're talking about. Your "System File" is a single item on your Macintosh disk which contains all sorts of basic operating instructions for your Mac. Normally, you should have very little to do with your System File. For the most part, "leave it alone" is the best advice.

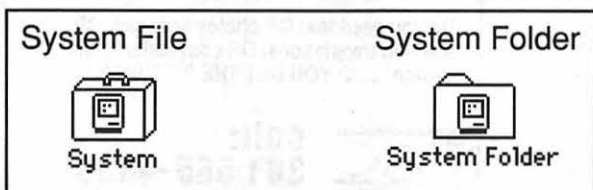
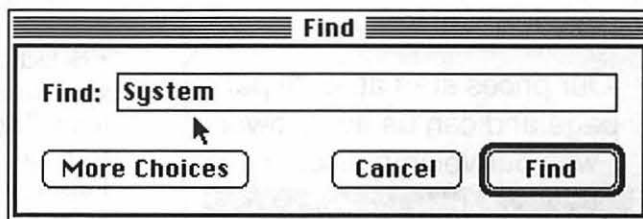
Just a moment... the "System File" is not the same thing as your "System Folder." The System

While you should generally leave your System File alone, your Mac cannot operate at all without it. In fact, the System File is the first piece of software your Macintosh looks for on your disk when you switch it on. The presence of a good System File is what makes your Mac "smile" when it starts up! So, it's an essential piece of software that you use all the time.



But just because the System File is "essential" doesn't mean "the more the

Use the Find command to search for "System."



File is one of many items within your System Folder.

merrier." As a matter of fact, more than a single System File on your Mac can create havoc. Your computer gets confused. At various times during its operation, it looks for instructions from the System File. If your Mac finds two or more System Files on your disk, it can receive conflicting

instructions, which is what causes a crash.

So... just one System File, please. Just one.

If you're experiencing strange crashes, the first thing you should probably do is find out if you have inadvertently copied more than one System File onto your disk. It's easy. Use the Find command from the File menu on the desktop. (You can even simply press Command-F to invoke the Find command.) When the Find window appears, type "S-Y-S-T-E-M" in the text entry space and choose OK.

Your Mac will search all your disks for files with the name "System." As

it finds each one, you can determine if it's the System File or merely another file with the word "system" in it. If you discover more than one file with the name "System" make note of where the extras are located. Then immediately drag extra System Files to the trash and Empty Trash (from the Special) menu. Next, Restart your Mac.

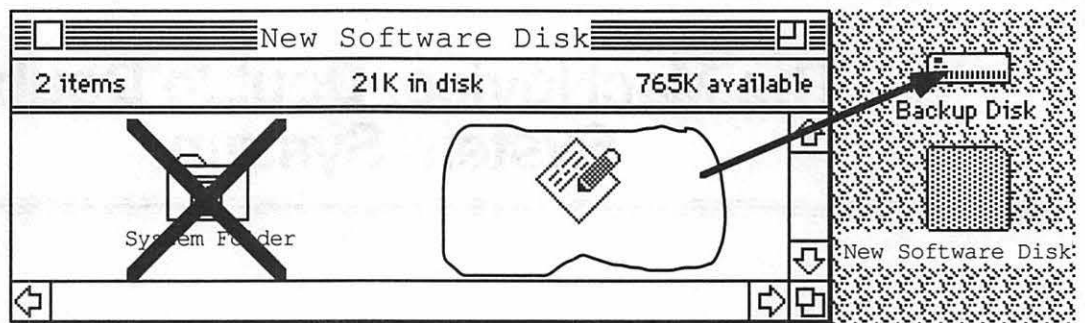
That's it. That's all you have to do.



And you'd be surprised how many Mac users (not even necessarily MacNovices) discover duplicate System Files on their disks!

How does it happen? That's easy, too. Whenever you buy a new Macintosh program, you probably inherit a new System File from the distributor of the software. You insert the new floppy disk in your Mac and drag the entire icon of the floppy onto your hard disk drive. That action copies everything from the floppy disk onto your hard disk, including the extra

Don't drag the System Folder when copying new software!



System File.

How do you prevent the problem? Be more careful when you copy new software onto your hard disk. Read and follow the manufacturer's instructions. Use the special "Installer"

often included on the disk(s) with your new software. (Installers do not copy System Files onto your hard drive.)

If you don't use an Installer, follow these simple steps:

- Insert your new floppy
- Open the disk icon by double-clicking on it
- Select the files you want to copy to your hard disk; do not select any System Folder on the floppy disk
- Drag only the selected files onto your hard disk icon

One footnote to all this: Your Macintosh can become confused if other "System software" appears in multiples on your hard drive. The Finder, especially, can be a problem. Likewise, it

can be a problem if there's more than one "System Folder" on your hard drive.

So be careful with any System software. Too much of a good thing can be bad for your Mac!

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## New Macintosh Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCommunications System (TCS) during the last 30 days. This listing represent only a small portion of the constantly changing library of files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS, the Pi's "24 hour General Meeting."

### File Area 13: Macintosh Fonts

THETYPEBOOK2.36, latest version of an application that creates copy spec sheets and type style sheets, so you can tell at a glance what the printed font looks like.

WINDOWSTT.SIT, 12 TrueType fonts converted from Windows format using TrueType Converter: Black Chancery, Cairo, Caligula, Camberic, Chopin, Eras, Eurotype, Garamond, Garamond Bold, Garamond Italic, Polo and Riverside.

BIZARRO.T1.CPT, BIZARROTT.SIT, Type 1 PostScript and TrueType versions of a caps-only font, drawn in the shape of animals and demons.

DOBKIN.T1.CPT, DOBKINTT.SIT, Type 1 PostScript and TrueType versions of an elegant, readable script font.

SHOHLFOLD.T1.C, SHOHLFOLDTT.SIT, Type 1 PostScript and TrueType versions of a font designed to look like continuous fan-fold paper.

ELANNT1.CPT, ELIZANNTT.SIT, Elizabeth Ann, Type 1 PostScript and TrueType versions of a caps-only inline font.

ERASERDUST.CPT, ERASERDUSTTT.SI, Eraser Dust is a wonderful font in both TrueType and Type 1 PostScript versions. It emulates writing with chalk on the blackboard, and is splendid for signs, posters and other goodies printed big.

GARTON.T1.CPT, GARTONTT.SIT, a casual, elegant serif font in TrueType and Type 1 PostScript versions.

HARTING.T1.CPT, HARTINGTT.SIT, another wonderful font in TrueType and Type 1 PostScript flavors. It looks like a worn typewriter, perfect for big posters and signs.

PSTOOL.1.0B8.CP, Adobe PostScript Tool 1.0b8, an unsupported, beta tool that allows you to download multiple PostScript fonts or files to a printer, clear the printer's memory, give it a new password, etc.

WINDOWSTT2.SIT, nine more TrueType fonts, converted from Windows format with TrueType Converter.

BEFFLE.T1.CPT, BEFFLETT.SIT, Type 1 PostScript and TrueType versions of a caps-only display font.

HARTING.II.T1.C, HARTINGIIT.TI.SI, Type 1 PostScript and TrueType versions of Harting II Differing from Harting, this version has characters on an even x-axis.

HEADHUNTER.T1.C, HEADHUNTERTT.SI, Type 1 PostScript and TrueType flavors of a font made entirely of bones.

LILITH.HEAVY.T1, LILITHHEAVYTT.S, LILITH.IN.T1.CP, LILITHINTT.SIT, two different versions of Lilith in Type 1 PostScript and TrueType flavors. Lilith Heavy is an elegant serif font, and Lilith Initial Caps is the same font, but caps only, and the caps are decorated with floral designs.

NAUERT.T1.CPT, NAUERTTT.SIT, Type 1 PostScript and TrueType flavors of a strong inline display font.

RABBITEARS.T1.C, RABBITEARSTT.SI, Type 1 PostScript and TrueType versions of a display font. The name comes from the fact that certain letters have a large, rabbit ear type of shape.

RELIEFPAK.T1.CP, RELIEFPAKTT.SIT, Type 1 PostScript and TrueType versions of three display fonts, all based on raised relief letters.

SHRAPNEL.T1.CPT, SHRAPNELTT.SIT, Type 1 PostScript and TrueType versions of a display font in which all the characters have been "shot."

UECHI.GOTHIC.T1, UECHIGOTHICTT.S, Type 1 PostScript and TrueType versions of an ornamental medieval font.

TTCONVERTER1.1, TrueType Converter 1.1 is a wonderful utility which can convert TrueType fonts back and forth between Macintosh and Windows 3.1 formats. It is fast, easy to use, cheap (modest ShareWare fee).

HANDWRITING.CPT, Type 1 PostScript casual font that looks just like its name.

AKIRNBERGSCRIPT, elegant "deco" script Type 1 PostScript font.

ROTHMANTYPE1FON, tall, thin deco sanserif Type 1 PostScript font.

TRIBECA.CPT, Type 1 PostScript bold Art Deco font with a full complement of characters.

PATRIOT.CPT, a Type 1 PostScript font in which every character is formed from missiles used in the Persian Gulf War.

MAZAMA.CPT, Type 1 PostScript, elegant display font.

### File Area 14: Macintosh Games

GNUCHESS.CPT, a FreeWare chess program, including C source code.

BACHMAN.1.0U.CP, a 3D version of PacMan, written by a Swedish programmer. Different.

NUKE.SNAKE.1.2, latest version of an interesting caterpillar / tank game that can be played by one or two players.

PISTON.CPT, a variation on the old "get the guy from one point to another before he is crushed flat" game.

DROPPER1.1.2.CP, a Tetris-like game in which you attempt to stack colored tiles (now works in B&W, too) together, with the problem being their are too many tiles to do this without a bit of work.

HARPOONSCENARIO, tiny application to convert MS-DOS Harpoon scenarios to Mac format.

MACBZONE1.3.1.C, a 3D wireframe tank warfare game.





Requires 68020 plus math chip (or better) for play. Addictive. THATSYOUROPINIO, two-player, Family Feud type game.

CUSTOM.SPECTRE: tired of getting wiped in Spectre? Do what the professionals do: cheat! With the Custom Spectre Editor, you can soon rack up ridiculously high scores.

CITY.BANK..1.3: be the RTC in SimCity! Bust the SimCity Bank! Cheater's paradise.

ARMOR.2.0.CD.CP, a tank game pitting Allied tanks against German tanks, using a colored playing field, reasonably realistic looking graphics, and other goodies.

BRICKLES.PLUS.2.1, latest version of a classic "Breakout" type game for the Macintosh. This version can be endlessly customized.

HANGMAN.PLUS.2.1, latest version of a classic Hangman game for the Mac.

RECYCLE.CPT, a recycling game. A conveyer belt runs past with all manner of junk, and you must sort the junk into the appropriate bins.

SPACESTATION.PH, Spacestation Pheta 2.1, you guide your hero through the space station, trying not to kill yourself or run out of oxygen.

BAY.AREASIM.CPT, SimCity layout for the San Francisco Bay Area.

DIAMONDS.1.6.SI, the latest version to a classic, challenging color Mac game, allows you to import and export custom layouts, and has some new sounds and background picture. An outstanding game.

SHADOW.KEEP.2.0, a role playing game, big, very fun to play.

GINRUMMY.10.CPT, the card game.

MACYAHTZEE.1.9, the latest Mac version of a classic dice game.

MATCH.15.V1.2.S, a card game in which you try and pick up cards totalling 15 points

POKER.SOLITAIRE, a solitaire game in which you lay down cards in a 5 x 5 grid, trying to get them placed in such a way as to produce valid poker hands. Challenging.

PNUKL2.CPT, a single-deck version of pinocle that works in both b&w and color, supports sound, has a tutorial mode, etc.

POLYOMINOES.2.4 latest version of a deceptively simple strategy game: you try and place geometric blocks on a board and block your opponent from doing the same.

SLAM.DUNK.1.61, an interactive, text-based basketball team pitting two teams from the NBA (data for all teams are listed) or two teams from the 1992 NCAA Final Four, or a team from the NBA against a Final Four team. Great, fun way to blow several hours.

TREK.1.4.CPT, latest Mac version of one of the oldest computer games, originally played on big mother mainframes at universities. Your mission is to seek out bad guys and blow them away, etc., while not getting wiped out yourself.

#### File Area 15: Macintosh Graphics

ROBS.MOVIE.CPT, QuickTime movie showing an elaborately textured geometric figure rotating, with a ball rotating

around the figure.

IMAGE1.44.CPT, latest version of Image, a superb graphics program originally designed as a way of enhancing medical images for analysis and display. It has gradually evolved into a very powerful general purpose graphics program, and best of all, it is in the Public Domain, having been written for the National Institutes of Health by WAP member Wayne Rasband.

QUICKTIMELOGOS, three QuickTime logos, in. Illustrator, B/W PICT and color PICT formats.

SB1984.CPT, in four parts. This is the complete, famous, shown on TV just once 1984 Super Bowl commercial announcing Macintosh, in QuickTime format. Because of its size, we have thoughtfully sliced it into four pieces, and you will need to download all four pieces, join them together, and unarchive them to use the file.

HELICOPTER.LAND, a splendid QuickTime movie showing a nighttime helicopter landing, complete with shadows and highlights. Only it is all make believe, a superb computer rendering done in Stratavision.

BMX.JUMP.CPT, nice action clip of some BMX riders going over a jump. This is from the Clip Time collection, a CD-ROM of 200 QuickTime movies made by Alpha Technologies Group, headed by WAP member and former Apple employee David Kile.

MAZDA.RX.7.EPS, cut-away diagram of a Mazda RX-7, saved in Encapsulated PostScript format from Adobe Illustrator.

RODNEYKING, in four parts. The Rodney King video, in QuickTime format, featuring a voice-over by one of the jurors, giving their view of what is being seen, and not being seen.

STARTUPSCREEN.C, color StartupScreen, designed by someone with a sick mind. Make someone think they've booted up Windows 3.1 on their Mac.

THEATERMAKER1.0, an *outstanding* utility for QuickTime users. TheaterMaker allows you to turn QuickTime movies into "double-clickable" applications, complete with a choice of "theaters" (background screens):

GREENE.CPT, Angela Greene from Apple QuickTime evangelism describes what you need to make QuickTime movies. Cute.

ACCESS.SYMBOLS, International wheelchair access symbol in 72, 300 and 360 dpi format.

STONEHENGE.JPG, 32-bit color picture of Stonehenge from the air, compressed with JPEG.

EAGLE.HAS.LANDE, Eagle has Landed, in five parts. A QuickTime movie showing one of the most famous clips of all time: the last few seconds before the LEM Eagle landed on the moon, marking mankind's entrance into the ranks of spacefaring creatures. Very well done.

IBM.FAILED.MOOV, an interesting QuickTime movie, taken from a documentary on the development of computers, showing people using card punch readers and such, with a voice-over explaining that IBM entered the personal com-



puter field late, with inadequate technology, and failed.

### File Area 16: HyperCard

HOME.INVENTORY, stack to manage and track your home inventory.

TELEPHONE.CHRON, a chronology of the telephone.

BOOKBUILDER.STA, BookBuilder Stack 1.1, a HyperCard stack designed to ease the pain of turning text material into "pages" in HyperCard.

QUICKTIME.XCMDs, QuickTime XCMDs and documentation, written by Apple, to support QuickTime programming from within HyperCard.

AGING.PROCESS.2, interesting piece of fast animation using nothing but HyperCard.

### File Area 17: Technical Notes

TIDBITS119.SIT through TIDBITS123.SIT, TidBITS for 13 Apr 1992 through 11 May 1992. TidBITS is a weekly Macintosh magazine, distributed in electronic form, full of news and gossip.

LIST0415.CPT, latest Apple price list, as of April 15, 1992.

C.Q.A.TEXT, questions and answers about the C programming language.

TN176.CPT, updated (March 1992) Technical Note No. 176, showing memory configurations for almost everything in the Macintosh line, complete with diagrams, pictures, warnings — the works.

ZENNET.CPT, a large PostScript file (you need to download it to your PostScript printer, rather than print it) which produces a hundred page book on everything you ever wanted to know about the Internet and related nets.

APPR0492.CPT, the Apple Newsletter for April '92. News on the LCII, the new CD-ROM drive, IICI/cx upgrade to the Quadra 750, and more.

DCBB0592.ZIP, Mike Focke's list of Washington Area bulletin boards.

ADDICT.TXT, everything you wanted to know about BBS addiction. Required reading.

### File Area 18: Macintosh Utilities

SYSTEM.COLOR.IC, an archive with lots and lots of color System 7 icons. Really brightens up the desktop.

HAX.2.1.CPT, a neat little utility that allows you to change the type and creator of a document — or a whole folder of documents. Very, very useful, particularly to telecommuters.

KERMIT.99.94.CP, Kermit.99(94) is the latest version of a massive, Public Domain project to develop a Kermit terminal package for the Macintosh. Kermit, named after the fuzzy frog created by the late Jim Henson, is the most common transfer protocol used by dial-up Unix networks, and is very popular at universities and some far-flung corporations. This is the first version that is compatible with System 7.

MACLOAD1.1.CPT, tiny, well-designed little application which mimics a Unix "load" program, showing you the total system load, with pretty little graphs, in a window on the Macintosh.

NEKO.CPT, a *free*, essential Macintosh program. First released as a desk accessory several years ago, Neko (Japanese for "cat") was written by a Japanese programmer, and consists of a kitten that runs around on the screen, leaving footprints, chasing the mouse. The cat meows, scratches, falls asleep, etc.

WORDREF.1.4.1.C, a combination HyperCard and application-based package for automating bibliographic entries for researchers using Word 3, 4, or 5.

DESEA1.3.CPT, latest version of a wonderful utility for removing Self-Extracting Archive (SEA) code from DiskDoubler, Compact Pro, Stuffit, and Stuffit Deluxe archives.

FILELIST1.0.CPT, a file catalog utility that scans volumes, including the contents of the Stuffit and Compactor archives. Has built-in search, sort and database capabilities.

UNUNIX.1.1.CPT, a tiny little utility which can turn Unix text documents into Mac-style text documents, greatly increasing their readability and usefulness.

KILL.DESKTOP.CP, a small utility to kill off System 6-style Desktop files for users of System 7. By killing off the desktop file, System 7 users can recover disk space — sometimes quite a bit of disk space.

MACWOOF151.CPT, release version of MacWoof 1.51, a Macintosh "point" application for the nationwide network of Fidonet bulletin boards.

FMPROTECHLIB.CP, a FileMaker FAQ list (frequently asked questions) in a FileMaker document. From Claris.

OPENFO.CPT, a handy System 7 desktop folder-opener from the folks who brought you Frontier.

SIGNATORY.CPT, tiny little System 7 only "dropplet" (drag and drop) utility which changes the type and creator of a document, or multiple documents.

XFERIT.1.5B4.CP, beta version of a System 7 "dropplet" (System 7 drag and drop) FTP (File Transfer Protocol) utility.

GOTTA.LOVE.ME.C, System 7 beep sound; Baby Sinclair speaks.

WHAT.A.LOSER.CP, Baby Sinclair says unkind things about his father; System 7 beep sound.

TOWN.MEETING.CP, small application which allows you to have a "town meeting" over a Macintosh network, with every user contributing to an ongoing conversation. Participants can send anonymous contributions and do other neat things.

DRIVECOMPARISON, a small utility program from Apple that tests the data throughput of CD-ROM drives. Also includes a Word document comparing various drives.

PM4.2.FILTER.DR, update of filters and drivers for Pagemaker 4.2, including a new version of Aldus Prep.

DW31A.CPT, DeskWriter 3.1, Disk 1 of 2. This new version of the DeskWriter printer driver offers: increases Finder memory for System 7, background printing support, Quadra support, low level printing, and improved grayscale capability.

DW31B.CPT, DeskWriter 3.1, Disk 2 of 2.



**APPLICON2.2.CPT**, a clever little System 7 application that puts up icons in the corner of the screen showing all open applications, including the finder. You can move from one application to the next by just clicking on the appropriate icon. Neat.

**BIRD.CALLS.CPT**, three System 7 beep sounds based on the calls of birds.

**FILETYPER3.1.CP**, major update to a clever System 7 utility. To check, and change, the Type and Creator of a file, just drag the file on top of FileTyper. Additionally, the package now includes AutoTyper, which automatically changes a file to a preset type, such as turning a text document into a Word document. Nice and handy.

**JUST.A.CLOCK.1**, Just A Clock, a clever System 7 "utility" released at MacHack last year which puts up an almost endlessly customizable clock on the screen.

**NETCATALOG.CPT**, small System 7 (only?) application which can catalog all files on all Macs on a network.

**SCALE...CPT**, System 7 "dropplet" (drop on) utility which gives the size and disk space required of one or more files and folders dropped on it.

**FPRIL.CPT**, free replacement Find File utility from the folks at Ziffnet/Mac on CIS. It works quite well using System 7's Apple Events and allows you to search on file names, types, and other attributes.

**WORDMOVIEPIM.CP**, QuickTime movie PIM (Plug In Module) for Microsoft Word 5.0. This archive contains the QuickTime PIM, a sample movie, and directions for adding and playing QuickTime movies from within Microsoft Word 5.0.

**SUPRAFAXV32BIS.**, AppleTalk Remote Access script for the new SupraFax V.32bis modem.

**SNDPLAY.1.0.CPT**, an MPW Tool. It plays one or more "snd" resources, usually within a script to provide auditory feedback.

**ALIAS.DIRECTOR**, Alias Director 2.2.2 is a *very* comprehensive alias management utility for System 7. It allows you to create an alias using "drag and drop" techniques, plus several other useful features.

**MP.II.GENIE.4.0 CPT**, revised Microphone II 4.0 GEnie script, written by Software Ventures. Unlike the script which shipped with MP II 4.0, this one works, and allows you to automatically send and receive mail, edit mail within MP II, has buttons for various sections of GEnie, etc.

**MUBBS.V1.1.SEA**, a ready-to-run bulletin board system. MUBBS is FreeWare, and can run 32 phone lines on a 4 meg MacPlus.

**BBEDIT2.1.1.CPT**, Bare Bones Editor 2.1.1, a very powerful, full-featured text editor supporting lots of tools for programmers and other text slicer-dicers, plus full GREP functions.

**SZSTEM.7.PACK**, System 7 Pack 3.0 consolidates into one utility a set of utilities for changing the way the Finder operates in System 7, from changing the rename delay to adding or deleting the Zoom Rectangles feature to changing links for aliases and applications.

**SHUT.DOWN.LATER**, a tiny little utility which will shut down

the Mac at a preset time.

**ERRDITOR.1.01**, a nice little utility for programmer's for editing the error dialog boxes.

**GRANDCLOCK.CPT**, a grandfather clock's chime, in System 7 beep format.

**EDIT.II.202.CPT**, the latest version of "the standard" programmer's text editor in the Mac world.

**CALENDAR.MACRO**, Excel macro for creating calendars. To test it, try the year and month you were born.

### File Area 19: Apple System Software

**SYS7TUNEUP1.1.1**, System 7 TuneUp fixes bugs in System 7.0 and 7.0.1, notably with printing, file sharing, and memory management. This version, 1.1.1, fixes bugs in the previous versions of TuneUp, 1.1 and 1.

**APPLE.MODEM.TOO**, Apple Modem Tool v. 1.1.1, for use with the Communications Toolbox or System 7

**DART1.5.1.CPT**, Apple's disk archiving utility. Needed to dearchive much of Apple's System Software electronic releases.

### File Area 20: Macintosh DA/INIT/CDEV

**NOTIFY.CPT**, a CDEV (Control Panel) that will display a "reminder" box on screen with a message that you create at any specific time, or multiple times.

**DIGT.SIT**, small little CDEV (control panel device) for use with System 7, or System 6 under MultiFinder, which displays a small digit in the corner of the screen telling you how many applications are open.

**HIDEALWAYS1.0.C**, an extension that will remember which applications you have "hidden" under System 7.

**SWITCHAPP.V1.1**, small little CDEV (control panel device) which allows you to switch between open applications under System 7 with just a keystroke.

**CALCULATORII.1.0**, replace Apple's calculator DA with this nifty little app: runs in color, and adds many more functions (trig, hex-to-decimal, decimal-to-hex, etc.).

**PROGKEY142.CPT**, Programmer's Key 1.42 allows you to do something useful with the Power On key on the Apple keyboard, and this new version works with machines that don't have such a key, such as the PowerBooks.

**WINDOWSHADE1.2.**, gives your windows a new feature. By double clicking anywhere on the title bar of a window, the lower part of the window will 'roll up' underneath the title bar.

**QK.MENU.CPT**, QuickKeys menu is a CDEV (Control Panel device) that gives you a pop-up menu of your installed QuickKeys macros. Among other things, this allows you to play a macro for which no key has been assigned.

**BUTTONS.CPT**, small CDEV (control panel device) for making snazzier System 7 buttons.

**PBTOOLS.1.2.CPT**, tools for PowerBook owners for spinning down the drive and other nice to have features.

**POWERBOOK.MODEM**, desk accessory which gives commands and pointers for Apple's PowerBook modem.

**WHITEOUT.CPT**, tiny AfterDark module written especially for



PowerBook owners: it turns off all the pixels.

NETCAL.1.3.3.CP, a desk accessory calendar that can be shared across an network in an office or department.

TOM.INTT.II: TOM = Tear Off Menus, an extension that allows you to rip menus off the menu bar and place them somewhere else on the screen for easy access.

REMEMBER.2.3.CP, latest version of a splendid, easy to use, useful, essential, etc., reminder utility. This will remind you to pick up the kid, send mother a birthday card, pay your bills — anything — and it does it with polite persistence.

OCCASIONS.CPT, a folder with Occasion files listing historic occasions and holidays, for use with Remember 2.3

VENDOR.DA.SIT, a list of hardware & software vendors in desk accessory format.

CHIME.4.0.3.CPT, a clever little CDEV (control panel device) that allows your Mac to chime on the hour, or portion thereof. Sweet.

SPEEDCHOPPER.CP: and now, what you've all been waiting for: something to slow down your Mac! Other than some games, I have no idea why you'd want to do this.

SOFTWAREFPU.2.2: SoftwareFPU 2.2.1 intercepts calls to the FPU (floating point math chip) on machines which don't have it, allowing some software to work that wouldn't otherwise.

DOTTY.DA.DOO, FRACTALS.1.31, two After Dark modules from Italy.

SCOPE.CPT, neat DA (desk accessory) for magnifying a portion of the screen. It has a number of options (vary magnification, take snapshot of screen), supports color, works with System 6 and 7, etc.

**File Area 27: Music and MIDI**

SOUND.TRECKER, the release version of Sound-Trecker, a wonderful program for playing Amiga MOD files (also found on Atari and MS-DOS boards) on color-capable Macintosh computers. It has an interface that is a mix between Macintosh and tape players, and allows you to queue multiple selections in a jukebox-like arrangement. It supports stereo, in case you have stereo external speakers (you should) and runs in the background under MultiFinder or System 7.

The following are all recently uploaded MOD files. MOD files are digitized music files, often containing voices and other surprises, usually created on Amiga computers, playable on the Macintosh through Sound-Trecker. Most of these files are LZH and LHA archives, so they can be decompressed by both Macs (using MacLHA) and Apple IIGS users.

BATMAN.LZH, BLITZKRIEG.LZH, NINJABUNNY.LZH, PETERGUN.LZH, PROGRESSIVE.LZH, TRUEFAITH.LZH, ACOUSTIC.LZH, APACHE.LZH (very unusual), CROCKETT.LZH (Miami Vice), FLETCH.LZH (movie theme), PLINKER.LZH (great

piano), GILLIGAN.LHA (yes, the immortal TV classic), MIG29.LZH (Soviet Top Gun theme?), TOCCATA.LZH (some basic Bach), STREKMOD.LZH (Star Trek theme), E2.LZH, BRAIN.LZH, COMPLICA.LZH, SMOKE.LZH, LETPARTY.LZH, BLADERUNNER.LZH (movie theme), BLASFEMOUSRUMOR, ROW.LZH (clever update of a classic), RAINY.LZH (includes "environmental sounds"), BEYONDMU.LZH, ALIVE.LZH, DEADJIM.LZH (Doc McCoy raps with Hammer), ACID.LZH, ALWAYSONMYMIND, DNS.LZH, THISISAJOURNEY, KAWAI.K1.LZH, CANTTOUCH.LHA (Hammer without McCoy), TOMSDINR.LZH (very seductive song), MODTHINGZCHANGE, SOLODRUM.LZH (nice drum solo), TWOMODS.LZH, MODSTARDUST.LZH, APPROACH.LZH, GHOST.LZH, CHICAGO.LZH (outstanding song), KEFRENSV.LZH, MODCRIMEOFHATE, MODFALLEN.LZH (very strange piece of music), BREEDERMOD.LZH (Breeder Reactor, a very tough song), WILDTHING.LZH, ZMODSX3.LZH, C.CMUSICFACTORY, FREEFROMGUITAR, TECHNO.LZH, LIFECCY.LZH.

#### File Area 28: GIF Images

FLAMINGO32.GIF, nice, rich, vivid closeup of a flamingo, taken from a 32-bit color photo.

GALAXY.GIF, superb piece of computer art, a color drawing of a spiral galaxy.

MARYLAND.GIF, an aerial shot of the entrance to the University of Maryland, College Park, campus.

SATURN.EARTH.GI, outstanding piece of computer art, showing Earth and Saturn side by side.

JPLBAJA.GIF, photo of Southern California and Baja California as processed by JPL.

ASTEROID.GIF, wonderful piece of space art by a master computer artist.

CLIFF.GIF, nice gray-scale image of a spectacular cliff in Maine, from GENIE.

GEESE.GIF, a wonderful photograph of a small girl following some Canadian geese around in the snow.

SINKFUN.GIF, a nude in the bathroom.

VANGOGH.GIF, splendid photo of one of Vincent Van Gough's most famous paintings, an impressionist painting of a city.

TREKCITY.GIF, nice painting showing the starship Enterprise, on a multi-year mission into perpetual syndication, approaching a space city.

LAWRENCE CHARTERS Uploaded by LAWRENCE CHARTERS on 05/12/92 03:05PM

#### File Area 29: Essentials

DISINFECTANT28, Disinfectant version 2.8, latest version of the best Public Domain virus package.





## APPLE II 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 publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to (301) 345-3230. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

### System 6

Well, we have had time to explore the new GS/OS System 6, and the general feeling is one of pleasure. At the beginning of last month's column I discussed the problems that individuals were having and some of the fixes that were made. The main news was the one byte change of the "P8" program if you happened to own a less than 2.01a RamFAST card. Perhaps by now, if you needed it, you took advantage of C.V. Technologies' offer to up-grade your old RamFAST ROM chip for free - or maybe, like me, you opted for the Revision D board with a 3.0 ROM chip for \$69 with the old board as a trade in.

There was a little problem with the sound application in System 6, but the TCS has a file that will fix the

situation. Another good reason for being on and using the TCS.

Most of us have heeded the warning not to install EasyAccess, VideoKeyboard and CloseView. I am sure that later version of System 6 will allow these *special* features for those who need them.

We have experienced two excellent System 6 presentations by Neil Laubenthal. The first was as the Apple II break-out of the April General WAP meeting; the second was on the following Monday evening of the Apple IIGS SIG group, which was attended by approximately 60 persons. Both those meetings provide a wealth of information and we all owe a debt of gratitude to Neil for his excellent presentations and his vast knowledge of the subject. Neil, with a little assistance from some other WAP members, prepared an in-depth tutorial in handout form. The 24 page document is a must to own. It goes into detail about System 6—how to install it and how to use it. You will also find the special key combinations that cause Finder to do its thing. This tutorial publication was free to all those who received copies of System 6 through the WAP. I am sure that the WAP office has copies available for you when you get your System 6—what's keeping you? By now, or starting soon, you should also see the tutorial published in the Journal in segments.

Although some have been successful doing it a different way, many of

us have found that installing System 6 fresh (meaning not over the top of System 5.0.4) was the best path to take. Also using the Custom installation rather than the Easy Update, picking those items that you wanted installed on your hard drive, was preferred.

### SCSI Card for the Iie

There has been a lot of conversation about SCSI cards since the price of hard drives has dropped so dramatically and is now within the range of most users. Let's listen in on a "thread" where the all-knowing Dale Smith is responding to a question concerning SCSI cards for the Iie. Dale is speaking.

"There are two (and only two) DMA type SCSI cards for the Apple II (any slotted flavor)—the Apple High Speed SCSI and the CVTech RamFAST-SCSI. Apple also had a slower, non-DMA SCSI card out - that has been supplanted by its High Speed SCSI card. You might be able to find one used or from someone who still happens to have one in stock.

"What do you mean by 'it just doesn't work'? The card is simplicity itself—for me (but on a GS) it was plug and play. Also, what version of the RamFAST did you get? The Rev. D RamFAST is the newest and in many ways the best, but there are possible problems with Iie's that prevent CVTech from wanting to guarantee it for a Iie. For the Iie user, they suggest getting a refurbished Rev. C



RamFAST (they're available for \$99). The refurbished boards do have the newest RamFAST chips installed; they just don't have the newer lower-power-consumption circuit boards nor the ability to take a 1MB cache.

"Have you also tried to move the CVTech card from one slot to another to see if the problem is in the computer slots themselves or not?"

"I'm not sure what you meant to say when you wrote 'ProDOS 8.1.' There's no such beast, but there have been a lot of different version numbers. None incorporate the 8, though I have seen people post a version number tacked onto the 8 before. I think you dropped something out. If you were using the current ProDOS 8 v2.0.1, then there is the possibility that you have the 'too many cooks spoil the soup' syndrome. Both that version of ProDOS 8 and the RamFAST attempt to remap drives/partitions to empty slots, but each does it differently. You must have one and only one doing this or many ProDOS 8 programs will get confused, hang, and otherwise misbehave. There is a patch posted in GS Miscellaneous Board, I think, that gives the details of what has to be done to tell ProDOS 8 to stop it; it's also possible to tell the RamFAST to stop it, by booting directly into the RamFAST ROM: hold '0' down as you're booting, and the RamFAST ROM should boot and you'll be in the RamFAST.System program that let's you manage your SCSI devices.

"I think all of this could be done before concluding that a new card is necessary. After you've tried all of this you may still come to the same conclusion, but you'll be on firmer ground.

"Oh, another course of action would be to go back to ProDOS 8 v1.9 which does not do the device remapping at all. Try that particularly if your friend is not handy with a block editor to make the patch I mentioned above or

doesn't have one to use."

[People jumped at the RamFAST SCSI reconditioned revision C boards so you may not always find them available at the great price of \$99. If you do, you may want to jump at it. Of course, you must inquire if the ROM chip is 2.01 or greater. If not, as previously mentioned, the upgrade can be obtained free, or you may want to opt for the \$15 ROM 3.0 chip from C. V. Technologies - GH]

### Deep in the Heart of TEXAS

TEXAS II is an on disk magazine published by Kingwood Micro Software of San Antonio Texas. Although the publication is mainly oriented towards selling the products that Kingwood handles, there are varieties of information, hints, tricks, and techniques relative to Apple II's published in the document (disk). Beverly Cadeaux (owner, writer, editor and everything else) does an excellent job and is dedicated to the Apple II. A little free publicity here "doesn't hurt" - it's like chicken soup. Let me repeat some of the items that she has reported in a recent edition so that you can get a feel of some of the topics.

TimeOut Updates - There haven't been any new Beagle Bros TimeOut updates for several months, so chances are you are current now if you updated during the last year. If you'd like to check your TimeOut applications for current versions...

1. Use TimeOut Utilities to "List version numbers" of your TimeOut menus. Make a hard copy (j-H) of each menu. If you see three digits displayed in the version numbers (example: Utilities v3.0.2), skip to step 3.
2. These programs could have 3-digit versions. Load each accessory and look at the version number on the main program screen: SuperForms, ReportWriter, QuickSpell, Outliner, and all of the TextTools and Companion Plus accessories.

The ProDOS boot screen ("Install TimeOut") or program Help Screen (Outliner) can also be checked.

3. Check SuperForms (1.1), and each of the DeskTools' program screens (\*) for differences from the numbers given under "List Version Numbers:" Calendar, Calculator, Case Converter, File Encrypter, Page Preview, Data Converter. These applications may have version numbers that are different from the ones given under Utilities.

4. Then, compare your version numbers with these... [Here a long list is presented. It is the same list that I posted about three or four months ago on the TCS which originated from "TimeOut Central." You may want to check the listing to see if your TimeOuts are current. - GH]

Task Files - Problems with launching task files under AppleWorks 3.0 or with setting the cursor blink and screen preserver rates under AppleWorks 2.0 can sometimes be traced to the version of Macro Compiler or Macro Options that you are using. There are three versions of Macro Compiler and Macro Options on the UltraMacros disk (3.5" version). If you are using UltraMacros 3.1 on AppleWorks 3.0, use the files located in the subdirectory / Files.For.v3.0. If you are using UltraMacros 3.1 on AppleWorks 2.0, use the files in /Files.for.v2.0. Use the Compiler and Options in the main directory only if you are using both versions of AppleWorks. If you have the 5.25" version of UltraMacros, you may not have the individual Compiler and Options at all. They are all on the 3.5" disk, however.

TO.Utilities - While TimeOut Utilities comes on most disks, version v3.0.2 may not be included on updates. It's best to ask specifically for Utilities v3.0.2.

TO.ReportWriter - There are three versions of ReportWriter on the



ReportWriter disk. You only need one of them: For AppleWorks 3.0, for AppleWorks 2.0, or for both.

TO.Clipboard - You don't need Data Converter (TO.Clipboard) for AppleWorks 3.0! That feature is now built in.

Triple Desktop - The update to Triple Desktop v3.1 was for compatibility with JEM Software's TotalControl v1.0. If you don't have TotalControl, you don't need this update. If you have TotalControl 2.0, you don't need this update, either. It's included on the disk with TotalControl 2.0 TO.MultiDesktop.

UM4 - UltraMacros 4.0 will be a JEM product which will enhance the Beagle Bros version of UltraMacros. UltraMacros author Randy Brandt is the owner of JEM Software. Many of the JEM products - SpellCopy, PathFinder, and TotalControl.

Beagle Bros - By now it has become generally known that Beagle Bros temporarily suspended telephone support for Apple II users last fall. This happened in November, but it wasn't until February that most people became aware of it. Though most users were supportive, I was a little surprised at some of the strong reactions, since I had been doing "business as usual" with Beagle Bros products all along. The simple fact was that recent sales of their Apple II software weren't enough to pay the personnel to cover the phones while they worked to bring BeagleWorks (a Mac product) to the market. The good news is that BeagleWorks is now shipping, and technical support for Beagle's Apple II products has been resumed full-time. You can now call Beagle Bros between 8 am and 5 pm Pacific time. Before calling, check your manual and disk notes, and list your hardware and software version numbers.

Later? - Why do most macro programs say, "Requires UltraMacros v3.1 (or later)"? It's because of the

way that UM v3.1 handles TASK files. With some macros, you can still get away with using UM 3.0. The update from UltraMacros 3.0 to 3.1 has been available for over a year. To test to see if you are really using UltraMacros v3.1, make a database file with about 12 records. Type a word at the top of any category. Then, go down one record, and run this macro:

```
D:< adb : oa-' rpt >! [ Open-Apple
apostrophe; Continuous Ditto ]
```

If the word "ditto" down the column, then you are using UM v3.1. The ditto macro is another feature exclusive to UM v3.1. If nothing happens with the repeating ditto macro, then you need to update. By the way, regarding version requirements: we always say "or later" whether we know there's a "later" version upcoming or not.

Watch your patches - The other situation that affects UltraMacros application programming is AppleWorks patches, which can have as many variations as there are users who implement them. When writing a macro, programmers routinely consider patches such as No/Yes questions reversed. Other situations, however, are difficult to work around, and are often overlooked or deliberately skipped. Macro writers can test for most patches by using <Peek> or <Screen> commands. However, there are only 4,009 bytes of space for each macro task file. If a programmer uses valuable bytes testing for every possible patch, you probably won't get much of a program.

Companion Plus includes a routine that lets macro users quickly determine which AppleWorks patches are installed. If you like to use macro applications, here are a few AppleWorks patches to avoid:

\* No/Yes questions cancelled. This can be evaluated by the programmer, but most often, it is assumed that questions are active. A macro writer can

poke your questions off temporarily, then turn them back on.

\* Cosmetic patches such as MouseText substitutes for "File:" "Disk:" "Path:" "Subdirectory", and TAB characters.

\* Changes to the horizontal and vertical lines of menus and other screens.

\* Replacing the "Type entry" messages. This patch could interfere with macros which depend on the screen message "Type" being read on the screen.

\* Hotkeys (SuperMenus), or No return after a menu selection.

\* Keypress changes: switching CTRL-T with <OA-TAB>, or <OA-S> with <OA-CTRL-S>.

Except for a clock display, try not to use cosmetic patches at all. Let's keep AppleWorks beautiful - and safe.

While we're waiting for TO.Organizer, there are a few "little known" TimeOut features and commands that I've come across, usually on the way to doing something else, or with a little help from friends:

\* <OA-S> will exit to AppleWorks from any level of almost any TO accessory.

\* Almost any character can be used in the name of a TimeOut accessory; MouseText too. Enter MouseText in the name with ProSel's Block Warden.

\* FileManager: pressing <OA-RTN> at Quit to AppleWorks changes the path.

\* FileManager will copy files in the order you specify, using control keys.

\* PowerPack's Line Sorter will sort on any Word Processor <TAB> column.

\* PowerPack's Help Screens now uses Bold and Underline commands for ! and |.

\* TextTools SuperFind: An <OA-?> help screen is at the Replace what? prompt.

\* UltraMacros: Print\$ Z will type the hex value of a number, Z.

\* SuperFonts: Inverse characters on the screen will yield <x2> commands, MouseText will give <x3> equivalents.

\* Graph: Always configure for white against black, and use a box or border.



More follow up on little-known, undocumented, or hard-to-find commands:

- \* TimeOut FileMaster's OA-RTN command at "Exit to AppleWorks" will change the AppleWorks path to the last path used in FileMaster. There are many other ways to use OA-RTN to make FileMaster avoid unnecessary "Do you really?" questions, "insert the source/destination disk" prompts, and to change to another disk drive or directory. Some users simply run FileMaster in "perpetual expert mode" by always pressing OA-RTN. Additionally, OA-A will sort a file list by name, size, type, and date, OA-R will select by rules, and CTRL-I (TAB) and CTRL-S commands will sort and copy files in any order you specify. Interesting? Go back and read the FileMaster manual today!
- \* The UltraMacros HIGHLIGHT command has four parameters for inverting a section of the screen: left, right, top and bottom. It's a little hard to remember the order in which the parameters should be listed. The simple solution is to think about it running CLOCKWISE - starting from the left, and HIGHLIGHT left, top, right, bottom. To un-highlight, make the first parameter a zero.
- \* TimeOut SuperForms has an OA-T command to get a "table" of fonts from which you can select a box-drawing character or symbol from the SuperForms fonts. The question is, once you're in the primary font table, how do you display the alternate character set table? You press OA-T again - an "OA-Toggle."
- \* Page Preview's error bell is the same as the AppleWorks default beep - even if you have patched the bell to have another sound and pitch. Try pressing any key other than arrows to hear that nostalgic sound.
- \* About the TimeOut TeleComm menus' OA-Ctrl-S non-command: OA-Ctrl-S makes the dial menu numbers increment to 9-16. I'm very sure this wasn't

intended, but I hate to be the only person who ever found this interesting and perfectly harmless bug. We spend an awful lot of time digging up these hard-to-find features for you, so check this one out now before a new version fixes it.

- \* How do you remember the TextTools' CR Stripper highlight command? I don't know why this is so difficult, because it's perfectly obscure: OA-O. Even more intriguing than obscure, undocumented, or difficult-to-remember program commands and features are programming "Easter Eggs."
- \* What's an "Easter Egg"? An "Easter Egg" is a surprise, a note, or other message that a programmer has included in his or her software. It is usually personal, and has nothing to do with the program itself; the fun part is hunting them down. There are a couple of Easter Eggs under the "About Companion Plus" selection of the main menu of Beagle Bros' newest release.
- \* Boot the Companion Plus disk, and select "About Companion Plus." If you press <OA-N> when it says to Press Space Bar, you'll get a list of project names - "Liberty!" was the code name for Companion Plus. But, that's not all... press a key, and you get another list of the author's favorite music groups!
- \* Pressing another OA-command while in the "About C+" screen gives the source of inspiration for it all. I've also heard that this name could change with new versions of Companion Plus.
- \* The original UltraMacros Easter Egg can be found when you first install TimeOut UltraMacros, and the task file Ultra.System is created. This default macro file happens to include a predefined message in \$0 ("string zero"). If you create a new file from scratch and then press SA-0 (solid-Apple-0), the author's message is typed on the screen. It says, "Go Chargers." You can use a similar trick to put your own secret messages into your

AppleWorks documents or macro program files. Why? The OA-> key is the UltraMacros RECALL command, and it lets you read a secret message that has been stored in a hidden area of the file. You can place any message in this area with the UltraMacros STORE command, OA-<. Save the file, and the next time you pull it up, RECALL the message with OA->.

TEXAS II is being posted on GENIE but you can probably make arrangements with Kingwood Software to be on their distribution list. Contact them at 2018 Oak Dew, San Antonio, Texas 78232, Phone: (512) 490-6373.

### More Beagle Bros News

Mark Munz (who works at Beagle Bros.) writes, "Essentially, Beagle Bros, Inc., has contracted Quality [Computers] to handle our Apple II stuff. In the meantime, we are entering new platforms (Macintosh). Just recently, we started shipping BeagleWorks, an integrated software package for the Macintosh. Rather than discontinue our Apple II software, due to slowly slumping sales, we decided to have someone else take care of it for us. In this way, everyone wins. We get to concentrate on the Macintosh. And our customers still get service and support for our products.

RE: JEM company will be marketing some programs that used to be Beagle Bros programs.

Technically, this has been going on for some time (ie. I/O Silver used to be a Beagle product and is now a JEM Software product). What this is probably referring to is the fact that JEM Software will be releasing the UltraMacros 4.0 upgrade (rather than Beagle Bros.). This is purely a matter of economics. Randy Brandt (author of UM) decided that if he could make some money on it, he'd do an Ultra 4.0. If it would have been handled through Beagle Bros, he wouldn't likely make as much money (since





Randy owns JEM Software, he's got very little overhead) as through JEM Software.

Beagle Bros, keeping the customer in mind, decided to let Randy do it through JEM Software as an upgrade to current UltraMacros owners.

### The Guy Wears Two Hats

Bill Logsdon, of Florida tells us that he called Quality Computers (Michigan) and a salesman refused to sell him a product via COD, but did recommend that Bill call the Roger Coats Co. (California) Bill did so – and the SAME salesman answered the phone and processed his COD order. The fellow revealed that Quality had purchased the Roger Coats Co. and were keeping records separate for tax purposes. Bill did note, however, that even though it was the same company that they had different sales policies. But more important, the price of the product was also different between the two (?) companies.

### Buggy

Michael O'Donnell was recounting a story which was prompted by the following statement that he read - "Of course, the real bugs won't be found until the product ships..."

"Reminds me of last week, when one of our twins, age 6, was doing "Millikin Storyteller" on the IIGS. The directions asked him to click on the Ugly Duckling. He did, but on the leg, and the program prompted him again. He asked me, why, when he got it right. I answered that there must be a little bug in the program. His response—a disdainful "Dad, you can't have a bug in the program unless you leave food crumbs on the disk!"

### UltraMacros 4.X Soon to be Here

By the time you read this, UM4, as they will be calling it, will be on the

streets – or close to it. Mark Munz has been, from time to time, dropping pieces of information concerning this powerful program. Here are a couple of features that are being designed into the product - according to Mark.

String variables—UM4 has 99 strings. (\$1-\$99). UM4 uses an array for numeric variables (A(0)-Z(9)) giving you 26 \* 9 numeric variables.

In addition, I'm currently working on a third type of variable: the extended numeric variable (which allows you to use numbers in the range of (-)2 billion to (+)2 billion). Now those are some big numbers. (Please note: as of yet, I haven't decided whether to include this new stuff as part of Randy Brandt's own UM4 or simply as a cheap little UM4 extension disk.)

Extended variables are being handled with external (or dot) commands. These replace UM3.0's Ampersand (&) which a more sophisticated capability. Dot commands can be parts of equations (they can pass back a string or a number) or they can take parameters (either strings or numbers, literal, ie., "This" or 10, or variables, ie., \$1 or A(3)).

Here are a few commands that are being developed:

- [.MenuBar]: draws a horizontal menubar
- [.AskYN]: asks a yes/no question
- [.OnGoto]:
- [.OnGosub]: based on a value, goto (or gosub) a specific macro
- [.AddMenu]: used to build numbered menus
- [.WriteStr]: print a string in a specific location
- [.Box]: draw a box
- [.FileCard]: draw a filecard (1-4)
- [.upper]: convert a string to upper-case
- [.substring]: search for a string in another string
- [.search]: search for a string value in the string variables (1-99)

This is just to give you some idea of

what external commands are going to do for the UltraMacros user. Plus, new commands can be written and added to UM4 without any changes to UM4 (just drop a file into a folder and presto—new commands added to UM4 : And the compiler recognizes them and knows what parameters they need).

Another new and exciting feature is macro linking. You can call a macro in another macro set (task file) as a subroutine. This means that 4K is no longer the limit of a macro. Just do a <call sa-J in "mysubroutines"> and UM4 will load the "mysubroutines" task file; run sa-J and when it is finished, load your running macro set; and continue with your macro.

### Memory and Hard Drive

New member Terry Hill asks, "Have an early model IIGS (256K), but in pristine condition. Used only by a lil' ol' realtor who used it couple of times a week to check the multiple listing computer. Want to upgrade memory, etc., so I can download lots of good stuff. Looking for upgrade recommendations and answer to utilities question - what do I need to download compressed programs? Please share your expertise, experiences."

Old member Dale Smith (did that come out all right?) responds, "Well, with the current system software, you'd probably do best to get a 4 MB memory expansion board and at least 2 MBs onboard for now - you'll be able to run the current system and you could run HyperCardGS v1.1 with that much (or AppleWorks or AppleWorksGS, etc.) though you could run into low memory situations on occasion or if you start loading up with CDA's, NDA's, INIT's, sounds, and other strange goodies. I personally have 4.25 MB's with a CV Tech GS Memory Board. This board does have the advantage of a back pocket into which you can plug an-



other fully populated DMA compatible memory board (either Apple's 1MB board or a number of different 4 MB boards). I am not currently running into any memory conflicts, but I tend to keep my system lean and I don't run too many 16-bit applications. Oh, another factor, memory is not too expensive now.

"Second upgrade suggestion: add a hard disk drive. Best road is to go with a SCSI type drive - you'll need to get the drive and a SCSI interface card. I have a CV Tech RamFAST SCSI board - it does DMA (meaning 'fast') when reading/writing data; you can also get Apple's HiSpeed SCSI Card which also does DMA. I choose the RamFAST because it's faster than Apple's due to its cache feature. Since you don't have a hard disk, you could very likely live with a 40-50 MB drive for some considerable time.

"All that does cost money. For prices on this stuff, check the mail order places in A+/inCider - TMS Peripherals, Roger Coats, Quality Computers, etc. If you don't subscribe, you can stop by the Pi office to look at an issue there. Also, while looking, you may want to check prices for the same drives from dealers in MacWeek (you will find much the same piece of hardware for cheaper there). There might be minor differences in what you get, such as whether you get a bunch of PD software loaded onto the drive or not or whether it has the current system software installed or not. Some dealers have Mac formatted drives which will have to be reformatted for GS/OS. If you have the RamFAST card;

this is no problem because the utilities are provided in its ROM disk ready to use.

"Now, what you need to download compressed files: go to the Essentials area of File Transfer (Area 29). There you'll find ShrinkIt (8-bit) and GS/ShrinkIt and some other utilities. The 8-bit ShrinkIt is in a self extracting format; it can be used to extract GS/ShrinkIt and any other files. The only time it will not work is for archived files that are 'forked' files (something used in GS/OS, but not under ProDOS 8) - for those you will need GS/ShrinkIt.

"That should give you some starting ideas..."

### **Wanted: More IIc, c+, and IIe News Pieces**

Much of what you read here concerns the Apple IIGS or AppleWorks and UltraMacros. These happen to be my major interests at the moment, however, I don't want to limit the column to just these few items. I am very interested in placing information that will be of help to earlier Apple II owners. I cannot place the information here unless I receive it from you. If you would like more coverage in this area, please submit items for publication. Contributions need not be long. Your involvement and assistance would be appreciated.

## **UltraMacros Special Interest Group Formed**

On Wednesday, May 13, 1992 the WAP Board of Directors approved the establishment of the brand new UltraMacros SIG.

Gary Hayman, the coordinator and interim chairperson, announces that the purpose of the group is to study and utilize UltraMacros (UM) as part of the highly popular AppleWorks (Classic) word processing program. Macros act as a special programming language that control the actions of AppleWorks.

Already some 13 "founders" are on board and we are waiting for additional members. If you are interested, please contact Gary Hayman at (301) 345-3230 for further information and to get on the mailing/call list.

No meeting site or meeting schedule has been established at present, but it is expected that regular meetings will be held at convenient locations.

Remember, SIG membership is free.

### **News Flash**

UM4 will be released this Summer. It is many times more powerful than the current UM3.1.



# “I’m Sorry But That Software Is No Longer In Production, Ma’am”

by Deborah S. Martin

I am a mother with an interest in education-oriented computing that demystifies that intransigent gray box sitting on the desk. I keep my maternal ear to the ground for age appropriate software that will hold the interest of progeny that would rather be outside batting or kicking a ball.

With attention spans that range from nanoseconds for homework to hours for cartoons, it is a formidable task indeed. I dutifully enroll my child in after school programs that purport to expand the intellectual interest of those malleable little minds. I make weekly pilgrimages to the library with small hands tucked in mine. I sojourn to museums and gardens and historical points of interest to instill a sense of preserving our past as well as our future.

And I hope, as so many parents do, that a sense of excitement in learning and wonder about our world is demonstrated by the young. There is plenty of wonderful software “out there” that reinforces all of this in an interesting, colorful, interactive way that keeps bringing the kids back for more. That is, it does as long as that software continues to exist.

One such program is “Rocky’s Boots” for the Apple II by the Learning Company. My 8-year-old son was introduced to this program in an extracurricular class at school. The kids learned about simple electrical circuits in a fun way on their

classroom computers and then went to the science lab to build their own circuits with wire and light bulbs and batteries. They made switches, parallel and series circuits, and watched their light bulbs glow. They went back to the “drawing board” of the computer to understand each way electricity could flow. The enthusiasm was flowing too. Overflowing into the halls. The excitement was infectious. The light bulbs were ablaze. They wanted to take the process home and “do it again.”

So, mom that I am, I agreed to add this program to our collection in exchange for not having to remind my son 300 times to make his bed or feed the dog. Now, here’s the rub. I couldn’t find the program to buy it. I went to or called every software store in a 25 mile radius. Not only did none have it, but as usual, support for the Apple II was minimal at best. I called every software distributor advertising in my array of computer periodicals. None had any left and weren’t get-

ting any more. One company had just sold their last one, but would gladly sell me something else (sure!). Then I called The Learning Company itself and discovered that they no longer manufacture this title and they were out of them too. I had expended great effort and earned disappointment.

My next stop was the teacher who had started all this in the first place. I was sure she would let me copy her disk for the greater benefit of education once I explained my plight. It is to her great credit that her integrity is solid and unbreachable. She wouldn’t give me the disk. She declared that it would be illegal and immoral, and rightly so. There is no greater disservice to innovative programmers than to undermine their ability to receive compensation for their work. But when given no other alternative, copying someone else’s disk begins to look reasonable even if it is an approach one would not normally take. My son is in good hands at his school. His role models are

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exceptional and unfailingly honest. It definitely renews my faith in society. But I digress. I still couldn't boot Rocky's Boots.

My purpose here is to complain about the apparently thoughtless way that software manufacturers decide what is marketable. They remove from circulation programs that are unprofitable as any business might. But to make these programs forever inaccessible is unfair and negatively colors the opinion of people like me who seek to enliven and educate.

Surely, not every program can remain on an inventory forever. Technology advances far too quickly. We do not encourage obsolescence any more than we prod our cars with buggy whips.

But if there are programs that can encourage learning the way this one did, perhaps companies can put these apparently outdated or poorly selling programs into the Public Domain as ShareWare if nothing else. It would reduce pirating and give people more reason to have the same integrity as

my son's innovative teacher. Likewise, old programs could be donated to schools after their usefulness to the company has expired. Then schools wouldn't struggle so much with how to fund software purchases for those computers the grocery coupons provide. At least leave a way for the kids who will be 8 years old ten years from now to discover the wonder of something new so that our world will glow with lots of light bulbs in the future. Especially the light bulbs of the mind.

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## May Apple II Meeting

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by Lorin Evans

For those who were willing to try the Pi instead of beach traffic this past Memorial Day Weekend, preventative maintenance, a long and but useful tutorial was the reward.

Tom Vier began the morning by offering his SmartDisk program to those who missed the meeting last month. Details about the program, and how to obtain a copy of it, can be found in the June Journal.

Two of the most used components an Apple II operator possesses—and equipment that contains the most moving parts—are disk drives and dot matrix printers. It is our reliance on those components, and the general absence of guidance concerning the care and well being of that equipment that prompted the theme for our meeting. Ken DeVito and I brought in a collection of sickish ImageWriter I and II printers and an

assortment of Apple II and generic disk drives in need of service for a hands-on demonstration of preventative maintenance. Everyone received detailed instructions containing separate step-by-step instructions for each peripheral. The session gave several Macintosh owners who use ImageWriter printers a chance to visit with us, and participate in our meeting.

The ImageWriter tutorial covered disassembly of the printer case, removal of the printhead, cleaning the printhead, platen and pinch rollers, cleaning and lubricating guide rails and rollers, reinstallation of the printhead on both types of printers, and reassembly and final testing. Everyone had an opportunity to remove and install a printhead, which is easily the trickiest part of the servicing, as well as examine a printhead that did not survive reinstallation.

The disk drive tuneup covered removal of the analog card and assorted cables, cleaning of the pressure pad/head assembly and guide rails, and a speed check.

Considerable interest was expressed in another meeting of this type in which service, rather than preventative maintenance routines, is explored. We are in the process of acquiring a new version of some shareware maintenance test routines which will be incorporated in the next program in the series.

June is Garage Sale month. Be sure to note the time and location as printed in the last Journal.

[A copy of the tutorial "Preventative Maintenance for For Your Apple Equipment" is reprinted on page 23 in this Journal. The printhead with the broken guide card, which was used in the tutorial, is not something you want.]





## CORNUCOPIA OF FILES - PT II

by Gary Hayman

There are a legion of available files for your downloading pleasure on the TCS. Here are some of the many Apple II family files. I encourage you to investigate the abundant listings and download some of the Public Domain, FreeWare, ShareWare, demos etc. that are housed on the Pi's hard disks waiting for you. Following is a partial listing (posted between May 15, 1991-May 15, 1992) of only the Apple II (Non GS - GS files reported in the May 92 edition) pertinent files. You will notice that I have alphabetized the files in each area to facilitate your searching for particular file names. I regularly plan to update recent additions in my Byts & Pyces column to provide you with a listing of titles added during the previous month or two.

### File area 1 - Apple II Games

ANTIGRAVITY.BXY Fun Pac-man like strategy game.  
BUNNY.GAME.BXY A game for young kids  
COLUMNS.2PL.SHK Columns in single hires  
COLUMNS.IIE.SHK Double-Hires Tetris-like game.  
CREATURE.BXY A simple, fun arcade game.  
DIAFLW.DISK1 Death is a Four Letter Word - Demo  
DIAFLW.DISK2 Additional Scenarios - DIAFLW Demo  
DIAFLW.DOCS.SHK Docs for Death is a Four Letter Word  
KALAH.GAME.SHK Cute strategy board game  
NUM.GAMES1.BXY Shareware math games  
SOKOBAN2.1.SHK Sokoban v2.1 and 50 Sokoban Screens.

### File area 2 - Apple II Misc.

A2.PGR.AVL.SHK Programs available for Apple II series  
ALLIANCE2.SHK Apple II Alliance info  
ASPHYXIA.4.SHK Issue 4, Asphyxia — news letter  
ASPHYXIA2.SHK Apple II magin AW format, #2  
CPRBASICS.SHK Frequently Asked Questions  
DIAL.DIR.TXT Dialing Directory for TIC 3.31  
DSP.INFO.TXT Preliminary overview of DSP Card.

EFF4.17.92.SHK Electronic Frontier Fondation news  
EFF5.1.92.SHK Electronic Frontier Fondation news  
GENIE.INFO1.BXY Info about GENie and ProLine  
GENIE.INFO2.BXY Side 2 of GENie/ProLine info disk.  
GS.DSP.TXT Messages about GS/DSP Card  
INTRVIEW.TW.BXY Interview with Tom Weishaar 7-11-91  
MORTGAGE.SIT Mortgage Lenders Listing  
NEW.PS.STUFF New fonts, borders and graphics  
PACKET.INFO.BXY Text about packet networks  
PING.NOTES.BXY Important tips for ping pong story  
PING.PONG1.BXY Slide Shop story with music/graphics  
PING.PONG2.BXY Slide Shop story with music/graphics  
PT3.5.25A.BXY ProTERM 3.0 Demo (5.25, Side 1)  
PT3.5.25B.BXY ProTERM 3.0 Demo (5.25, Side 2)  
PT3.UPD.ED.BNY ProTERM 3.0 Update [Editor]  
PT3.UPD.FIL.BNY ProTERM 3.0 Update [File Menu]  
PT3.UPD.PT3.BNY ProTERM 3.0 Update [Main program]  
PT3.UPD.RCV.BNY ProTERM 3.0 Update [Xmodem Receive]  
REDDY.DEMO.SHK "First Aid With Reddy" Apple II demo  
SF.GET.112.SHK File dialogs for AppleSoft programs  
TS31A.BXY Tonight's Sky 3.1 Astronomy shareware  
TSV3.0A.SHK Tonight's Sky for Iie/c  
TSV3.0B1.SHK Tonight's Sky for the Iie/c - disk #2.  
TSV3.0B2.SHK Tonight's Sky for the Iie/c - disk #3.



TSV3.0B3.SHK Tonight's Sky for the IIe/c - disk #4.

### File area 3 - Apple II Technotes

DEC91UPDATE.SHK December 1991 update (reupload)  
TECHN.ATLK.SHK AppleTalk notes  
TECHN.FTYPE.SHK Filetype descriptions  
TECHN.INDEX.SHK Index and About Apple II Technotes  
TECHN.MISC.SHK Miscellaneous notes  
TECHN.PDOS.SHK ProDOS 8 operating system notes

### File area 4 - Apple II Utils

A2FX.8.SHK Apple II File Exchange, v 0.8 (beta)  
AUTO1.1.SHK Auto-UnShrink v1.1 - recover damaged  
BSTAT.UTIL.BXY Utilities for Apple DOS 3.3  
CHGFIL.4.04.SHK Change & Convert files utility - v4.04  
COMMSYS24.SHK Freeware telecommunications program  
DHIRE.SHK DHR routines for BASIC programs  
ECLIPSEBBS.SHK Customizable ShareWare BBS system  
HFSLINK0.5.SHK HFSLink v0.5 - Mac HFS → ProDOS8  
IIPLUSSHK21.XTX Shrinkit & UnShrink for 64K //e & II+  
LFIR.SHK Linefeed Insert/Remove  
MACBINARY.SHK For Mac users only! Read description.  
MOUSETRAP.SHK Text editor for PTSpecial emulation  
NSC.PATCH2.SHK No Slot Clock patch for Prodos 2,01  
P8PATCHER.SHK P8 v2.0.1 "stop-remapping" patch  
PROBLOCK.SHK Poor man's block editor  
PRODESK.SHK Shareware File Launcher & Utilities  
PRODOSPATCH.SHK Slot clock driver patch for ProDOS v1.9  
RESURRECT.SHK Rescue AW files from damaged disks!  
SHRINKIT3.4.SHK ShrinkIt v3.4 - bugfix update (8-bit)  
SLOTSCAN.SHK What's in your slots?  
SNEEZE2.0.SHK Sneeze, V2.0  
ZLINK12.15.SHK ZLink - 12/15/91 - communications prog.

### File area 11 - AppleWorks

BIG.LTRS.SHK Big Text Letter Maker  
CLIP.IN.OUT.SHK AW Piece Extractor  
CODE.O.RAM.SHK AW Macro text coding/decoding tool  
GRACE1.SHK AW Templates by Grace Gallager  
MFC.DEMO2.SHK The Magic File Cabinet - THE DEMO -  
OA.CTRL.S.SHK Overcome OA-CTRL-S problem w/ new files  
ON.GUARD Protect AW files from spies-kids-jokers  
PLUSWORKS.AWP AppleWorks 3.0 on a Plus.. AWP file  
PLUSWORKS.TXT AppleWorks 3.0 on a Plus.. TXT file  
RESURRECT.SHK Data recovery utility  
SCROLLER.SHK AW Continuous Scrolling Display Macro  
SDRAWKCAB.SHK BACKWARDS effect macro  
SPEC.CHARS.SHK AWGS PL file; special characters  
TC2.0.DEMO.SHK TotalControl 2.0 Demo - Randy Brandt  
TO.CAL.1992.SHK TimeOut 1992 Calendar  
VA91FORM760.SHK VA FORM 760 1991 A/W template  
WHATS.THIS.SHK THIS IS IMPOSSIBLE!!!!  
ZAG.MACRO.SHK Cute macro for ZIG/ZAG text display

### File area 26 - Apple II Graphics

PENGIE.DHR.SHK TCS "Pengie"  
PS.XMAS.1.SHK PrintShop (orig.) Xmas graphics (1)  
PS.XMAS.2.SHK PrintShop (orig.) Xmas graphics (2)  
XMAS.1.DHR.SHK DHR Christmas graphics - Part 1  
XMAS.2.DHR.SHK DHR Christmas graphics - Part 2

### File area 29 - Essentials

HAYES.COMMANDS Text file; Hayes modem command summary  
IIPLUSSHK21.XTX A2: ShrinkIt for 64K IIe and II+  
MACBINARY.SHK A2: For Apple II at home, Mac at work  
SHRINKIT3.4.XTX A2: ShrinkIt 3.4 - 128K IIe,IIc+,IIGS



## On the Trail of the Apple III

by David Ottalini  
Apple III SIG Co-Chairman

### Parallel Cable Problems

Some of our III SIG members have been having trouble with UPIC parallel card cables of late. The cable itself is non-standard on the UPIC card side. Some of the same troubles surfaced recently on the Micronetworked Apple Users Group (MAUG) on Compuserve. The original problem was Steven Templeton's:

I'm trying to get a parallel printer to work with my Apple III. My first step was to order a UPIC cable from Sun. They sent what appears to be the wrong cable. The UPIC end of the cable has a connector 1/2 the length of the connector on the UPIC itself. Sun says that's the only cable they have and that "of course" it won't work (it doesn't).

Does anybody know where I can get a real UPIC cable, or a wiring diagram so that I can have one made?

Ed Gooding responded with:

It sounds like you did get the right UPIC cable, even though it looks wrong. The connector on the cable only connects to the pins in the middle of the card connector. There is supposed to be a couple of black insulated covers over the pins at each end of the card connector. You should see a "break" in the pins that segregates the last four rows of pins on both ends. The cable plugs into the middle ten pairs of pins.

For more information about the UPIC and its parallel cable, see our PD disk 3INF-10 (Inpert's Corner by Bloom) or On Three's Letters column

Tim Bouquet, a member of the III SIG, offered these comments recently on our TCS board about the new book by Robert X. Cringely:

My Mother gave me this book for my birthday. I'm posting this review because it mentions the Apple III five times. It is about the history of the computer industry in Silicon Valley 1975-April 1991. Most of the book dwells on the specific personalities and corporate mistakes made in the growing industry. Of course it has to talk about our Apple III. Here are some quotations:

"... I came across a shelf of Apple III computers for sale for \$100 each. Back in 1979 ... I remember sitting in a movie theater in Palo Alto with one of the Apple III designers, pumping him for information about it."

"There were only 90,000 Apple III computers ever made, which sounds like a lot, but it isn't. The Apple III had many problems, including the fact that the automated machinery that inserted dozens of chips on the main circuit board didn't push them into their sockets firmly enough. Apple's answer was to tell 90,000 customers to pick up their Apple III carefully, hold it twelve to eighteen inches above a level surface, and then drop it..."

"... With the introduction of the Apple III in 1980, life had become much more businesslike at Apple, which suddenly had two product lines to sell."

"... Jobs thought at one point that he had killed the Apple III, but it went on anyhow."

"... The Apple III, the Lisa, and now the Macintosh were all failures."

Tim says the book dwells on IBM twice as much as Apple, ending with last year's alliance between Big Blue and Cupertino.

In answer to Tim's review above, Paul commented that:

RE: "... The Apple III, the Lisa, and now the Macintosh were all failures."

> From a business standpoint, yes. From a technology standpoint, no. There is not an IBM PC or Mac in the world that does not use the Apple III's HFS (Hierarchical File System), and there are hundreds of thousands of computers that the III will easily leave behind. The Lisa became like the Mac but was very expensive. Although it took a few years for the Macintosh to match the speed of the III, the Desktop Publishing industry was virtually created by the Macintosh.

### Desktop Manager Tip

One of the neat things you can do using the Disk Manager module is print any text file from within any program. It works just like System Utilities, i.e., you select the Copy File command and instead of copying from one disk to another, you copy your file from disk to printer. It will not be formatted, however, and unlike System Utilities, you can only select one file to print.



in the November, 1987 issue. The UPIC Parallel driver, if you need it, is on 3UTL-01 and 3 UTL-04. Disk 3UTL-12 has Daryl Anderson's wonderful print buffer drivers for the UPIC. As for the UPIC manual, there should be a copy in the WAP office or give me a call.

### Download Problems

III SIGer Dave Jernigan wrestled with a download problem recently and (smartly) sought help on the Pi TCS. He reported that:

Seems like our Sara is too fast for the cludgy II's <grin>. I'm using a 2400 baud modem and Consorti's Deskop Manager. I got failures when I tried to download, X modem style. Also, is his Turbo the same as Y or Z modem? What do I need to be able to download? I can capture fine as in reading messages. Obviously, I'm doing something wrong.

TCS Mavin Dale Smith answered that:

When you're downloading, it doesn't matter if your machine is "too fast" - it would matter if it were "too slow" — with one proviso: that the communications program is not keeping time relative to the machine speed, which can wreak havoc in time-critical routines that depend on REAL time if the machine is accelerated or something like that ....

The other thing that might make problems, is if the TCS were for some reason not getting characters to your machine within the relevant time-out period - I have never experienced this problem with a direct connection to the TCS (via regular phone lines) but I have encountered it over packet-switched networks such as PC Pursuit, where the delays from the network can exceed the time-out normally provided. Modern communications programs include a provision for "relaxed timing" which doubles (or more) the time-out period to accommodate such delays.

And Paul Campbell couldn't resist weighing in with his own thoughts:

The CPU speed difference is not the problem with your X Modem failures. Most problems with speed occur when transmitting a text file using the "Open Apple - T" (or similar function in other programs). Since the III is interrupt driven, it has little else to do besides spit out the file full-blast and display the returned characters in the screen.... unless we change the character delay!

On the other hand, the TCS Apple II's must receive your characters, perform word-wrap and linefeed functions, blast the correctly formatted characters back to you, and keep checking I/O devices for other input. This a lot of work even for the accelerated Apple II's. I find that this problem is not only on the TCS. As of this writing I have only found one BBS that can handle an Apple III direct file transmit unless each character is delayed at least 5 milliseconds. Most IBM's can't keep up but a hard running 386 can accept a transmit with a 5ms delay, forget XT's, AT's, and 286's. The Macintosh also has trouble, even the fx.

There are only three things I can think of that might be causing the Communications Manager (CM) to abort a download: 1) the response from the sending computer system "times out". When this happens, CM waits about 1.5 minutes before aborting because the other system has not yet transmitted; 2) you might have a hardware problem with your ACIA chip - this is not a problem I have ever seen, just a possibility; 3) the most likely cause would be data errors while downloading in the "Turbo" mode. Each block of data downloaded by your SARA is checked for any errors.

If an error is detected in the Normal download mode, SARA requests that the same data block be transmitted again and continues the down-

load. If an error is detected in the TURBO download mode, the download is automatically aborted. Most download errors are caused by noise in the phone line. Turbo X Modem is the same as regular X Modem except slightly faster. Binary II is the best for multiple files and David O. sometimes uses it on the TCS, it's really neat to see all those files transmitted one after another with the correct filenames and everything!

### Titan Report

Greg Stuk at Titan Support reports he did get some takers for our group purchase sale of Titan III+// and III+//e cards. I talked to him in late May and he indicated some additional calls were coming in, so hopefully he was able to sell some more cards.

Greg also tells me that he can do Apple // family repairs at very reasonable prices. Instead of swapping out motherboards, he actually goes in and tries to fix the problem. He says his prices are "aggressive" so give him a call at 1-313-429-8547 for rates and information about sending him your problem. Greg says he can fix any Apple // or Apple III computer but shies away from disk drives and other components.

### More Repairs

Locally, I'm happy to report that Tenlytown Computer Clinic's Steve Ridenhour says his company will also do repairs on Apple II's. The cost is \$55.00 for an estimate, which will be applied to the final bill if you decide to go forward. They'll determine what's wrong and discuss whether it's worth repairing or not. TCC also repairs disk drives and Profiles. They even advertise in the Journal, which shows their very good taste in clubs and publications (smile)...

TCC's phone number is (202)-362-9702. Their address is 4433 Wisconsin Ave. in NW DC.





### AppleWriter Tip

Ever wish you could simply read a file without loading it while you're in AppleWriter? Turns out it's quite easy. I discovered it, in fact, quite by accident. Begin by pressing <CONTROL> and "L" or if you have loaded your glossary keypad, press the "0" key on the keypad. Down at the bottom of the screen you'll see the familiar [L]oad selection.

Now type in the pathname of the file you want to read. But before pressing <RETURN> add a "\ " to the end of the pathname like this: [L]oad .D2/myfile\. Now press <RETURN> and you can read the file without loading it. Use <CONTROL> and "7" on the keypad to stop the scroll and start it again. Once you do this, it won't stop until finished.

### Finally

I've been meaning to mention this for awhile but didn't have the time until now. Our hats go off to Bridgehill Associates (a computer repair/maintenance firm based in Herndon, Virginia). Bridgehill's business cards sport an Apple III computer logo! Now if the III could run TEMPEST for the federal government....

Ever wonder why you need a modem eliminator for your Serial printer to work properly? Our friends at ATUNC, the Apple Three Users of Northern California have the answer:

A modem eliminator basically reverses pins 2 and 3 in the RS-232 cable. This is necessary for your serial printer to work properly. Reversing the pin outs is necessary, because the printer and the Apple III both

send information out the 2-pin and receive through the 3-pin. For more information on the Serial port, see page 131 of your owners manual.

To use your serial port with a modem you do *not* use the modem eliminator. If you have had a special serial cable built for your printer (or plotter), you also would not use the modem eliminator. However, if you want to use a standard RS-232 25 pin cable to hook your serial printer to your built-in serial port, then you must have a modem eliminator.

Note that 25-pin cables and modem eliminators are available by mail order or from Radio Shack and most computer stores.

## Apple II Family Used Computer Guide

by David Ottalini

Apple III SIG Co-Chairman

After a one month delay, I'm happy to bring you another edition of my used computer price guide for the Apple // family. Please note there was a typo in the price for a used //e from Sun, which has been corrected this time around. We continue to find there are plenty of bargains out there. You may have found your own at the WAP Garage Sale last month. If you missed it, take a look at what's being offered and use these prices to help guide you in your negotiations. If you buy or sell an Apple // family system, please let me know and I'll include it in my next listing.

*CPU = Computer ; MON = Monitor; DD = Disk Drive; PR = Printer; WC = Wide Carriage; SW = Software RGB = RGB Color Monitor; U=Unenhanced; PCT = PC Transporter; HD = Hard Disk; MOD=Modem; MM = Much More; +/- = Increase/decrease from our last listing. //c*

comes with an internal 5.25 DD. //c+ with a 3.5 DD. Apple III and III+ with internal 5.25 DD.

Tom Linders is a member of ATUNC. Call him at (408)-741-1001.

Comp./Printer	Source	System?	Price (+/-)
Apple III 128K	Sun	CPU	\$295
Apple III 256K	Sun	CPU	\$345
Apple III 256K	Sun	CPU/MON	\$349
Apple III	Tom Linders	CPU	\$ 50
Apple II+	Sun	CPU	\$ 49
Apple II+	Post	CPU/DDs/RGB/MON/PR/MM	\$280
Apple IIc 128K	Sun	CPU	\$349
Apple IIc 128K	Sun	CPU/MON	\$429
Apple IIe	Post	CPU/MOD/MM	\$500
Apple IIe	Post	CPU/HD/DDs/MON/PR/MM	\$1500 OBO
Apple IIe	Post	CPU/PR/RGB/DDs/MM	\$900 or OBO
Apple IIc 128K	Sun	CPU	\$195 (-34)
Apple IIc 128K	Sun	CPU/DD/MON	\$249
Apple IIc new	Sun	CPU	\$245
Apple IIc	Post	CPU/RGB/MON/DD/PR/MM	\$700
Apple IIc	Post	CPU/DD/MON/PR	\$495
Apple IIc	Post	CPU/MON/MM	\$150
Apple IIc+	Sun	CPU	\$295
Apple IIc+ new	Sun	CPU	\$345
Apple IIGS 256K	Sun	CPU	\$349
Apple IIGS 2MB	Post	CPU/3 DDs/RGB/MM	\$1050 or OBO
Apple IIGS 2MB	Post	CPU/DDs/RGB/PR/ MM	\$925
Apple IIGS new	Sun	CPU	\$399
Apple IIGS 1.2MB	Post	CPU/DD/RGB/MM	\$800
Apple IIGS	Post	CPU/DDs/RGB/MM	\$1100
Imagewriter I	Sun	Printer	\$279
Imagewriter II	Sun	Printer	\$279
Imagewriter II, new	Sun	Printer	\$329
Imagewriter II	Post	Printer	\$250



# DRIVER.CONFIG

## Dealing with Driver Space Limitations

by Stan Shabasson

When I first bought my III I had a driver that was just large enough to do certain jobs. Each program has a set of particular drivers in order for to operate. Since purchasing my III, I have tried to have a driver file as large as possible in order to handle certain jobs.

Later, I bought a PROFILE and was told that if I wanted to place my MASTER Programs on the hard disk, I would have to use Catalyst to dynamically load drivers needed by a particular program. This was "BSE" - Before Selector (which does not dynamically load driver files).

As I loaded my .PROFILE, I found that certain programs needed a particular driver and decided that I should have those drivers on the boot disk.

I then decided it would be easier to have a floppy disk dedicated only to drivers. Here's how you can put together your own similar disk:

Using System Utilities, format a disk in .D2 (the external disk drive) as /DRIVERS.ALL.

Using the System Configuration Program (in Sys Utils) do the following:

- (1) PRESS (R) Read a Driver to list all drivers configured in the SOS.Driver file in .D1. (the System Utilities driver file or other program Driver file of your choice.)
- (2) PRESS Escape
- (3) PRESS (D) Delete a Driver. Delete all drivers except one.

- (4) PRESS Escape
- (5) PRESS (G) Generate a New System. A System Generation will take place (if there's no .Console, you'll get an error message but keep going.)
- (6) Press (S) Save each driver as .d2/Console, d2/Audio, etc.

Repeat steps (1) through (6) until .d2/DRIVERS.ALL is loaded with all the drivers required for your programs

- (7) PRESS Escape.

All DRIVERS should be saved on .d2/DRIVERS.ALL as driver files.

The list of files should look something like this:

```
/DRIVERS.ALL
/Console
/Audio
/Grafix
/Printer, etc.
```

Again, disregard all 'warning flags'.

Now that all drivers have been copied to /DRIVERS.ALL, A NEW SOS.DRIVER file can be generated for any boot disk configured with the proper driver, by doing the following:

Again use SCP and:

- (1) PRESS Read a Driver and change .d1/SOS.DRIVER to .d2/Console. Hit RETURN and it will load the driver, showing .Console
- (2) Press Escape
- (3) Press Read a Driver  
Again change .d1/SOS.DRIVER to .d2/AUDIO as you add a driver.

This way the READ A DRIVER FILE will start to fill up in the order you read them in.

1. .CONSOLE or 1. .MOUSE
2. .AUDIO or 2. .CONSOLE
3. .GRAFIX or 3. .AUDIO,

etc.

Each SOS.DRIVER can be configured in any way you want.

The size of the SOS.DRIVER file normally is limited to 51K when using SOS Version 1.3; however, if you have the ON THREE Desktop Manager, it will increase beyond this limit. You cannot use the SCP normally without de-installing the Desktop Manager driver from your SOS.Driver file (it is possible to load it if you have a 512k machine but not always).

Using my other Stand Alone starter disks, SOS.DRIVER has been built up to 51K, without creating a memory problem.

Note that WAP III SIG Disk 3UTL-04 contains two sides of Apple III drivers in the format indicated above (that is each is in a separate file you can use to create your own SOS.DRIVER file).

*Stan Shabasson's article was written in the Apple Three Users of Northern California newsletter.  
Edited By Dave Ottalini  
WAP III SIG*



## Performance: Turning Your upSider Down

by Paul Campbell

It was the middle of winter and it seemed like my work load had finally caught up with my beloved Apple III. As I was quitting *Three Easy Pieces*, I got the dreaded "Insufficient room" message when I tried to save files on my trusty Profile hard drive. I deleted some old files in order to save the work, then sat back at my desk to think about what to do. Although the Profile had served me well, it could no longer deal with the hundreds of files that were increasing daily.

The solution was obvious; get a new hard drive. But could I justify the expense? What I needed in a computer system was one that would do my day-to-day word processing tasks while still being able to handle books and long play manuscripts.

I also needed to do accounting, graphics, communications, database management, business presentations, spreadsheets, appointments, mail lists, and yet still have a computer that was easy to use. The Apple III more than met these requirements. Just turn it on and you are greeted with the Selector III main menu. This program switcher allows you to highlight a program and tap a single key to launch it (or point & click if you have a mouse); it does not get any easier.

In addition to ease of use, I am able to punch out reports for my clients much faster than on my IBM PS/2 at work. After much thought, I decided to upgrade my Apple III with

a new drive, rather than switch to an IBM compatible with an inferior operating system.

### A New Addition to "the Family"

When my Sider D7T hard drive arrived from On Three, about the only major difference I expected was the increase in reliability and capacity. The Profile was rated at 10,000 hrs. MTBF (Mean Time Between Failure) and 9,728 data blocks (data blocks are spaces on the disk that hold information). The D7T was rated at 30,000 hrs. MTBF and 136,680 data blocks. To put the 30,000 hr MTBF rate in perspective, Bob Consorti of On Three compared it to operating your hard drive for about 15 years without any maintenance.

Installation was easier than anticipated. To smooth things along, I renamed the old Profile and its device driver so that I could transfer files directly over to the new drive. The D7T is divided into five volumes called "partitions," which are actually more convenient than a single volume when using a program switcher like Selector III or *Catalyst*. All my applications and the Desktop Manager were placed in partition one, all of my data files (mostly *Three Easy Pieces* files) were placed in partition two, and partition three was reserved for communications recording files and my print queue.

The main reason that I keep the programs and the data files separate is that it reduces fragmentation of

the program files. Fragmentation occurs when a file is written to a disk drive. When a computer records information on a disk, it begins in the first available space. If the file is too large for that space, then the remainder of the file is written on different areas of the disk. The side effect of this, is that some files are actually stored in several different areas on the disk. This adds to the amount of time required to load files because the disk drive must get that information from several areas. Keeping data files separate from programs also keeps them more organized. Another benefit is that I only have to back-up the data file partition. In case of disaster, the programs can be restored using the original floppy disks.

### The Apple III Comes to Life

First on the list of pleasant surprises? Startup time. I had become accustomed to the minute and a half startup time for my old Profile, and was not ready for the D7T's startup time of about five seconds. This was quick enough for me to turn on the hard drive last and still have it ready when Selector III looks for it.

After transferring my files using the System Utilities (loaded from the floppy disk), the time came to boot the system for the first time with the new drive. My system is heavily configured with The Desktop Manager, Selector III, and nineteen device drivers. All of these must be loaded before the Selector III main menu appears,



but the total boot-up time for all this to happen is now 28 seconds! The time required to load *Three Easy Pieces* and go through all three startup screens takes 2.5 seconds. *StemSpeller* takes 1.65 seconds to load, and Business Basic loads in 2.07 seconds.

I should take a moment to inform you that this is not the fastest hard disk available, the new Quantum drives made for the Apple III are nearly three times faster than the Sider D7T. Also available is a new 45 MB hard drive with a removable cartridge (talk about easy backups!).

Not only does the D7T affect the loading times of every application and data file on the disk, it also speeds up some operations on the already quick *Three Easy Pieces*. Why is this?

*Three Easy Pieces* is a segmented program, certain sections of the program are not loaded into memory until they are needed. For example, new segments are loaded when you arrange a file for the first time or change the printer setup. This was done to conserve memory and allow a larger desktop on Apple II's that do not have a 512K upgrade. This "Segment loading" creates a pause when running the program from a Profile and literally stops things for a moment when run from floppy disk.

This situation is eliminated by the D7T. When *Three Easy Pieces* loads another program segment, it happens so fast that you will not notice it in most situations. If you have the Desktop Manager, you will also notice that the menu pops up almost before you can get your fingers off the keys. Even the largest Desk Accessories, which save the current memory contents to the disk in a temporary file when loading, are opened sooner than a Tandy can find its help files.

#### How Disk Drives Can Improve

#### Your Computer.

In order to recognize the importance of disk speed, you must realize that it is directly responsible for how fast data gets into and out of your Apple III. Translated, this means increased throughput and a computer that gets more work done in the same amount of time.

Connecting my system to a high-performance hard disk has drastically changed the look and feel of its operation. Although a Profile equipped Apple III is more than a match for Tandy's DeskMate, the new system makes DeskMate seem like molasses. Waiting for *Windows* applications, even on a 25 Mhz 386 computer, now causes me to become impatient as I think; "If I were at home, I'd be done already."

The III is one of the best computers ever built by Apple, and its users have enjoyed a speed and memory advantage over the average Apple II for a long time, but the new hard drives have pushed the Apple III to a threshold of performance never before experienced. Was the upgrade worth it? Every time I sit down at my computer desk, I smile.

Name of Product: Sider D7T Turbo Hard drive.

Hard drive Manufacturer: First Class Peripherals

Interface card & Driver Manufacturer: On Three

List Price: Call On Three

Discount Price:

Phone Number for ordering: 805-822-8580

Address: On Three, 1174 Hickory Ave. Tehachapi, California 93561

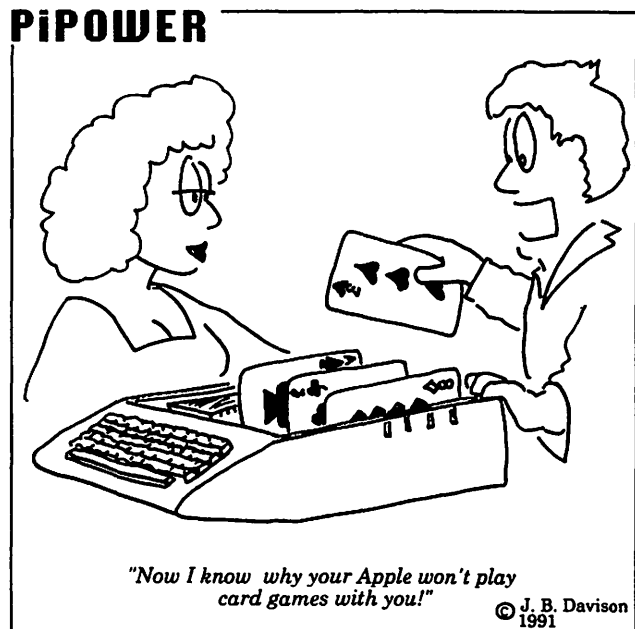
Technical Support Phone Number: 312-338-2202

System Requirements:

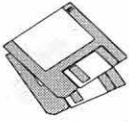
Hardware Requirements: Apple III with 128, 256, or 512K RAM & 1 free slot.

Product works with: Apple III or III+. Hard drive may also be used with

SCSI equipped Apple II, Macintosh, or IBM computers.







# Macintosh Disk Library

by Dave Weikert

## Adobe Type Manager 2.0.3

Anyone who purchased the ATM disk with the WAP label is eligible to receive the official Adobe ATM package and a WAP disk of your choice. Bring or mail the WAP labeled disk to the office for your ATM replacement and another WAP disk. Please include postage and handling of \$2.00 for any transactions by mail. For your convenience, we will have the ATM packages at the June Garage Sale and July General Meeting.

We will give away any surplus ATM 2.0.3 packages at the July meeting. The packages are for WAP members who do not already have ATM 2.0.3. If you qualify for a package, stop by the Mac Disketeria table.

## New Disks

There are seven new disks this month; one Desk Accessories series (Mac Disk #2.20C); one LaserWriter Fonts series (Mac Disk #6.29), one TrueType Fonts series (Mac Disk #7.11) and four INIT's/CDEV's (System Extensions) series (Mac Disks #9.25 through #9.28). We also revised Mac Disk #00.01, the Mac Catalog list of files (9,037 files and still growing). Descriptions of the revised and new files are included below.

## Anti-Virus Utilities

Good news! After the the last three months of changes, I am happy to report there were no new viruses found.

## Desk Accessories

Desk Accessories (DA's) are usually small programs of limited functional scope that are nevertheless very useful or entertaining. DA suitcase icons are installed using the Font/DA Mover for System 6.0.8 or earlier and are available under the Apple menu. Under System 7, Desk Accessories may be used as independent programs by opening their suitcases and moving their application icons to a folder or to the desktop. DA's may also be installed under the Apple menu by moving their application icons to the Apple Menu Items folder within the System 7 folder. There are also commercial Font and DA manager utilities, such as Suitcase II and Master Juggler, that may be used to install and manage desk accessories. If you use these, just follow the instructions in their respective manuals.

Look over the new DA's in Mac Disk #2.20C; I am sure you will find something to pique your interest. Descriptions of each of the DA's are included below.

## LaserWriter Fonts Series

We acquired more PostScript (LaserWriter) fonts over the past month. These PostScript fonts are outline fonts that are rendered on any compatible PostScript device at the resolution of the printer or imagesetter. PostScript fonts usually consist of at least two elements, a screen font and a downloadable

printer font. You install the screen font, which has a suitcase icon, in your system file. With System 6.0.8 or earlier you use the Font/DAMover; for System 7.0 or later, just drop the screen font on top of the System folder icon and respond "Yes" to the prompt. The downloadable font, which usually has an icon representing a laser printer, is moved to the System folder. For System 7.0 or later, the Mac will place it in the Extensions folder.

As with DA's, you may want to use a Font and DA manager such as Suitcase II or Master Juggler to manage your fonts and desk accessories.

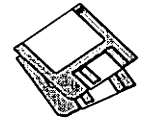
All of the fonts on this latest disk are Type 1 format which means that they will be scaled on the screen if you use Adobe Type Manager described in the offer above. The majority of these fonts should work on most PostScript printers; a few may work only on an Apple LaserWriter.

## TrueType™ Fonts Series

We also collected another disk of TrueType outline fonts. Most of these TrueType fonts are new faces and many have a corresponding set of Type 1 PostScript fonts included on the disk above.

TrueType fonts will give you excellent results from a PostScript printer, an ImageWriter or DeskWriter printer and on the screen. This is true for most point sizes if the size is not too small compared the resolution of the printer or screen.

System 7 and later recognize



TrueType fonts without any action on your part other than dragging the suitcase to the System folder. 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 for \$6 from the Disketeria; see the order form in the back of the Journal.

### INIT's & CDEV's Series

INIT's and CDEV's get their names from the standard file types (type INIT and type cdev) that Apple has assigned to these system files. INIT's are small auxiliary programs that are run when you start up your Mac. INIT's modify the operation of the Mac operating system in some way. Control Panel Devices, CDEV's, may be accessed from the Control Panel item under the Apple menu. They give you a way of enabling and configuring modifications to the operating system. Control Panels may or may not have an INIT component which is run at start-up. Many of the INIT's and CDEV's display an icon along the bottom of the screen during start-up.

Under System 6.0.8 or earlier, place the INIT or cdev in the System folder and reboot for them to take effect. For System 7.0 or later, place the INIT or cdev on the System folder icon, answer yes to the prompt and then reboot. The Mac will place INIT's in the Extensions folder and CDEV's in the Control Panels folder located with the System 7.X folder. For either system, you may have to turn CDEV's on or change their configuration via their respective Control Panels.

INIT's may conflict with one an-

other because they modify the operating system. In case of unexpected operation, remove all INIT's to a separate folder and reboot. Then add one INIT at a time back into the System folder or Extensions folder rebooting each time until you isolate which one is causing the problem. Sometimes a problem may be eliminated by changing the alphabetic order in which the INIT's load. In some cases you may change the order of loading by adding a character in front of the INIT name to change its position (to load before or load after) relative to others. Commercial programs such as INIT Picker and others are also available to enable or disable INIT loading and to control the load order of INIT's.

The four new disks include a variety of new and revised INIT's and CDEV's for your perusal. Some of the ones that I found particularly noteworthy are AppSwitcher, BeHeirarchic, Commander, Openwide, RamDisk, SoundMaster and TrashMan. Check out all the offerings in the descriptions below.

### Still Hot Stuff

Apple's System 7.0/7.0.1 Tune-Up 1.1.1. System 7 Tune-Up 1.1.1, like the earlier 1.0 release provides: 1) improved system behavior in low memory situations, 2) performance enhancements and 3) bug fixes. This version is also supposed to prevent the lost files and folders problem that some System 7 users have experienced. If you already have version 1.0 installed or if you have experienced loss of files and folders, review the Read Me file on the disk before installing the new version. The System 7 Tune-Up disk is available for \$3 or may be downloaded from the TCS.

We are continuing to sell a lot of the QuickTime disks recently released by Apple Computer. The QuickTime extension gives you multimedia presentation (movies) on the Mac. Ambrose Lau has started a

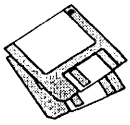
QuickTime Special Interest Group (SIG) to explore and enjoy the capabilities of this new system software. Check the Meeting Notices section of the Journal or call the office for information on meeting time and place. Most QuickTime movies are just too large to include in the Disketeria at this time so the SIG or the TCS (or other BBSs) may have to be your primary source of movies. The QuickTime extension is available on a two disk set for \$6.

### Cartridge Barter

Most of the programs in our Mac Disketeria are archived on five inch 20 Megabyte Bernoulli cartridges or on 45 Megabyte SyQuest cartridges. This includes material already issued as well as downloads waiting to be tested, annotated and assembled onto disks. Because of the expense, the club has been able to purchase only a limited number of these cartridges. If anybody is interested, we will barter cartridges in exchange for copies of disks in the library. The barter deal is a two for one exchange—we receive three cartridges, return two of them filled with copies of library disks of your choice and keep the remaining one. Call me at (301) 948-9646 and leave a message. The Bernoulli cartridges may be from IOMEGA, Mountain Computer or Bering; the SyQuest cartridges may be from SyQuest, PLI, CMS, Ehman, MassMicro, LaCie or a number of other vendors.

### About ShareWare Requests

Please honor authors' requests for ShareWare fees if you decide to add ShareWare programs to your software library. ShareWare is a valuable 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 Number. 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 #2.20C — DA's 20**  
**DESK ACCESSORIES**

**miniWRITER1.72 f; miniWRITER 1.71**  
By David Dunham. A text editor with features such as font face and style selection and a find command. **miniWRITER.doc** is in MacWrite format and the supporting file **Read Me First (mWRT 1.72)** is in text format. **ShareWare — \$12.**

**Net Cal 1.3.3 f; Network Calendar 1.3.3** By Tad Woods. Displays a window with a one month desktop or wall type calendar. You may select a day and enter notes for that day in a scrollable note area. You may have multiple calendars on one Mac and may have multiple Macs each with one or more calendars. If you send in the ShareWare fee, you receive INIT's that let users share calendars across an AppleTalk network. **NetCal - Read Me** is in text format. **ShareWare — \$10 per user for network sharing keys.**

**Remember? 2.3 DA f; Remember? DA:**  
By Dave Warker. A Desk Accessory and an INIT to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The **Remember? Extension** reminds of impending events when the Mac is powered up or reset. **Remember? 2.3 Manual (Word)** is in Word. **ShareWare — \$20.**

**To Do! 3.1 DA f; To Do! 3.1 DA:** By Andrew Welch. Allows you to keep track of the myriad of things you need to do in an organized and easily accessible manner. Permits tasks to be categorized by any number of topics and then assigned any of four priorities. It sorts all lists alphabetically and

permits printing by topic and priority. **To Do! 3.1 Docs** is in double clickable application format. **ShareWare — \$15.**

**Draw 5.1.4 f; Draw:** By Günther Blaschek. A very Mac-like drawing program as a desk accessory. Has many of the drawing and text functions and features of higher level drawing programs. An excellent program for simple drawing tasks especially considering its small size. Drawer is a Draw launcher and **Draw Templates contains** some useful objects that may be used with Draw. **MW•V5.1.4 Documentation** is in MacWrite format. Requires Mac Plus and System 4.1 or higher. **ShareWare — \$30.**

**DISK #6.29 — LW 29**  
**LASERWRITER FONTS**

**Beffle LW f;** By David Rakowski. A Type 1 titling display font the author made for his wife Beth (sometimes, although rarely, known as Beffle) from the font called Fry's Ornamented, an engraved all-caps font. It contains a full alphabetic set (upper case and lower case are identical) and some punctuation (no exclamation point or question mark) and no numbers. **Read me Beffle** is in text format. **ShareWare — \$3 tax deductible contribution to Columbia University.**

**Dupuy LW f;** By David Rakowski. A Type 1 font family in three weights: Regular, Thin and Heavy. It contains a full kerned alphabet, numbers and punctuation. Upper- and lower-case letters are identical. The letters look rather like cartoon lettering; it most closely resembles the lettering in comics that originated in the '40's and '50's. **Read me Dupuy** is in text format. **ShareWare — \$5 tax deductible contribution to Columbia University.**

**Harting II LW f;** By David Rakowski. A Type 1 font with a full character set that mimics a typewriter which has a ribbon that is running out of ink. (This version straightens most of the more crooked letters of the original version) The characters are monospaced, as on a typewriter, and at low resolutions (300 dpi or lower) the smaller sizes of the fonts will appear merely crooked or a little jaggy, somewhat like a mimeograph; larger sizes or greater resolutions will approach the look of a

typewriter that needs a new ribbon, as well. **Read me Harting II** is in text format. **ShareWare — tax deductible contribution (see formula in read me file) to Columbia University.**

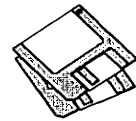
**Headhunter LW f;** By David Rakowski. A Type 1 font made of bones. All alphabetic characters and some punctuation can be found in the font. There are no numbers. **Read me Headhunter** is in text format.

**Hostzschue LW f;** By David Rakowski. A Type 1 font derived from a 19th century Victorian source. It is a caps and numbers only font and the tops of each character are white and the bottom black, with some little stripes in between. There is no punctuation. **Read me Hostzschue** is in text format.

**Lilith-Heavy LW f;** By David Rakowski. A Type 1 font that is bold and semi-calligraphic with strokes that lighten on the way down, like in Lilith-Light. The x-height is quite small (about 40 percent of the caps height). You'll find a complete alphabet, numbers and punctuation in the font. **Read me Lilith-Heavy** is in text format. **ShareWare — \$3.01 tax deductible contribution to Columbia University.**

**Nauert LW f;** By David Rakowski. A Type 1 chiseled serif font from a mid-nineteenth century source. It is a display font that, due to its detail inside each letter, looks best above 48 points on a 300-dpi printer. It is generously kerned and contains a full character set, minus diacritics, minus brackets and parentheses. **Read me Nauert** is in text format. **ShareWare — tax deductible contribution (see formula in read me file) to Columbia University.**

**RabbitEars LW f;** By David Rakowski. A Type 1 round, bold '40's type of advertising display font whose letters slightly resemble Cooper Black. Uppercase and lowercase characters are identical in this font, except for B, H, F, K and L, which are far taller than the other characters, forming "rabbit ear" loops at the top (hence the name). All the characters look like lower-case characters. Also in the font is a complete set of numbers and punctuation. **Read me RabbitEars** is in text for-



mat. **ShareWare – tax deductible contribution (see amount in read me file) to Columbia University.**

**ReliefPak LW f:** By David Rakowski. Three Type 1 sans serif display fonts drawn in relief: WhatARelief, ReliefInReverse, and RoundedRelief. WhatARelief and ReliefInReverse use the same lettershapes — a squarish sans serif relief alphabet. ReliefInReverse prints a black strip with white shadows, or the “negative” of WhatARelief. RoundedRelief is a rounder, more condensed relief font. **Read me ReliefPak** is in text format. **ShareWare – \$4.99 or greater tax deductible contribution to Columbia University.**

#### **DISK #7.11 — TT 11 TRUETYPE™ FONTS**

**Beffle TT f:** By David Rakowski. A TrueType titling display font the author made for his wife Beth (sometimes, although rarely, known as Beffle) from the font called Fry’s Ornamented, an engraved all-caps font. It contains a full alphabetic set (upper case and lower case are identical) and some punctuation (no exclamation point or question mark) and no numbers. **Read me Beffle** is in text format. **ShareWare – \$3 tax deductible contribution to Columbia University.**

**Dupuy TT f:** By David Rakowski. A TrueType font family in three weights: Regular, Thin and Heavy. It contains a full kerned alphabet, numbers and punctuation. Upper- and lower-case letters are identical. The letters look rather like cartoon lettering; it most closely resembles the lettering in comics that originated in the ‘40’s and ‘50’s. **Read me Dupuy** is in text format. **ShareWare – \$5 tax deductible contribution to Columbia University.**

**Harting II TT f:** By David Rakowski. A TrueType font with a full character set that mimics a typewriter which has a ribbon that is running out of ink. (This version straightens most of the more crooked letters of the original version) The characters are monospaced, as on a typewriter, and at low resolutions (300 dpi or lower) the smaller sizes of the fonts will appear merely crooked or a little jaggy, somewhat like a mim-

eograph; larger sizes or greater resolutions will approach the look of a typewriter that needs a new ribbon, as well. **Read me Harting II** is in text format. **ShareWare – tax deductible contribution (see formula in read me file) to Columbia University.**

**Headhunter TT f:** By David Rakowski. A TrueType font made of bones. All alphabetic characters and some punctuation can be found in the font. There are no numbers. **Read me Headhunter** is in text format.

**Hostzschue TT f:** By David Rakowski. A TrueType font derived from a 19th century Victorian source. It is a caps and numbers only font and the tops of each character are white and the bottom black, with some little stripes in between. There is no punctuation. **Read me Hostzschue** is in text format.

**Lilith-Heavy TT f:** By David Rakowski. A TrueType font that is bold and semi-calligraphic with strokes that lighten on the way down, like in Lilith-Light. The x-height is quite small (about 40 percent of the caps height). You’ll find a complete alphabet, numbers and punctuation in the font. **Read me Lilith-Heavy** is in text format. **ShareWare – \$3.01 tax deductible contribution to Columbia University.**

**Lilith-Initials TT f:** By David Rakowski. A TrueType font that is the companion to the author’s ShareWare font, Lilith-Light. The Lilith-Initials font decorates the capital letters of the Lilith-Light font with flowers and vines. On low resolution (300 dpi) printers, the leaves and flowers in the letter designs do not look good below about 48 points; for this reason it is suggested that this font be used in large sizes or as drop caps. **Read me Lilith-Initials** is in text format.

**Nauert TT f:** By David Rakowski. A TrueType chiseled serif font from a mid-nineteenth century source. It is a display font that, due to its detail inside each letter, looks best above 48 points on a 300-dpi printer. It is generously kerned and contains a full character set, minus diacritics, minus brackets and parentheses. **Read me Nauert** is in text format. **ShareWare**

**– tax deductible contribution (see formula in read me file) to Columbia University.**

**RabbitEars TT f:** By David Rakowski. A TrueType round, bold ‘40’s type of advertising display font whose letters slightly resemble Cooper Black. Uppercase and lowercase characters are identical in this font, except for B, H, F, K and L, which are far taller than the other characters, forming “rabbit ear” loops at the top (hence the name). All the characters look like lower-case characters. Also in the font is a complete set of numbers and punctuation. **Read me RabbitEars** is in text format. **ShareWare – tax deductible contribution (see amount in read me file) to Columbia University.**

**ReliefPak TT f:** By David Rakowski. Three TrueType sans serif display fonts drawn in relief: WhatARelief, ReliefInReverse, and RoundedRelief. WhatARelief and ReliefInReverse use the same lettershapes — a squarish sans serif relief alphabet. ReliefInReverse prints a black strip with white shadows, or the “negative” of WhatARelief. RoundedRelief is a rounder, more condensed relief font. **Read me ReliefPak** is in text format. **ShareWare – \$4.99 or greater tax deductible contribution to Columbia University.**

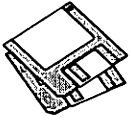
**Shrapnel TT f:** By David Rakowski. A TrueType font with a full alphabet, numbers and punctuation. The edges of the letters of the alphabet look like they are exploding, hence the name Shrapnel. All the letters look like black sans serif upper-case letters exploding. Most of the lower-case letters are identical to their upper-case analogs. **Read me Shrapnel** is in text format.

**Uechi-Gothic TT f:** By David Rakowski. A TrueType font with an ornate Gothic look. Uppercase letters are highly embellished. **Read me Uechi-Gothic** is in text format. **ShareWare – \$3.02 tax deductible contribution to Columbia University.**

#### **DISK #9.25A — I/C 25 INIT’S & CDEV’S**

**Apollo 0.8b3 f: Apollo:** By Jeremy Roussak. An application launcher modeled after On Cue. You initiate Apollo from the Apple menu bar or by





control key combinations. You can then launch files from a pop-up window to which you may add groups of applications or documents. **About Apollo...** and **Quick intro** are in MacWrite format. Compatible with Systems 4.1 and later including System 7.

**AppSizer 2.1 f: AppSizer 2.1:** By Michael Peirce. Allows you to modify an application's MultiFinder partition size as you launch it. **AppSizer 2.1 - READ ME** is in text format. **ShareWare - \$19.95.**

**AppSwitcher7 v1.02 f: AppSwitcher7:** By Jeremy Roussak. Pop up a menu of running applications when you press a selectable set of keys or position the mouse in a specified corner of the screen. Select one of the applications and it becomes the active window. **About AppSwitcher7...** is in TeachText format. For System 7 and later.

**BeHierarchic 2.0 f: BeHierarchic 2.0:** By Fabien Octave. Automatically creates a visual heirarchy in your Apple menu for items in folders. For System 7.0 and later. **ShareWare - \$10.**

**Caps 1.0 f: Caps 1.0:** By Tyler Morrison. Displays a visual caps lock key indicator on the screen for computers (such as the PowerBook) which have no caps key light on the keyboard. **Caps notes** is in TeachText format. For System 6 and later.

**CEToolbox 1.6.5 f: CEToolbox 1.6.5:** By CE Software. Adds the names of installed CE Software programs (such as DiskTop and QuickMail) to the Apple menu. **Configure CEToolbox** is the application utility. **Read Me (CEToolbox 1.6.5)** is in text format.

**CFloppy 1.0 f: CFloppy 1.0:** By Andrew Welch. Displays floppy disk icons in glorious color. **CFloppy Read Me** is in text format. For color Macs (16 color or greater) and System 7 and later.

**Commander 1.3 f: Commander 1.3:** By John Stephen. Permits you to assign or change the command key settings of almost any menu on your Macintosh. The settings are saved to disk so they don't need to be re-programmed each time the application is used. **Commander Docs** is in text format.

**Cursor Fixer 1.0 f: Cursor Fixer 1.0:** By Dennis Brothers. Dynamically replaces selected cursors with user-configurable substitutes. It was written because the thin "I-Beam" text entry cursor on the PowerBook "disappears" when moved. **CursorFixer README** is in text format.

**Defont 1.01 f: Defont 1.01:** By A.R.T. Software. Set the default font in most applications to the one of your choice. **DeFont 1.01 About** is in text format.

**DepthGauge 2.5.4:** By T. Johnson and D. Segal. Displays the pixel depth displayed on your color monitor in the menu bar and permits you to set pixel depth via a pop-up menu. Much handier than opening the Monitors cdev from the Control Panel. **EctoWare - click the Control Panel window where indicated for more information .**

**Desktop Reset 1.1 f: Desktop Reset™ 1.1:** By Lloyd L. Chambers, Salient Software, Inc. Forces the Finder to rebuild the desktop by deleting the hidden desktop file. Can be used to correct the corrupted desktop (missing files and folders) sometimes seen under System 7. **About Desktop Reset™** is in text format. For System 6.0.x and System 7.

**DFaultD 2.23 f: DFaultD 2.23:** By Jon Gotow. Links applications or sets of applications to specific default folders. Once you launch the application, the Open and Save/SaveAs dialogs will be set to the linked folder unless you change them. **DFaultD 2.23 Docs-MW** is the MacWrite documentation. **ShareWare - \$20.**

**DISK #9.26A — IIC 26  
INIT'S & CDEV'S**

**FCB Inspector 1.1 f: FCB Inspector 1.1:** By Maurice Volaski. Allows users to peek at a Macintosh's list of open files. It also provides information about these files on demand and can close ones that aren't crucial to system operation. Finally, it allows the maximum number of open files to be changed. **FCB Inspector Docs** is in MacWrite format.

**GetInfo++ 1.0b1 f: GetInfo++ 1.0b1:** By Kas Thomas. Gives you the option of putting Filetype and Creator informa-

tion in the Comment box of the Get Info window. **GetInfo++ README!** is in text format. For System 7 and later.

**Greg's Buttons 1.5B2 f: Greg's Buttons 1.5B2:** By Greg Landweber. Replace the standard black and white push buttons, check boxes, and radio buttons with color 3-D ones. The new buttons are designed to match the windows and scroll bars under System 7 and support the color tinges that you can select in the System 7 Color Control Panel. **Greg's Buttons 1.5B2 Docs** is in text format. System 6 and 7 compatible. **ShareWare - \$10.**

**Helium 2.1.1 f: Helium 2.1.1:** 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. **Helium Order Form** and **Helium 2.1.1 Release Notes** are in TeachText format. For System 7.0 and later. **ShareWare - \$7.**

**Madness - RAGE! 1.0.3 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!™ 1.0.3 Docs** is in double clickable DOCMaker application format. For System 6 and 7. **ShareWare - \$21.**

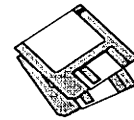
**DISK #9.27A — IIC 27  
INIT'S & CDEV'S**

**MemINIT 2.0.2:** 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. For 512KE and later and Systems 5.0 and later. **ShareWare - \$5.**

**MICN 1.3 f: MICN 1.3:** By Mark Valence. Displays small iconic representations for menu titles. **MICN Docs** is in text format. For System 6 and later.

**MS Word TrueType Printer f: ~MS Word TrueType™ Printer Init:** By Microsoft. Enables proper printing of TrueType fonts from Microsoft Word 4.0 variants.

**NoBalloonMenu f: NoBalloonMenu:** By Malcolm Davidson. Moves the System 7 balloon menu off the screen,



thus making more space available on the menu bar. **AboutNoBalloon** is in text format. For System 7 and later.

**Notify 2.1.2 f: Notify 2.1.2** By Steve Stockman. Permits you to set a reminder for a future time. Has selectable sounds for notification and permits repeating messages. **CopyNotify** lets you copy messages from one Control Panel to another. **Notify 2.1.2 Doc** is in TeachText format. For System 6 and later.

**Open-wide 2.6:** By James W. Walker. Widens the Open and Save dialogs so that you can see long file names. Very useful when the only differences in a file name is near the end of a long name. **PostcardWare**.

**PopChar 2.5.2 f: PopChar 2.5.2:** 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. It's all done with the mouse as described in the MacWrite document **PopChar.doc**. System 6 and 7 compatible.

**Programmer's Key 1.4.2 f: Programmer's Key:** By Paul Mercer. An INIT that allows the use of the 'power-on' key of an Apple Desktop Bus keyboard as a substitute for the Programmer's Switch. The backquote ( ` ) key is used instead of Power On on keyboards without a power key (e.g., PowerBook). **Programmer's Key Docs** and **Read ME!** are MacWrite and text documentation respectively.

**ProSwitch 1.2 f: ProSwitch 1.2** By Markus Fest. Permits you to switch between running processes (Applications, DA's, etc.). Has six fully configurable "hot keys" for switching and hiding (or showing) the windows of background processes. **ProSwitch 1.2 •ReadMe•** is in text format. For System 7 and later.

**QK Menu 1.0 f: QK Menu:** By Chris Sanchez. Pops up a menu of all QuicKeys 2™ macros that are in the Universal or Application Keysets when you click the mouse while holding down a modifier key. **QK Menu.doc** is in MacWrite format and **QK Menu.txt** is in text format.

**QTrash™ 1.1 f: QTrash™ 1.1:** By Jon L. Grushka II. Deletes all empty folders from the startup volume except some selected folders such as Apple Menu Items, Control Panels, etc. **QTrash™ Docs.txt** is in text format. System 6 and 7 compatible. **ShareWare - \$5**.

**Quadra 900 BootSnd f: Quadra 900:** By Anthony Cote. Makes your lowly computer sound just like the expensive Quadra 900. For System 6 and later. **ShareWare - \$5**.

**QuickFlick v1.1 f: QuickFlick INIT:** By Ross Tulloch. Creates a list of icons on your desktop representing running applications. Just double click the icon to bring the desired application to the front. **QuickFlick Docs (Word)** is in Word format. Requires System 7.0 or later. **ShareWare - \$10**.

**RamDisk+ 3.14 f: RamDisk+ 3.03:** By Roger D. Bates. A RAM Disk program designed to run automatically on startup. It copies any selected files and folders to the RAM disk and optionally installs a crash saver to recover from system bombs. This program is considered by many to be the best of the ShareWare RAM disks. **Read Me - RamDisk+** is in TeachText format. System 6 and 7 compatible. **ShareWare - \$35**.

**SaveAll 1.0 Demo f: SaveAll 1.0:** By Boris Tsikanovsky. Saves all intermediate versions of a document in a highly compressed format. **SaveAll Readme** is in text format. **ShareWare - \$35**.

**Scroll2 v2.1.11 f: Scroll2 v2.1:** By Mayson G. Lancaster. Replaces Apple's standard scrollbar by placing a double arrow at each end of the scrollbar. It saves you time by letting you scroll either way from either end of the scrollbar. **Scroll2.doc** is in text format. **ShareWare - \$15**.

**SCSIProbe 3.4 f: SCSIProbe 3.4:** 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. **SCSIProbe.ReadMe** is in TeachText format. System 6 and 7 compatible.

**Set Paths 1.0b3 f: Set Paths 1.0b3:** By Bruce Tomlin. A control panel file which maintains a list of up to five folders. The list is used as a search path any time a file open operation occurs. A very handy way to reduce System folder clutter. **Set Paths.doc** is in text format.

**SFComment 0.5 f: SFComment 0.5:** By Benjamin Waldman. Displays file comments in the standard file open dialog for all files on a hard disk (no floppies, no folder comments). **SFComment 0.5 readme** is in text format. For System 7 and later.

**Spared Disk 1.0b1 f: Spared Disk 1.0b1:** By Martin Gannholm. Diskettes with bad sectors which have been "spared" by initialization under System 7.0 appear with a different icon—a disk with a band-aid. **SparedDisk 1.0b1 Infois** in text format.

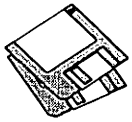
**Trash Alias 1.1.1 f: Trash Alias:** By Maurice Volaski. Automatically deletes any alias files associated with a file (or folder) when that file or folder is deleted. **TrashAlias 1.1.1 Docs** is in MacWrite format. For System 7.0 and later.

### **DISK #9.28A — I/C 28 INIT'S & CDEV'S**

**SmartKeys 2.1 f: SmartKeys 2.1:** By Maurice Volaski. Type on the Macintosh as if it were still a typewriter. Creates DA'shes, curly quotes, ligatures and prevents double spaces, doubled caps and > and < signs in place of periods and commas. Requires System 6.0.2 or later. **SmartKeys 2.1 Docs MW** is in MacWrite format.

**SoftwareFPU v2.2 f: SoftwareFPU 2.2:** By John Neil. Allows most programs expecting an FPU to work properly on the Macintosh LC and IIsi which are not configured with an FPU. A Floating Point Unit (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** are the documentation. **ShareWare - \$10**.

**SoundMaster 1.7.3 f: SoundMaster 1.7.3** By Bruce Tomlin. Specify startup,



beep, disk insert, disk eject, bad disk, restart, shutdown and keyclick sounds, rates and volumes from folders inside your System folders. Use System 6.0.2 or higher. System 6 and 7 compatible. **SoundMaster.doc** and **SoundMaster changes** are in text format. **ShareWare - \$15.**

**SpeedSwitch '040 f: SpeedSwitch '040:** By Daniel Schwarz. Toggles the Motorola 68040 processor memory cache feature on and off without the necessity of rebooting. Will also work on Macintoshes which use the Motorola 68020 and 68030 processors. You won't gain much in terms of compatibility since most programs are already designed to work with the '020 and '030 caches. **SpeedSwitch ReadMe** is in text format.

**SwitchApp v1.1 f: SwitchApp v1.1:** By C. K. Haun. Switch between running applications with just a keystroke. **SwitchApp v1.1•Read Me** is in TeachText format.

**THINKBack 1.0.1 f: THINKBack 1.0.1:** By Phil Shapiro. Enables you to com-

pile in the background using THINK C 5.0 or 4.0.5 under System 7.0. **ReadMe** is in text format.

**Trashman 4.0.1 f: Trashman Controls and Trashman Engine:** By Dan Walkowski. Deletes files from your trash after they have 'aged' beyond a setpoint that you specify, in days, hours, and minutes. Works with all mounted volumes, including AppleShare. **TrashMan Emptier** empties the trash of any volume that is dropped on it, acting like a selective 'Empty Trash' command. **TrashMan 4.0.1 Docs** is in text format. **ShareWare - \$10.**

**Wacky Lights 1.0 f: Wacky Lights 1.0:** By Andrew Welch. Bounces the lights on the Apple Extended Keyboard back and forth. **Wacky Lights Doc** is in text format.

**WindowShade 1.2 f: WindowShade 1.2:** By Robert Johnston. Double click anywhere on the title bar of the window and the lower part of the window will 'roll up' underneath the title bar. Double click on the title bar again and

the window will lower to its original size. **WindowShade Doc** is in TeachText format.

**ZoomBar 2.1 f: ZoomBar 2.1:** By Brian Westley. Shrink windows to just a title bar. You can now have many windows available on the screen and still see them all without having to move them to uncover hidden ones. Don't use with Microsoft applications. **zoom docs** in text format refers to an earlier version (1.7). **ShareWare - \$5.**

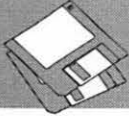
**SYS SFTWRE — SS.S7\_TU SYSTEM 7 TUNE-UP 1.1.1**

**About System 7 Tune-Up and TeachText.**

**System 7 Tune-Up: Install System 7 Tune-Up 1.1.1, Installer 3.2, Read Me and Tune-Up Parts with Chooser 7.1, File Sharing Extension 7.0.2, LaserWriter 7.1.1, StyleWriter 7.2.2 and System 7 Tuner 1.1.1.**

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 : Disk Library 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	Member		Name		
Disks	Price @	Extended	Box Number, Apartment, Suite, etc.		
— 4 or less @	\$4.00=	_____	Street Address		
— 5 or more @	\$3.50=	_____	City		
— Sets (marked above)	\$ (above)	_____	State		Zip Code
— + postage \$1.00/disk,		_____	Day Telephone		Evening Telephone
— Disk Catalogs		_____			
— + \$1.50 postage	\$4.50	_____			
TOTAL AMOUNT DUE			\$ _____		



# Macintosh Library Order Form



## Pi Library

— 0.01 - C 01

## Anti-Virus Utilities

— 5 disk set: \$15  
— 1.01F - AV 1  
— 1.02F - AV 2  
— 1.03F - AV 3  
— 1.04D - AV 4  
— 1.05D - AV 5

## Desk Accessories

— 20 disk set; \$60  
— 2.01C - DA's 1  
— 2.02C - DA's 2  
— 2.03C - DA's 3  
— 2.04C - DA's 4  
— 2.05C - DA's 5  
— 2.06C - DA's 6  
— 2.07C - DA's 7  
— 2.08C - DA's 8  
— 2.09C - DA's 9  
— 2.10C - DA's 10  
— 2.11C - DA's 11  
— 2.12C - DA's 12  
— 2.13C - DA's 13  
— 2.14C - DA's 14  
— 2.15C - DA's 15  
— 2.16C - DA's 16  
— 2.17C - DA's 17  
— 2.18C - DA's 18  
— 2.19C - DA's 19  
— 2.20C - DA's 20

## F Keys (Function Keys)

— 4.01A - FK's 1  
— 4.02A - FK's 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  
— 5.11 - IW 11  
— 5.12 - IW 12  
— 5.13 - IW 13  
— 5.14 - IW 14  
— 5.15 - IW 15

## LaserWriter Fonts

— 29 disk set; \$87  
— 6.01 - LW 1  
— 6.02 - LW 2  
— 6.03 - LW 3  
— 6.04 - LW 4  
— 6.05 - LW 5  
— 6.06 - LW 6  
— 6.07 - LW 7  
— 6.08 - 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  
— 6.19 - LW 19  
— 6.20 - LW 20  
— 6.21 - LW 21  
— 6.22 - LW 22  
— 6.23 - LW 23  
— 6.24 - LW 24  
— 6.25 - LW 25  
— 6.26 - LW 26  
— 6.27 - LW 27  
— 6.28 - LW 28  
— 6.29 - LW 29

## TrueType Fonts

— 11 disk set; \$33  
— 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  
— 7.08 - TT 8  
— 7.09 - TT 9  
— 7.10 - TT 10  
— 7.11 - TT 11

## INIT's & CDEV's

— 28 disk set; \$84  
— 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  
— 9.21A - I/C 21  
— 9.22A - I/C 22  
— 9.23A - I/C 23  
— 9.24A - I/C 24  
— 9.25A - I/C 25  
— 9.26A - I/C 26  
— 9.27A - I/C 27  
— 9.28A - I/C 28

## Miscellaneous

— 10.01 - M 1  
— 10.03 - M 3

## Paintings (MacPnt)

— 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  
— 12.01A - S 1  
— 12.02A - S 2  
— 12.03 - S 3  
— 12.04 - S 4

— 12.05 - S 5  
— 12.06 - S 6  
— 12.07 - S 7  
— 12.08 - S 8  
— 12.09 - S 9  
— 12.10 - S 10  
— 12.11 - S 11  
— 12.12 - S 12  
— 12.13 - S 13  
— 12.14 - S 14  
— 12.15 - S 15  
— 12.16 - S 16  
— 12.17 - S 17  
— 12.18 - S 18  
— 12.19 - S 19  
— 12.20 - S 20  
— 12.21 - S 21  
— 12.22 - S 22  
— 12.23 - S 23  
— 12.24 - S 24  
— 12.25 - S 25  
— 12.26 - S 26  
— 12.27 - S 27  
— 12.28 - S 28  
— 12.29 - S 29  
— 12.30 - S 30  
— 12.31 - S 31

## 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  
— 13.09A - T 9

## Programmer/Hacker

— 24 disk set; \$72  
— 14.01 - PH 1  
— 14.02 - PH 2  
— 14.04 - PH 4  
— 14.05 - PH 5  
— 14.06 - PH 6  
— 14.07 - PH 7  
— 14.08 - PH 8  
— 14.09 - PH 9  
— 14.10 - PH 10  
— 14.11 - PH 11  
— 14.12 - PH 12  
— 14.13 - PH 13  
— 14.14 - PH 14  
— 14.15 - PH 15  
— 14.16 - PH 16  
— 14.17 - PH 17  
— 14.18 - PH 18  
— 14.19 - PH 19  
— 14.20 - PH 20  
— 14.21B - PH 21  
— 14.22A - PH 22  
— 14.23 - PH 23  
— 14.24 - PH 24  
— 14.25 - PH 25

## Miscellaneous Utils

— 13 disk set; \$39  
— 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  
— 15.12A - MU 12  
— 15.13A - MU 13

## System Utilities

— 29 disk set; \$87  
— 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  
— 16.20C - SU 20  
— 16.21C - SU 21  
— 16.22C - SU 22  
— 16.23C - SU 23  
— 16.24C - SU 24  
— 16.25C - SU 25  
— 16.26C - SU 26  
— 16.27C - SU 27  
— 16.28C - SU 28  
— 16.29C - SU 29

## Word Processing Utils

— 5 disk set; \$15  
— 17.01A - WP 1  
— 17.02A - WP 2  
— 17.03A - WP 3  
— 17.04A - WP 4  
— 17.05A - WP 5

## Adobe Screen Fonts

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

## HyperCard StackWare

— 44 disk set; \$132  
— 19.01A - SW 1  
— 19.02A - SW 2  
— 19.03 - SW 3  
— 19.04 - SW 4  
— 19.05 - SW 5  
— 19.06 - SW 6

— 19.07 - SW 7  
— 19.08 - SW 8  
— 19.09 - SW 9  
— 19.10 - SW 10  
— 19.11 - SW 11  
— 19.12 - SW 12  
— 19.13 - SW 13  
— 19.14 - SW 14  
— 19.15 - SW 15  
— 19.16 - SW 16  
— 19.17 - SW 17  
— 19.18 - SW 18  
— 19.19 - SW 19  
— 19.20 - SW 20  
— 19.21 - SW 21  
— 19.22 - SW 22  
— 19.23 - SW 23  
— 19.24 - SW 24  
— 19.25 - SW 25  
— 19.26 - SW 26  
— 19.27 - SW 27  
— 19.28 - SW 28  
— 19.29 - SW 29  
— 19.30 - SW 30  
— 19.31 - SW 31  
— 19.32 - SW 32  
— 19.33 - SW 33  
— 19.34 - SW 34  
— 19.35 - SW 35 †  
— 19.36 - SW 36 †  
— 19.37 - SW 37  
— 19.38 - SW 38

## Mac II Series

— 13 disk set; \$39  
— 20.01 A - M II 1  
— 20.02 A - M II 2  
— 20.03 A - M II 3  
— 20.04 A - M II 4  
— 20.05 A - M II 5  
— 20.06 A - M II 6  
— 20.07 A - M II 7  
— 20.08 B - M II 8  
— 20.09 B - M II 9  
— 20.10 A - M II 10  
— 20.11 A - M II 11  
— 20.12 A - M II 12  
— 20.13 A - M II 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

## Serially Numbered

— Disk 30/92  
— Disk 74/75  
— Disk 77/78  
— Disk 80/84  
— Disk 85/89  
— Disk 91/95  
— Disk 96/104  
— Disk 105/106  
— Disk 108/128  
— Disk 134/143  
— Disk 147  
— Disk 150/151  
— Disk 153

## Best of Pi Series

— 10 disk set; \$35

## System Software

— 6.0.5 - 4 disk set; \$12  
— 6.0.7 - 4 disk set; \$12  
— 6.0.8 - 4 disk set; \$12  
— 7.0 - 9 disk set; \$20  
— 7.0.1 - 6 disk set; \$20 (†)  
— Sys 7/7.0.1 Tune-Up \$3  
— LaserWriter LS Install;  
\$9-  
— QuickTime - 2 disk set;  
\$6-  
— StyleWriter Install; \$3  
\$6-  
— TrueType - 2 disk set;  
— Apple IIe  
— 2 disk set; \$6 (†)

## HyperCard Update

— 1.2.5 - 3 disk set; \$9  
— 2.0 - 5 disk set; \$15

19.35† 6 disk set; \$15

19.36† 2 disk set; \$7

(†) on 1.44 Meg diskette





# Apple Disk Library

compiled by John Ruffatto

The Apple Disk Library has been updated and reformatted to enable you to more easily locate those disks in which you are interested. 3.5" disks are listed first, followed by 5.25" disks. Look for the and icons which distinguish them. For your reference - the numbers shown in parentheses ( ) after the disk names are the old disk numbers. SW after the disk description indicates that it is ShareWare.

## Eamon Adventure Listing:

CODES:-D = DOS 3.3 P = ProDOS PLC = ProDOS Lower Case

- 1. Main Hall & Beginners Cave - D - P (Beginners Cave)
- 2. The Lair of the Minotaur - D
- 3. The Cave of the Mind - D
- 4. The Zythur Riverventure - D
- 5. Castle of Doom - D - P
- 6. The Death Star - D
- 7. The Devil's Tomb - D
- 8. The Abductor's Quarters - D - P
- 10. The Magic Kingdom - D
- 11. The Tomb of Molinar - D
- 12. The Quest for Trezore - D - P
- 13. Caves of Treasure Island - D
- 14. Furioso - D
- 15. Heroes Castle - D
- 16. The Caves of Mondamen - D - P
- 17. Merlin's Castle - D
- 18. Hogarth Castle - D
- 19. Death Trap - D - P
- 20. The Black Death - D - P
- 21. The Quest for Marron - P
- 22. The Senator's Chambers - P
- 23. The Temple of Ngruct - D - P
- 24. Black Mountain - D - P
- 25. Nuclear Nightmare - D - P
- 26. Assault on the Mole Man - P
- 27. Revenge of the Mole Man - P
- 28. The Tower of London - P
- 29. The Lost Island of Apple - D
- 30. The Underground City - D
- 31. The Gauntlet - D
- 33. The Orb of Polaris - D - PLC
- 34. Death's Gateway - D - PLC
- 35. The Lair of Mutants - P
- 36. The Citadel of Blood - P
- 37. Quest for the Holy Grail - D - P
- 38. City in the Clouds - D - P
- 39. Museum of Unnatural History - P
- 41. Caverns of Lanst - D - P
- 42. Alternate Beginners Cave - D
- 43. Priests of Xim! - D
- 44. Escape from the Orc Lair - D
- 45. SwordQuest - D - P
- 46. Lifequest - D
- 47. FutureQuest - D - P
- 48. Picnic in Paradise - P
- 49. The Castle Kophinos - P
- 51. The Caves of Eamon Bluff - P
- 53. Feast of Carroll - D - P
- 54. Crystal Mountain - D
- 55. The Master's Dungeon - D - P
- 56. The Lost Adventure - D - P
- 57. The Manxome Foe - D
- 58. The Land of Death - P
- 60. The Sewers of Chicago - D
- 64. Modern Problems - P
- 68. The Smith's Stronghold - P
- 69. The Black Castle of NaGog - PLC
- 73. The Deep Canyon - P
- 74. DharmaQuest - P

- 75. Temple of the Guild - P
- 76. The Search for Yourself - P
- 77. Temple of the Trolls - PLC
- 78. The Prince's Tavern - PLC
- 80. The Search for the Key(80a) - P
- 81. The Rescue Mission (80b) - P
- 86. Castle Mantru - P
- 87. Caves of Hollow Mountain - P
- 90. The Doomsday Clock - P
- 91. FutureQuest II - PLC
- 92. The Fugitive - P
- 93. Flying Circus - P
- 97. The House of Secrets - D - P
- 98. Slave Pits of Kzorland - D
- 99. In the Clutches of Torrik - P
- 100. Sorcerer's Spire - P
- 106. Camp Eamon - P
- 107. The Last Dragon - PLC
- 108. The Mines of Moria - PLC
- 109. The Forest of Fear - P
- 112. Hills of History - P
- 113. The Life-Orb of Mervrelek - P
- 114. Thror's Ring - PLC
- 117. Dungeon of Doom - P
- 118. Pitfall - PLC
- 119. Grunewalde - P
- 120. Orb of My Life - PLC
- 121. Wrenhold's Secret Vigil - P
- 124. Assault on Dolni Keep - PLC
- 126. The Pyramid of Anharos - P
- 127. The Hunt for the Ring - P
- 128. Quest of Erebor - P
- 129. Return to Moria - P - PLC
- 130. Haradwaith - P
- 132. Rhadshur Warrior - P
- 138. Starfire - PLC
- 139. Peg's Place - P
- 145. Buccaneer! - P
- 147. The Dark Brotherhood - PLC
- 148. Journey to Jotunheim - P
- 149. Elemental Apocalypse - P
- 150. Walled City of Darkness - P - PLC
- 154. A Trip to Fort Scott - P
- 155. Tomb of the Vampire - P
- 158. The Lair of Mr. Ed - P
- 160. Monty Python & Holy Grail - P
- 161. Operation Endgame - PLC
- 162. Eamon 7.0 Demo Adventure - P
- 166. Storm Breaker - P
- 169. The Black Phoenix - PLC
- 170. Ragnarok Revisited - P
- 183. The Boy and the Bard - P
- 191. Enhanced Beginners Cave - P
- 194. Attack of the Kretons - PLC
- 195. The Training Ground - P
- 204. Sanctuary - P
- 206. Curse of the Hellsblade - PLC
- Unk Temple of the Dead - D
- Dungeon Designer - D
- Dungeon Designer Diskette, V.7.0 - P
- Eamon Utilities Diskette - P
- Eamon Utilities 2 & 3 - D
- Graphics Main Hall - All P & PLC Disks

## 3.5" DISKS

### Apple II GS

#### IIGS SYSTEM DISKS

- \_\_\_ GSAS-01 System 5.04 - 2 Disk Set - \$6.00
- \_\_\_ GSAS-02 Hyper Mover V. 1.1 (Mac & GS) - 2 Disk Set - \$6.00
- \_\_\_ GSAS-03 GS Bug & Debugging Tools - V. 1.6b20 - \$3.00
- \_\_\_ GSAS-04 System 6.0 - 6 Disk Set - \$18.00



#### IIGS COMMUNICATIONS

- \_\_\_ GSCM-01B FreeTerm - (2003)
- \_\_\_ GSCM-02A SnowTerm - (SW)

#### IIGS DEMO (16 DISK SET-\$48)

- \_\_\_ GSDM-01 Cartooners' 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 Genesis, ProTerm 2.2, TIC
- \_\_\_ GSDM-14 Space Harrier Demo
- \_\_\_ GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
- \_\_\_ GSDM-16 AC Basic, Design Master, GS16 Forth, Micol, MicroDot

#### IIGS DESK ACCESSORIES (11 DISK SET-\$33)

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

#### 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 - (SW)
- \_\_\_ GSDV-04 Shell Applications (EXE) 2 - (SW)
- \_\_\_ GSDV-05 Miscellaneous Developer Files 1 - (SW)
- \_\_\_ GSDV-06 Miscellaneous Developer Files 2
- \_\_\_ GSDV-07 Miscellaneous Developer Files 3

#### IIGS EDUCATION (7 DISK SET-\$21)

- \_\_\_ GSED-01 Astronomer GS: Astronomer - Disk 1 - (SW)
- \_\_\_ GSED-02 Astronomer GS: Moon 1 - Disk 2 - (SW)
- \_\_\_ GSED-03 Astronomer GS: Planets 1 - Disk 3 - (SW)
- \_\_\_ GSED-04 Astronomer GS: Planets 2 - Disk 4 - (SW)
- \_\_\_ GSED-05 Astronomer GS: sTools - Disk 5 - (SW)
- \_\_\_ GSED-06 Astronomer GS: Sun - Disk 6 - (SW)
- \_\_\_ GSED-07 Astronomer GS: Utilities 1 - Disk 7 - (SW)

#### 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
- \_\_\_ GSFT-12 G-Foreign, Fancy
- \_\_\_ GSFT-13 G-Plain, Graphic
- \_\_\_ GSFT-14 H-Fancy, Foreign
- \_\_\_ GSFT-15 H-Graphic, Plain
- \_\_\_ GSFT-16 I
- \_\_\_ GSFT-17 M-Foreign
- \_\_\_ GSFT-18 M-Plain
- \_\_\_ GSFT-19 M-Graphic
- \_\_\_ GSFT-20 N-Plain, Fancy
- \_\_\_ GSFT-21 N-Foreign, Graphic
- \_\_\_ GSFT-22 O
- \_\_\_ GSFT-23 P-Foreign, Graphic
- \_\_\_ GSFT-24 P-Plain, Fancy
- \_\_\_ GSFT-25 Q
- \_\_\_ GSFT-26 R
- \_\_\_ GSFT-27 S-Fancy
- \_\_\_ GSFT-28 T-Fancy
- \_\_\_ GSFT-29 S-Plain, Graphic
- \_\_\_ GSFT-30 S-Foreign
- \_\_\_ GSFT-31 T-Plain
- \_\_\_ GSFT-32 T-Foreign, Graphic
- \_\_\_ GSFT-33 U
- \_\_\_ GSFT-34 V
- \_\_\_ GSFT-35 W
- \_\_\_ GSFT-36 Y
- \_\_\_ GSFT-37 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 - (SW)
- \_\_\_ GSGM-04 Bouncing Bluster Data and Docs - (SW)
- \_\_\_ GSGM-05 Bouncing Bluster Consn. Ser - (SW)
- \_\_\_ GSGM-06 Games 1 - (SW)
- \_\_\_ GSGM-07 Games 2 - (SW)
- \_\_\_ GSGM-08 Games 3 - (SW)
- \_\_\_ GSGM-09 Games 4 - (SW)
- \_\_\_ GSGM-10 Games 5 - (SW)
- \_\_\_ GSGM-11 Games 6 - (SW)
- \_\_\_ GSGM-12 Games 7 - (SW)
- \_\_\_ GSGM-13 Games 8 - (SW)
- \_\_\_ GSGM-14 Games 9 - (SW)
- \_\_\_ GSGM-15 Games 10 - (SW)
- \_\_\_ GSGM-16 Games 11 - (SW)
- \_\_\_ GSGM-17 Mean 18 Golf Courses 3
- \_\_\_ GSGM-18 Games 12 - (SW)
- \_\_\_ GSGM-19 Games 13 - (SW)
- \_\_\_ GSGM-20 Games 14
- \_\_\_ GSGM-21 Columns GS V. 2.0 - (SW)
- \_\_\_ GSGM-22 Lode Runner GS

**IIGS GRAPHICS (23 DISK SET-\$66)**

- \_\_\_ 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 - (SW)
- \_\_\_ GSGX-07 Pics and Utilities 1 - (SW)
- \_\_\_ GSGX-08 Pics and Utilities 2
- \_\_\_ GSGX-09A Pics and Utilities 3
- \_\_\_ GSGX-10 Pics and Utilities 4 - (SW)
- \_\_\_ GSGX-11 Modulae
- \_\_\_ GSGX-12 Paula Abdul Demo
- \_\_\_ GSGX-13A Pics and Utilities 5 - (SW)
- \_\_\_ 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 - (SW)
- \_\_\_ GSGX-23 3200 Pics 1
- \_\_\_ GSGX-24 3200 Pics 2

**IIGS HYPERCARD (5 DISK SET-\$15.00)**

- \_\_\_ GSHC-01 HyperCard Utilities 1 - (SW)
- \_\_\_ GSHC-02 HyperCard Utilities 2 - (SW)
- \_\_\_ GSHC-03 HyperCard Utilities 3 - (SW)
- \_\_\_ GSHC-04 Utilities: General 1 - (SW)
- \_\_\_ GSHC-05 Fun & Games: General 1 - (SW)

**IIGS HYPERSTUDIO (23 DISK SET-\$69)**

- \_\_\_ 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 - (SW)
- \_\_\_ 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 - (SW)
- \_\_\_ GSHS-22 Miscellaneous HS Stacks 6
- \_\_\_ GSHS-23 SoundSmith Song Player XCmd

**IIGS ICONS (11 DISK SET-\$33)**

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

**IIGS MISCELLANEOUS**

- \_\_\_ GSMS-01 New Member's Disk - (2000) - (SW)
- \_\_\_ GSMS-02A GS Disk Library Catalog Disk 1
- \_\_\_ GSMS-03A GS Disk Library Catalog Disk 2

**IIGS MUSIC (12 DISK SET \$36)**

- \_\_\_ GSMU-01A SoundSmith and Songs - (SW)
- \_\_\_ GSMU-02 SoundSmith Songs 1
- \_\_\_ GSMU-03 SoundSmith Songs 2
- \_\_\_ GSMU-04 SoundSmith Songs 3
- \_\_\_ GSMU-05 SoundSmith Songs 4
- \_\_\_ GSMU-06 SoundSmith Songs 5
- \_\_\_ GSMU-07 Diversi-Tune (C) Songs 1
- \_\_\_ 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 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 UTILITIES (11 DISK SET-\$33)**

- \_\_\_ GSUT-01B Utilities 1 - (2001) - (SW)
- \_\_\_ GSUT-02 JumpStart Prog Sel V. 3 - (2021)
- \_\_\_ GSUT-03A Utilities 2 - (2028) (SW)
- \_\_\_ GSUT-04A Utilities 3 - (2029) (SW)
- \_\_\_ GSUT-05A Utilities 4 - (SW)



- \_\_\_ GSUT-06A ZZ Copy-V. 2.21 Disk Copier
- \_\_\_ GSUT-07A Utilities 5 - (SW)
- \_\_\_ GSUT-08C Utility Works GS V. 0.9.2 (SW)
- \_\_\_ GSUT-09 Utilities 6 - (SW)
- \_\_\_ GSUT-10 Utilities 7 - (SW)
- \_\_\_ GSUT-11A Utility Works Launcher V. 2.2.3 - (SW)

### 3.5" DISKS

## APPLE II

#### APPLE SYSTEM DISKS

- \_\_\_ 2APS-01 System Disk - Utilities V. 3.2-\$3.00

#### APPLEWORKS

- \_\_\_ 2AWK-01 CLARIS Tech Support for AW and AW-GS

#### COMMUNICATIONS

- \_\_\_ 2COM-01 TCS Instructions 1.05
- \_\_\_ 2COM-02 Appletnet V. 1.3

#### EAMON (ProDOS): (18 DISK SET- \$54) or (14 DISK SET (1-14) -\$42)

- \_\_\_ 2EAM-01 Dungeon Designer, Utilities, Etc.
- \_\_\_ 2EAM-02 Adventures 1, 5, 8, 12, 16, 19, 20, 21
- \_\_\_ 2EAM-03 Adventures 22, 23, 24, 25, 26, 27, 28
- \_\_\_ 2EAM-04 Adventures 35, 36, 37, 38, 39, 41, 45
- \_\_\_ 2EAM-05 Adventures 47, 48, 49, 51, 53, 55, 56
- \_\_\_ 2EAM-06 Adventures 58, 64, 68, 73, 74, 75, 76, 86
- \_\_\_ 2EAM-07 Adventures 80, 81, 87, 90, 92, 93, 97
- \_\_\_ 2EAM-08 Adventures 99, 100, 106, 109, 112, 113
- \_\_\_ 2EAM-09 Adventures 117, 119, 121, 126, 155
- \_\_\_ 2EAM-10 Adventures 127, 128, 129, 130, 132
- \_\_\_ 2EAM-11 Adventures 139, 145, 148, 150, 154
- \_\_\_ 2EAM-12 Adventures 149, A, B, C, D
- \_\_\_ 2EAM-13 Adventures 158, 160, 166, 166A, 166B
- \_\_\_ 2EAM-14 Adventures 170, 183, 191, 195, 204

#### EAMON (ProDOS) (LOWER CASE)

- \_\_\_ 2EAM-15 Adventures 33, 69, 77, 118, 124, 150
- \_\_\_ 2EAM-16 Adventures 34, 120, 138, 161
- \_\_\_ 2EAM-17 Adventures 78, 107, 108, 114, 147
- \_\_\_ 2EAM-18 Adventures 91, 129, 169, 194, 206

#### EDUCATION

- \_\_\_ 2EDU-01 Newton's Apple/Cocaine & Teeth

#### TECH NOTES

- \_\_\_ 2TEN-01A (5 DISK SET \$15.00)
- \_\_\_ 2TEN-02A II GS Parts 1 & 2
- \_\_\_ 2TEN-03A II GS Parts 3, 4, & 5
- \_\_\_ 2TEN-04A File Types
- \_\_\_ 2TEN-05A More Tech Notes 1

#### UTILITIES

- \_\_\_ 2UTL-01 New Member Disk 2.01
- \_\_\_ 2UTL-02 DB Master V.5 (SW)

### 5.25" DISKS

## APPLE II

#### APPLE SYSTEM DISKS

- \_\_\_ APSD-01 System Disk-Utilities V. 3.2-\$1.50
- \_\_\_ APSD-02 DOS 3.3 Sys. Master & DOS 3.3 Tut.-\$1.50

#### APPLEWORKS

- \_\_\_ APWK-01 Desk, Printer and Money Helpers - (813/814)
- \_\_\_ APWK-02 Food, Lists, etc. - (815/816)

#### COMMUNICATIONS (8 DISK SET- \$12)

- \_\_\_ 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 (11DISK SET- \$16.50)

- \_\_\_ 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 (24 DISK SET- \$36)

- \_\_\_ EAMN-01 Utilities II and III - (220/221)
- \_\_\_ EAMN-02\* Dungeon Designer & Adventure #38 - (180/229)
- \_\_\_ EAMN-03 EAMON MASTER & Adventure #42 - (181/214)
- \_\_\_ EAMN-04\* Adventures 2 & 3 - (182/183)
- \_\_\_ EAMN-05\* Adventures 4 & 5 - (184/185)
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- \_\_\_ EAMN-09\* Adventures 29 & 8 - (192/193)
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- \_\_\_ EAMN-11\* Adventures 17 & 18 - (196/197)
- \_\_\_ EAMN-12\* Adventures 19 & 20 - (198/199)
- \_\_\_ EAMN-13\* Adventures 23 & 24 - (200/201)
- \_\_\_ EAMN-14\* Adventures 25 & 53 - (202/203)
- \_\_\_ EAMN-15\* Adventures 55 & 54 - (204/205)
- \_\_\_ EAMN-16\* Adventures 56 & 57 - (206/207)
- \_\_\_ EAMN-17\* Adventures 31 & 41 - (208/209)
- \_\_\_ EAMN-18\* Adventures 47 & 97 - (210/211)
- \_\_\_ EAMN-19\* Adventures 60 & 98 - (212/213)
- \_\_\_ EAMN-20\* Adventures 46 & 45 - (215/216)
- \_\_\_ EAMN-21\* Adventures 43 & 15 - (217/218)
- \_\_\_ EAMN-22\* Adventures Unik. & 37 - (223/224)
- \_\_\_ EAMN-23\* Adventures 16 & 33 - (225/226)
- \_\_\_ EAMN-24\* Adventures 34 & 44 - (227/228)

\*Requires EAMN-03

#### EDUCATION (20DISK SET- \$30)

- \_\_\_ 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 (SW) - (505)
- \_\_\_ EDUC-14 Language Arts Treasures
- \_\_\_ EDUC-15 Floppy Book 1
- \_\_\_ EDUC-16 Computation 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 (11 DISK SET- \$16.50)

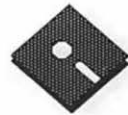
- \_\_\_ GAME-01 Games A and B - (102/107)
- \_\_\_ GAME-02 Games C and D - (111/128)
- \_\_\_ GAME-03 Games E and F - (162/164)
- \_\_\_ GAME-04 Keyboard and Paddle Games - (72/74)
- \_\_\_ GAME-05 Pirball and Arcade Games - (142/157)
- \_\_\_ GAME-06 Text Adv /Mystery House (SIERRA) - (73/517)
- \_\_\_ 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 VDocs - (145/146)
- \_\_\_ LOGO-02 Sample Disk and Dallas Apple Logo - (147/158)

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- \_\_\_ MISC-02 Miscellaneous - (119/120)
- \_\_\_ MISC-03 Miscellaneous and Recipe Files - (125/159)
- \_\_\_ MISC-04 Graq and No Name Yet - (129/175)
- \_\_\_ MISC-05 Special Databases /Jim's Data Base (SW) - (141/504)
- \_\_\_ 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 Star 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)

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- \_\_\_ NWPS-02 Graphics 02
- \_\_\_ NWPS-03 Graphics 03
- \_\_\_ NWPS-04 Graphics 04
- \_\_\_ NWPS-05 Graphics 05
- \_\_\_ NWPS-06 Graphics 06
- \_\_\_ NWPS-07 Graphics 07
- \_\_\_ NWPS-08 Graphics 08
- \_\_\_ NWPS-09 Graphics 09
- \_\_\_ NWPS-10 Graphics 10
- \_\_\_ NWPS-11 Graphics 11
- \_\_\_ NWPS-12 Graphics 12
- \_\_\_ NWPS-13 Graphics 13
- \_\_\_ NWPS-14 Graphics 14
- \_\_\_ NWPS-15 Graphics 15
- \_\_\_ NWPS-16 Graphics 16
- \_\_\_ NWPS-17 Graphics 17
- \_\_\_ NWPS-18 Graphics 18
- \_\_\_ NWPS-19 Graphics 19
- \_\_\_ NWPS-20 Graphics 20
- \_\_\_ NWPS-21 Graphics 21
- \_\_\_ NWPS-22 Graphics 22
- \_\_\_ NWPS-23 Graphics 23
- \_\_\_ NWPS-24 Graphics 24
- \_\_\_ NWPS-25 Graphics 25
- \_\_\_ NWPS-26 Graphics 26
- \_\_\_ NWPS-27 Graphics 27
- \_\_\_ NWPS-28 Graphics 28
- \_\_\_ NWPS-29 Borders 01
- \_\_\_ NWPS-30 Borders 02
- \_\_\_ NWPS-31 Fonts 01

**PASCAL (8 DISK SET- \$12)**

- \_\_\_ 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 (23 DISK SET- \$34.50)**

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- \_\_\_ 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 Auto Unshrinkit 1.01/ II Plus Shrinkit, Shrinkit 3.3
- \_\_\_ 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 (SW) - (819)
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- \_\_\_ UTIL-22 DB Master V. 5 - Program Disk (SW)
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**APPLE III**

**ACCOUNTING**

- \_\_\_ 3ACT-01A Easy Accounting
- \_\_\_ 3ACT-02 Easy System and Accounts Rec.
- \_\_\_ 3ACT-03 Easy System, A/P & G/L

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**III 3EZP & AW TEMPLATES (6 DISK SET- \$9.00)**

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- \_\_\_ 3AWZ-03 Accounting/Finance Templates
- \_\_\_ 3AWZ-04 Mortgage Templates

- \_\_\_ 3AWZ-05 Checkbook Templates
- \_\_\_ 3AWZ-06 Contributions-Disk 1

**III BUSINESS BASIC (8 DISK SET- \$12)**

- \_\_\_ 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 On Three-Basic Programs

**III GAMES (5 DISK SET- \$7.50)**

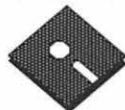
- \_\_\_ 3GAM-01 Games 01 - (1001)
- \_\_\_ 3GAM-02 Games for Kids - (1007)
- \_\_\_ 3GAM-03 Cap'n Magneto-Revised 1/89 - (1041)
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- \_\_\_ 3GAM-05 Star Trek

**III GRAPHICS (39 DISK SET - \$58.50)**

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- \_\_\_ 3GRX-02 Fig Factory Manual - (1069)
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- \_\_\_ 3GRX-04 Fig Factory - Color - (1071)
- \_\_\_ 3GRX-05 Raster Graphics Tool Kit - (1072)
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- \_\_\_ 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)
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- \_\_\_ 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 Grafworks 1 and 2 (SW)
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- \_\_\_ 3GRX-29 Sign by Bloom
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- \_\_\_ 3GRX-32 A2/A3 Graphics
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- \_\_\_ 3GRX-38 Dino Graphics
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- \_\_\_ 3PCL-05 SANE 2/ SANE 3
- \_\_\_ 3PCL-06 SOS IO's/ExerSOS
- \_\_\_ 3PCL-07 Utilities: PutDemo/PutLib
- \_\_\_ 3PCL-08 Cesar's Pascal 1.2
- \_\_\_ 3PCL-09 Chaos Pascal Programs
- \_\_\_ 3PCL-10 Power Keys DM & Source Code
- \_\_\_ 3PCL-11 Power Keys DM-Disk 2
- \_\_\_ 3PCL-12 MacStuff
- \_\_\_ 3PCL-13 David Craig-Disk 1
- \_\_\_ 3PCL-14 David Craig-Disk 2
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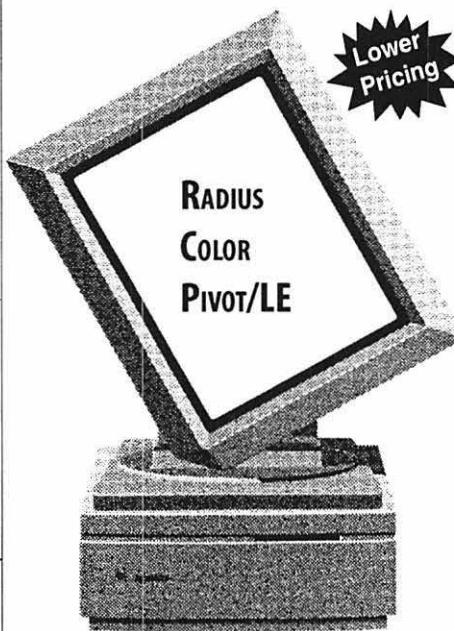
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