

January 1993

\$2.95

The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 15, Number 1



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18

From Alice to Ocean

From Alice to Ocean

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1 About This Book

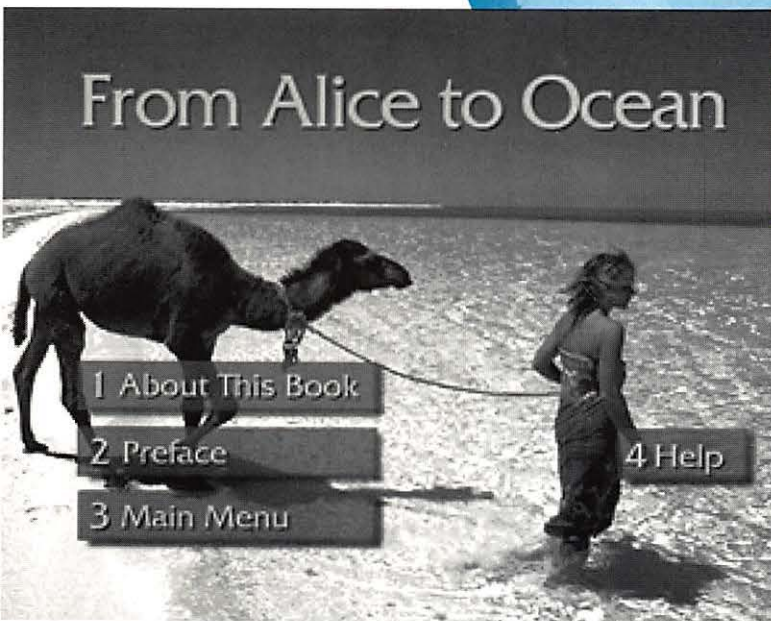
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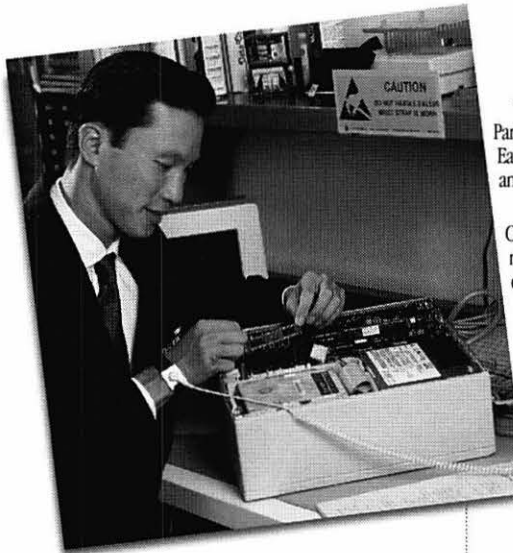
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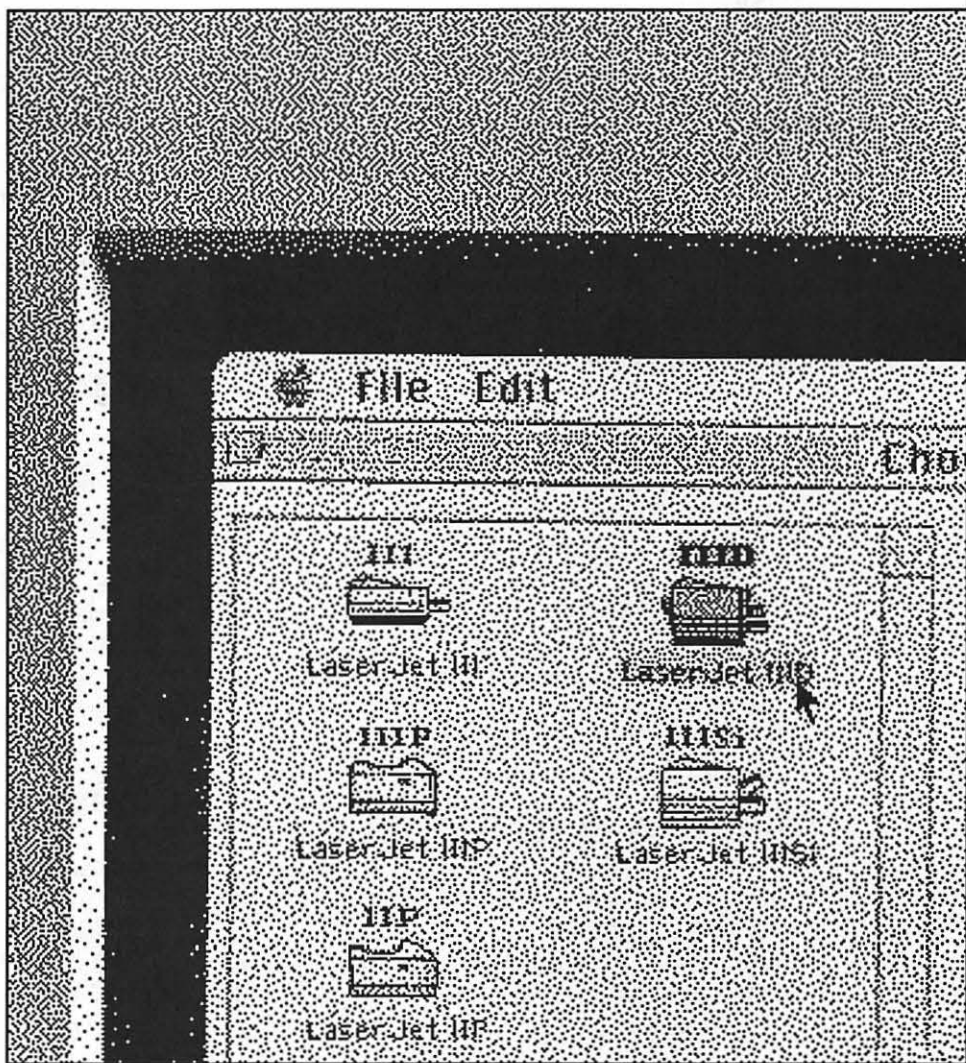


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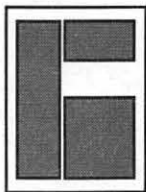
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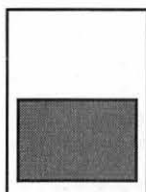
Some Orientation Possibilities



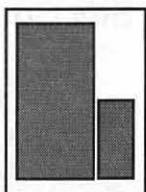
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Ad Deadlines

The Washington Apple Pi Journal is published monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

Copy may be received as traditional mechanicals, re-paper, velox prints, or film negatives. Negatives will incur an additional \$15.00 strip-in charge.

Washington Apple Pi



This issue of the Washington Apple Pi Journal was created on a Mac IIci, proofed on an HP DeskWriter, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 4.2a, the word processing programs were Word Perfect 2.1 and Microsoft Word 5.0; the principal typeface is New Century Schoolbook (10/12) for the articles; and Helvetica for headlines, subheads, and emphasis.

Cover Design: New WAP Journal cover design was created by Ann Aiken in collaboration with Nancy Seferian. The Capital artwork was illustrated by Carol O'Connor for One Mile Up, which donated it for use on our cover.

Icon Guide



Macintosh



Calendar Pages



Apple II, IIe, and IIGS



Apple Disk Libraries



Apple III (SARA)



Macintosh Disketeria



Hotline or Phone List



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Seth Mize	(410) 766-1154
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Mar.	Jan. 14
Editors' submissions	
Feb.	Dec. 22
Mar.	Jan. 22
Ad space reservations	
Feb.	Dec. 18
Mar.	Jan. 19
Camera-ready ad copy	
Feb.	Dec. 28
Mar.	Jan. 27

Postal Information

Washington Apple Pi (ISSN 1056-7682) is published monthly by Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Second Class Postage paid at Bethesda, MD.

Annual membership dues for Washington Apple Pi, Ltd., are \$32; of this amount \$24 is for a subscription to the Washington Apple Pi Journal. Subscriptions are not available without membership.

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...in the Pi Pan

by Debbie Hoyt

By now you can't have helped but notice our new cover. Our Art Editor Ann Aiken mentioned to me some weeks ago that it was quite special. I agree. It's really sharp and distinctive. If you are also favorably impressed with it, give Ann a call and let her know that you appreciate her efforts. Nancy Seferian and Carol O'Connor also had a hand in making it happen.

The Journal this month has a wealth of articles and reviews for you. One article that you should check out is the review of the 1992 fiscal year as seen through the eyes of WAP President Lorin Evans. Following it is a listing of the many Pi

members who generously volunteered their time to make the Pi work. If you were one of those volunteers, you have our gratitude and appreciation. If you volunteered and your name is not on the list, likely it was nothing more than an oversight; call the office, tell Beth about it, and we'll print your name in next month's issue of the Journal.

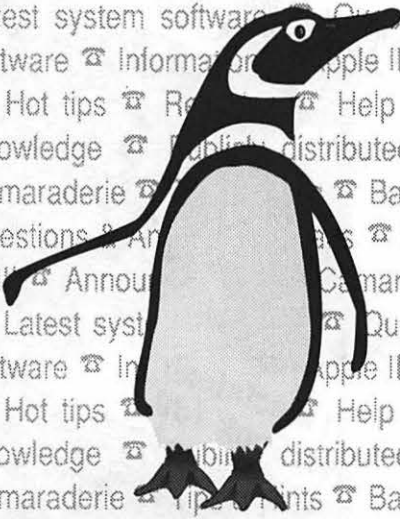
Our calendar revamp last month was the work of our new Calendar Editor Bill Wydro. If your SIG or Slice is having a special event or has to make schedule changes for meetings, please be certain to contact Bill so that your information can get in the Journal. By keeping him informed

of these changes, the Journal will be far more accurate. The Journal staff welcomes you aboard, Bill.

Finally, this month we have our second Community Affairs column, the brainchild of Phil Shapiro. However, Phil won't be regularly writing the article from now on. It's up to you, gentle readers, to pick up the ball and make the rest of us in the Pi aware of how we can help our community. Don't let Phil down. Write an article and let the rest of us know about the programs that you are familiar with. The knowledge will be of benefit to all of us.

Attention NOVA Students

David Mudd would like to meet with any of the Washington Apple Pi's members who also attend the Northern Virginia Community College system and are interested in forming a SIG (Special Interest Group) or Slice. For further information, please contact David Mudd, 703-683-1746.



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Π SIG's and Slices

StockSIG

by Morris Pelham

AAAAAArg. That was the sound of my hard drive dying. Without it, nothing works on my Mac. No *Excel*, no *Word*, no modem, no nothing. It was an 80 MB Jasmine that I bought by mail-order in July 1989. So, I tried to get it fixed by mail-order. I called Jasmine, but that number has been disconnected and I'm told the company is bankrupt and gone. Next, I called a company called Drivesavers which promised to fix it for \$175, flat rate, including parts and labor. One week after I shipped it to them they called me and said it would cost \$399. I told them no, ship it back. So, I needed a new hard drive.

This time I decided to buy my hardware from a local company with a service department. So I went to MacUpgrades and bought an 85 MB Quantum, brought it home, plugged it in, turned it on, and it failed to work. So, I took it back. I looked right into the service technician's eyeballs and he fixed it. I'm using it now. It has a two year warranty, MacUpgrades happily repairs old computers like my Mac Plus, and computer prices are dropping. I figure in two years the price of what I want (Mac II or Quadra, 16" or larger color monitor) will drop by more than I spend on my old Plus. And MacUpgrades advertises in our Journal, usually on the back cover.

So, on to the meeting. In October, Phil

Stewart suggested a "book night" for our November meeting, so several of us brought books to talk about.

Phil brought one called *Cycles of Profit* by Jake Bernstein. This promises to show the reader how to buy low and sell high. Others at the meeting said that this author has other titles out, also well regarded, also about technical analysis.

I brought my *Beating the Dow* by Michael O'Higgins with John Downes. I also brought *Dividends Don't Lie* by Geraldine Weiss and Janet Lowe. Both describe how to invest in high-dividend stocks. Mark Pankin brought a printout of his *Excel* spreadsheet "Beating the Dow strategy tracker for 1992" and passed it around for all to see and share. I plan to use this strategy in 1993 and I think Mark will continue to use it. Others seemed interested in it, so I think it will be a continuing topic at our meetings during 1993.

At our 1993 meetings I expect to continue to pursue *Quicken*, *Managing Your Money*, simple *Excel* spreadsheets for investors, books and ideas. If we can find volunteers experts for them, I would like to explore modem-based telecom packages that can download stock data cheaply and the technical analysis software packages that promise to do wonders for their followers. We depend on our volunteer experts, so if you are expert with any of these packages, so volunteer!

Has anyone else noticed that there is no "Letters to the Editor" section of our Journal? If you have any comments about

anything I have written, use The Investor board on the TCS to say what you think. Maybe I'll answer, maybe someone else will, but I think it might be interesting. If you do comment on one of my columns please say what month it appeared because I'm writing this in November, you will see it in January, and if you comment in February I could get lost.

As always, we welcome both novices and experts to our meetings on the second Thursday of each month at the WAP office at 7:30 PM.

EdSIG

by Phil Shapiro

An energetic and enthusiastic group of parents and teachers showed up for the November EdSIG meeting. Along with all the regulars, we were joined by Rodga Williams and her two teenage sons, Xavier and Revelle.

Rodga started off the meeting telling us about the second-hand Apple IIc system she bought for her family. She said she wanted to buy a computer that had a lot of functionality built into it. So she said she chose an Apple IIc for her sons and herself to use since she wouldn't have to buy any additional interface cards to use a printer, modem, or mouse.

We then booted some ShareWare math software and got the kids involved in showing the adults how to do mental arithmetic. Xavier and Revelle very kindly waited for the adults to catch up with them in using the program.

Following that, we booted Davidson & Associates' *Word Attack* vocabulary game and shot down a couple dozen vocabulary words. Rodga commented that even though some of the words were quite difficult, the game itself seemed to have good educational merit.

EdSIG stalwart Howard Heydt commandeered the Apple IIGS to show us a classic logic game from the Minnesota Educational Computing Consortium (MECC). He explained in

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some detail how he uses this software in his own classes to teach deductive reasoning. While the program seemed to lack pizzazz, its educational value was clearly evident.

While the adults at the meeting were engaged in "teacher talk" about educational software, the kids had a good time playing with the FreeWare version of *KidPix*, the popular paint program. When the kids announced that their artistic masterpieces were ready for public viewing, the adults at the meeting walked over to "ooh" and "ahhh" at their creations.

Howard Heydt concluded the meeting by showing us "Algebra Concepts," a Mac Algebra tutor he uses with sixth graders. In the graphing part of the program, we had fun setting up equations to create parabolas and hyperbolas.

Howard said he thought the program had value but that the tutorials lacked intrinsic appeal for students. At several points in the tutorials, Howard said he wished he could have had more control of how the tutorial progressed.

Which launched us into a discussion

of the design considerations involved in creating educational software. Generally, it's desirable to give teachers and students the most possible control over the program. But if you give teachers and students too many options, they might not be savvy enough to choose the most appropriate for their needs. In short, tradeoffs abound in the design of effective educational software.

It's appropriate to share a little about Howard's interesting professional background. A retired aerospace engineer, Howard now volunteers time with inner city students in the District of Columbia and suburban Maryland. Working with small groups of students, Howard brings to students a magical blend of experience and enthusiasm.

Before the crowd broke up into smaller groups, an announcement was made about the Saturday, January 9th, Computer Lab Open House scheduled for Kendall Demonstration School (located on the campus of Gallaudet University in the District of Columbia.) Teacher extraordinaire Sandy Hart-Davis has invited EdSIG parents and teachers to

visit her computer lab between 10 AM and 3 PM. Sandy has about 15 to 20 Apple II's that she uses with her students. And her school has a sizable collection of educational software, including the complete MECC collection.

Sandy says that the best way to get to the school is via the Florida Avenue entrance to Gallaudet University. Be sure to tell the security guards that you're going to the Washington Apple Pi meeting at Kendall Demonstration school. Note: This open-house is being organized specifically for parents and teachers. Perhaps at some future date we'll have an open-house geared specifically for kids and families.

EdSIG meets on the fourth Thursday of each month, from 7:30 to 10 PM, at the club's office in Bethesda, Maryland. For further information, please feel free to call me at my home/office: (202) 686-5465. Incidentally, if you plan on attending any of our meeting, you might want to bring along some blank 5.25 floppy disks. We usually give away copies of educational ShareWare and Public Domain programs at our meetings.

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π SIG's and Slices

IIGS SIG

by Paul Tarantino

The last-minute change in location (from one building at NIH to another) didn't seem to deter anyone from participating in our November meeting, but the complaints and snide comments about the extra walking through long corridors to get to the right room were borderline excessive. No, we won't be giving out "I found Building 31A" commemorative T-shirts at the next meeting!

Gary has requested to shift the venue of our Virginia meetings to the McLean Government Center (more space, lower cost, open after 9:00 pm), beginning in February. Watch this space and the TCS for updates.

Upgrades are now available for *Platinum Paint* and *Pointless*, although none of our members were able to report any experience with either one. The \$20 *Pointless* upgrade is rumored to be a signifi-

cant one with additional speed, and some new features. Expect to learn a lot more about *Pointless* at our next meeting! *Platinum Paint 2.0* is available through Quality Computers for \$30 for owners of the earlier version; the upgrade may become less expensive from a Beagle Buddy, but procedures for the Pi-affiliated Buddies have not yet been established.

The Jernigans were back again, still troubleshooting their system, but ready to provide a demonstration of *BeagleWrite GS*, a 16-bit word processor which had previously been marketed as *Multiscribe GS*, and is now (like other Beagle Brothers products for Apple II's) being distributed and supported by Quality Computers. David and Joan reported some difficulties with the software; they have been unable to get its spell checker to find the dictionary on their hard drive, although they followed the instructions in the manual and tried moving the dictionary to several different places. Beagle Brothers had acknowledged quite a while back that this was a problem that they were

"working on," but no solution was generated before Beagle stopped supporting it. Another limitation is the inability to define a default path for *BeagleWrite* data files from within the program, although this deficiency should be solvable with *ProSel-16* or some other accessory program (like *SuperDataPath*).

These deficiencies aside, *BeagleWrite GS* is a capable text processor. Like all good GS programs should, it follows Apple's interface guidelines and desktop metaphor so you will know how to use most of its commands the first time out. *BeagleWrite GS* will support up to eight documents open on the desktop and can import graphics (320-mode bit-mapped or PICT files) and ASCII text files (but not *AppleWorks* WP files). Multiple ruler lines can be embedded in a single document, and default settings (tabs, etc.) can be established if set up before any documents are opened. A few samples of *BeagleWrite GS* documents were printed out at various settings on an ImageWriter II; the printouts looked good, but they took a very lo-o-o-o-oong time to print, like most bit-mapped output.


Gary put in a plug for the new UltraMacros SIG, which will be meeting every other month in Fairlington, beginning in mid-December. A question prompted him to provide a quick demo of how to set up and use a keyboard macro in *AppleWorks* with UltraMacros; using the Open-Apple-x key combination and designating a macro key initiates the "recording" of all subsequent keystrokes until OA-x is pressed again. (The book says up to a maximum of 80 keystrokes will be stored, although it was clearly shown that a macro of many more than 80 keystrokes can work. Is this a bug or a feature?) Once the macro has been recorded in this way, it can be invoked by pressing Option and the designated macro key. This is a very handy method of automating repetitive tasks within any *AppleWorks* module.

Our monthly copyfest featured Bill Tudor's collection of FreeWare and ShareWare programs and utilities, which had been demonstrated and distributed at the General Meeting, and a mixed bag of FreeWare from Australian GS programmer Richard Bennett (captured from comp.binaries.apple2 on the Internet).

Washington Apple pi Ad 5/30 12:19 PM Page 1

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Washington Apple Pi and UGTV

by Lawrence I. Charters

On the evening of October 28, Columbia Apple Slice served as “host” user group to Apple’s satellite broadcast at Apple’s office in Columbia, Maryland. In addition to a large contingent from Columbia (surprise), there were representatives from Annapolis Slice and a number of Washington Apple Pi regulars. Apple Columbia, which was the real host, supplied Coke and cookies, plus a display room loaded with every model of current Mac. The new PowerBooks seemed to collect more drool than the new Macintosh IIvx.

The Columbia office has a magnificent briefing room featuring a great sound system, remote-controlled drapes, and two video projection units which can show TV-style video or computer generated video. While no one made a big deal out of it, all the equipment in the room—from the drapes to the video projectors to the lights to the sound system—is controlled from a *HyperCard* stack running on a Macintosh. It was an ideal spot to watch a live satellite feed, not to mention a great spot to showcase Apple technology.

Apple User Group TV (UGTV) has a reputation for being “different,” and this night was no exception. Instead of a test pattern, the video feed rebroadcast random screen saver modules from Berke-

ley System’s award-winning *After Dark*. Transcontinental screen savers are an interesting technological “advance.” There are limitations, however: when the gentle, silent screen savers (Rose, Life, Lissajous, Satori) were replaced by Mowin’ Man, and the sound of the lawnmower blasted out of multiple speakers around the room, several people suffered minor heart attacks.

At 9 p.m. (6 p.m. in Cupertino), the broadcast began in a “garage” filled with the usual clutter: bicycles, paint cans, beer kegs, tires, a one-person band with synthesizer and Mac, a studio audience—your typical California garage. The hosts, User Group Connection Manager Ray Kaupp and Community User Group Manager Rye Livingston, explained the setting as “appropriate” given the origins of Apple and the origins of user groups. Scattered around the “garage” were signs of user groups participating from remote locations, including “Columbia Apple Pie” [sic] posted right behind the hosts.

The broadcast had three parts: live interviews with Apple product managers (for the “consumer” Performas, the new Mac IIvx, PowerBooks, operating systems, Newton and Apple II), live questions (from the audience as well as over the telephone), and taped segments. The taped segments were

split between Apple marketing segments and user group functions.

Washington Apple Pi got quite a bit of exposure through video clips of Sandra Bozek (Annapolis Slice), Ambrose Liao (office helper and *QuickTime* SIG leader) and Tom Witte (volunteer coordinator at the time the clips were filmed). Ambrose appeared several times in clips filmed at MacWorld Boston talking about why people should join user groups and what makes them interesting. Tom was filmed at a SeniorNet conference this summer, and talked about the joys of volunteering. He also had one of the best reasons for joining a user group: “A user group is a way to avoid dumb mistakes.”

The live questions were a mixed bag, and included (sigh) two crank calls from Washington, DC from a Pi member. On the other hand, Tim Childers, President of Columbia Apple Slice, did manage to get an answer on upgrade paths for the new Performas (the answer: it may be possible to put a faster CPU in a Performa 600).

Other Highlights

- The Newton product manager turned on a VCR across the room using a prototype Newton. She resisted several efforts to donate the Newton to the end-of-broadcast raffle, and avoided committing herself or the Newton group to anything, and yet *still* managed to make the Newton sound like a “gotta have;”
- One SeniorNet member offered this bit of wisdom: “A computer is my RV. I don’t have a boat, I don’t have a camper, I have a Macintosh;”
- The PowerBook Duo project was

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known internally as "Bob W." This was *not* the name of Perot's first choice as Vice President, but an acronym for "Best Of Both Worlds;"

- A user from San Diego had this comment on why he got involved in user groups: "I was getting too much sleep;"
- The founder of SeniorNet placed a strong plea that user group representatives post their club calendar of events in the SeniorNet folders on America OnLine. In addition to being a great idea, it illustrates one problem facing user groups around the country: we know we exist, but *most* users don't;
- While Apple will charge for Macintosh System 7.1, it has no plans to charge for future versions of the Apple II and IIGS system software.

The broadcast came to an end with a drawing for two PowerBook 145 computers. One went to "the fifth caller" who turned out to be a non-user group member. Since the PowerBook could only be won by a user group — not an individual — the hosts told him how to join a user group.

The other PowerBook winner was selected via clothes dryer, which actually made sense given the garage theme. Videotapes sent in by participating groups were tossed into a dryer, and then the dryer was turned on. It sounded terrible; even Ray and Rye seem surprised by how bad it sounded. Then a videotape was pulled out. While the Pi didn't win, it was an entertaining

way to randomize the entries. [It also pulverized several of the videotapes.]

After the broadcast, several of us went back to the display room and took apart one of the new Mac IIvx machines. The new metal case has some sharp edges, and the consensus was that it is, to be polite, "not pretty." Just the same, all of us would, if pressured, be willing to take one home and test it for, oh, a year or two, especially if it was equipped with a big hard drive (this one was) and a fast CD-ROM drive (this one was).

Meanwhile, others were enchanted by the new PowerBook 180. And many others were lusting after the PowerBook Duo 230. Yet others were lusting after the Quadra 950 A/UX system over in the corner. In the spirit of compromise during the middle of a contentious election, I wanted them all.

So many temptations, so little time.

Are you a student at one of the Northern Virginia Community Colleges?

If so then David Mudd would like to discuss the advantages of forming a SIG (Special Interest Group) or a Slice on your campus. For details, please contact David at (703) 683-1746.

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How Computer User Groups Can Assist Local Adult Literacy Organizations

by Phil Shapiro

Traditionally the concept of "literacy volunteer" conjures up the image of one-on-one literacy tutoring. But "literacy support" volunteering can take many other shapes and forms as well. Some types of volunteering can even be performed in your own home, fitting in to your own busy schedule.

If you've got a personal computer at home, you may be able to offer valuable support services to a local adult literacy organization. These services could involve anything from keying in literacy student writings, to writing letters on behalf of the literacy organization, to page-layout work for the literacy organization's hard copy needs.

More than a few literacy organizations are now publishing student writings on a semi-annual or annual basis. Typically the organizations solicit, collect, and compile writings from their literacy students. The end result is often a laser printed booklet or magazine that celebrates the ideas of these emerging new writers.

Such publications have multiple uses for the literacy organization. First, they validate and celebrate the creative expression of the new writers. Second, they can serve as appropriate and interesting reading material for other literacy students (both locally and in other literacy centers around the country). Third, they provide the organization with a tangible product of their work. Tangible work products can

be immensely helpful in securing funding from corporations, philanthropies, and other funding sources.

With a minimum of effort computer user groups can provide valuable support services to such literacy projects. With five or ten "text entry" volunteers, the keying in of literacy student writings can be shifted out of the literacy organization's office. With two or three desktop publishing volunteers, the page-layout work can likewise be farmed out. Other user group volunteers can assist in duplicating and distributing the literacy organization's publications to libraries and other social organizations in the surrounding community, which then could leave the literacy organization with the single task which they are best able to perform: the nurturing of new writers—the invitation of eager minds into the community of literate souls.

The ancient Chinese proverb of "many hands make light work" applies with special meaning to literacy organization support. The hands of literacy volunteers can help make many "lights" work, too: The light of a human mind illuminated by the written word.

Some Technical Nuts and Bolts of Text File Transfers

In terms of nuts and bolts for such projects, it may be helpful to note that user group volunteers for these endeavors need not own computers that are compatible with those of the literacy organization.

Once text has been keyed in and saved to disk, it requires very little effort to transport it from one computer operating system to another. Such transfers can take place via Apple File Exchange on the Macintosh, via hardware transfer devices (such as CrossWorks, which transfers files seamlessly between Apple II and IBM compatible computers), or generically via modem (using a local bulletin board or national information service).

Apple File Exchange (AFE) is a useful utility program included with the system software of every Macintosh. It has the capability of transferring text files between Macintosh, Apple II, and IBM compatible computers. Note, though, that when you use AFE with early model Macintoshes that have the 800K floppy drives (as opposed to the new high-density FDHD 1.44 megabyte floppy drives), the utility is not able to transfer files from and to MS/DOS formatted disks. Every Macintosh since the Mac SE/30 and early Mac II's has the high-density FDHD floppy drives installed. (The earlier MacPlus and MacSE's were shipped with the regular 800K floppy drives installed.)

Local literacy resources and contacts

Tony Kroll, Director
Push Literacy Action Now (PLAN)
1332 G St., SE
Washington, DC 20003
(202) 547-8903



(The PLAN office is located right near the Potomac Avenue subway stop on the Blue/Orange line.)

PLAN uses a Mac SE for administrative purposes and five Apple IIGS computers for instructional purposes.

The Literacy Helpline: (202) 727-2431—This helpline is an information clearinghouse for potential students, potential volunteers, literacy providers, and anyone else interested in learning about adult literacy in the Washington, DC metropolitan area. Sponsored by the DC Adult Literacy Network and the District of Columbia Public Library.

Marcia Harrington
Adult Basic Ed. (ABE) Office
DC Public Library
901 G Street, NW
Washington, DC 20001
(202) 727-2431

Marcia has expressed an interest in setting up a computer lab of Apple II's at the Martin Luther King Memorial Library in downtown DC. Donations of Apple II's (systems or parts of systems) are actively sought. Educational software donations also gladly accepted. The Adult Basic Education office is run using a Mac Plus and a Mac SE/30.

Adult Literacy Groups in Other Cities—To help people locate the closest literacy centers in their own towns, a national toll-free phone number has been set up. To get the phone numbers, addresses, and contact persons of literacy centers anywhere in the United States, call the Literacy Contact Center, 1-800-228-8813, located in Lincoln, Nebraska.

[The author can be reached via electronic mail on GEnie at: p.shapiro1; or on America Online at: pshapiro]

CARL : A New Public Access Database

by: Harold Baer

Those who own modems—if they are like me—are always seeking new outlets for their equipment and new ways to investigate the world around them without leaving their beloved computers. For these individuals there is a new, free database named CARL (Colorado Alliance of Research Libraries) and it is available to residents of Montgomery County, Maryland; for others, access is merely the cost of the telephone call. To obtain a leaflet providing details on how to proceed, go to the nearest Montgomery County Library branch and ask for it; or write to the Montgomery County Department of Public Libraries, 99 Maryland Avenue, Rockville, MD 20850. The Public Access Catalog (PAC) can be entered by dialing (301) 217-3906. Once entered, on-screen instructions will guide you through the system—which is enormous and far reaching. For example, you may enter the following:

- University of Maryland System
- University of Maryland Law School
- Boulder Public Library (Boulder, Co)
- MARMOT (Grand Junction, Colorado)
- Pikes Peak Public Library (Colorado Springs, Co)
- Sno-Isle Library System (Marysville, Washington)
- INLAN Library System (Spokane, Washington)
- University of Hawaii (Honolulu, Hawaii)
- Northeastern University (Boston, Mass)
- Arizona State University/Northern Arizona University

Through these library systems, you will have access to 10,000 journals, encyclopedias and other resources. Because of its vastness, I have not explored it very thoroughly with the exception of searches that I needed to make for specific tasks, but in these it has been exceptionally helpful.

For those who may have need of more than lists, it is possible to obtain complete texts of articles by fax. This service is, of course, not free and requires a credit card. The program will tell you the charge for your article.

For those who have difficulty dialing into PAC, call (301) 217-6722 for a recording. For further information call the Friends Forum, an electronic bulletin board of the Friends of the Library, Montgomery County at (301) 217-3913. Montgomery County provides a conference devoted to PAC.

Notice

Please be sure to save your "Apples for the Students" register tapes from Giant and your "Register Tapes for Education" receipts from Safeway and bring them to the WAP office. Washington Apple Pi is again collecting these receipts to help area schools acquire the computer equipment that they so desperately need. Thank you.

The Year in Review

by Lorin Evans

Washington Apple Pi is entering its 14th year of operation this spring. The world in which we operate has changed constantly over the years and continues to change at a fast clip. Thus the Pi has to modify its operations to meet the changing needs of its members. This is a report to you on what the directors, office staff, and volunteers have done during the past year to accomplish this. We have streamlined the business side of the operation, expanded our in-house library, added to the hardware available for members to use and are modernizing the telecommunication system.

We Are There

The processing of new memberships and TCS access has been simplified. Our goal is to process an application the day it arrives and by week's end, have any additional transactions related to the membership completed. We are exploring ways to further simplify the issuance of TCS passwords. We have implemented every business cost-saving measure that is currently feasible. We would be consistently in the black were it not for the lease the we're stuck with.

Our Hotline helpers and ShareWare library support the constantly growing enthusiasm of new and experienced operators. Dave Weikert has completely revised the Macintosh ShareWare library which continues to be one of the largest and best in the country. John Ruffatto has completely overhauled the IIGS library by updating all existing programs, adding whole new sections to our offerings and producing a two disk catalog using *HyperStudio*. You will find listing of new Mac and IIGS software in each Journal.

At the urging of Brian Mason our book librarian, we have added additional stacks to support the new books, manuals, and journals which we receive from you. The most interesting news for us is the number of new publications that are being donated to the Pi by their publishers. This solicitation program has been very successful. This invaluable resource is another members service—all we ask is that you return your books when due, please!

The TeleCommunications System (TCS) is undergoing a complete overhaul. Last year those of you who use the bulletin board received a letter from me soliciting funds for this upgrade. Over 300 of you responded contributing over \$9000. If you have put off contributing, please do not delay any longer. The acquisition of hardware has begun and decisions about what to purchase are driven by the funds on hand.

Our bulletin board, a 12-line system, uses accelerated Apple IIe computers and a Corvus network running lots of clunky old drives. The operating hardware will shift to a mix of Apple computers, a Macintosh file server, and an enormous hard drive. The network will be replaced with proprietary software developed in-house by Jon Thomason. Those of you who use the system will notice a much faster response time and a significantly larger selection from which to download. We hope to be able to create a public side of our board where upcoming events are publicized and people can view a sample of the TCS. Physically, the room in which the TCS is housed was completely rebuilt. This will give Paul Schlosser and the TCS crew more room in which

to work and additional space to install the new operating equipment.

We have much available hardware for members to use, including a variety of networked computers and printers, the brand new Hewlett Packard DeskJet 4 (600dpi), the Hewlett Packard Model 2c bed scanner, a PowerBook 140, the complete line of Apple II and III computers, and a Lisa. We are always looking for members who would like to become familiar with this equipment and teach its operations to others.

As a volunteer user group, it is a pleasure to see Washington Apple Pi in the role of technical supporter to other volunteer organizations who serve a vital need in our area. Several volunteer groups have as one of their reasons for being, the collection, repair and redistribution of computers to needy families, and non-profit organizations serving constituencies that could not otherwise afford any kind of personal computer. We are there for the Christina Foundation, SeniorNet, Maryland Sherriff's Youth Camp, The Wheelchair Society, and others as their providers of technical assistance and training. In addition, the TCS crew is our liaison, along with Carol Hyatt, to Capital Access a developing regional TCS exchange. Our outreach to the community in this and other forms is an important part of what Washington Apple Pi is all about.

More volunteers are making possible outreach programs and support services that could not have been undertaken without their assistance. You will find the names of many of the WAP volunteers listed with appreciation in the following article—without their being there for all of us, much of what we do could not take place or would be considerably more difficult to accomplish. I hope that there is a way that we can add your name next year.

The resale market for the entire



Apple computer line (Apple II+, IIe, IIC, IIC+ and IIGS) is very strong; it brings to our door people with differing needs. Frequently, they are first time owners with no manuals, often little or no software, and no understanding of the operation of their new computer. To these people, we are there with introductory tutorials, software from our vast ShareWare library, and technical assistance in the repair and maintenance of their machines. Our semi-annual Garage Sale is another source of support that we offer.

The Apple II line of computers is now marketed principally to schools. The needs of schools for trained teachers and technical assistance with Apple IIe and IIGS computers is constant. Schools are looking for information about inter-operability between their Apple II units and their newer Macintosh LC's. They ask questions about networking these two platforms and where to find maintenance. For these people, we are there.

The most complete collection of software and in-depth knowledge of the Apple III computer is found in Washington Apple Pi. From around the world, people call and write to our III Special Interest Group (SIG) and its chair, Dave Ottalini, for assistance with this computer. We are there for them in conjunction with other groups, by helping to fund the development of peripheral boards and software to keep the III compatible with the newer hardware produced by Apple for other systems. Our technical and financial support for the III emulation board and the ongoing developmental work to enable the III to support the 1.44 meg SuperDrive are but two examples of how we help to maintain the viability of this fine computer.

As the Apple II+ did not disappear, neither will the older Macintosh computers. We hear from third and fourth owners of 128 and 512 units. The first

time users of these venerable machines need the same basic assistance we offer to 'new' Apple II owners. Before you turn up your nose at the thought of one these units operating as anything but a fish bowl, consider a Mac 512, an external disk drive, and an ImageWriter I printer for a student on a budget. It works and works well! We are there for these people as well with system software, tutorials, technical assistance to get their machines running, and operating software from the Garage Sale. We are there for the new Apple IIGS, Macintosh and Performa purchasers. Our introductory tutorials are continually sold out. Gary Hayman's IIGS SIG and the II community provide a level of support not found anywhere else.

As equipment and programs become more complex and choices among them proliferate, your acquisition decisions are of great interest to the computer industry. As a result, we attract more vendors to our monthly meetings and they, in turn, bring more hardware and applications for you to sample. In addition, as each developer tries to entice you to acquire its programs, they offer specials to members that are unavailable elsewhere. Bob Shaffer and his folks are there for you. If you took advantage of the specials presented to the Pi this year by Microsoft, Lotus, LaCie, Symantec or Hayes, you have easily regained your membership fees several fold. We have more of these kinds of offers coming '93. We can tell from membership and vendor comments concerning our Northern Virginia Community College meeting site, which David Mudd negotiated for us, that the facilities meet with approval.

Our tutorials and Journal are responding with new offerings and features. We are developing a generic introductory course in word processing which would be followed by a

course highlighting the unique features of *Word*, *MacWrite*, *WordPerfect*, etc. We would like to do the same for programs in databases/spreadsheets, DTP, etc. We would like to add tutorials on the Performa operating system and develop courses on the integrated packages that come with the machine. If any of you feel confident in your ability to convey to others your knowledge about Macintosh or Apple applications, we would love to hear from you. We need help with both curriculum design and teaching.

The articles in the Journal need to reflect the changing nature of our readership. We are looking for first-person experiences, written in non-technical English that convey your enjoyment with computing in general or a program or hardware application. If you have any interest in writing or collaborating on some facet of computing, we will help you get started. If you are in any way interested but do not know what to write about, get in touch with either the Macintosh or Apple editors. They can help you find a topic of interest and work you through to a published article. We are looking for articles on all facets of computing.

In addition, as new applications evolve, new Special Interest Groups inevitably follow. We have added several new groups in response to the requests of our members: *QuickTime* SIG, *Women's* SIG, and *UltraMacros* SIG. In addition, several have become more active as new applications entered the market.

1993 will allow us to build on the changes we have brought to the Pi. I welcome any comments or suggestions you may have concerning the operations of the club, new programs that we can implement, or joint undertakings that would benefit the user community as a whole. I have yet to see a letter I did not enjoy thinking about.



WAP Volunteers and Supporters

Washington Apple Pi would like to thank the following people who have generously donated their time and talents to the WAP ub 1992. Hope to work with all of you again next year.

Abeledo, Doreen
Aiken, Ann
Alden, John
Alpher, Jeff
Arndt, Bill
Atkinson, Bill
Avery, Don
Baer, Harold
Baldrige, Bill
Baniszewski, Ellen
Barrack, Marry
Barry, Jim
Begleiter, Ralph
Benson, Bernie
Benson, Mel
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Chernoff, Paul
Chesebrough, David E.
Childers, Tim
Coleman, Ed
Combes, Peter
Conner, Barry
Cook, Tom
Cook, Peter
Cowley, Tom

Dalyrmp, Mike
DeMarco, John
DeMay, J.T. Tom, Jr.
Derouin, Bill
Devera, Manny
DeVito, Jacquie
DeVito, Ken
DeVito, Mike
Dickman, Mike
Dillon, Jeff
Ditman, Emma
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Feller, Stan
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Frank, Ben
Frankel, Jeffrey
Franklin, Ken
Frazier, Mark
Froelich, Charles
Gailbraith, Scott
Gallager, Grace
Galloway, Freddi
Gavin, Andy
Gavin, Art
Geiger, A.D. (Bill)
Glenn, Aurelia
Goldsamt, Milt
Graham, Jim
Greene, Mort
Greever, Otis
Grosbier, Dick
Gurskey, Robert

Gutsche, Eric
Hall, Charles Don
Hamerstrom, Helen
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Harpold, Curt
Hartman, Michael
Harvey, Dave
Hasson, Joseph A.
Hayman, Gary
Heller, Paul
Helsing, Tim
Heydt, Howard
Hockmeyer, Mary
Howe, Robert
Hoyt, Deborah
Hutmire, Chris
Hyatt, Carol
Jacobs, Bruce
Jensen, Bill
Jernigan, David
Jernigan, Joan
Jones, William
Jopling, Morgan
Jutzin, Jim
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Kaye, Harvey
Kirschenbaum, Jamie
Kowalczuk, Sandy
Kozloski, Richard
Lange, Blake
Laubenthal, Neil
Legum, Emily
Levine, Harvey
Levy, Allan
Liao, Ambrose
Linders, Tom
Lingeman, Carolyn H.
Lomartire, John
Lorenz, Dianne
Love, John
Lucas, Jay
MacGregor, Teresa
MacLean, Richard
Malkin, Keith
Manley, Jim
Mann, Ron
Marigan, Elizabeth
Martin, Deborah S.
Mason, Brian
McGleish, J. Carey
Medlin, Elizabeth
Meyer, Ted
Milrod, Martin
Mize, Seth
Mock, Ken
Morganstein, David
Morris, Bob
Mortimer, Jack

Moser, Ed
Mudd, David
Mulligan, John
Myson, Susan
Nealon, Kevin
O'Connor, Carole
O'Hagan, Thomas
O'Reilly, John
Olson, Lloyd
Ortallini, Dave
Outman, Gary
Palen, Stan
Pankin, Mark
Parrish, Tom
Pastura, Lou
Payneo, Steven
Pelham, Morris
Peterson, Bob
Pink, Norbert
Piwowar, Tom
Pochepko, Greg
Polk, Harold
Porterfield, Glenda
Potter, Frank
Price, Gregory
Puglino, Bob
Racoosin, Sue
Raesly, Leon
Rall, Eric
Rall, Eric, Jr.
Robinson, J. Russell
Rodgers, Frederick
Rohr, Jay
Ruffato, John
Salerno, Tony
Sanders, Rich
Sapienza, Lou
Scheel, Phil
Schlosser, Paul
Schwartz, Dana
Seferian, Nancy
Settle, Ray
Shabasson, Stan
Shackleford, Grant
Shaffer, Bob
Shapiro, Phil

Sheard, Eric
Shen, Vincent S.
Sherman, Bob
Shuck, Paula
Silverstone, Harry
Sitnick, Kirsten
Slobins, Jon
Smith, Dale
Spencer, John
Spevak, Ginny
Spevak, Michael
Staples, John
Sternberg, Richard
Stewart, Dick
Subelsky, Michael
Sutton, Jeff
Svajlenka, Tony
Swick, Joe
Tallman, Doug
Tanney, Louise
Tarantino, Paul
Thal, Jay
Thomason, Jon
Toth, Steve
Truax, Steve
Trusal, Lynn R.
Urban, Bernard
Vernon, Tom
Vier, Tom
Wages, Dan
Wakshul, Andy
Waring, Bill
Weikert, Dave
Wheelchair WillieWhite, Dan
Wiegley, John
Wilson, Art
Winter, Frank
Witte, Tom
Wohlman, Richard
Wong, Ling
Wood, Robert
Wright, Robert
Wydro, Bill
Yared, Peter
Yee, Henry
Zeman, Rick

Washington Apple Pi sincerely apologizes to anyone whose name was overlooked in this list. Because there are so very many "silent workers," some of you may have been missed. Please call the office with the name of anyone that you know who donated his time and whose name did not appear on the above list, and the additional name(s) will be printed in next month's Journal.

Artists on exhibit

by Ann Aiken

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: Gina Giaccardo, our guest artist this month, is a graduate of Catholic University's Architecture Program. She is originally from New Mexico and is currently designing graphics for System Solutions Group in Falls Church, Virginia.

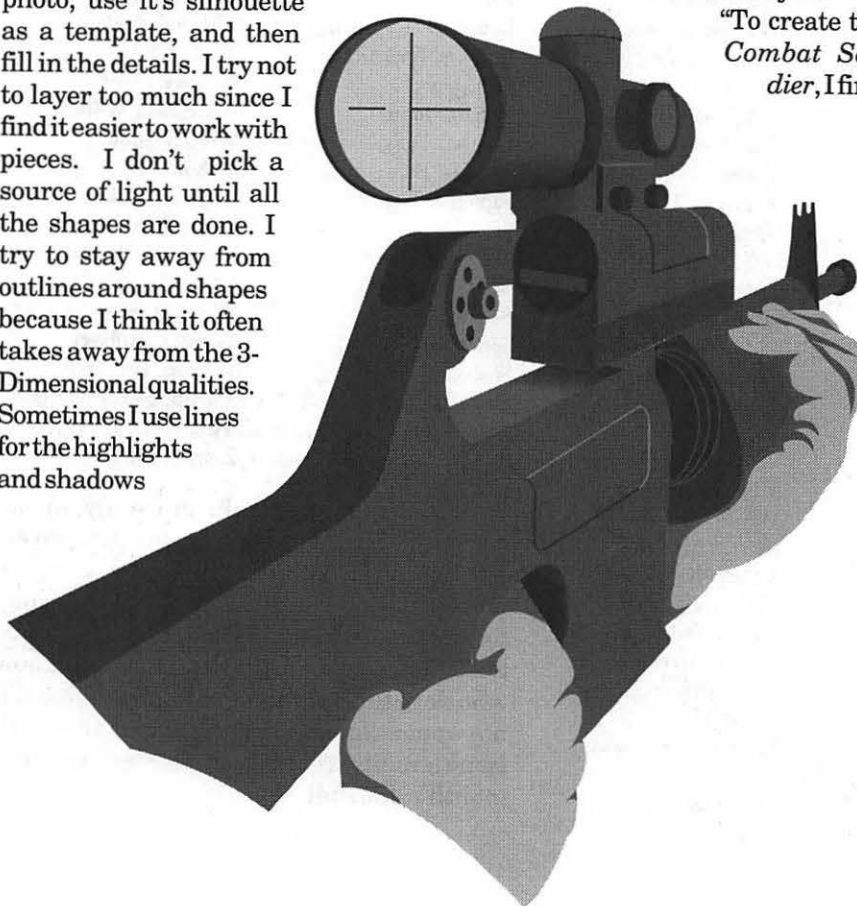
Tools: MacIci, Adobe Illustrator.

Technique: "Instead of sketching by hand first, I usually scan in a photo, use its silhouette as a template, and then fill in the details. I try not to layer too much since I find it easier to work with pieces. I don't pick a source of light until all the shapes are done. I try to stay away from outlines around shapes because I think it often takes away from the 3-Dimensional qualities. Sometimes I use lines for the highlights and shadows

of a shape.

"For the *Combat I.D. Instrument*, I first constructed the basic shapes and then put in the blends, shadows, and details. I started with the big circle first, then I clicked on a vanishing point for the second circle with the size tool. Using the option key I dragged the circle toward the vanishing point to create perspective. I followed the same technique for most of the shapes. I usually use an imaginary vanishing point instead of a guide line. I put less detail into the hands so they wouldn't detract from the main object.

"To create the *Combat Soldier*, I first



scanned in a photo of a man with the kind of profile I wanted. Then I outlined his profile with the pen tool. To save time I overlapped the shapes instead of piecing them together perfectly. I used a lot of lines for highlights and shadows, softening them with blends. For the contours I used a combination of shapes and blends with overlaps.

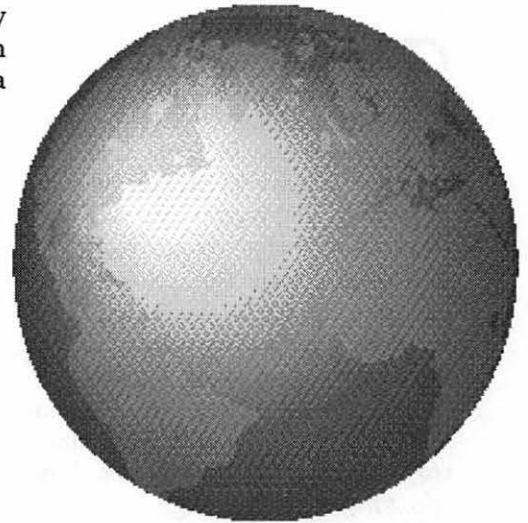
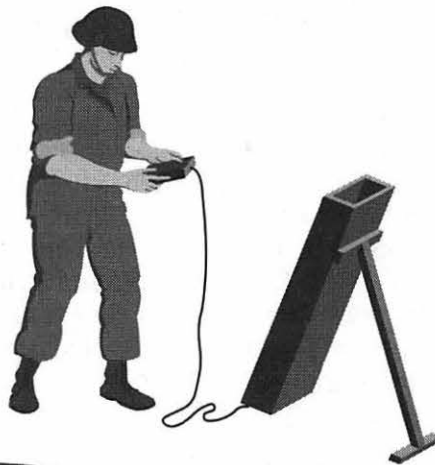
"Drawing the *Globe* was a big challenge because I wanted two blends—one on top of the other. The water is one blend and the land is the other. I did the water blend first and then copied the same shapes (circles) and hid the water blend. Then I did the land blend and grouped it with the land shape, which is a mask. When I drew this, I didn't know how to combine a compound and a mask. A compound is two objects of the same

color that overlap and when grouped the top layer creates a transparent hole in the bottom layer. So I had to create new blends for the lake shapes as opposed to letting the bottom layer show through.

"On the *AMSAA Logo*, I used scanned shapes as templates. After I drew the logo, the scroll looked too flat so I used several blends to create depth. For the text within the scroll, I drew a curved box with the pen tool and then used the text fill tool in Illustrator to get the text in the box. The text then had to be rotated to fit correctly in the scroll.

"The *Soldier with MANLOS Equipment* was designed with little detail

because it was meant to be used very small. I used harsher shadows than usual to make it stand out better on a small scale."



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.

The Whole Internet User's Guide & Catalog

by Phil Shapiro

The Internet used to be a great mystery. No longer. Virtually unknown to those who don't use it, the Internet is a vast collection of smaller and larger computers, all tied together to facilitate the exchange of electronic mail, text files, and Public Domain program files. Subsidized by the Federal government and the private sector, the Internet forms the backbone of a gigantic, de-centralized communications system. It's a veritable treasure trove of information goodies for those who know how to use it.

The Internet came to life about twenty years ago to link U.S. Defense Department computers. It has since grown to connect academic researchers at colleges, universities, and government agencies. Many larger corporations have linked their internal electronic mail systems to the Internet, allowing for easy inter-corporate communications.

Originally intended to facilitate academic discourse and the sharing of research data, the Internet has grown to encompass a much broader purpose. These days the Internet links people with "non-academic" shared interests, including bicycling, scuba diving, skiing, chess, and even Monty Python. Some people go so far as to use the Internet for electronic mail socializing. To give you an idea of its colossal size, in the past year the number of people with Internet access has grown to approximately 20 million (internationally).

Until recently the major drawback

about the Internet was the difficulty of finding comprehensive instructions for using it. If you needed to use it you'd inquire of the local system operator (SysOp), who'd usually give you helpful suggestions and advice for your first dozen questions. After that, you'd start to feel as if you were encroaching on his or her goodwill. One of the motivations for writing this book was to create a standard, comprehensive source of information and advice for using the Internet so that ordinary users would not burden SysOps with questions that had been repeatedly asked and answered before.

The Intended Audience

Ed Krol, the author of this helpful and interesting guide, has performed a public service by diligently and meticulously explaining much of what there is to know about using the Internet. He says that the book is intended for "the garden variety" computer user: "This book is intended for anyone who wants access to the Internet's tremendous resources... It's designed for those who want to use the network, but who don't want to become a professional networker in order to use it. If you're a biologist, or a librarian, or a lawyer, or a clergyman, or a high school teacher, or ___ (fill in your profession here), there's a lot of material and data available that will help you do your job... Very specifically: while writing this book, my model audience was a new graduate student in some non-technical

discipline (i.e., not computer science or any form of engineering) who needed to use the Internet to do research."

Letting the Contents Speak for Themselves

In reviewing a non-fiction how-to guidebook, it behooves the reviewer to include a copy of the table of contents within the review. If the author of such a book spent a year or more arranging the book into well-organized chapters, the least a reviewer (and periodical publisher) can do is to list those chapter headings for prospective readers of the book.

Contents

Preface

- 1: What Is This Book About?
- 2: What is the Internet?
- 3: How the Internet Works
- 4: What's Allowed on the Internet
- 5: Remote Login: Telnet
- 6: Moving a File: FTP (File Transfer Protocol)
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Resources on the Internet

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A Few Comments About the Typography of the Book

One thoughtful touch in this book is the carefully planned typography. The most technical pages of the book are made far less intimidating by boldfacing the key technical terms. Italics are likewise used to judiciously set apart the terminology from the text. And a non-proportionally spaced font is used to show the text you'd actually be seeing on your computer screen. These extra visual cues add greatly to the presentation of ideas in the book.

Less noticeable, but equally important, is the overall page layout of the book. Someone spent time making sure the pages were tastefully and attractively laid out. Layout makes all the difference in the world when you're trying to read explanations of a technical subject.

Bringing a Humorous Touch to Technical Subjects

Beyond the typography, author Krol uses other devices to help bring warmth and vitality to the subject.

Subtle humor is injected into the prose to help bring the more dry subjects alive.

For example, when discussing the mechanics of mailing lists, Krol conjures up an imaginary group of "pencil collectors" to use as an example. "What if, rather than a private list of people, [the mailing] list would be available to anyone who wanted to take part in a discussion? We would like to allow anyone in the world who wants to discuss pencil collecting access to the address pencils@hoople.usnd.edu, where it would be forwarded to all the other participating collectors. You would receive everyone else's messages automatically, likewise anything you send to this address would be 'broadcast' to pencil lovers worldwide."

The humor in the book doesn't hit you over the head. Rather, it's "smirkable" humor that gently pulls you along from page to page.

Emily Post Would be Delighted

It's not unusual for newcomers to telecommunications to put their feet in their mouths because they're unaware of established electronic mail etiquette. Krol passes along some solid etiquette advice in his chapter on electronic mail: "Never commit anything to e-mail that you wouldn't want to become public knowledge." Later, in the chapter on "network news," Krol continues his etiquette pointers with the advice: "Read before you post. Take some time getting to know both the system and the group. If you see any postings marked FAQ (Frequently Asked Questions), read them.... Your question may have already been discussed, ad nauseum, and you will look like a novice just asking it again."

The rest of the chapter on electronic mail explains about those long Internet mailing addresses you might have seen. (You know, the ones that contain about 36 characters, sepa-

rated by at-sign (@) and percent (%) punctuation.) Krol points out that they're not as complicated or cumbersome as they look. And there are ways around having to actually type out the long Internet address each time you send or reply to an e-mail letter.

Giving You a Road Map to Vast Information Warehouses

What really excited my interest in this book was its last fifty pages, "Resources on the Internet." In these pages the author explains where to find Public Domain text files and programs that might be in your particular area of interest. The information resources are divided up into topic areas, including many "non-technical" subject areas. A partial listing of these topics includes: Aeronautics and Astronautics, Anthropology, Biology, Computer Science, Environment, Freenets, Genealogy, Health, History, Hobbies and Crafts, Libraries, Literature, Music, Pets, Popular Culture, and Science Fiction.

Here, for instance, are a couple listings that caught my eye:

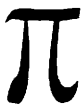
"FDA Electronic Bulletin Board"—A bulletin board containing information on FDA (Food and Drug Administration) actions, congressional testimony, news releases, consumer information, AIDS, and veterinary medicine. For example, you can use this database to find out what drugs have been approved recently.

Access via: telnet fdabbs.fda.gov; login bbs

Handicap News BBS Archive—A collection of information and sources for and about the disabled. The archives includes legal and medical data, in addition to information about social services.

Access via: ftp handicap.shel.isc-br.com; login anonymous

Note: Start with ReadMe to find



your way around.”

Other delectable information resources Krol describes includes Project Gutenberg, “an ambitious non-profit and volunteer effort to get as much literature as possible into machine readable format. The following are some of the complete texts available already: Shakespeare’s complete works, Moby Dick, Aesop’s Fables, Alice in Wonderland, and Roget’s Thesaurus.”

The entire CIA World Factbook is available for downloading. This book contains detailed, searchable demographic information on 249 nations in the world. You can even download the full-text of recent Supreme Court decisions from the Cleveland Freenet. Having the full text of the decisions in electronic format can be immensely valuable for high school and college social studies teachers.

Likewise, elementary school teachers can show young kids the basic procedures involved in over-ruling conservative Supreme Court opinions. With just a few keystrokes, young children can be shown how to replace every instance of the word “impermissible” with the word “permissible,” using the search-and-replace feature in their word processors. Once again, computer technology opens up a host of new practical learning opportunities in the classroom.

Getting onto the Internet

All this information about the Internet would be of limited practical use if there were no convenient way for you to access it. So the last section of the book gives the physical mailing addresses and phone numbers of various Internet “service providers.”

Not listed in the book are some of the smaller, new Internet service providers that have sprung up recently. One such service, in the metropolitan Washington, DC and Baltimore area, is Express Access. This

company provides different levels of Internet access at different prices. The following information from their brochure summarizes what they have to offer:

“Express Access costs \$15 per month for an account that provides electronic mail and full news group access. An account with complete Internet access (ftp, telnet, irc, etc.) is \$25 per month. In both cases you get up to an hour of time dialed into the system each day, with no restrictions as to the time of day. You can keep up to two megabytes (about 1,000 full screens) of information on our system for free (sometimes there are articles from news groups that you want to keep around for reference, or mail, etc.)

If you want to use more time than the one hour each day that is included, additional time is a dollar an hour; certain hours during each day incur no extra charge. Additional disk space is ten cents per megabyte per day (this lets you keep something large around for a few days if you need to, without having to pay for the extra disk for the whole month).

We have a special offer of a year’s access (12 months) for the price of 10 months. Thus, for the e-mail and netnews only account, a year is \$150 (payment in advance) and for the Internet services account (which also includes e-mail and netnews), it is \$250 for a year (also, in advance). The year in advance payment does not cover additional connect time or disk storage, as listed above; we will bill you in electronic mail for them.

For further information about Express Access, or to sign up for an account, you can call (with your modem) to the following phone numbers: Washington DC (and pc-pursuit): 301-220-0462
Baltimore: 410-766-1855
telnet: digex.com [192.55.213.2]

A good project for future editions of the book would be to collect the ad-

resses and services of these smaller, private Internet access services. Private Internet service providers would do well to contact the publisher, O’Reilly and Associates, to have their names listed in future editions.

Conclusion

For anyone interested in finding out more about what the Internet has to offer, The Whole Internet User’s Guide & Catalog is an excellent place to start. As useful as a Fodor’s travel guide, this book unravels many of the mysteries of using the Internet. Researchers, librarians, SysOps, and non-professional Internet users could all benefit from having a copy of this book within easy reach.

[The author, the president of Balloons Software, takes a strong interest in the ways in which technology can be used to facilitate the dissemination of knowledge and information. He can be reached on the Internet at: pro-novapple.cts.com]

Title: The Whole Internet User’s Guide & Catalog

Author: Ed Krol

Length: 376 pages

Soft Cover Edition: \$24.95

ISBN: 1-56592-025-2

Release Date: September, 1992.

Publisher: O’Reilly & Ass., Inc.

Address: 103 Morris St., Suite A
Sebastopol, CA 95472

Telephone: 1-800-998-9938

Washington Apple Pi General Meeting

4th Saturday • 9:00 a.m. • Community & Cultural Center
Northern VA Community College • 8333 Little River Turnpike
Annadale, Virginia

January 23, 1993

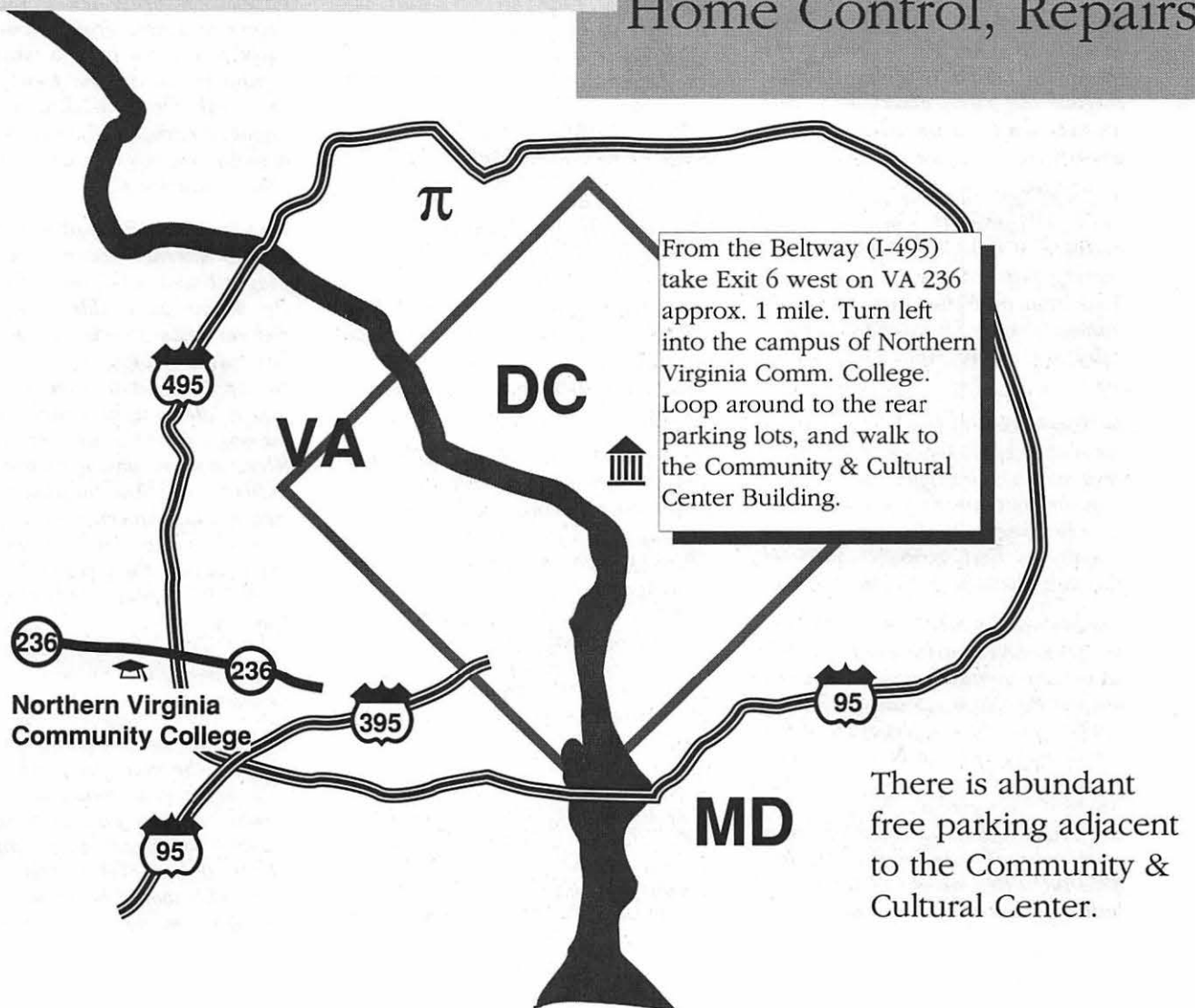
Mac: AEC FastTrack
Acius 4D

Apple II: Graphics

February 27, 1993

Mac: Now Software

Apple II:
Home Control, Repairs



The Internet and "Systers" Mailing Lists

by Phil Shapiro

Some Information About Internet Mailing Lists, Newsgroups, and the "Systers" Mailing List

The other day a friend of mine told me about her desire to set up a "Women in Computers" group in the local user group. It occurred to me that similar groups must have formed already in other cities around the nation. So I did a little investigation to find out more about what has already been organized in this regard.

To my delight I was directed towards an international organization of "Women in Computers" already operating full swing on the Internet. This "mailing list," appropriately named "systers," is intended specifically for women computer professionals.

Getting access to Internet is not always that easy, though. Almost everyone at a college, private corporation, or government agency has access to Internet. Other persons can sometimes find access to Internet through a local bulletin board (BBS).

For example locally, in the Washington D.C. metropolitan area, it's possible to get e-mail access to Internet via the Pro-Novapple BBS. (Phone: (703) 671-0416). Pro-Novapple serves the members of the Northern Virginia Apple Users Group, an active Apple II user group serving the entire Washington D.C. metropolitan area. Annual dues for the club are \$25, including access to the club's bulletin board. (For further infor-

mation about Novapple, please contact the club president, Dave Harvey, at: (703) 578-4621, during daytime hours.)

It should be noted that while the Novapple user group is centered around the Apple II lines of computers, anyone with a modem can take advantage of the Internet e-mail capability of the Pro-Novapple BBS. (The sole requirement being to pay the \$25 annual dues of the club.)

The other day Dave sent me a good explanation of the steps that are involved in subscribing to an Internet mailing list or newsgroup. "Subscribing to an Internet mailing list requires that the ProLine BBS system operator (SysOp) send a special e-mail request to the person who is coordinating the distribution of the mailing list. Individual members of the ProLine BBS may not make such a request.

The reason that SysOps need to control mailing list requests is that messages originating on Internet go through a series of Proline sites (BBS's), each one of which pays the telephone bill for his/her network mail. If individuals subscribers started requesting Internet mailing lists without supervision, the late night inter-BBS phone bills could quickly mount to a prohibitively high cost.

Dave goes on to explain that, "one way to handle a new mailing list would be to send the list to an alias here and I could distribute it to those wanting it, e.g., systers-local@pro-novapple. By adding an entry in the

aliases file, anything going to systers-local would automatically go to designated users on the system here."

To subscribe to an Internet newsgroup, on the other hand, requires that the SysOp of the local ProLine site track down another ProLine BBS site that might have local access to that newsgroup. Local access to a newsgroup would typically be derived from a mainframe computer within the local calling area of the ProLine BBS. (There are about 130 ProLine BBS sites located around the country and in a few other countries.)

One ProLine BBS that has good access to Internet newsgroups is Pro-Magic, based in Orlando, Florida. If Pro-Magic were able to make arrangements to subscribe to an Internet newsgroup, then Pro-Novapple could arrange to call Pro-Magic late at night to pick up all the messages from this newsgroup. Such a long distance phone call takes place at 9600 baud. And the phone rate for Reach Out America is 11 cents/minute at that hour of the night. Incidentally, the technical term for such BBS message interchanges is "polling." So our local BBS could poll another BBS once each night to pick up all the messages from a newsgroup.

Depending on how many messages were in the newsgroup, this phone call might last anywhere from two minutes to twenty minutes (or more). At 9600 baud, text is transmitted at about 500 to 800 characters per second. (This would be about 30000 to 48000 characters per minute.) The

built-in data compression schemes on the 9600 baud modems can sometimes achieve higher data transfer rates.

All of this goes to say that before subscribing to a newsgroup, it's helpful to find out the size of the average weekly message volume. (Typically, the message volume of a newsgroup is expressed in terms of messages per week or in units of megabytes per week.) Some newsgroups, such as the very active "info.apple" newsgroup, produce 400 to 500 new messages each week. Other newsgroups and mailing lists produce less weekly "traffic."

For those who may be interested, further information about the ProLine Apple II bulletin board can be obtained from the publisher, Morgan Davis, at: Morgan Davis Group, 10079 Nuerto Lane, Rancho San Diego, CA 92078-1736. Phone (619) 670-0563 (voice); (619) 670-5379 (data). A stamped, self-addressed legal size envelope will get you a list of the ProLine sites (phone numbers and cities) around the country. For persons interested in finding out more about the "systems" mailing list, the following summarizes the purpose and operations of this mailing list.

Information About the Systems Mailing List

Systems is a private, unmoderated mailing list intended to allow professional women in the field of computer science—i.e., with a degree (or currently a student) in computer science, or holding an equivalent technical position in industry, academia, or government—to discuss issues of mutual interest. While the intended membership of the list is the female computer professional, female students, both graduate and undergraduate computer science majors, are welcome to participate as long as the professional focus of the list is maintained.

There are newsgroups generally available for discussion both of

women's issues, and specific areas of computer science/engineering; systems aims for a narrower focus. This group is not intended for the use of those in marketing, writing, or administrative positions within a computer company, or reporting about the computer industry, or just interested in the problems of female computer professionals.

It is not intended for men, however sympathetic, as experience has shown this tends to dilute the purpose of a special forum just-for-us, where we don't have to spend energy explaining issues to a different point of view.

As of March 1991 there were over 1000 women in 15 countries representing over 75 companies and 150 colleges and universities on the list. We range from old-timers to relative newcomers. Only members of the list may send to the list. To assure that the list remain a safe and comfortable place to discuss important issues, mail may not be forwarded outside of the list without first obtaining permission from the originator of a message.

So far we have used the list to update each other on our work and interests and to discuss some of the problems (joys too!) of being women in our field. It is an appropriate place for calls for papers, information about meetings, conferences etc., recruiting, and just about anything else where the intended audience is women in Computer Science.

If your primary professional identification is "woman in computer science" and you wish to be put on the list, please send me mail at systems-request@wrl.dec.com

Please Include:

- Your Name,
- Netaddress,
- Description of your involvement in computer

science, and a statement that you are willing to abide by the rules for list usage.

Anita (Her Systems' Keeper)
aka

Dr. Anita Borg
Western Research Lab
Digital Equipment Corp
250 University Ave
Palo Alto, CA
94301 USA
1 415 617-3315
borg@wrl.dec.com

Also of interest to women computer professionals is the Association for Women in Computing. Their national office is at: 41 Sutter St., Suite 1006, San Francisco, CA 940104. Phone: (415) 905-4663. This national organization has thirteen chapters around the country. The metro Washington DC chapter contact is Micky Burch. She can be reached at: (703) 255-0420.

*[Thanks are owed to Monica Ertel, manager of the Apple Library, for providing information about the Systems Internet mailing list. Monica, one of the few women in Apple's upper echelon, is the editor of the Apple Library Users Group Newsletter. She can be reached at the following Internet address:
ertel.m@applelink.apple.com]*



Macintosh Tutorials

Volunteers and Instructors

You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training in *HyperCard*. Call me if there is a subject that you are qualified to teach.

I am very pleased with the response to our requests for volunteers. We have a very bright and enthusiastic group of volunteers working to bring you the best possible classes and programs. We encourage and welcome additional support for the training program. Graphic designers, desktop publishers, and illustrators—we could use your help in promoting our program with brochures and fliers. For further information call Craig Eastman, (202) 234-1088.

Macintosh Tutorials

The Macintosh Introductory tutorials are a three-part introductory series designed for beginning users or those desiring to brush up their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and concerns will be addressed. Please try to take all three parts; this is the most beneficial arrangement.

Introduction to the Macintosh, Part I (Course # M10193)

You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn: how to safely turn your Macintosh on and off; what the basic dos and don'ts are; how to understand common Macintosh terminology found in manuals and other documentation; and how the basic components of your Macintosh system, hardware and software, work. You'll also learn why the Macintosh user interface is consistent across all applications, and how this makes learning and using software easier.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., Jan. 11, 7-10 pm.

Introduction to the Macintosh, Part II (Course # M20193)

Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar, Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook, and Clipboard will be discussed. You'll learn the basics of installing software, as well as about the Chooser, peripheral devices, and how they are connected to the Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., Jan. 18, 7-10 pm.

Introduction to the Macintosh, Part III (Course # M30193)

Part III will follow up the concepts in Parts I and II. You will learn more advanced Macintosh skills and terminology; about the system software and using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (Publish and Subscribe), and Balloon Help. You'll also learn about how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., Jan. 25, 7-10 pm

Maintaining Your Macintosh (Course # OS301193)

How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation and optimization; managing start-up resources (including System 7 extensions or System 6 INIT's); avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "housekeeping" philosophies.

Date: Wed., Jan. 27, 7-10 pm.

Other Educational Opportunities

I've listed some training resources to supplement our class schedule. The Pi is not endorsing the listed resources. Call or write me on your training experiences outside the Pi. I am very interested in documenting courses at local schools, colleges, universities, Adult and Continuing Education programs, at the Smithsonian, and any other Macintosh or Apple II training. Any information would be very helpful in this regard.



- Personal Training Systems (828 S. Bascom Avenue, Suite 100, San José, CA 95128): 1-(800)-TEACH-99. Offers a comprehensive set of 90-minute tutorial modules which consist of an audiocassette and computer disk. Most sets have four or more modules ranging from beginning to more advanced topics. At mail order prices of \$60 or less per module (\$99.95 list), these packages are relatively cheaper than other such training materials. Check them out.
- Northern Virginia Community College, Alexandria Campus (3001 North Beauregarde Street, Alexandria, VA 22311): 703-845-6301. Loudoun Campus (1000 Harry Flood Byrd Highway, Sterling, VA 20164): 703-450-2571. Continuing education classes in Macintosh computing. Associate Degree in Applied Science programs in Communication Design and Computer-aided Graphic Design at the above campuses. The primary Mac classes are Computer Graphics I and II. Advanced projects and seminars are required for degree students.
- AFI-Apple Computer Center for Film and Videomakers, Los Angeles, CA: 213-856-7664 or 1-800-999-4AFI. Courses in film, video, and multimedia—most involve Macintosh computing. Courses primarily at the LA campus.
- Avid Education Services: 617-221-6789. The Avid Media Composer is the premiere off-line editing system in video and film (cine as the insiders call it). It is Mac-based. If you're interested in video, film editing, or production, learning the Avid system is a good idea. Courses around the country.
- The Corcoran School of Arts: 202-628-9484. Courses in Mac color computing, design, illustration, art, and electronic pre-press. Location: Georgetown.
- The Eastman Kodak Center for Creative Imaging, Camden, Maine: 1-800-428-7400. State-of-the-art, Mac-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in the Atelier.
- The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, PO Box 29906, Hollywood, CA 90029): 213-462-1987, then #*. Film, video, and multimedia courses—many involving the Mac. Courses in Hollywood and around the country.
- Dynamic Graphics Educational Foundation: 1-800-255-8800. The "Step-by-Step Graphics" people offer courses on Mac-based graphic design, electronic publishing, color pre-press, etc. at a Peoria campus, at DC area hotels, and other locations around the country. Prices range from approximately \$200-800.
- Diversified Technographics (formerly Don Thompson Laser Service) Seminars: 1-800-457-5776. Seminars in laser printer repair that are taught at various locations in the area and around the country. Maximum class size is 12 persons. 23072 Lake Center Drive, Suite 100; Lake Forest, CA 92630. 1-800-457-5776.

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.		



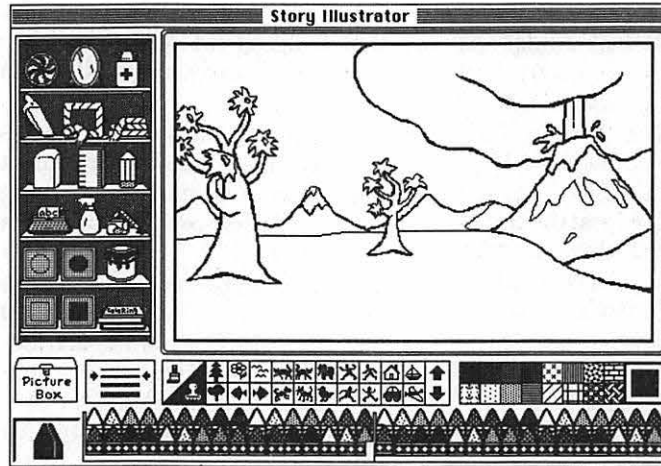
KidWorks 2

by Blake Lange

Kid Works 2 puts together an editing program and a painting program for the creation of talking slide shows. This program for children ages four to ten is a three-ring circus of sights and sounds. Each part is fully functional and entertaining with abundant pictures, animation, and sound-effects. It works on virtually any Macintosh. In 16-color mode there are 16 crayons. In 256-color mode there are 64 crayons. In black and white mode there are no crayons and the icons are simplified. It can be fun for the youngest and useful for the most mature.

The Story Illustrator is modeled on a day care center. On the left, the paint tools look like toys put away on shelves. On the bottom are 64 crayons of different colors. Just between the crayons and the paint window are the rubber stamps and patterns. This is easy enough for a four-year-old to use, yet is fun for a forty-year-old. The coloring book provides a dozen or so black and white templates to be colored in. This makes it easy to start out creating well-drawn pictures. One can use the stamp pad collection to add a picture of creatures and other things each of which can be selected in small, medium, and large sizes. The completed pictures are stored in the picture box for later use or editing. By using the same background repeatedly, one could create a sequence of pictures for one scene of the slide show.

Putting away the Story Illustrat-



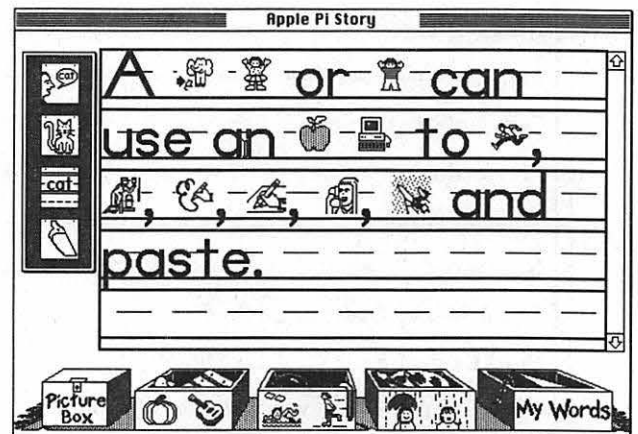
tor, let us take a look at the Story Writer. This has the look of a primary school with the extra wide lined writing paper. The built-in font is named KidText but could be called Primary School Print. Unlike hand printing, however, one can copy, paste, and change fonts. On the left of the edit window are a few curious icons. One reads the selection aloud, another turns some of the words into icons, and a third turns the icons back into words. I am not sure if this is an aid to learning or not, but it is fun.

The program comes with over 250 word icons stored in toy boxes below the story window. One can create more icons in the IconMaker. Be-

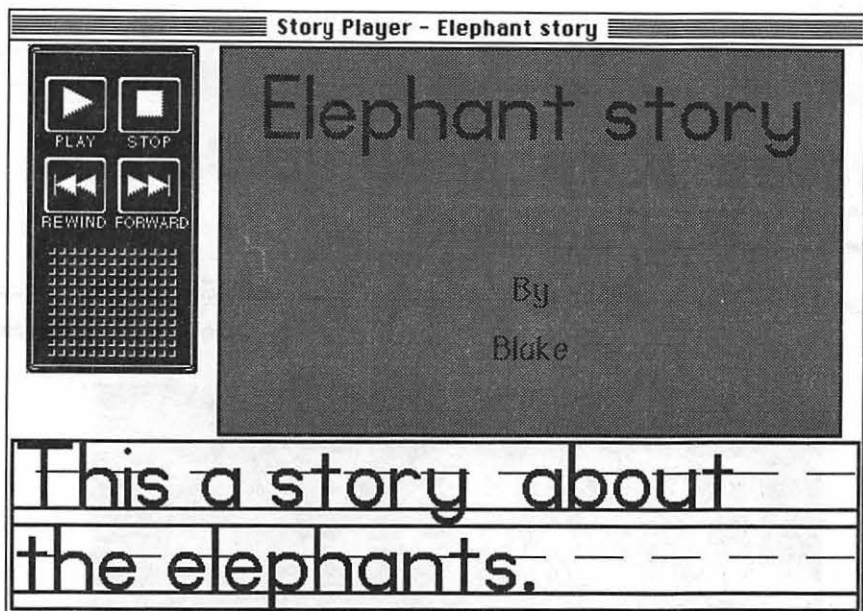
low the Story Writer, is the picture box. This is for putting your pictures into your story. The pictures then appear in the text as small renditions of the actual pictures. The finished story is saved and can be presented using the Story Player.

The Story Player has a picture window with icons and text below it and tape recorder type controls. Normal play shows the story from beginning to end as it reads the text aloud and, as the story comes to each picture in the text, shows that picture full-sized in the picture window.

Although preparing for a Story



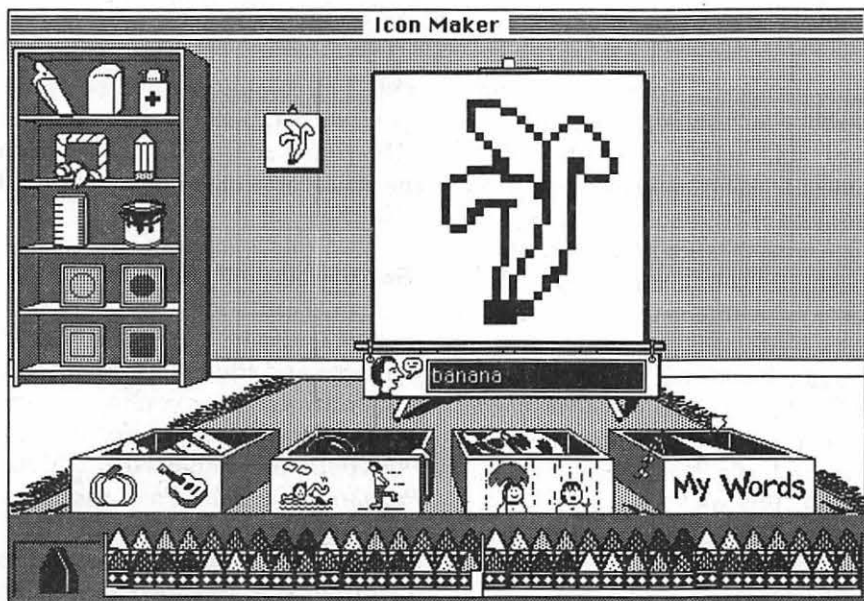
The Story Writer



Player session may be the ultimate objective, individual parts of this program can be absorbing and enjoyable themselves. One such area is the Icon Maker. This area is similar to the Story Illustrator, but the work area is a 32 x 32 Fatbits screen. Creating recognizable icons within that limited workspace is a fun challenge. It turns out that the icons are ideal for customizing System 7 files and folders. It wouldn't surprise me

to come home someday to find my Macintosh desktop completely customized with frogs, etc.

The Speech Editor gives you the chance to change the way the computer pronounces the words that are used. The manual doesn't document any rules the computer follows, but it does provide an option to add a phonetic spelling for pronunciation. The manual recommends using trial and error until the word sounds right.



A feature that allows you to leave your children alone with the computer prevents them from leaving the application. I now can leave my four-year-old alone with no fear that he will trash my other files. He may accidentally, however, leave the area within Kid Works 2 he is using without knowing how to get back. Sometimes the only way to navigate is to use the pull-down menus which could be too advanced for some children.

How good is this program? Rate it seven slices of an eight-slice pie. One slice is taken away only because of one stupid feature: one may record sounds to go with each picture, but those sounds do not play in the presentation. This program is so good that my almost four-year-old loves it, and so does my neighbor's seven-year-old; so do I. This is a great program for teaching computing skills because even the simplest skills yield ample opportunity for creativity. This review has been one of the most difficult for me to write because in response to this game my son has turned up his computer radar; whenever I turn on the computer to work, he shows up to play.

Blake Lange is the Printing Officer at the Federal Election Commission. He has been a member of the Washington Apple Pi for several years and is a regular contributor to the Journal.

Name: *Kid Works 2*

Publisher: Davidson & Assoc., Inc.

Suggested Retail Price: \$59.95

Discount Price: \$35.00

System Reqs: 2 MB of RAM (4 MB with System 7), System 6.0.7 or higher

Hardware Reqs: 2 MB free space on a hard drive. A printer is optional but highly recommended. A color printer is even more highly recommended [by the author].



From Alice to Ocean: A Book, Photo CD and CD-ROM Package

by ©Dennis R. Dimick

Appearances are deceiving and in the case of the new photo book *From Alice to Ocean*, unless you know in advance what's inside, you'll never know what you missed.

At first glance we have a large-format photographic book detailing the Australian Outback journey of Robyn Davidson. Robyn, a string of camels, and her dog trekked solo across the Western Australia desert some years back, and she later wrote a best-selling book about the trip called *Tracks*. Excerpts from that book are included in this new photo book.

A closer look inside *Alice* reveals two Macintosh CD-ROM disks taped inside the back cover. What are these doing in a coffee-table photo book? This may prove more interesting for Mac users than for most readers and may be a first in publishing.

One disk is a multimedia presentation about Davidson's journey produced with the program *MacroMind Director*. The second disk, a Kodak Photo CD, holds more than 100 pictures and maps from the book itself. Both disks have been produced in hopes Macintosh users will take advantage of the new horizons offered by CD-ROM.

Containing video, brilliant color photographs, on-screen interviews and music, the 35-minute multimedia CD-ROM program takes you on Davidson's trans-Australia expedition. The disk also contains several

audio tracks playable on a home stereo. Your guide, and genius behind this whole project is Rick Smolan, who originally photographed Davidson's journey for *National Geographic Magazine*. Eastman Kodak and Apple Computer were among those who helped underwrite the production of this unusual book/disk project.

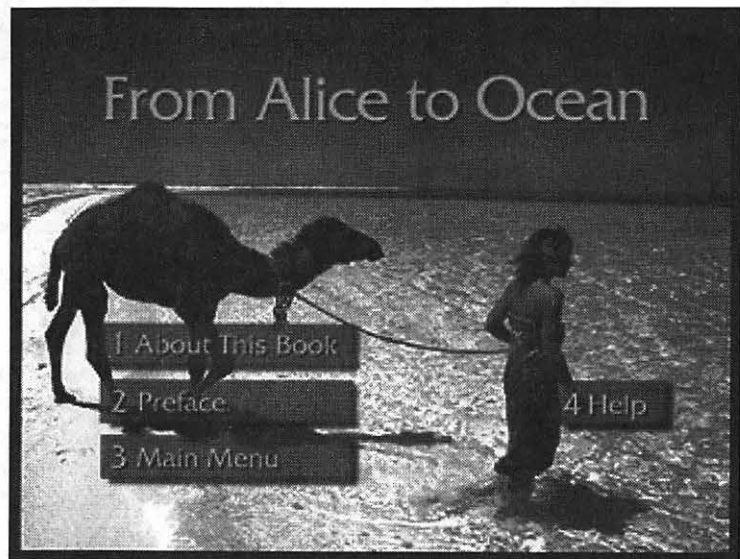
The Photo CD disk contains images of 134 photographs and maps from the book. Produced by Eastman Kodak, Photo CD is a new way of getting high-quality photography into the Macintosh. The recently introduced Macintosh Performa 600

and Iivx computers are being offered with CD-ROM drives as an option, and a CD-ROM disk from the *Alice* project is being bundled with them.

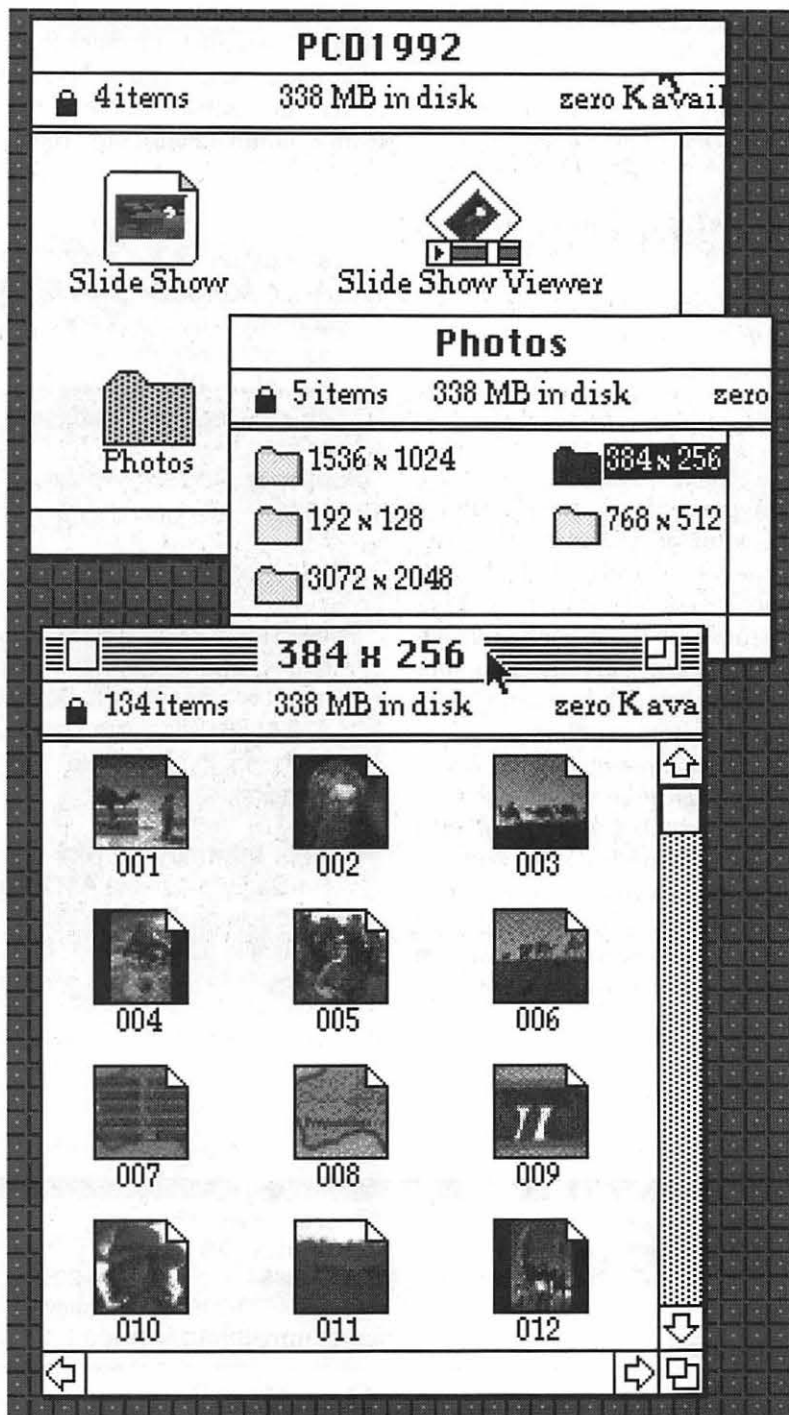
Book Produced Using Photo CD

Page layouts for *Alice* were produced entirely with Macintosh Quadras and Photo CD. About 600 original transparencies were scanned by Eastman Kodak onto Photo CD's and imported into Aldus *PageMaker*. Adobe *Photoshop* was used for color correction.

Photo CD technology was still in developmental stage last June when



This opening scene from the CD-ROM multimedia program introduces Robin Davidson's camel journey across Australia to the Indian Ocean. This MacroMind Director program in sound, video, maps and still photography accompanies the book From Alice to Ocean, and is playable on single-session CD-ROM drives. Photograph © Rick Smolan



Apple's CD-ROM driver v.4.01 combines with Apple Photo Access extension and Slide Show Viewer to offer Photo CD users a choice of image resolutions. Here, pixel sizes range from 192x128 to 3072x2048, and icons show a representation of the pictures on disk. This Photo CD accompanies the new book *From Alice to Ocean*, the first book-disk combination of its kind.

All Photographs © Rick Smolan, Against All Odds Productions. Used With Permission.

the book was printed. Otherwise, photo separations could have been made from data stored on the Photo CD disks. Nikon House, a New York photo gallery, mounted a print exhibition of *Alice* photos in September made entirely from Photo CD disk images. (The consumer version of Photo CD produces high-quality images at least 28 by 42 inches in size.)

Smolan is a former magazine photographer who founded the highly successful *Day in the Life* series of photo books. He oversaw books on Australia, Hawaii, Canada, and America, among others. In 1989 he and the RxMedia Group of Sausalito, CA, produced a large photo-text book on global health and healing called *The Power to Heal*.

Smolan has evangelized Macintosh computers since 1984 and contributing photographers to his books were usually offered the choice of a Macintosh computer or cash for their efforts. By working closely with Apple's John Sculley over the years, Smolan has been able to take advantage of new technologies before they were generally available. Smolan was behind the highly acclaimed *Ofoto* scanning software bundled with the Apple OneScanner flatbed gray-scale scanner introduced in 1991.

QuickTime and Apple Photo Access

If you already have a color or gray-scale Mac and want to explore the multimedia aspects of *From Alice to Ocean*, all you need is a CD-ROM drive. An Apple CD 150 or CDSC+ will do quite nicely. Other drives are coming on the market now that support the Photo CD format. (See last month's WAP Journal article on Photo CD about selecting a compatible CD-ROM drive.)

Your experience will be enhanced



A Slide Show Viewer image of Robin Davidson and her camels in Western Australia. Kodak's Photo CD technology integrates with Apple Photo Access extension to give on-screen still image shows like the movies in QuickTime. A program linking feature in Slide Show Viewer allows you to double-click on a screen image and open it as a PICT image in any graphics program supporting QuickTime.

Photograph © Rick Smolan

The same could be said of Rick Smolan's dream to produce this new type of multimedia book. He's ahead of his time, but we all stand to gain from Smolan's being out front.

by using some new additions to Apple's System 7 software: QuickTime 1.5, the v.4.01 CD-ROM driver, and Apple Photo Access extension. Designed specifically for Photo CD, Apple Photo Access presents a slide show of pictures on Smolan's Photo CD (and all Photo CD's) the same way QuickTime lets you see movies on a computer screen. These new system software updates also allow direct opening of Photo CD files into applications supporting QuickTime PICT graphics. (These files are all currently available in Area 19 of the TCS.)

Slide Show Viewer allows you to create links with a graphics program on your computer that supports QuickTime PICT. As you view a Slide Show picture on screen, you can double-click on the image and it will import automatically into and open in your graphics program.

The Future of Publishing?

From Alice to Ocean offers a glimpse of the future in Macintosh computing and publishing. In the next few years CD-ROM will become a more

integral part of the Mac experience. If you want to see now, cheaply, what the possibilities might be, get this book/disk combination. Five years from now these book and CD-ROM packages may be common, but this one by Rick Smolan will be seen as the pioneer effort.

The disks packaged with *From Alice to Ocean* give you the chance to explore possibilities now offered by CD-ROM and Photo CD, and you get a great book in the process. The story of Davidson's camel journey inspires because she had a dream and followed it through, her way.

Title: *From Alice to Ocean: Alone Across the Outback*—A large format photo book packaged with Apple Macintosh CD-ROM and Photo CD disks. 224 pages.

Publisher: Addison-Wesley, 1992

ISBN: 0-201-63216-0

Price: \$49.95 retail. Discount pricing available to WAP members by calling 1-800-879-4086. Price with both disks is \$35 plus \$5.95 shipping.

Further Information: Rick Smolan c/o Against All Odds Productions, PO Box 1189, Sausalito, CA 94966-1189

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A Better Mousetrap: A Bag of Tricks

by Thomas Hoyt

As a developer, at some point you must have surely said to yourself, "Self, surely someone has already written some code for this particularly obnoxious or onerous programming task. Why do I have to do it again?" These days, you usually don't. There are several general-purpose programming libraries available that solve a variety of irritating but common Macintosh development problems. One of these is the *Programmer's Bag of Tricks* by DataPak Software.

The *Bag of Tricks* is a large set of C and Pascal library routines that can be installed and used with either the MPW or Think programming environments. Other Macintosh development environments can use the libraries, but DataPak only directly supports the two mentioned. If a developer chooses to use any of the library routines in a commercial product, according to the DataPak license agreement, he may only do so in only "one Developer Product." If the developer wishes to use DataPak's software in another "Product," he must re-license the *Bag of Tricks* for a fee equal to 75% of the current retail price. So, on this legal point, you have been warned.

The *Bag of Tricks* is distributed differently, depending whether you want to use Pascal or C. DataPak distributes only the Pascal interfaces in source code form. The actual implementations come in object libraries. C users, however, get the

entire software library in compiler-ready C source. It is unclear whether it represents a bias at DataPak about the nature and relative sophistication of C vs. Pascal programmers, but it does seem a trifle unfair to those who wish to work exclusively in Pascal. This is especially apparent when one considers that the C user is getting considerably more for his money when purchasing this product. Not only is the C user able to actually see how the library calls are implemented, he can also customize (with care) the source as provided by DataPak. Thus the C user is granted a measure of extendibility not afforded to those wishing to use Pascal.

Installation is fairly straightforward. After copying the source and object code onto the hard disk, the programmer uses the *Bag of Tricks* files just as he would any other MPW or Think source file or object library. DataPak includes a small demonstration project which shows how this is done. A moderately expert level of programming expertise is expected by DataPak's documentation writers. Purchasers of the *Bag of Tricks* should be at home programming and compiling C or Pascal programs on the Macintosh. Naturally, the purchaser should also have gone to the mat with the Mac Toolbox on more than one occasion in order to get a full appreciation of the capabilities that this product gives him. Beginners who don't know what a dialog pointer or window record is

will definitely feel lost.

What types of programming enhancements are available with the *Bag of Tricks*? There are five general areas of function addressed in the library along with a group of miscellaneous utility routines. These groupings include an improved list manager; a set of functions that help manage dialogs and controls; a series of utilities that control, manipulate, and rotate off-screen bit maps; a group of routines that provide an improved, simplified way to manage scroll bar controls; and, finally, a replacement for the Comm Toolbox when controlling modem communications.

The primary motive behind the creation and use of these library tools is ease of programming. As the documentation often repeats, "this function saves extra programming steps." It also often explains how a given function does this, which will help the programmer who wonders exactly why he should use DataPak's functions versus using an equivalent series of Macintosh Toolbox calls. For example, the list manager replacement, called the "Listbox Manager," provides the same basic function of Apple's List Manager for creating and using lists within windows or dialogs. However, to do anything halfway interesting with lists involves considerable customization, mainly through the use of an elaborate LDEF code resource.

The Listbox Manager provides, out of the box, the ability to use different fonts within the list, handle tabs automatically, adjust the color, and use element marks (like a check mark (√) or a diamond (♦)) by different elements in the list. It also provides a way to display non-text lists without resorting to creating an LDEF. In the same way, the *Bag of Tricks* provides utility routines that take care of the various and often elaborate housekeeping chores associated with



maintaining and manipulating groups of controls in dialogs like radio buttons and scroll bars.

As a more detailed example, let us examine more closely the Listbox Manager. Superficially, this manager provides the customary routines to create, manipulate and dispose of Listboxes. There are routines such as ListboxNew and ListboxDispose, both of which have their opposite numbers in Apple's List Manager (LNew and LDispose). However, DataPak has added some handy functions that can save considerable time. Perhaps you wish to sort your list. Instead of recreating a sort routine or digging up and changing some pre-existing but not quite perfected sort routine from another program, you can simply call ListboxSort (YourListBox,...) and the deed is done. Likewise, perhaps you wish to use element marks in your list cells like a $\sqrt{\quad}$ or \diamond mark by each cell's contents. Instead of worrying about how to update and draw these items into your cells, the Listbox Manager provides this automatically. Once he has enabled the element marks with ListboxUseMarks (YourListBox), the programmer can call ListboxSetElementMark which will put the element mark ElementMark in cell ListElementNo of list YourListBox. It will now be drawn automatically as you change the data in that cell. Changing the font of the cells is as easy as calling ListboxChangeFont. Any text in the affected list will appear in that font automatically.

The Listbox Manager's default for cell contents is ordinary PASCAL strings. Likewise for Apple's List Manager. To implement lists that contain something else, like icons, PICTs, or any other data type, requires special customization. Apple's approach requires the composition of a special standalone

code resource of the type LDEF. How one creates this resource is dependent on the development environment in use. DataPak's approach is more straightforward. Instead of having to load a code resource, the programmer has direct access to special bottleneck "hooks" that control the lower level functions of each ListBox. Through the routines ListboxGetProcs and ListboxSetProcs, one can substitute his own draw or highlight routine for the defaults. Presumably, these custom routines would handle all the display requirements needed for a list of graphics or other non-text entities.

The *Bag of Tricks* consists of over 150 subroutines and functions. It provides a fairly rich extension to any developer's programming repertoire, and will take a fairly dedicated coder to explore all its many capabilities. In addition, the documentation provided is extremely thorough. It gives full implementation details of how the library functions and how data structures are put together. The programmer's guide also does just that with several examples illustrating the use of the libraries in Pascal and C. If you are a programmer in need of some help in the above mentioned areas, DataPak's *Bag of Tricks* seems to be a fairly solid investment.

Thomas Hoyt is a programmer working for a local telemarketing firm. He lives and works in Northern Virginia.

Name: *Programmer's Bag of Tricks*

Publisher: DataPak Software, Inc.

Address: 9317 NE Highway 99, Su. G
Vancouver, Washington 98665-8900

Telephone: (206) 573-9155

Suggested Retail Price: \$134.50

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InTouch with First Things First, Like AnimationWorks and Appoint's MousePenPro

by Jon Slobins

This is a little different than most reviews, being a review article with four different reviews. But it was the only way to guarantee an article long enough to cover some shorter-than-normal review subjects.

All three programs covered in this article, *AnimationWorks*, *First Things First*, and *InTouch*, as well as the Macintosh mouse, MousePenPro, are compatible with system 6 and 7.

AnimationWorks Update

In my review last fall of Gold Disk's *AnimationWorks*, I mistakenly said that Version 1.0 was not compatible with Macintosh Operating System 7.0. It turns out that I was wrong. Apparently my Macintosh has an operational quirk when it comes to memory-intensive programs (it's a Mac SE with 4 MB of RAM, and Spectrum Holobyte's *Falcon* 2.2 had been known to have problems on Macs like mine—including mine).

However, I spoke to one of Gold Disk's technicians and mine was the only report of major crashes due to the program. So I probably have some sort of configuration problem and will just have to wait until I upgrade to some other Macintosh model before I can use *AnimationWorks*. A pity—as I said in my original review, it's a fun program!

Gold Disk did note that the primary problem reported by *AnimationWorks* is an "out of memory" message. To correct that, just click once on the *AnimationWorks*

application's icon in the Finder (while *AnimationWorks* is not running), and choose "Get Info" from the Finder's "File" menu. Then increase the Current Size number in the Memory Box of the information window.

Incidentally, the current version of *AnimationWorks* is Version 1.01. *AnimationWorks* will work with any Macintosh using System 6.05 or greater which possesses at least 1 MB of RAM (2 MB is recommended).

Name: *AnimationWorks*

Publisher: Gold Disk Inc.

Address: P.O. Box 789,
Streetsville
Mississauga, Ontario
Canada L5M 2C2

SRP: \$199.95

Discount Price: \$115.00

MousePenPro

Appoint's MousePenPro is a noble effort that gets an "A" for innovation but a "C-" for implementation. As the name suggests, the MousePenPro is a Macintosh mouse in the shape of a pen. The MousePenPro is about 6 inches long, with a writing head that's about 3/4 inch by 3/4 inch. The mouse ball in the writing head is only about 3/8 inch in diameter.

MousePenPro is very comfortable to hold in your hand and allows you to mouse around anywhere that you

have three square inches free. Or you can rest a weary arm and get a nice massage by using the MousePen on your thigh; those are the good points.

The design of MousePenPro suffers from two flaws. The first, some loss of responsiveness compared to the Apple Mouse, seems more to be a function of having such a small mouse ball. It's not Appoint's fault, since some loss of control would seem to be an inevitable tradeoff in designing a mouse which can be used in an area as small as three square inches.

But the second flaw is Appoint's fault. Appoint designed MousePenPro with two buttons: one button is the standard mouse button that you click or double-click while working on your Mac. The second button is a button that lets you toggle MousePenPro between a constant response setting of 150 CPI (Counts Per Inch) and a dynamic gain setting in which the MousePen causes the Mac's cursor to move according to the speed at which you are moving the MousePen (anywhere from 100 to 1000 CPI). So far, so good.

But Appoint erred in placing the toggle button directly above the standard mouse button. Because of this, a user frequently clicks the toggle button while thinking the standard mouse button is being pressed. This is not only irritating, but it also causes confusion regarding which speed setting the MousePenPro is on. Appoint should have placed the toggle button at the upper end of the MousePenPro where it would not be touched unless



a user purposely decided to.

MousePenPro will work with any Macintosh computer that uses ADB (Apple Desktop Bus) connection ports.

Name: MousePenPro

Manufacturer: Appoint
(International Machine Control Systems, Inc.)

Address: 1332 Vendels Circle
Paso Robles, CA 93446

SRP: \$99.00

Discount Price: \$65.00

First Things First

Visionary Software's *First Things First* has one aspect that immediately separates it from other Macintosh programs—it's the first program I've seen that bothered to design its INIT icon to appear 3-dimensional on a Classic Mac. It's also got the classiest on-screen clock I've ever seen!

First Things First is a time-management program, combining the reminder aspects of *SmartAlarms*, *At Your Service*, and other schedul-

ing programs with prioritization of tasks. It also has a multi-feature clock: the clock can appear as a menu bar clock, or as a large analog or digital clock. The menu bar version has a neat design that stacks the seconds. Although the full-size clocks take up too much space on a Mac Classic's 9-inch screen, they're fine for the larger color monitor of a Mac II series machine. The clocks of *First Things First* are shown in Figure 1.

When you open *First Things First*, you're presented with the control window shown in Figure 2. You can choose to add Reminders or Things to Do. You can also display only the

prioritized in categories ranging from 1 to 4).

If you click the small clock icon in the lower right corner of the control window, you're taken to the Settings/Preferences window, in which you can do various things such as select the clock style, choose to save lists of completed items, or choose alert sounds. The latter function uses the sounds you have in your System file; you can choose a sound to alert you when a reminder occurs, as well as a sound to occur as an hourly chime (although, unlike *SuperClock*, you can't tell *First Things First* to beep the number of times equivalent to



Figure 1. The three styles of clocks available in *First Things First*.

items that are scheduled for that day, that week, or that month, or you can have *First Things First* display all scheduled items. Similarly, you can display all items, or only those of highest priority (Things to Do can be

the hour). The alert sound is a nice redundancy, as the occurrence of a reminder causes *First Things First* to present an In-Box (Figure 3). Double-clicking on the In-Box brings up the Reminder Box (Figure 4). (If you click on the balloon icon in the lower left corner of the control window, all you get is *First Things First's* design credits.)

Unfortunately, *First Things First* has some drawbacks which, in my opinion, limit its utility. For one thing, only Reminders automatically bring up the In-Box. In order to see a Thing to Do (which would have been better named a "Task"), you have to open *First Things First's* control window, or you have to set an Advance Warning time for the Thing to Do. This is a problem because Reminders can be set as recurring items, so that they will repeat at specified intervals—which is very handy if you want to

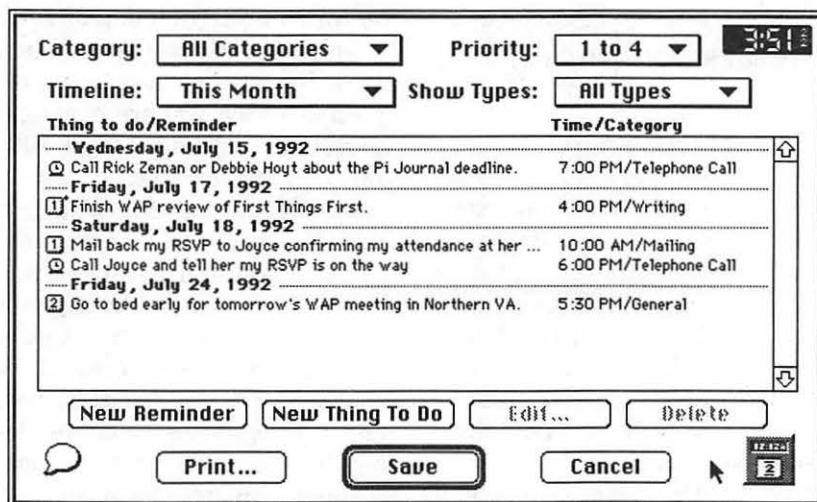


Figure 2. *First Things First's* control window.

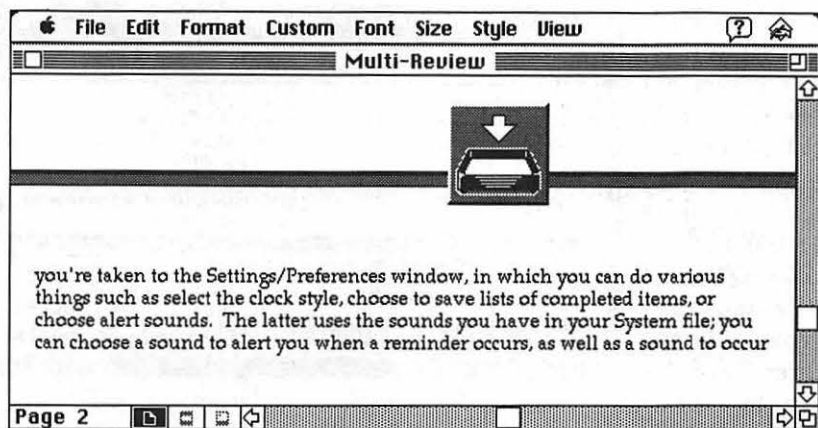


Figure 3. When a Reminder or Advance Warning occurs, First Things First causes an In-Box to appear. Double-clicking the In-Box displays the message which you previously entered.

have your memory jogged repeatedly. Advance Warnings of Things to Do, on the other hand, only appear once—if you forget that one reminder, you're in trouble!

Another, though minor, drawback is the limit of four levels of prioritization for Things to Do. It would be nice to be able to set the number of levels oneself. (Another nice feature would be if one could prioritize items by simply dragging them from position to position within a day's list, or from one day's list to another existing day's list.)

On the level of a major drawback, Reminders cannot be prioritized. It might have been better if *First Things First*, instead of separate categories for Reminders and Things to Do, had a single category called "Tasks" and allowed you to set reminder alerts on

a Task-by-Task basis.

Most disappointing is that there does not seem to be a way to cause the list of Reminders and Things to Do to open up and display when you start up your Macintosh. (*First Things First* is an INIT; putting a copy of the *First Things First* INIT in your System 7 Start-Up Items folder simply brings up a System message that the INIT is an extension and should be placed in the Extensions folder.) This is a major drawback of *First Things First*—you shouldn't have to remember to look at what you have to do for the day; the program should display the list when you begin to use your Mac, if you choose to have it do that.

So what is the bottom line for *First Things First*? It's relatively inexpensive, and it allows you to prioritize your daily tasks and gives you reminders. But it doesn't have the capabilities of a program like Smart Alarms, and it's probably just as easy to come up with a list of Things to Do using your word processor program. You might even be able to place the word processor list in your Start-Up Items folder and have it open

on start-up, something *First Things First* won't do.

Given all its drawbacks, I can only recommend *First Things First* for one reason: if you only need a good clock and a simple reminder function, *First Things First* may be able to save you some memory by lessening the amount of RAM used by your Mac's operating system. (In my case, I've replaced *SuperClock* and *At Your Service* with *First Things First*.)

But until Visionary Software addresses the drawbacks I've noted above, I can't honestly recommend that you purchase *First Things First*.

Name: *First Things First*

Publisher: Visionary Software

Address: P.O. Box 69447
Portland, OR 97201

SRP: \$79.95

Discount Price: \$49.00

InTouch

Advanced Software's *InTouch* is a desk accessory offering address book, envelope printing, and phone dialing functions. It does an excellent job with the first two. I regularly use it for its envelope printing capabilities, especially when mailing out the newsletter of the Civil War reenactment group of which I'm Secretary. And it's blazingly fast when compared to HyperCard's Address Book.

In addition, *InTouch* will dial a number for you through your Mac's modem port, printer port, or speaker. This is definitely beneficial if you are handicapped in some way that causes you to have difficulty dialing a phone. It's not of much use for most people, though because *InTouch* doesn't have a computer terminal capability. So

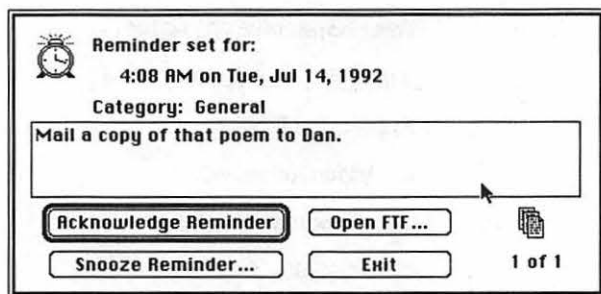


Figure 4. The Reminder Box that appears when you double-click on *First Things First*'s In-Box.



most users will only use this feature if they think it's neat to have their Mac dial a number—or if they suffer from a *really* bad case of “couch potato.” (Or should that be spelled “potatoe”? Quick, ask Vice President Quayle!)

InTouch allows you to import text or graphics for use on your envelopes or (in the case of text) inclusion in your address book. You can also export any text from *InTouch* to a variety of word processing program formats. Furthermore, *InTouch* also comes with a hot-key program called *Snap** which allows you to export text from any program directly into an *InTouch* file, allowing you, for example, to instantly capture an address from a letter.

You can preview the layout of an envelope before you print it. And, as you might expect, you have full control over the font, size, and style of any text used on an envelope.

You can also set up different *InTouch* files as multiple address books. For example, I have one file for my personal addresses, another for my Civil War reenactment group, and I will build a third file this year for our Christmas card list.

Most importantly, *InTouch* will print your envelopes with the bar codes used by the United States Postal Service's bar-code scanners, which speeds up delivery of your mail. (Most businesses' reply envelopes use the same bar codes that *InTouch* generates: the three bars at the top near the stamp orient the postal scanner for proper cancellation of the stamp, while the bar code along the bottom of the envelope is a coded representation of the ZIP code.) *InTouch* also allows you to generate self-addressed envelopes for use by the person to whom you are sending mail by reversing the sender and recipient fields at the touch of a button.

Printers definitely supported by *InTouch* are: Apple's LaserWriter,

LaserWriter Plus, LaserWriter II, Personal LaserWriter, and StyleWriter; Hewlett-Packard's DeskWriter; QMS's QMS-PS 410 Personal Postscript Laser Printer; Texas Instruments' microLaser PS35

and microLaser PS17; and GCC's BLP II, BLP IIS, PLP II, and PLP IIS laser printers. If you have some other printer, contact Advanced Software to find out if your printer is compatible with *InTouch*.

InTouch has only two minor flaws. The first, as shown in the main *InTouch* control window (Figure 5) is Advanced Software's uneraseable address and phone numbers. While it's handy to have this information available, it's annoying to have it appear as the first record in every *InTouch* file. The second flaw is that when you select a return address for one file, the same return address carries over to the other files. That is, if I've printed my Civil War reenactors' newsletter using our unit's return address and address file, I must remember to switch back to my personal address when I send a letter to a friend listed in my personal address file, lest my friend have flashbacks to the Vietnam War draft.

But outside of these two minor hindrances, *InTouch* does an excellent job. Friends have confirmed that my mail gets to them very quickly due to *InTouch's* bar coding—one or more days faster than it used to take. And *InTouch's* Search function allows me to quickly locate addresses in a file without having to worry about alphabetizing the file like I have to with my Rolodex.

My final conclusions with regard

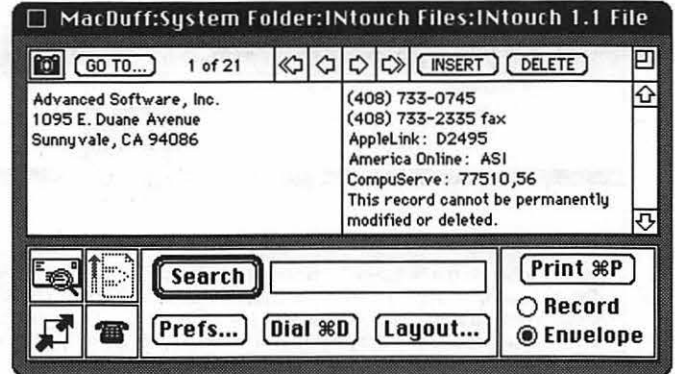


Figure 5. The main control window of *InTouch*.

to *InTouch*? It's a very handy program that you won't go wrong with—especially if you want your mail to get to its destination quickly! [see next article for more on *InTouch*—Ed.]

[Jon Slobins has abandoned run-on sentences covering several subjects in favor of run-on reviews covering several programs. His experience with the programs and hardware covered in this article range from several months to more than a year. The Civil War reenactment group mentioned in this article that he belongs to is the 1st Minnesota Volunteer Infantry Regiment, Co.B; but he's currently in the process of also joining the 54th Virginia so his split personality can be completely happy.]

Name: *InTouch*
Publisher: Advanced Software
Address: 1095 E. Duane Avenue
 Sunnyvale, CA 94086
Telephone: (408) 733-0745
Fax: (408) 733-2335
AppleLink: D2495
America Online: ASI
CompuServe: 77510,56
SRP: \$99.00
Discount Price: \$59.00



The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Apple II/III

Apple II*

GENERAL

Dave Harvey (days only) (703) 578-4621
Leon Raesly (days; 9-5) (301) 220-3111
Ken De Vito (703) 960-0786

ACCOUNTING PACKAGES

BPI Programs
Jaxon Brown (301) 350-3283
BPI & Howardsoft (Tax)
Otis Greever (615) 638-1525
Dollars & Sense
Barry Fox (717) 566-6709
Home Accountant
Leon Raesly (days; 9-5) (301) 220-3111
Quicken
Gary Hayman (301) 345-3230
Apple SSC
Bernie Benson (301) 951-5294
AppleWorks
Ken DeVito (703) 960-0786
Ray Settle (301) 647-9192
Harry Erwin (before 10 pm) (703) 758-9660
Gary Hayman (301) 345-3230
Leon Raesly (days; 9-5) (301) 220-3111
Bill Campbell (301) 498-6380
AppleWorks Database
Roger Burt (301) 424-6927
Morgan Jopling 1 (301) 721-7874
Milt Goldsamt (301) 649-2768

COMMUNICATIONS

ProTerm
Allan Levy (301) 340-7839
Ray Settle (301) 647-9192
Talk is Cheap/Pt. to Pt.
Barry Fox (717) 566-6709
DataBases
DBMaster, Pro IIe
Bob Sherman 1 (305) 944-2111
dBase II
John Staples (703) 255-6955
dBase II&III,Data Perfect. Db Master-PRO
Leon Raesly (days; 9-5) (301) 220-3111
Profiler 3.0
Barry Fox (717) 566-6709

HARD DISKS

CMC (not CMS)
Barry Fox (717) 566-6709
Corvus & Omninet
Tom Vier (12N-6PM) (703) 860-4810
Corvus
Leon Raesly (days; 9-5) (301) 220-3111
Sider
Otis Greever (615) 638-1525

LANGUAGES

AppleSoft
Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
Leon Raesly (days; 9-5) (301) 220-3111
Pascal
Michael Hartman (301) 445-1583

C and TML Pascal

Harry Erwin (before 10 pm) (703) 758-9660

OPERATING SYSTEMS

CP/M
Art Wilson (301) 774-8043
ProDOS 8 and 16
Barry Fox (717) 566-6709
Print Shop
Thomas O'Hagan (301) 593-9683

SPREADSHEETS

General
Walt Francis (202) 966-5742
MagicCalc/SuperCalc2.0
Leon Raesly (days; 9-5) (301) 220-3111
Telecommunications
Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
Ken De Vito (703) 960-0786
TimeOut Series
Morgan Jopling 1 (301) 721-7874
Utilities:ProSel
Barry Fox (717) 566-6709

CROSS-PLATFORM TRANSLATION

MS/DOS-Apple-Mac Transfers
Ken De Vito (703) 960-0786

WORD PROCESSORS

General
Walt Francis (202) 966-5742
Apple Writer II
Leon Raesly (days; 9-5) (301) 220-3111
AppleWorks GS
Roger Burt (301) 424-6927
A.D. (Bill) Geiger (703) 237-3614
Andy Gavin (703) 734-3049
Letter & Simply Perf
Leon Raesly (days; 9-5) (301) 220-3111
Mouse Write
Barry Fox (717) 566-6709
Publish-It!
Gary Hayman (301) 345-3230
Ray Settle (301) 647-9192
ScreenWriter II
Peter Combes (301) 251-6369
Gene Carter (202) 363-2342
Word Perfect
James Edwards (301) 585-3002
Henry Donahoe (202) 298-9107
Word Star
Art Wilson (301) 774-8043

Apple IIGS*

Neil Laubenthal (703) 691-1360
A.D. (Bill) Geiger (703) 237-3614
General
Barry Fox (717) 566-6709
Ile Upgrade
Morgan Jopling (301) 721-7874
APW
Andy Gavin (703) 734-3049
Leon Raesly (days; 9-5) (301) 220-3111

Deluxe Paint II

Rich Sanders (703) 450-4371
GS BASIC
Barry Fox (717) 566-6709
Multiscribe GS
Ray Settle (301) 647-9192

TELECOMMUNICATIONS

Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
Bob Sherman (305) 944-2111
TCS Help
Dale Smith (301) 762-5158
Nancy Seferian (202) 333-0126
Paul Schlosser (301) 831-9166
MouseTalk
Dale Smith (301) 762-5158
Ray Settle (301) 647-9192
TimeOut Series & Utilities: ProSel
Ray Settle (301) 647-9192
Barry Fox (717) 566-6709
816 Paint/Writ'rs Ch.El
Andy Gavin (703) 734-3049
Apple II Hardware Epson printers, hard drives,
Guy Durant (202) 363-0366
Apple II laser printing
Bob Sherman 1 (305) 944-2111

Apple III*

General

Jim Jutzin (703) 790-1509
Dave Ottalini (9:00-10:30 pm) (301) 681-6136
3 Easy Pieces
Robert Howe (916) 626-8198
David/Joan Jernigan (before 9 pm) (703) 822-5137
Steve Truax (304)-267-6429
Word Juggler
Tom Linders (408) 741-1001
J. Carey McGleish evenings (313) 332-8836
Pascal
Dr. Al Bloom (703) 951-2025
Apple Speller
Robert Howe (916) 626-8198
AppleWriter
Eric Sheard (908) 782-6492
Stemspeller
Steve Truax (304)-267-6429

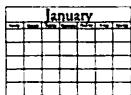
Beagle Buddies

MARYLAND




Ray Settle (Annapolis) (301) 647-9192
Scott Galbraith (Frederick) (301) 865-3035
W. T. Cook (Columbia) (301) 995-0352
Gary Hayman (Greenbelt) (301) 345-3230
Lee Raesly (Adelphi) (301) 220-3113
Dan White (301) 540-1070
Don Avery (Bethesda/DC) (202) 362-1783

VIRGINIA

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



January 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					 1	2
3	PI SIG 4	5	Mac Program- mers SIG DTP SIG 6	Columbia Slice Game SIG 7	8	Annapolis Slice Frederick Slice Ed SIG Open House 9
10	Intro to the Mac, Pt 1 Art SIG 11	12	DB SIG 13 TeleComm SIG WAP BoD Mtg	Stock SIG 14 Writers' Deadline 	15	16
17	Intro to the Mac, Pt 2 18	19	Excel SIG 20 HyperTalk SIG	21	 Editors' Deadline 22	WAP General Meeting (NVCC) AW SIG 23
24 31	Apple IIGS 25 SIG-NIH Intro to the Mac, Pt 3	26	27	Ed SIG 28 Women's SIG	29	30

Meeting Notices

Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal.

Annapolis Slice—2nd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd (off Rt 2), Severna Park, MD.
Answering Machine: (410) 923-6748
CrabApple BBS: (410) 553-6929

Apple IIGS SIG—Monday after the WAP General Meeting; 7:00 PM; Dolley Madison Library, McLean, VA (even months) and NIH (Bldg 31, C Wing, 6th Floor, Conference Rm 9), Bethesda, MD (odd months).

Apple III SIG—Quarterly on 2nd Saturday; Next meeting is Saturday, February 13 at 10 AM, WAP office.

AppleWorks SIG—8:15 AM on WAP General Meeting Saturday, at the meeting site.

Art SIG—2nd Tuesday of every month. Call SIG Chair for details.

Columbia Slice—1st Thursday; 7:00 PM. Call for location. BBS (410) 964-3706.

DataBases (Mac) SIG—2nd Wednesday; 7:15 PM; Computer Science Corporation, 3160 Fairview Park Drive, Merrifield, VA (Just inside the Beltway at the rt 50 junction).



DeskTop Publishing SIG—1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC. Information: Barbara Schull (301) 589-5337.

Education(Ed) SIG—4th Thursday; 7:30 PM; WAP office.

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

Federal(Fed) SIG—3rd Wednesday; 7:30 PM; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy., Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892 Preston White Dr., Reston, VA.

February 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 PI SIG	2	3 Mac Program- mers SIG DTP SIG	4 Columbia Slice Game SIG	5	6
7	8 Intro to the Mac, Pt 1	9 Intro to the IIGS, Pt 1 Art SIG	10 DB SIG TeleComm SIG WAP BoD Mtg	11 Stock SIG	12	13 III SIG Annapolice Slice Frederick Slice
14	15 Intro to the Mac, Pt 2	16 Intro to the IIGS, Pt 2 Writers' Deadline 	17 Excel SIG UltraMacros SIG	18	19	20
21	22 Intro to the Mac, Pt 3	23 Intro to the IIGS, Pt 3	24  Editors' Deadline	25 Ed SIG	26	27 General Meeting AW SIG
28						

Frederick Slice—2nd Saturday; 10:00 AM; Frederick Mall. CrackerBarrel BBS (301) 662-3131.

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

HyperTalk SIG—Meets bi-monthly on the 3rd Wednesday of the odd numbered months (i.e., January, March, May, July, September and November) at the Fairlington Community Center, 3300 South Stafford St., Arlington, VA at 7:30 pm. No meeting in January.

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

Programmer's Interface (PI) SIG—1st Monday (except Mon. holidays).

QuickTime SIG—Every other month; 7:30 PM; WAP Office.

Stock SIG—2nd Thursday; 7:30 PM; WAP office.

Telecomm SIG—2nd Wednesday; 7:30 PM; WAP office.

UltraMacros SIG—(Newly formed SIG) meetings every even month at the South Fairlington Community Center, Rm. #1; 33rd and Stafford Streets, Arlington, VA from 7:30-9:45.

WAP Garage Sale—June and December.

WAP General Meeting—4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium.

Women's SIG—Usually held every quarter on the fourth Thursday of the month at the Pi Office at 7:30 PM. Call SIG Chair, Nancy Seferian (202) 333-0126 for details.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro, (301) 299-5267, or Beth Medlin at the WAP office (301) 654-8060.



The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Macintosh

GENERAL

Tom Witte	(703) 683-5871
Jon Hardis	(301) 330-1422
Art & Video	
Nancy Seferian	(202) 333-0126
Borland Products	
Doug Ferris day only	(800) 826-4768

DATABASE PROGRAMS

Fourth Dimension	
Bob Pulgino	(301) 474-0634
Peter Yared	(301) 564-1560
FileMaker Pro	
Tom Parrish	(301) 654-8784
Mort Greene	(703) 522-8743
Helix	
Jim Barry to midnight	(703) 662-0640
Harvey Levine	(301) 299-9380
MS-File	
John Spencer	(301) 730-1084
Mort Greene	(703) 522-8743
Omnis 7	
Jeff Alpher to midnight	(301) 630-2036
OverVue	
J.T. Tom DeMay, Jr.	(301) 461-1798
Tom Parrish	(301) 654-8784
Pro-Cite	
Elizabeth Mangan	(703) 750-2710

DESKTOP PUBLISHING

General	
Jay Rohr	(301) 655-0875
Freddie Galloway (V/TTY)	(410) 268-5793
ReadySetGo	
Jim Graham	(703) 751-4386
Marty Milrod	(301) 464-5981
Freddie Galloway (V/TTY)	(410) 268-5793
PageMaker	
Mort Greene	(703) 522-8743
Quark Xpress	
Ron Mann	(202) 333-3409

GRAPHICS

General	
Bill Baldrige	(301) 779-8271
Jay Rohr	(301) 655-0875
Adobe Illustrator	
Ling Wong	(703) 803-9109
Aldus FreeHand	
Nancy Seferian	(301) 333-0126
Carvas	
Bill Baldrige	(301) 779-8271
Tom Parrish	(301) 654-8784
MacDraw	
Tom Berilla	(301) 434-3256
Tom Parrish	(301) 654-8784
John Spencer	(301) 730-1084
ImageStudio	
Mort Greene	(703) 522-8743
Studio/1	
Jamie Kirschenbaum evenings	(703) 437-3921
SuperPaint 2.0	
Mort Greene	(703) 522-8743
VideoWorks	
Mort Greene	(703) 522-8743

PROGRAMMING

Ada	
Harry Erwin (before 10 p.m.)	(703) 758-9660
C	
Harry Erwin (before 10 p.m.)	(703) 758-9660

Fortran	
Harry Erwin (before 10 p.m.)	(703) 758-9660
Inside Mac	
Jon Hardis	(301) 330-1422
John Love	(703) 569-2294
Pascal	
Harry Erwin (before 10 p.m.)	(703) 758-9660
Michael Hartman	(301) 445-1583
SMALLTALK-80	
Harry Erwin (before 10 p.m.)	(703) 758-9660

SPREADSHEETS & CHARTS

General	
David Morganstein	(301) 972-4263
Bob Pulgino	(301) 474-0634
Tom Cavanaugh	(301) 627-8889
Excel	
David Morganstein	(301) 972-4263
Mark Pankin	(703) 524-0937
Jim Graham	(703) 751-4386
Dick Byrd	(703) 978-3440
Bob Pulgino	(301) 474-0634
Tom Cavanaugh	(301) 627-8889
Paula Shuck before 10pm	(301) 740-5255
Kirsten Sitnick	(301) 750-7206
Mort Greene	(703) 522-8743
WingZ	
Kirsten Sitnick	(301) 750-7206

TELECOMMUNICATIONS

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

WORD PROCESSORS

Microsoft Word	
Marty Milrod	(301) 464-5981
Harris Silverstone	(301) 435-3582
Tom Cavanaugh	(301) 627-8889
Freddie Galloway (V/TTY)	(410) 268-5793
Kirsten Sitnick	(301) 750-7206
ThinkTank-More	
Jim Graham	(703) 751-4386
Tom Parrish	(301) 654-8784
Hebrew Word Processing	
Tim Childers	(301) 997-9317
Curt Harpold	(202) 547-8272
Microsoft Works	
Amy Billingsley	(301) 622-2203
WordPerfect—Mac	
Curt Harpold	(202) 547-8272

MISCELLANEOUS

MacProject	
Jay Lucas	(703) 751-3332
Norbert Pink	(703) 759-9243
HyperCard	
Rick Chapman	(301) 989-9708
Tom Witte	(703) 683-5871
HyperTalk	
John O'Reilly	(703) 204-9332
Tom Witte	(703) 683-5871
File Transfer	
Mort Greene	(703) 522-8743
Backfax	
Mort Greene	(703) 522-8743
HyperCard Scripting	
Jamie Kirschenbaum evenings	(703) 437-3921
Richard Kozloski	(703) 352-1523
SoundEdit	
Jamie Kirschenbaum evenings	(703) 437-3921

MAC DISKETTERIA LIBRARY

Dave Weikert	(301) 948-587
--------------	---------------

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) 220-3111
MX-80	
Jeff Dillon	(301) 662-2070
Stat Packages	
David Morganstein	(301) 972-4263
Stock Market	
Robert Wood	(703) 893-9591
MS/DOS	
Tom Cavanaugh	(703) 627-8889
Dvorak Keyboard	
Ginny & Michael Spevak	(202) 244-8644

Frederick Apple Core Help Line

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

Oscar Fisher (Frederick)	694-9237	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	A2	J. Russell Robinson (Hagerstown)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A2			

Annapolis Slice Help Line

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

Mac					
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	Apple II		
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, IIc,DTP,HS
Theresa MacGregor (Oxona)	410-551-5913	PowerBook, DOS	Manse Brouseau	410-757-5215	IIc,AW
Dick Stewart (Millersville)	410-987-2057	Mac+	Bill Derouin	410-647-0802	IIc,pc,AW,DB
			Dick Stewart (Millersville)	410-987-2057	IIc+



next version will sort data.

InTouch: A Second Opinion

by Jim Campbell

Most computer users have some type of address/business card file on their computers to speed up the job of finding names, phone/fax numbers and addresses. *InTouch* by Advanced Software, is a versatile desk accessory. Yes—desk accessory! That means you don't need a huge file that takes up a large amount of memory. Nor do you have to close applications (if not running System 7 or MultiFinder) to find a phone number.

Installation

If you haven't yet upgraded to System 7, just use the Font/DA Mover to put *InTouch* in the Desk Accessories folder. And as the booklet which comes with the software suggests, put the *InTouch* Preferences into your System folder as well. If you have System 7, you can just drag the icon to the System folder and dialog messages will prompt you from there. After installation is complete, pull down the Apple Menu and begin using *InTouch* by inserting the address or numbers that you want to record.

Functions of *InTouch*

- Store an unlimited number of names, addresses, phone and fax numbers
- Print single envelopes, labels or address records complete with postal bar codes and facing identification marks (FIM's)
- Dial phone numbers
- Copy and Paste addresses

- Record onto letters open on your screen—and visa versa
- Automatically time and date stamp note entries
- Add graphics to labels and envelopes
- Store multiple envelop and label layout designs
- Import any tab delimited or QuickDex file
- Export addresses in a variety of formats

Big Help

To copy an address—just click the “snapshot” button. It's immediately ready to paste on another open document. And there is room for up to fourteen pages worth of data (32,000+ characters) to be entered into the Notes field. *InTouch*'s search function will quickly find a search string in the database making it easier and faster for you to locate needed information. Another interesting feature is Dialing, which is capable of handling pauses for credit card calls.

InTouch does fall short on one very important area: sorting. *InTouch* 1.0 does not have sorting capability, so you must either insert your new entries in their alphabetic/numeric positions yourself or be willing to settle for an unsorted address/phone number book. I did make a call to the vendor to find out whether Advance Software was planning to incorporate sorting capabilities into future versions. I was informed that the

Printing

InTouch is not designed to replace a print merge function in a word processor or a print form. It is designed to print the occasional label or envelop—and it does a great job of it.

A variety of label and envelopes styles are available in the pull down menus. A complete envelop with return address, a database address, Bar code and FIM as well as a graphic can easily be produced. The bar code and FIM cannot be written on a label in this version of the software. The barcode cannot be printed on a HewlettPackard DeskWriter because the bottom 11/16” of the label or envelop is unprintable by the DeskWriter. If you use an Apple ImageWriter, select “Tall Adjusted” in the page set-up dialog. *An excellent feature is Print Preview*; it lets you see your envelop or label prior to printing.

Test Environment

InTouch was tested on a Mac Plus, a classic and an SE/30 with no problems noted. The address file which was generated was also moved between computers with no problems.

Recommendation

I've replaced the previous slow, memory consuming address book I've used for the past five years or so. The ability to have the address book as a desk accessory that can also print envelopes or labels, dial phones, modems, or faxes will be good for another five years—I hope! *InTouch* is in touch with the user's needs!

Jim Campbell, P.E., is an enthusiastic Mac user who is always trying to increase personal productivity.. He plies his trade with Interlog, Inc., in Falls Church, VA where he is currently the Principal Operations Research Analyst. Jim is also Chairman of the Greater Washington Chapter of the Society of Logistics Engineers (SOLE).



GraphMaster

by R. C. Bailey

GraphMaster by Visual Business Systems is a package for graphing data. The manual for *GraphMaster* starts with the well-known quote from Benjamin Disraeli about "lies, damned lies and statistics." This quotation expresses the power and danger from using graphs to display data.

The installer on the main program disk decompresses the program. A second disk contains examples and templates. When you first open the application you will personalize the application with your name company and serial number.

The manual starts with an introduction to charting. There is an overview of chart types and their uses. Then there is a section on installing *GraphMaster* and some examples to get you started. For the most part, the manual describes each feature in detail. For many features I found no detailed examples for the reader to follow. The explanations are fairly clear and should present no difficulty. Also some examples are provided on the disk. Although the program features tools for color manipulation, the manual is printed entirely in black and white.

In my experience tools for graphing data come associated with database and spreadsheet paradigms for handling data. Some statistical packages blend these paradigms more effectively than others. In any case a graphics package must have some elementary data handling ca-

pabilities. *GraphMaster* uses a spreadsheet paradigm for data handling. The spreadsheet paradigm is best for smaller data sets that can be easily viewed and selected for graphing. The spreadsheet paradigm is especially awkward for larger data sets because there is no idea of a variable and values for a case or record as would be found in a database paradigm. Consequently, a sort will use only the selected column or portions of column in the spreadsheet paradigm. This is disconcerting in that the logical structure of the data may be corrupted unintentionally. On the other hand, this lack of structure may be used to advantage in some rare cases.

Statistical packages such as STATVIEW, DATADESK, and MacSpin, provide examples in which the spreadsheet and database paradigms are blended effectively. Such packages generally have extensive graphic capabilities. *Cricket Graph* was one of the earliest graphics packages for the Mac. It really set a tough standard for graphics packages. *Cricket Graph* has a mixed metaphor in which there is a spreadsheet for data entry but a selection of variables to be plotted is arranged by columns with headings for variable names clearly distinct from the spreadsheet-data entry form. A similarly mixed metaphor is found in *KaleidaGraph*.

Furthermore, statistical packages such as DATADESK and MacSpin

set a standard of reaching though the screen to touch the data in a way not found in most graphics packages. With larger data sets it is critical to have point-and-click tools to identify immediately the label for interesting points. Then when one sees interesting points in the data plots, their identity can be known readily.

Complex mathematical transformations of data are achieved by a fairly simple *GraphMaster* formula language. The package also has a point-and-click approach that can be used to assist in constructing transformation formulas. Furthermore some built-in transformations are coded in this formula language. Hence, one can alter the built-in expressions. There needs to be some way to protect the integrity of these functions. Otherwise one may unknowingly alter one of these functions and not realize that the named function is no longer as labeled. New files do not retain the changes. Hence the biggest danger comes when one opens a second file and fails to realize that modified transformation is no longer the same. I found that there can be some confusion as to what transformation is actually applied.

A fairly full selection of standard graph types is included. The Chart menu includes Column, Bar, Histogram, Line Area, Pie, XY, Scatter HiLo, Contour, Polar, Combination, Special 3D, and Custom. These are



the main headings with variation included as for each chart type. There are 3D as well as 2D versions of some charts and numerous 3D features including control over the perspective point for the 3D bar charts. Most details of the graphs can be controlled easily. For example, bar graphs can easily vary overlap of bars.

Some combinations of graphs are allowed. However, I could not put scatter and line charts together. This is a feature I would use to construct a Shewhart control chart with computed control limits. I have been able to do this with CricketGraph and Delta Graph.

A picture may be used in several ways in the graphs. For example, the picture may be stretched to the size of the bar in a bar graph. The orientation of the graphic does not change when you switch from a bar to a column chart.

The program has a strong collection of drawing tools including free-hand drawing. There are many features to enhance the graphs such as shading which can be rotated to shadow the background. One feature in GraphMaster is the ability to mix fonts and styles in labels and titles. In the past I have found this feature lacking in some graphics packages.

The strong features in this package are the drawing tools for enhancing the graphs. One can do extensive drawings on the layout pages and even arrange graphs on the pages. One can paste a graphic onto the graph layout page. The graphics tools, although quite strong, don't support rotations. Document shapes can be set for slides and overheads.

As noted above, one difficulty with GraphMaster is the primitive spreadsheet metaphor for data management. Variables are

not logically bound together as they are in database. I prefer the better mix of database and spreadsheet for handling data found in some statistical packages.

Sorts on selected columns are either ascending or descending on the left most column selected. Furthermore, the convenience of selecting data by columns means the headings or labels for the data columns are sorted also. To avoid sorting the labels with the data, one must be careful not to include the labels in the selection. Unlike the Sort function, the transpose function transposes the whole spreadsheet not just the selected area.

I found that the Undo was not active for sorts or functions. The absence of the Undo in the case of such powerful functions further leads to the possibility of jeopardizing data integrity. I consider the absence of the Undo function for these very powerful functions a very undesirable feature. The transpose function is also unable to use the Undo. However, a second application of the transpose function effectively achieves the Undo since this function applies to the whole spreadsheet. This package lacks the ability to do macro activities needed to do many graphs just alike in a production mode.

I must explain that I examined the package from the point of view of a statistician who is concerned about the use of graphics packages to fairly depict data. Aggressive use of graphical tools provides a powerful way to explore data. Indeed graphics are key to presentation.

However, before making extensive use of the graphic devices provided in GraphMaster or other graphics packages, I would encourage the reader to consider some outside reading. Edward R. Tufte provides worthwhile insights into graphical display of data in his two publications: "The Visual Display of Quantitative Information" and "Envisioning Information" (Graphics Press, Cheshire Connecticut). Also consider the lessons in Darrell Huff's classic, "How to Lie with Statistics." (W. W. Norton & Company, Inc. New York, 1954).

In summary, the package is suitable for smaller data sets in which one wishes to make considerable enhancements of the presentation through the powerful graphic tools contained in the package. If one wants a graphical tool for exploring data, one should look to other packages including the statistical packages. *Delta Graph Professional* is another package that has similar graphics features

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Image Grabber

by Bob Schmidt

Image Grabber is a useful DA for your Mac. If you ever have a need to capture part or all of any rectangular area of the screen (in color or black and white), you will find this a solid and useful tool. It states that it will grab an image which spans across multiple monitors, but lacking this luxury, I can't report on this feature. The image captured is a copy of the bitmap of the screen and can be scaled (up or down) by percentage.

To use *Image Grabber*, you have to select it from the Apple (DA) menu. Once selected, a crosshair will appear on the screen. Click-and-drag it to the opposite corner of the area of your choice and a menu will pop up with options for you to: a) Send to 1) Clipboard, 2) Scrapbook(which can be designated as the 1st or last entry in the Scrapbook file) or 3) Printer; or b) save as a 1) *MacPaint* file, 2) PICT file, or 3) Resource. Pressing key "B" before selecting these options will limit the save of a color image to a black and white format to save memory. All this on a static image on the screen.

For those applications where you have to do pull-downs from menus and other dynamic activities and still want to get to the DA list to activate this program, there is a "Timed Grab" routine. Essentially, you press the Shift key before you select the *Image Grabber* DA and a dialog box comes up. It allows a delay (in seconds) before

it 'freezes' the screen and asks for your choice of methods to capture the image. It will grab 1) the whole screen, 2) a window (including modal dialogs and floating palettes), or 3) an area designated by screen coordinate boxes in the dialog box. The book doesn't tell you that by checking another Set box in the same dialog box you can define these boxes using the mouse to click-and-drag the crosshair. Here's a weakness in the program: You must define this area before pulling down a menu. This can cause one to have to make several attempts to get a precise area to be saved.

The program has a handy Preferences routine to modify the various options for it's default settings to accommodate those of us who don't always agree with the authors about what we want when we begin a program. Also included within the program is an online help system to save

you the trouble of finding the book buried in the pile of manuals we all seem to have accumulated. It is terse and void of examples, but adequate once you have read the manual.

My review disk is Version 3.0 and is System 6 or 7 compatible. There is not a lot more to say about this program except that when you have a need to capture a segment of your screen, change size if you so desire, and save or use the data to many and diverse options, this seems to be a solid and good program to have in your list of DA's. Previous programs that I have used for this have bombed my Mac Plus (probably due to one of my other DA's). I just added this to my Suitcase file and it worked the first time. I have successfully captured pieces of the Finder, *Excel*, *Word*, *FIllevision*, *SuperPaint*, *MacPaint*, *MacDraw*, and *CalendarMaker* with no problems.

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Favorite Games for the Mac

by Mike Dickman

After the game SIG's show at the WAP main meeting last August, an informal poll was taken to find out what people's favorite Mac games were. This article gives the results, and I will present my personal views about some of the best Mac games available. Of course this is not an exhaustive list, but if you are looking for a good game or two for the Mac, try one (or more) of these. At the top of the list:

Oids (FTL Games/Software Heaven)

This game was mentioned by several people (myself included) at the meeting as being one of our favorites. The *Oids* are a 'race of android slaves' who are exploited by the Biocretes. Your mission is to free the *Oids*. You control a small spacecraft using the keyboard to apply thrust and turn your ship. After being delivered by the mothership to a planet, you must find and blow up the buildings where the *Oids* are imprisoned. This is done by firing 'nuclear photons' from your ship. Then you land, pick up the *Oids* and return to the mothership. Sounds easy. But wait, first you have to get past the Biocrete defenses, which include all sorts of nasty things that shoot at your ship or manipulate gravity to make you crash. Good thing your ship has shields. Unfortunately, they are limited, as is your fuel. But the intrepid pilot will prevail (with practice) and save the *Oids*.

Once you have mastered the galaxies (of several planets each) that

come with the game disk, you will be ready for the Planet Editor that allows you to make your own *Oids* planets. Or you can download other people's *Oids* galaxies from most national computer bulletin boards or sometimes from WAP's own TCS. *Oids* runs on a Mac Plus and up, in 16 colors or black & white. The street price is about \$25-\$30. It comes copy-protected, but you can send for a code which removes the protection.

Oids is similar to the ShareWare classic called *Continuum*. But *Continuum* is black and white only and doesn't run well on my Mac IIsi.

Finally, I will briefly list other Mac favorites that have been around for a while and mostly reviewed in the WAP Journal in the past. Publisher and street price are in parentheses:

SimCity (Maxis/Broderbund: \$38).

Still better than SimAnt or SimEarth.

Tetris (Spectrum Holobyte: \$31).

Has inspired a host of imitations.

Strategic Conquest (Delta Tao: \$38). Classic war game on land, sea and air.

Solarian II (ShareWare: \$25). Color only, space invaders type game, great.

Klondike (ShareWare: \$10). A bargain by Michael Casteel. The Mac solitaire card game.

Mission: Thunderbolt (Casady & Greene)

Some of you might remember a

game called *Rogue* that was popular on mainframes a few years ago. If not, perhaps you are familiar with the popular ShareWare Mac game *Dungeon of Doom*. Well, Dave Scheifler's *Mission: Thunderbolt* is another incarnation of this type of game, with the twist that it is set in the future. For those of you who haven't played this kind of game, the setting is a series of levels, like stories of a building, connected by stairs. You must find your way down to the bottom and complete a sometimes vaguely defined mission. Along the way you find armor, weapons and monsters of increasing potency. There are also many items which are not identified at first, and you must figure out what they are good for. This aspect of the game requires thought and experimentation. In *Rogue* and *Dungeon of Doom* the armor and weapons are medieval; in *Mission: Thunderbolt* they are futuristic.

In 1985 when I was playing *Rogue*, I would have been amazed if someone had told me that in seven years I would be playing a similar game, except it would have real graphics and sound, would require two megabytes of RAM and would take up over seven megabytes of hard disk space. But here I am.

As a further note of interest, *Mission: Thunderbolt's* graphics are by John Calhoun. John is the author of several well-known games, notably the classic *Glider* which is available in both ShareWare and commercial versions.



Mission: Thunderbolt can be played in color or black and white, with System 6.0.3 or later. Copy protection is based on a code you must enter periodically from a photocopy-proof paper sheet (which is somewhat hard to read). Street price is in the \$35-\$40 range.

Checkmate (Interplay)

Chess is a perennial favorite and currently *Checkmate* is the best chess game available for the Mac. This judgment is based on a comparison of *Sargon*, *Chessmaster 2100*, and *Checkmate*. I haven't tried *BattleChess* because it seems too gimmicky to be very good. *Checkmate* plays well and has useful features such as multiple playing levels and the ability to request a particular opening from the computer, i.e., the classical variation of the King's Indian Defence. And if you don't know how to play chess, *Checkmate* has a manual which you can use to learn the rules.

It seems that every year or two another chess game claims to beat all the others. The simple truth is that all the chess programs mentioned play at roughly the same level. But one remarkable feature of *Checkmate* is that its opening book (a series of moves programmed into the start of the game to give the computer a head start) follows some grandmaster games out to 23 moves or more. Ten or fifteen moves is more usual for other programs. Also, the program has the capability of recognizing transpositions of opening moves, so it is more difficult to 'fool' the program by switching the order of moves at the beginning of the game.

I do have some complaints about *Checkmate*. I have never been able to get it to allow the computer to accept a draw, even if it is about to lose. There are sample games in the manual, but no annotations to help learn from them. And the color board

and pieces are sometimes a distraction from rather than an addition to the enjoyment of the game.

But for quality of play, number of useful options and compatibility with the Mac family, *Checkmate* is the winner. It requires at least a Mac Plus and one megabyte RAM. It can play on color or black and white screens. There is some minimal copy protection: the first time you launch *Checkmate* from your disk you must enter a code from the manual. The street price is about \$35.

Spectre (Velocity)

Here's another good shoot-em-up game. *Spectre* is a tank battle in which you drive your tank around an arena, avoiding obstacles and picking up flags. Naturally the flags are guarded by enemy tanks which you

can destroy (before they destroy you). Pick up all the flags and you advance to the next level with more flags and even more enemy tanks. This continues until your tank is blown to bits (or is it bytes?).

But perhaps the best feature of *Spectre* is that it is available as a network game. Although I have not played the network version, it is reputed to be even more exciting and addictive than the single-player game. *Spectre* requires one megabyte RAM and System 6.0.3, is not copy-protected, and supports monochrome or 256 colors. Street price is about \$40, \$60 for the network version (3 nodes).

Mike Dickman is currently the Grand Poo-Bah of the WAP Game SIG.

Review of Tesseractae

by Jeff Stetekluh

Tesseractae is one of several award winning games from Inline Design. It was written by Nicholas Scott. The object of the game is to clear a board covered with tiles by jumping the tiles over each other. There are three basic types of tiles and they combine to form other, more complex of tiles. On black and white monitors, the tiles are distinguished by patterns. I played in the game on my black and white monitor and this worked well. With the combination of nine different boards and three different levels of difficulty, there is plenty of variation in the game so I have not lost interest in it yet and I find myself coming back to it from time to time. This is nice when one considers that after games are mastered and they become dull. *Tesseractae* is not copy protected, so it can be run conveniently from the hard disk. This convenience is another reason that I play *Tesseractae* now and again. The Macintosh user interface is well done except for some modal dialog boxes that should have been implemented as modeless dialog boxes so that there could be immediate access to the menu.

I enjoyed this game and can recommend it to anyone who likes puzzles.

Tesseractae requires a Mac Plus or higher and a drive that can read an 800K disk.

Publisher: Inline Design

Disc: \$32.00

SRP: \$49.95



New Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCom-munications System (TCS) from mid-October to mid-November. 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

PHONETIC FONTS: two TrueType fonts - Phonetic Alphabet and TechPhonetic.

ELECTRICPS.SIT: Type 1 PostScript font for designing electrical and electronic diagrams.

ELECTRTT.SIT: TrueType version of electronic font.

FONT.CLERK.4.1: nice font utility shows you samples of installed fonts in various sizes, tells you if the font is TrueType, Type 1 PostScript or bitmapped, prints samples, etc.

UPC.A.SIT: TrueType version of one style of UPC font.

File Area 14: Macintosh Games

TEXRIS.1.1.CPT: two person Tetris game. Real world-class pros can try to play both "sides" at once.

MACASTRO.1.5.CP: great astronomy program that draws constellations, gives positions of stars and planets, etc.

KLONDIKE5.1.CPT: very nice solitaire game, latest version of an old and honorable classic honed to a fine edge. Addictive.

SKY.TRAVEL.CPT: astronomy program that shows positions of planets, stars and other celestial objects.

BAKER.SDOZEN2.1: latest version of a very nice solitaire card game, in color if you have it.

DR..MACINTO.2.5: latest version of a very different Tetris-sorta-but-not-quite game: multi-colored pills drop down and you try to use them to get rid of the various flavors of virus.

MACTREK.1.5.1.S: direct descendent of the Star Trek games played on mainframes in the 1960's and 1970's, this is a Mac variant that isn't half bad.

UGGYMENUS.SIT: one of those "you'll have to try it" kinda programs: the program is nothing but some menus, but the menus contain poems about — animals.

STARRUNNER.SIT: defender-like game with slick animation. '020 or better only.

SPACEINVADER: excellent Mac version of Space Invaders, one of the all time favorite video arcade games.

HYPERNETWORK.CH: HyperCard stack that allows you to play chess over a network with a live opponent, or to play against the computer.

File Area 15: Macintosh Graphics

SHOCK.CPT: graphic of a Rolex jeweled setting.

CIVIL.WAR.SIT: detailed MacPaint style picture of a Union civil war era soldier.

PEROT.LIVE.SIT: Dana Carvey's Perot impression to lead in Saturday Night Live.

FEATUREFLICK1.5: includes not only a QuickTime player application, but also source code, which should be of interest to any and all programmers out there. Written by a Pi member.

FUN.FAX.SIT: several funny fax cover sheets, in MacPaint format.

POWERBOOK.MOVIE: QuickTime movie, companion to the one that follows, done entirely on the Mac, from the modeling and rendering to the animation. Shows a flying PowerBook 160/180 as it brings joy and color output to the masses.

DUO.MOVIE.SIT: QuickTime movie done entirely on the Mac: all the animation, all the modeling, everything. This shows the Amazing Flying Duo as it flies into a DuoDock and runs a color monitor, then goes to a miniDock and runs another monitor.

NORTHERN.EXPOSU: QuickTime movie. Any TV program that has a moose in its "We'll be right back" clip has got to be interesting.

MAKING.IT.EASIE: QuickTime version of an Apple commercial with some very interesting, funny and true comments on Windows. Well worth the download time.

CLINTON.SIT: nice StartupScreen of the front page of the Washington Post on Nov. 4th, with Clinton victory headline.

BACKUP.THE.CAT: portrait of a cat, presumably named Backup, compressed with JPEG.

BASEBALL.JPEG.S: photo compressed with JPEG.

BEARDEDMAN.JPEG: rich, detailed 24-bit portrait (looks great in 8-bit, too) compressed with JPEG.

BIKE.JPEG.SIT: outstanding 24-bit color photo of some bikers, used by Apple to show off the color and speed and compression of QuickTime.

CHALK.JPEG.SIT: exceptional 24-bit photo (looks great in 8-bit) of some colored chalk.

While this sounds simple, or silly, it is a *great* photo, and RasterOps uses it (or something like it) in their advertising.

PCD.SAMPLER: two Photo CD images. One picture is from original Kodachrome 64 35mm image, the other is a screen shot of Kodak's Photo CD View program contact sheet and a snapshot sized image.

MEMORIES.CPT: a bit of artwork from 4Arts in the form of a 640x480 image. It's a collage of nine photographs from a collection of 400+ photographs from all over the United Kingdom, along with a bit of poetry

CANV305U.CPT: updater application and tools to update Canvas 3.04 to 3.05.

PCDCUZCO.GIF: Image from Kodak Photo CD of a Catholic Church along street with Inca stones in Cuzco, Peru. Feb. 1989.

PCDPERUBABY.GIF: image from Kodak Photo CD of baby in street market at base of Macchu Picchu, Peru, Feb. 1989.

PCDSFHOTEL.GIF: image from Kodak Photo CD shot through window glass of San Francisco hotel in May of 1989, looking east towards Bay Bridge at sunset.

PAGE.JPE: tribute to Betty Page — pin-up from the 40's. Done in Photoshop and saved in 16-bit JPEG format.

File Area 16: HyperCard

BIRTHDAYTRIVIA: HyperCard stack filled with trivia about your birthday: type in day, month and year and it will tell you the big newspaper stories, the hot movies, who won the Kentucky Derby, etc.

File Area 17: Technical Notes

PRIC1019.CPT: Apple Price List for October 19, 1992, covering the new PowerBooks, PowerBook Duos, Mac IIxv, plus Apple training and AppleCare prices.

TidBits # 147 through TidBits #152: latest news, gossip and opinion from the very popular on-line weekly magazine. Read about it before it appears in MacWeek!

FINAL.EARTH.SUM: final report of the Earth Summit, held in Rio this past summer. This file contains the entire text (you can search it with your word processor) but none of the pictures to be included in the five volume printed edition. Issued by the United Nations.

File Area 18: Macintosh Utilities

APPLEMENUADD: nifty neat "drag and drop" utility: drag something over the application (document, application, folder, small child) and — presto! — an alias appears in the Apple menu.

CL.CK.SIT: Clock (there is an umlaut over the "o") is a small System 7 application which does nothing but put a floating LCD clock out on the screen.

APPLICATIONKILL: murderous little application will kill any other active application under System 7, including the Finder. This is sometimes useful for freeing



up memory.

APPLICON.CPT: utility that puts NeXT-like tiles on your desktop of all currently running apps, including the Finder.

MNF.CPT: two beep sounds from Hank Williams Jr's "Monday Night Football" theme song.

STBEEPS1.SIT: various Star Trek beep sounds.

STBEEPS2.SIT: two large Star Trek beeps, both good but one is hilarious.

PIXIE.CPT: an interesting version of Scheme, which is an interesting version of LISP. Anyway, this is a programming language.

DISKEEPER.V1.2: multi-function file management utility

DO.IT.ALL.2.5: all in one kinda business application for maintaining phone lists, contacts, appointments and such.

MYBATTERY1.20.C: displays an analog readout of the state of the battery in a portable. This is much more interesting when you realize this is a digital simulation of an analog device which is reading a digital measurement of an analog battery.

PRIMEFACTOR115: an application for quickly factoring primes. It offers impressive speed and capability (can factor any 1 to 18 digit number, and most 19 digit numbers).

AREA.CODES.SIT: type the area code into this utility and — pop! — up comes the location.

MW0711.SIT: update Microsoft Word 5.1 to 5.1a.

SYST7PACK3.1: new in this version is a small patch program to patch ATM (Adobe Type Manager) 2.0.3 so that it works with System 7.1. As for the rest: this is a utility which patches the Finder adding both some speed enhancements and some ease of use changes.

CALCULATOR.XLS: calculator replacement done as application (can be used as a "desk accessory" under System 7).

DOWNSHIFT.SIT: application designed to slow down your Mac.

SENATE103RD.CPT: FileMaker Pro 2.0 database listing the members of the 103rd Senate (the brand new one), their committee assignments, and a form for entering their voting record.

THINK.C.5.0.4.U: update fixes a code optimization bug (code motion) as well as some bugs related to Quadras.

TURBOGOPHER.CPT: utility for navigating the Internet. Works very well on networks and even over serial lines. Requires MacTCP.

File Area 19: Apple System Software

CDROM4.0.1.CPT: Apple's CD-ROM setup disk 4.01. Includes software for acquiring PhotoCD images via QuickTime.

PRINTMONITOR: Apple's PrintMonitor 7.1 for Postscript background printing. Fixes early timeouts during manual feeds and other matters from the earlier version.

COMPATIBILITY.C: Compatibility Checker 2.0. Unlike the original, version 2.0 is a stand-alone application (not a HyperCard stack) designed to scan your Macintosh and identify applications and other goodies which might be incompatible with System 7.1.

File Area 20: Macintosh DA/INIT/CDEV

METROBEEP.SIT: yet another version of Metro Beep, a System 7 beep sound taken directly off the "door closing" chime of the Washington Metro (subway) system.

INBASKET.NOTIFI: System 7 control panel device which will notify you when something is placed in a designated folder.

LIST.FONT.0.92: control panel allows you to change the font used to list files in the Open Files window to something besides the usual.

DISCOLOR.SIT: small extension for System 7 that replaces the ugly B&W floppy disk icon with a nice color (IC18) resource.

ADSOFA.V0.94.CP: After Dark module in which advanced mathematical routines are used to determine the best way to get a sofa up a flight of stairs.

AUTOASSASSIN.SI: System 7 (only) utility for automating tasks involving the finding, deleting, etc., of stray aliases.

AUTO.SHUTDOWN.1: automatically shut down your Mac at a specified time.

DESKTOPPATTERN1: control panel device for selecting a variety of complex desktop patterns, more elaborate than what Apple offers.

EXTKIT1.1.SIT: comprehensive set of utilities for creating, tracking, enabling and disabling sets of extensions (control panels and inits).

NAMEVIEWER.3.2: modifies the standard Open File dialog box to display the entire 31-character name of a file, its type, size, size of disk, etc.

NEBULAE.SIT: slow, but pretty, After Dark module draws nebulae. Neat.

PUNKINPATCH.SIT: well done After Dark module that "grows" a sinister pumpkin patch on your screen.

OPENER.SIT: nice piece of music recorded in System 7 beep format.

ROCK.RIFF.SIT: raucous piece of rock music in System 7 beep format.

SMARTFOLDER.1.1: are your folders stupid? Then make them brilliant with SmartFolder, an extension that shows how many files there are in your folders.

WINWIZRD.SIT: control panel that gives an onscreen window with all of your open applications and associated windows.

POWERALIAS.SIT: lets one alias point to

multiple objects for Power Opening large jobs.

DIALTONE.SIT: dial tone sound. Beepsound format.

GREGSBTONS.SIT: gives color 3D buttons and more to System 7 equipped color Macs.

ARACLIENT.SIT: totally great AppleTalk Remote Access Front. Supplements or replaces the ARA control panel. Allows a session list, more config. options than ARA and instant hang-up. A must-have for ARA users.

ADMODDNA.PICS: color PICS file has nothing to do with After Dark but if you use it in combination with the AD PICS Player it makes for a spectacular screen saver.

ADMODENERGIZER: After Dark keeps going, and going, and...

ADMODSWIRLY: After Dark module paints multi-colored spirals on the screen, with appropriate sound.

CARPETBAG.1.3.2: latest version of a shareware utility with a purpose similar to Suitcase: it allows you to store fonts (and other things) outside of the System file.

CHOOUSERUSER.1.2: networking tool: a control panel that forces users to sign in to a network by making them enter a name on the AppleTalk network.

File Area 27: Music and MIDI

FEBSYMPH.LZH, DIRT.LZH, DREAMS.LZH, DRIZZLE.LZH, DRTYWRLD.LZH, DRUMS123.LZH, DT.DM.SO.LZH, DUBBDAY.LZH: MOD files. MOD files are digitized music files, often containing voices and other surprises, usually created on Amiga computers, playable on the Macintosh through SoundTracker. Most of these files are LZH and LHA archives, so they can be decompressed by both Macs (using MacLHA) and Apple IIGs users.

File Area 28: GIF Images

PORTLAND.BMP.GI: nice night-time shot of Portland, Oregon, in color, with a view from the river towards downtown. What makes this interesting is that it started as a Windows BMP (bitmapped) picture, and was converted to Macintosh PICT format using PICTURE This, then to GIF format using GIFConverter.

BUDDHA.GIF: remarkable photo of a statue of Buddha, taken in Sandia, New Mexico. Not only is the locale interesting, but the background is interesting.

OWLMAN.GIF: drawing of an Owl Man sitting in front of a computer.

File Area 29: TCS Essentials

UZ200.SEA: Unzip V2.0. Will extract any level of MS-DOS Zip compression.

DOCVIEWER.SIT: Apple's new presentation vehicle for information (instead of HyperCard).



Incubator Pro 2.0

by Bill Jones

Incubator Pro 2.0 is the second generation of a program which allows the creation of new type faces from old ones. It now works with both PostScript Type 1 and TrueType fonts, and provides for the conversion of fonts of the one Type into the other (pun intended).

How it works

Figure One shows the program's "Controls Window" with a font (Helvetica) selected but not yet worked on. The slider bars at the top of the window show the font's characteristics in six respects. "Color" is lightness or boldness; "width" is the width of the letter and the space around it; "contrast" is the relationship of the thickness of the horizontal elements of the letter in comparison to the vertical elements; "x-height" is the height of the lowercase letters in relationship to uppercase ones; "descender" is the length of the parts of letters such as "j" or "g" which fall below the baseline of the font; and "tracking" involves the spacing between letters. The positions of the sliders are reflected in numerical form in the boxes to their right, where specific values can be set. Individual values can be reverted to the original by clicking on the return arrows to the left of the sliders, and all settings can be canceled with the

"Revert All" button.

Changes to the original font are displayed in the lower of the two large boxes in the window. They can also be seen in a Preview window which can be sized. One minor complaint: If the type face has extended descenders, they aren't fully displayed in either the controls window or the Preview window.

Figure Two shows the same window after the sliders have been manipulated to make a new font that is bolder and wider, and with

more contrast and less x-height (compare the lowercase "ho's"), and a bit more space between letters. (Because the "HOho" text which the program displays automatically lacks descenders, that setting wasn't changed. And should you decide that you would like to view other words or letters, the text can be changed in the text box.) If the "Advanced" button is selected, instead of "Standard," the type can be manipulated to a greater extent.

Once the characteristics of the new font are established, the font is

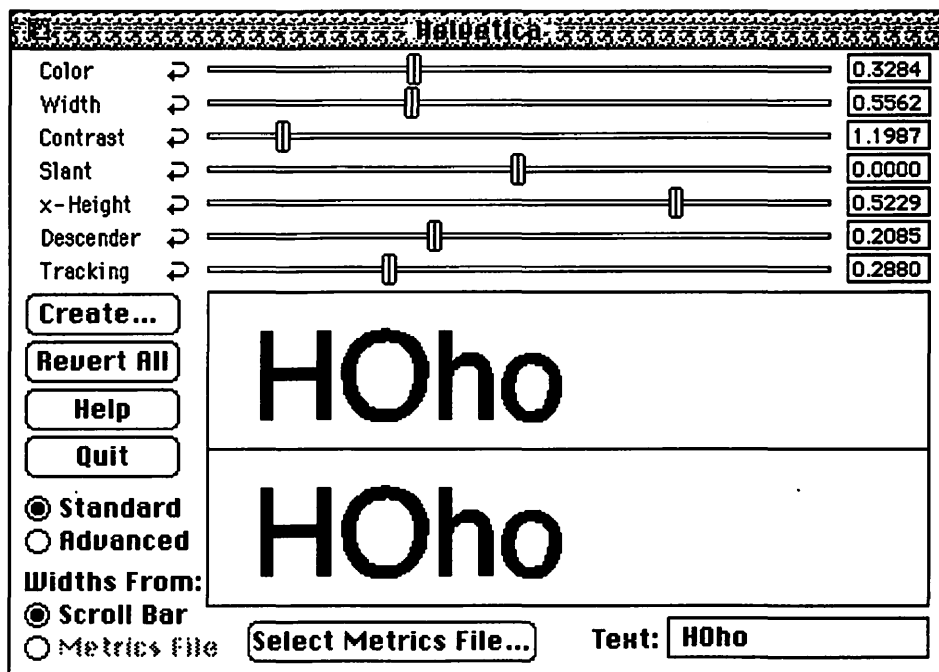


Figure 1.



"created." A "Name Dialog Box" asks for a family, style, and menu name for the font, and allows the creation of the font in either PostScript or TrueType format. Creation takes a few minutes, particularly on low-end Macs. Your new font can then be installed in the usual manner, depending on which system software that you are using. The documentation states that you must reboot after installation before printing with the new font. The documentation attributes this extra step to a System 7 bug. Although the documentation makes reference to System 7.1 in connection with its Font folder feature, it doesn't state whether the same bug exists in the latest version.)

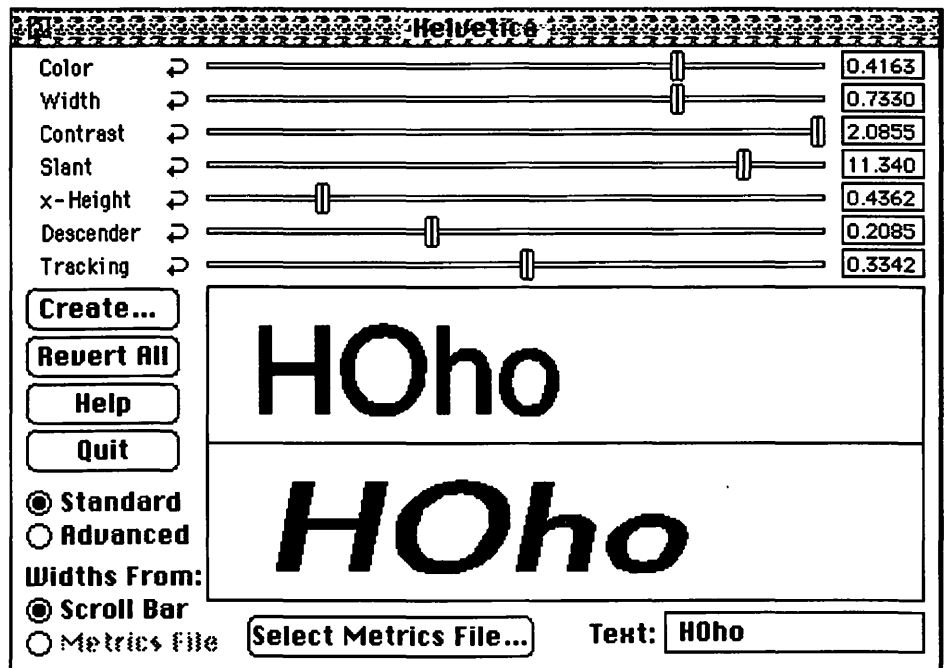


Figure 2.

Features and Problems

Type 1 fonts have metric (.afm) files associated with them which control the formatting elements of the font. *Incubator Pro's* ExactMatch feature allows the extraction and use of .afm data. The user manual gives this example: You have a *PageMaker* file of a newsletter set in a font which you don't have, but for which you do have the font's .afm data. Using *Incubator Pro*, you create a new font from an existing one by applying the new .afm data to it. When the new font is substituted for the missing font in the *PageMaker* document, the newsletter's page layout will be the same as the original.

The program's documentation states that because the program uses its own system to group families in its Font menu, it has some conflicts with Startup programs such as Type Reunion, WYSIWYG Menus, and MenuFonts and suggests a work around when the program is in use. (The fonts created

with the program should work correctly with these INIT programs otherwise.) The manual also notes that some Public Domain fonts may have corrupt data structures which will prevent *Incubator Pro* from working properly with them.

The program comes with a Monotype Corporation TrueType font family, Amasis MT, which is a fairly nondescript serif text face. The program has on-line help and comes with a useful, but not extensive, manual. When called on their non-toll free number, Type Solution's personnel were helpful.

Conclusion

This is a useful, inexpensive program for the creation of fonts modified from existing fonts. Unlike more expensive font creation packages (Fontographer, say), it doesn't allow modification of individual letters or the creation of new ones. Still, at the price, and particularly for the typographically challenged,

it provides a convenient way to create distinctive new type faces.

Bill Jones is a longtime Washington Apple Pi member.

Name: *Incubator Pro 2.0*

Publisher: Type Solutions, Inc.

Address: P. O. BOX 1227
Plaistow, NY 03865

Retail Price: \$129.95

Discount Price: \$75.00

Hardware Requirements:
Mac Plus or higher

System Requirements:
System 6.04 or later



Think and Talk German

by Susan Kayser

Have you ever frantically fumbled through a foreign language phrase book when abroad, stumbling over the “phonetic” pronunciation to try to ask for more bread and butter? If so, *Think and Talk German* (or French, Spanish, or Italian) may be the program for you. *Think and Talk (T&T)* uses the Berlitz method of total immersion to get you accustomed to the sound of the language and to fitting your mouth around it. *T&T German* comes on nine CD discs, eight for the audio files and one for the *HyperCard*-based software, so there’s plenty to listen to, with visual guides to the script and reading and writing practice as well.

Installation

You must install some software from the Data CD on your hard disk before running the program. In addition to the *T&T* stack, there are eight color picture stacks (one to accompany each CD) and one in black and white for those without a color monitor, a Sounds stack, an Exercise stack, and a dictionary. If you don’t have *HyperCard* (version 2.0v2 or higher), version 2.1 is available on the disc. There are 12.6 MB of software altogether (including *HyperCard*), so you may prefer to put only one picture stack on your hard disk at a time. You also have to set up speakers or a headphone to get the audio from the CD.

When you have installed all the

Think and Talk German	
Step 1: Listen and Understand	
Step 2: Read	
Step 3: Write	
Step 4: Think and Talk	
Exercises	
Text	
Dictionary	⌘D
Help	⌘H
Go to a New Scene	⌘N
Print Scene	⌘P
Balloon Help	
Hide Balloons	
Eject CD	⌘E

Figure 1

software and launched *T&T*, you will be asked which scene you want.

You may select any of the 50 lessons, although they are designed to be learned in order. You are then prompted to insert the appropriate CD. An audio introduction in English gives a brief instruction: “In this program, you will hear the following words: “Hören Sie” means Listen...” This is the last English you encounter in *T&T*.

The Lessons

Each lesson has five parts which you select from the *T&T* menu (see Figure 1).

Step 1: Listen and Understand starts off the lesson, opening the picture stack for the selected “scene.” Buttons on each card (see Figure 2) allow you to start playing the scene’s audio passage, pause/resume play, stop, eject the CD, move to the previous or the next card, or quit and transfer to the Home stack. (The Home button is hidden under the picture in this first step.) Each card has its associated audio passage, and you must click the button to move between cards. Sound effects and the picture on each card give clues to the meaning of the German, with no English spoken. E.g., you hear a

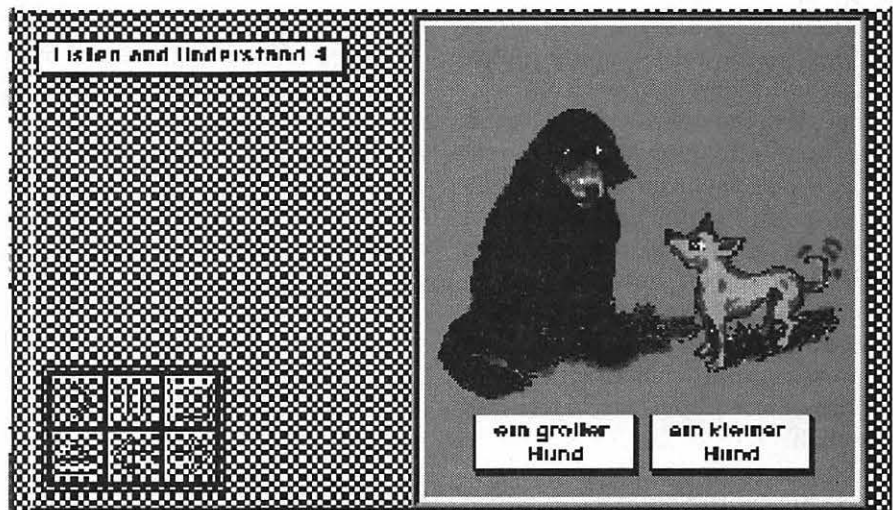


Figure 2



dog bark and then “der Hund” for the card shown in Figure 2; the distinction between “großer” and “kleiner” is made by means of the picture. Words of more than two syllables, or with non-English sounds, are broken down into components for pronunciation with time between phrases for you to repeat aloud what you are hearing. If you need more time, the pause button toggles the audio off and on. Successive sentences and phrases illustrate grammatical points without having you explicitly memorize rules. By the end of the lesson, about ten minutes later, you have learned and recited quite a few words. Then you go back to the beginning and do it again. You repeat the lesson until you are comfortable with all of it and are able to repeat aloud all the phrases and answer all the questions without pauses.

Step 2: Read presents the written text of the scene in a scrolling window. The play button starts off the same audio passage, but this time you read it, adding visual support to your comprehension. Each new word appears in boldface, and if you haven't learned the meaning of a word, you may look it up in the dictionary. Again, you read aloud along with the audio passage, pausing if necessary to practise a sentence. You may click on any line in the text, and hear it repeated. However, if you interrupt the audio passage to hear a particular line again, you cannot resume from where you left off, but have to start over. The Berlitz intention is to build a direct link between the word and its comprehension without an intermediate step of translation into English.

You can practise writing as well as reading with *Step 3: Write*, which lets you hear random lines from the scene and then write them in a text

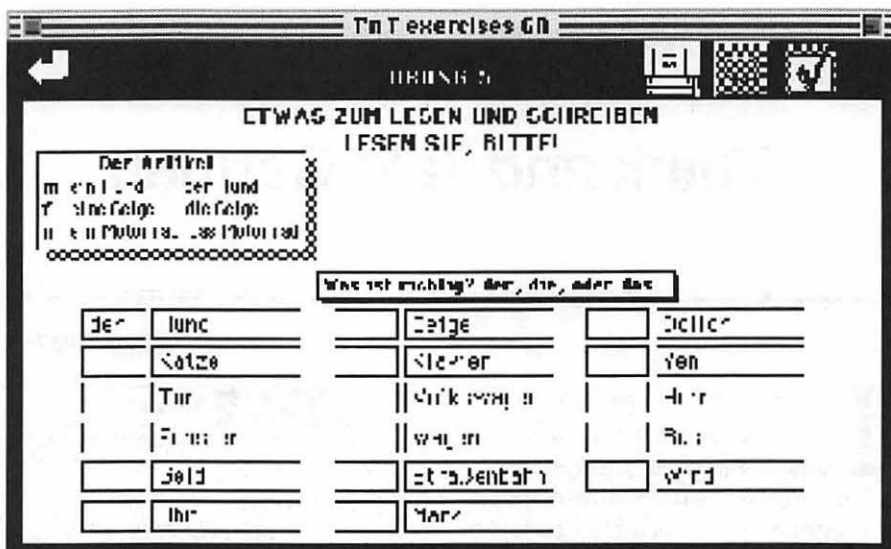


Figure 3

box. A click on a button shows you the correct text. I found the text box distractingly narrow, and the cursor would often jump up two lines when you asked for the next bit of text. Selection of text was not very random, either; for the first lesson, the first twenty or so text lines kept reoccurring (including lines like “aah-oh-ee”, a vowel pronunciation practice), with only a couple of excerpts from the later, more interesting, part of the script.

Exercises are provided for most of the scenes to reinforce grammar lessons or use of new vocabulary (Figure 3). You request them from the *T&T* menu. You enter the answer—a word, gender, time, or whatever—in the answer box, and a dialog box tells you if it's right. It's a bit tiresome to have to click OK in the dialog box for each of the dozen or so problems in each set, however.

Talking

The last part of each lesson is to practise talking. You can read from the text if you like; once you've selected *Step 4: Talk*, the Text option in the *T&T* menu is no longer grayed out. However, it's recommended that you try to make up

your own sentences and talk for five to fifteen minutes. To help you recognize your improvement, a recording option has been provided in *T&T*. A Record menu gives you a choice of using the built-in microphone that comes with the newer Macs, or a Mac Recorder (a driver for the Mac Recorder is included on the Data disc). I borrowed a Mac Recorder to try this out, and it's fun to say a couple of lines into it, give the sound sample a name, see the name appear in the Record text box, and play it back by clicking on the name. However, you can't enter more than a few seconds of sound at a time with either device, and sound files really eat up disk space, so it's unlikely you'll want to use this option often.

Comments

The manual is explicit and explains not only the workings of the program, but the philosophy behind the Berlitz method, and how to get the most out of the lessons. There is only one noticeable omission—the buttons on each card are not explained. However, System 7's Balloon Help can be turned on or off from the *T&T* menu, and it does



Figure 4

explain the buttons. A Help stack can be accessed from any card or from the *T&T* menu.

You can practise while away from your Mac, too. The eight audio disks can be played on any CD player, so you can listen to the scenes at leisure. You can also print out the text for any scene by selecting the Print Scene option on the *T&T* menu.

Another nice feature is that the Dictionary, containing over 10,000 words, is a stand-alone stack and can be used along with any word processor or other program. Its Find buttons (Figure 4) allow quick look-up. The window can be left open while working through the lessons, for easy access.

The *HyperCard* interface had some awkwardness. When *T&T* was launched for the first time, all possible windows were opened. It was necessary to close most of them to see the main screen. A few seconds into the first scene the program froze, and it was necessary to eject the CD to restart. When quitting the program, if you select Quit from the file menu instead of clicking on the Home button to close the stack, the application quits, but the sound

does not! The audio continues to play until you manually eject the CD.

A more annoying feature is that for each new picture in a scene you hear the first few words of the English introduction ("In this prog/ Das ist Musik!"). This may depend on your CD driver. Also, the *T&T* menu cannot be accessed from the middle of *Listen and Understand*. You must click the Stop button, which immediately restarts the script, and then select the *T&T* menu, to leave Step 1.

Conclusion

Taken as a whole, *T&T* is a good introduction to the language. Each lesson takes about an hour to do thoroughly, and you are talking aloud during most of it. There is some awkwardness in the *HyperCard* interface, but by the end of the first lesson, you've learned to maneuver around it. The subject matter starts you off with numbers, telling time, money, and the conversations include meeting people, traveling, going to restaurants, and other useful examples. The pictures are often charming. I'd like to see

them animated in a future version. In addition, bits of culture are interspersed. For example, when learning to pronounce the "ach" sound—Johann Sebastian Bach's name is used as an example and a few bars of a Brandenburg concerto are played. *T&T* is quite up-to-date, too: when you listen to breakfast conversation, Herr Müller is pleased that he doesn't have to worry about his cholesterol level. By the time you've finished, you'll be able to rattle off those lines from your phrase

book and not even have to look most of them up. I hope that HyperGlott will decide to produce *Think and Talk—Intermediate*.

Name: Think&Talk—Berlitz

System Requirements:
System 6.0.7 or later and
2MB RAM

Hardware Requirements:
any Mac, CD-ROM drive
(with external audio
output), at least 4 MB free
on hard disk.

Publisher: HyperGlott Software

Address: P.O. Box 10746
Knoxville, TN 37939-0746

Suggested Retail Price:
\$199

Discount Price: \$125



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.

Pointless And Your Laser Printer (A Discovery)

What a disappointment, when you buy *Pointless* and read the manual. When your eyes reach the bottom of page 43 and your read:

Printing on an Apple LaserWriter
The LaserWriter printer driver supplied with the IIGS System Software does not utilize nor take advantage of larger fonts and, therefore, does not benefit from Pointless. Instead, the printer uses its own built-in scalable fonts to generate text. This is fine when your documents contain fonts that are equivalent to those built-in fonts, however, when using other fonts, you will continue to get less than perfect print. As of this writing, there were not alternate printer drivers available to correct this problem.

This means, in effect, that unlike the ImageWriter II which, when printing in high quality, asks for a

larger font than you specify in your document and uses it to print the size you want on paper, producing a better defined (smoother) character, you can't get this operation while printing to a LaserWriter. The HP DeskJet, however, asks for a font four times larger and makes a very smooth printed character on paper. Should I throw my LaserWriter (actually GCC BLP Elite) away at this point? "I don't think so, Tim." [Al: on the Home Improvement TV show]

Let's step aside for a moment. *Pointless*, a recent program from WestCode Software, installed on your Apple IIGS, operating under GS/OS, uses TrueType fonts (also called outline or mathematically defined fonts) to establish much smoother fonts on the IIGS screen and eventually, so the theory goes, on paper. It does an excellent job when you print to an ImageWriter II, ImageWriter LQ and HP DeskJet, and others, but not on the Apple LaserWriter or my GCC BLP Elite and a few other PostScript type printers. Actually, when using PostScript printers, *Pointless* is not important when you call for the printers built-in PostScript fonts which are "Most Excellent!" [Bill and Ted: Movie; Bill and Ted's Excellent Adventure].

My earlier tears began to dry when I ran across an article in GS+ Magazine written by Steven Disbrow the Editor, Publisher and all-around head honcho. *TrueType on a LaserWriter* appeared in the May-June 1992 edition and began with Steve's comments of how disappointed he was

with *Pointless* and was ready to give it up until he received some E-mail from Mark Raney telling him of a successful "trick" that gets the LaserWriter into "printing out some fairly decent renditions" of TrueType fonts. Steve describes the samples later sent to him by Mark as "beautiful."

Well here is the theory of the trick. Using a GS/OS program (tested here with GraphicWriter III), you send a large font—say 96 point (the supposed limit of GW III) of the font you plan to use later in the document, to the printer *first*. This can be accomplished by having it in your program's font/size selection menu and having *Pointless* generate this font in your document. On one of the master pages (GW III—Steve sez right-hand master page), create a text block and type a couple of spaces. Select the spaces and configure them with the 96 point font that you want. Now go to the main body of your document and type in the font size that you want. Steve cautions that you shouldn't use any fonts greater than one-fourth to one-third the size of the large font.

What apparently happens is that when the document is printed, the large size font is first sent to the LaserWriter. Once in the printer, when the smaller font is called for, the printer scales it down to the size requested. [Steve] "Since the large bit-map had so much detail, the scaled-down version looked really great!"

There are several other important comments in the article concerning the publishing program you are using, hard drives (really needed), putting large *Pointless* generated bit map fonts in your */SYSTEM/FONTS folder and the amount of memory available that may be of significance to you, so you may want to read the article. However, if you have a hard drive and 4.25MB of memory (although it will work with less—but I am not motivated to remove some of my memory for testing purposes), it



should work for you.

Further Discoveries—I tried it and “Everything is Beautiful.” [Song—sung by Ray Stevens] However, I discovered something additional. GW III is supposed to limit the font size to 96 points (page 50 of the *Pointless* manual). However, buried, and I do mean buried, on page 119 of the GW III manual, there is a reference that says you can go up to 170 point. This was a very useful revelation, for when I tested the theory using the 170 point size (vice the 96 point size) as the initial font size that the printer sees, the smoothness of the smaller size font was considerably improved. I discovered that the fonts represented on paper were very close to the smoothness of PostScript fonts. I experimented with London (an extremely stair-stepped font), Black Chancery, Arabian and Adine Kirnberg Script—All from the Washington Apple Pi TrueType Fancy Fonts disk (available from the WAP Disk Library) and had remarkable results.

So my recommendation to those of you who use GS/OS programs for your publishing and desire a smoother rendition of non-PostScript fonts on paper is to use this technique.

If your program doesn't allow for the left and right master page, such as GW III does, then put the large fonts on page 1 and start your document on the second page. Most programs allow adjustment of the page numbering so all you will have is an extra printed page in trade for an excellent printed document. Actually, I prefer this technique and rather than printing spaces I use a character that can be seen, this way I can check the smoothness of the character.

Now for you *ProDOS 8—Publish.It!* 4 users. This technique does not work. You will still get the “stair-stepped” rough looking London and other fonts, especially when you go to larger sizes. I am still waiting for a technique to

download PostScript fonts to my BLP Elite and keep them resident (while power is on) so that I can use them in my documents.

New GW III in the Works

Dan Crutcher of Macro City fame heard about the Seven Hills Software project for improving GW III and submitted his “wish” list on GEnie, stating, “Wonderful news. GW III has become one of my favorite programs and I am glad to hear that it is still being updated. Even though you didn't ask me, I hope you don't mind if I post a few features I wouldn't mind having (in rough order of importance):

1. Use standard fonts menu
2. Allow for imports of larger than 32K of text (or whatever the limit is). I printed a small book from GW III and having to split up the text was a real hassle.
3. Improved importation of graphics, including the ability to import full-screen graphics.
4. Fix the styles (bold, underline, etc.) so that the keystroke equivalents actually work. (I have to choose them with the mouse.) [GH—read later Seven Hills comments]
5. Provide more text-selection options (select from cursor to end of text, or select all linked text of a particular size or font, etc.)
6. Allow white-on-black printing.
7. Make text frames objects for text wraparound (so that one can more easily do pull quotes). I know how to do it with the current version, but it can be cumbersome at times.
8. Provide a key equivalent for centering, left, full justification (so you don't have to go to Paragraph menu and click button each time). Thanks for an already great program (at a

great price). Keep up the good work.”

Seven Hills Software responded with, “Thanks for the list of ideas. Regarding #3 (making the key equivalents work for the Style menu): They already do work. You are probably not holding down the Shift key when you're typing OA-B. Without the Shift key the style letters (P,B,I,U,O,S) would be choosing other menu items (Print, Send to Back, Import, Ungroup, Open, or Save). So the key equivalents for the Style menu need to be accessed by holding down Shift when you press OA-P (or Shift OA-B or whatever). [GH—I also fell into this trap and didn't realize that you had to use the shift key.]

We're always open to suggestions. If anyone else has other ideas to offer, please send them straight to our E-mail address (SevenHills).”

For those of you, who are not on GEnie, please write Seven Hills directly or post your “wants” here, and as the SevenHills Ambassador, I will compile and send them to Seven Hills. Here is your opportunity to affect the outcome of a program being changed.

A Short Apple Hardware History

- Apple I—April 1976
- Apple II—April 1977
- Apple II+—June 1979
- Apple IIe—January 1983
- Apple IIc—April 1984
- Apple IIe (enhanced)—March 1985
- Apple IIGS—September 1986
- Apple IIc+—September 1988

Plus, starting in January 1984, some other computers that didn't catch on very well. ;-))

When Is A Blank Not A Blank Or Is The Question @Na?

Don Hanson, needed some help with an *AppleWorks* spreadsheet problem. On the Telecommunications System (TCS) he wrote, “This is an



AppleWorks 3.0 Spreadsheet question: How do you format the layout of cells that contain a formula, but no current value (without having unsightly zeros in them)? Example I have a Mutual fund spreadsheet with relative formulas copied for the next 75 rows of entries. I do not want unsightly zeros in all the yet to be used rows of certain columns, so I use an if statement to keep them appearing blank as follows:

```
@IF(@ISBLANK(A70),"",C70/E70)
```

"The problem is that the layout format for such blocks disappears permanently for any block that evaluates to currently blank. Thus when I make future entries I have to reformat the column each time I enter data. There has to be a way around this. I assume that the problem is the " " entry from the @IF statement which is changing the block to a label and taking away the column's declared value format. How do I get around this? Is there some function that I could put in my IF statement to actually blank the cell? One suggestion has been to set a standard value for all columns with OA-V. This will work, sort of, for some columns. But I have several different value layout formats for different columns and can set only one standard value format. Thus I must choose between fixed format with three decimal places and dollar format with two decimal places. I can use OA-V to default these cells to one or the other, but to match my monthly statements I need both formats for appropriate data.

"Since having blanks in unused rows reserved for future entries is a highly desirable and fairly common feature of spreadsheets (such as checkbook ones or any financial log) I am hoping someone has figured out an *AppleWorks* solution to this."

Gary Hayman, the *AppleWorks* and Macros man responded, "Don, this is a problem but perhaps one that can be fixed to your liking.

"First, the usual convention, when you want to have the cell blank would be to use "" rather than "".

"So your formula might better read: @IF(@ISBLANK(A70),"",C70/E70)"

"If the first cell of the top most formula is Layout formatted to the Value Layout you want—say three decimal places and the rest of your spreadsheet carries a Standard Value of two decimal places, and you Copy the formula down the column in a relatively empty spreadsheet, as you observed, once you do a "Re-calculation" the desired layout is lost. The reason for this is that you are printing a "null" label (or what you did, a blank label). The key word is "label" so the three decimal value format will no longer exist and even if you placed something in A,C and E 70 at a later time, as you mentioned, it would pick up the Standard Value of two decimal places—not what you want.

"Now with Neil's [Laubenthal] suggestion (and mine over the phone the other day), this doesn't happen. If you Copy the correctly laid-out formula, it will carry the three decimal place layout you want, and later, when you place figures in A/C/E, the resultant will contain the proper decimal places. The unfortunate thing is that in each cell in that column that does not have a value NA is printed. Ugly spreadsheet, *n'est pas*?"

"Now if you own *AW 3.0 Companion* (page 18) or *Companion Plus* (page 29) there is a patch that will change NA to a couple of blank spaces. This will also allow the format to be preserved because *AppleWorks* does not think it is printing a label into the cell. This is what you want. I have tried it myself and it works.

"By the way, you realize that if you don't have an entry in column E but do have entries in A and C, the formula is going to give you an Error. That's good because it will bring your attention to a mistake.

So you don't own *Companion* or *Companion +*—what else can you do. Easy! Macro Gary to the rescue. Use a macro. How about—keep your previous formula (modified slightly as I suggested—@IF(@ISBLANK(A70),"", C70/E70)—[keep all on one line]. Insert this macro in your default set—changing the token, of course, and removing the START and END which are placed here so that you can test the macro from your download.

START

A:<ASP

OA-F>CF1<RTN :

{takes you to the F column (at the top)
{you can change the cell number if necessary}

OA-L>B<OA-9 :

{for this example changing the layout of a block..}

{to the bottom of the SS}

RTN>VF3<RTN>!

{changes the value format to 3 decimal places}

END

"Now every time you do a recalculation, just activate this short macro and your column will contain a number to three decimal places and you will have

blank cells where you want them.

"Here is the macro without the comments:

```
A:<asp><oa-F>CF1<rtn oa-L>B<oa-9 rtn>VF3<rtn>!
```

Good luck and see you at the UltraMacro SIG meeting coming soon."

Gardening News: *AppleWorks Files Grow On Desktop*

On GENIE, W.ELLIS5 [BAR] (full name unknown) inquired about *AppleWorks* files loaded on the desktop. It is a classic question and received an excellent answer from Steve Beville another one of the "Macro Experts" in the Apple II world.

[Bar] I had noticed in the past that the *AppleWorks* files would get a little larger when they are placed in the desktop. Now, that I'm doing more with these files and continue



to add to them, they are taking up almost twice as much room on the desktop as they are in the storage area. All of these files have at least one or more print formats. Are these print formats added to the files when they are brought into the desktop, or am I blowing wind up a drain pipe with this thought? Your thoughts are always greatly appreciated.

[Steve] You're not imagining anything, BAR. It has to do with the way *AppleWorks* handles memory.

There is an excellent article by Randy "The Amazing Rando" Brandt in the August 1990 edition of the NAUG Forum that explains everything.

In a nut shell, *AppleWorks* can support a maximum of 50K of pointers. To determine the smallest chunk of memory that it can handle, the program divides the available desktop memory by 50K. If you start off with about 1000K of available memory, then the smallest chunk of memory the program can deal with is 1000K/50K or 20 bytes and multiples of 20 bytes. That means one character on a line by itself in the word processor uses 20 bytes. That same character on disk only takes one byte. On a machine with only a 100K desktop, the character would only take up 2 bytes.

The pointers themselves take up desktop memory. A 1000 line word processor file would require 2000 bytes of memory for pointers. Each pointer takes two bytes. The pointers aren't saved to disk with the file, so memory manager builds a new table of pointers when the file is loaded.

All this makes the file bigger in memory than on disk and explains why the same file on disk can be larger on one Apple II than another. I have a IIc with a 1MB ZRam Ultra II and a IIGS with about 5 MB total memory. I use about a 650K desktop on the IIc and 3 MB desktop on

the IIGS. I have some files use three times as much memory on the GS than the IIc. Same file, same disk, same program, only the memory manager and the amount of available memory are different. Clear as mud? :)

[Bar] No Steve, not clear as mud. Clear as glass and what a pane. The more room you make on your desktop for files the more room they take up. Makes me feel like a dog chasing his tail. All along I thought that bigger was better.

I was using a IIc with 1 MB, also. I knew then that the files got larger on the desktop, but nothing to worry about. Now, that I load them onto a IIGS the increase in size made me start to worry.

Thanks for the explanation. You've given me a little more knowledge to keep me growing.

[Steve] Cheer up, bigger is better. I'd rather have too much memory than not enough, even if *AppleWorks* doesn't use it very efficiently. I've never run out of memory on the GS using AW 3.0, used to happen all the time on the IIc. So what if the files are bigger? You could play with the size of your RAM disk and see what size AW desktop you like best.

Unless you have some incredibly large files, you're more likely to run up against the maximum limits on wp lines, db records, and ss rows than run out of memory. I have some data base files that take up over a meg on the desktop, each, but I can load 2 of 'em (could only load one at a time on the IIc and then it would knock cached AW segments out of memory) and still have more memory left over than I had to start off with on my IIc.

Has *Express* Become Local?

Stacy (I am using screen names here), posted some *Express* observations and questions on GENie and received some informative re-

sponses. *Express* is a Print Scrolling program available from Seven Hills Software. Let's peek in.

[Stacy] From what I've seen, it looks as if *Express* doesn't give you controls of the computer right away like the Mac does when using background printing. Why not? Also, it looks as if *Express* isn't a good choice when you're using *Pointless* and *AWGS*. I heard somebody say you should make bitmapped fonts w/ *Pointless* and print if you want to use *Express*. Doesn't that defeat the purpose of using TrueType fonts? One more thing, someone told me that *Express* doesn't slow your computer down when printing but it does print slower. Is this true?

From what I've heard, it looks as if *Express* images the document, sends it to the HD, and gives the computer back to you. Isn't it possible to steal more time from the computer to image the document in the background and return the computer to you instantly as the Mac does?

It looks as if many of the limitations may be due to GS/OS not being a multitasking operating system. Am I right??

[BitPicker] Stacy, I use a Mac with background printing and a GS with *Express*. The Mac does not give you your Mac back 'immediately'; it might be quicker, but it's not that quick :)

Express is a definite improvement for your GS. I also use it with *Pointless* and have had no problems. I do not use any of the 8-bit programs anymore, though. I'm also using an HP DeskJet 500, and love it.

[SevenHills] Stacy, IIGS printer drivers are designed to be "modal" which means that a printer spooler cannot image a document in the background. Even if you could, it would be painfully slow to image a document in the background—it's slow enough as it is when the whole



computer is dedicated to imaging! *Express* is perfect for *AppleWorks GS* and *Pointless*; I don't know what was said to give the impression otherwise. Also, *Pointless* is not a factor. *Pointless* is used during the imaging phase of printing; after the printer driver has done the imaging then *Express* comes into play—instead of the data going to the printer it goes to the hard drive. *Express* doesn't slow the computer down. To avoid interrupting the computer, *Express* paces data to the printer, which means the printout is slower than if *Express* was not installed. However, the whole point is you get control of the computer sooner with *Express* than without, so you can continue working while your printer is printing. By the way, we are working on *Express v2.0* that will, among other things, print data much faster.

The only situation where *Express* doesn't give you control of the computer back sooner is if you are using a parallel printer card; *Express v2.0* overcomes this, so with *EXv2.0* all configurations will get control back sooner. *EXv2.0* should be released later this year.

[**Eyeballs**] I use *Pointless* and *Express* from within *AWGS* and I print text with an ImageWriter II. Everything works fine. I would suggest that one not try this without at least 2 MB of RAM.

Express returns your computer to your service quickly, but a given report will take longer to print out than if it had been printed without *Express*. What is nice about *Express* is that if you are working on, say, a report for school, you can print something and continue working more quickly than you could if you didn't use *Express*.

[**Stacy**] Thanks for the answers everybody. When I said the Mac gives you back the computer immediately, I meant in less than a minute. Usually when I use a Mac,

I'm using PageMaker and printing one or two pages to a LaserWriter Plus. I usually get the computer back in ten seconds or less. So that's how I've always thought of background printing.

I forgot to consider that the LaserWriter does most of the imaging itself so comparing that to printing to an ImageWriter isn't a fair comparison. I understand now how *Express* is useful with *Pointless* but it's also safe to say that *Express* won't give you back the extra time it takes *Pointless* to image your document like I'd hoped.

I'm planning on buying *Express* when the new version comes out. I also just ordered a ZipGS 7/8. I usually print one page letters from an *AWGS* word processor, but I also have an 80 record database (4.5 pages) that takes over 40 minutes to print (in standard nonetheless)! That's without the accelerator.

How quickly will the new version of *Express* give me back my accelerated computer under these circumstances? I have 2.25 MB of RAM and an Apple Hi-Speed (DMA) SCSI card hooked to my hard drive.

[**SevenHills**] Actually, printing from the *AppleWorks GS* database you might get control back even sooner. A 43 page database printed in standard quality took 21:16 without *Express*. With *Express* we got control back in just 6 minutes. (I think these are non-Zip times.) I think you'll be happy with the Zip, and with *Express* when you get it!

[**Joe**] (Joe Kohn) I don't think that Softdisk G-S would mind if I quoted myself from an article I wrote a few months ago about *Express*. I hope not, because here it is:

"*Express* does not actually speed up printing per se, instead, it decreases the amount of time it takes for you to get back control of the IIGS. As an example of how it works, I loaded a 7K word processing docu-

ment into WordWorks Pro, Bill Tudor's wonderful word processor published on Softdisk G-S #27. Printing that 7K file on an ImageWriter II, using the Text quality option, it took 51 seconds before I had control of my computer. With *Express* installed, I had control of my computer in 11 seconds. Printing the same document using the Best option, it took 9 minutes, 20 seconds before I had control of my computer back. With *Express* installed, it took only 1 minute, 21 seconds before I could use the computer again."

I'm not, generally, the type of person to sit in front of my IIGS with a stop watch, but felt that since *Express* is a utility to save time, I had to time the results. *Express* provides a dramatic speed improvement for IIGS printing.

Note: A little added information to last month's article on the StyleWriter printer, page 45. In the paragraph beginning, "In order to maximize the 360 dot per inch resolution ... The Pointless documentation lists the maximum point sizes of many of the popular GS applications." [These limits may not be entirely true, see earlier section about *Pointless* And Your Laser Printer in this article.—GH]

The author is currently Chairman of the AppleWorks and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle-Quality "Buddy", a Seven Hills "Partner" and a TimeWorks "Ambassador" for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching. His latest software program, The Magic File Cabinet is currently selling internationally.



LetterSlide

by Mel Fowler

Over the years there have been many game programs written for home computers. But often times new games are nothing but a remake of older games, or the new games are just another shoot-em-up arcade game of some kind. Once in a rare while, however, a software developer comes up with something new, unique, and refreshing. *LetterSlide*, a new ShareWare game for the Apple IIGS, falls into this category.

LetterSlide breaks new ground in word games. You will find the game easy to play, complex to figure out, and most addictive. Kenrick Mock has indeed come up with something unique and clever. In some ways *LetterSlide* is like a book you can't put down. The day that I downloaded the game I was up until 3 am before I got to sleep. And yet I was still only able to reach level 9 of the game.

The object of the game is fairly simple. You move a little funny alien-baby creature around the screen and push blocks, some with letters on them, some without letters, with the goal of forming words.

The words can be arranged from left-to-right, right-to-left, vertically-up, or vertically-down. Each word can be constructed from three to nine letters. You earn points for the words you form, with each letter being worth one point. After the word is formed, the word then magically disappears from the screen, freeing up the screen for more game play.

By forming words you gain access to either bombs or jewels. You can collect the bombs for blowing up obstacles (no points) or get the jewel (10 points) to advance to the next level. There may be more than one bomb or jewel on a level. The last jewel in the level advances you to the next level. Some of the levels are fairly easy. But others are very complex and may take two or three tries to figure out. The more words you construct, the higher your score will be. *LetterSlide* saves your highest scores to disk. Should you wish, the game gives you the option of resetting this Hall of Fame to zero.

There are 29 default levels ready to play when you first boot *LetterSlide*. Should you ever exhaust these levels, *LetterSlide* provides you with a level editor for you to make up your own levels (up to 99 per game). Or you may choose to edit existing levels. The LevelEdit program is straightforward and easy to use. You move the funny alien-baby around the screen and by pressing various keys (listed on the edit screen) you can deposit letter blocks, movable blocks, unmovable blocks, bombs, and jewels anywhere on the screen.

Here are some friendly tips that may help you enjoy your *LetterSlide* games. One of the main things to keep in mind when playing *LetterSlide* is to figure out which words you need to spell to get to the next level. Once you make this determination, you can then reserve the

letters required. Try not to get letter blocks stuck against a wall. When the letters get stuck against a wall you cannot later move them away from the wall. While moving letters around the screen, try to keep from spelling words by mistake because you will use letters up that you may need to go to the next level. The game comes complete with background music which can be switched off (toggled off) with CTRL-S. Other features include saving two different levels with CTRL-A and CTRL-B. You can load the saved levels with CTRL-C and CTRL-D. Another nice feature is that you can restart the level you are on with CTRL-R. CTRL-Q (the standard quit command for most Apple IIGS and Macintosh programs) takes you back to the startup menu screen.

I only have one real problem with the game and that is the choice of control keys to move the funny alien-baby around the screen. The game makes use of the keypad keys as follows: 4, left; 8, up; 6, right; and 2, down. Often I will miss a key and the funny alien-baby will either not move at all or it will move in the wrong direction. I would much prefer using the four arrow keys because they are located close together and are clearly labeled with directional markers. This is a minor problem and perhaps most of you can get used to the keypad keys.

One nifty little feature of the game is the easily accessed online help screen. If you can't remember the controls for the game, simply press the space bar for a pop up control screen. Along with the control screen is a list of the last ten words you have formed.

In the *LetterSlide* documentation, Kenrick Mock explains how he developed the idea for *LetterSlide* by making up word games while corresponding with his girl friend. Unfortunately, the romance didn't work out.



However, we should all be grateful to his ex-girl friend because we are now reaping the rewards of his word game correspondence. Kenrick Mock is a gifted software developer who deserves to be encouraged. In the past two years alone he has produced a handful of exceptionally high quality ShareWare games. If you like his efforts please be sure to send him the modest ShareWare fee.

Incidentally, Kenrick Mock and Sound Barrier have produced several other outstanding programs such as *Columns GS*, *Simple Animation Program (SAP)* and the companion game to *LetterSlide*, *Boggled*, where you compete against the computer to

make up words from a matrix of letters.

In the humble opinion of this reviewer, this is one of the best games to come out for the Apple IIGS in a long time.

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turn. The system will then prompt you for registration information.

A free booklet about GENie is available on request by calling (by voice): 1-800-638-9636.

Name: LetterSlide

Publisher: Sound Barrier

Author: Kenrick Mock

System Requirements: Apple IIGS, 1.25MB minimum memory, GS/OS 5.0.4 or 6.0

ShareWare Fee: \$10.00

The Pick of the Litter: DA's and Finder Utilities for the GS

by Jeffrey Frankel

[This article is re-printed from The Maine GS Apple Review newsletter with kind permission of The Northwoods IIGS User Group. Jeffrey Frankel, one of the leaders of that group, uses his IIGS for work, play, and the production of his world-renowned family newsletter. Some of you may recognize Jeff's name from the wonderful Publish-It! article he wrote just a few months ago.]

For me, half the fun of using my GS is configuring the system software to best meet my needs. I revel in checking out and poring through whatever new gimcracks and gewgaws promise to make my computer life more effi-

cient or more productive. Chances are, when I'm not doing something with my computer, I'm doing something to my computer.

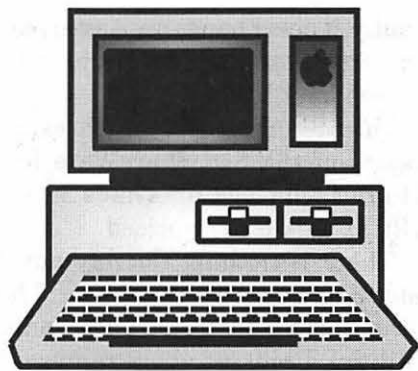
One particular interest is desk accessories and Finder utilities. I'm not interested in the technoweenie stuff (e.g., Orca-killer-whale-dorsal-fin-compiler-for-third-quarter-lunar-phase) geared toward programmers or bona fide computer nerds. What I look for is any nifty little shortcut or convenience that helps me get more out of my computer, not some time sink that enslaves me to it.

There never seemed to be any shortage of such goodies before, and System 6 has spawned a whole new

crop to choose from. Here are my favorites, listed in no particular order. With the exception of Flexiboot, all the programs discussed below were found on the Northwoods GS User Group disks-of-the-month or on disks published by Big Red Computer Club. (Address: 423 Norfolk Ave, Norfolk, NE, 68701).

Quicklaunch (Seven Hills Software; FreeWare)

If you hard drive users are tired of hacking your way through multiple Finder folders in order to reach your application's startup file, Quicklaunch is your ticket to the fast lane. After installation, your customized list of programs will



appear beneath the "Extras" menu on the Finder. Drag the cursor down the list to your program of choice, release the mouse button, and presto! You're there.

One nice feature of Quicklaunch is the special icon that displays on the "Welcome to System 6" screen upon startup. I'm fascinated by the parade of little symbols that pops into formation along the bottom of the screen at boot time. Although startup icons are entirely ornamental, a desk accessory that displays one is more valuable to me than one that does not. My long line of startup icons speaks to me. "Jeffrey," they croon, "you are a Power User. Our presence affirms your mastery of this machine that gives us life." Funny thing; my tennis racket says that I am an "Expert" even though most of my shots don't clear the net. And my birds talk to me, too. Anyway, for what it's worth, a startup icon is a plus that is noted below where applicable.

Quit-to (Karl Bunker; \$20 ShareWare)

Once Quicklaunch has gotten you where you want to be, Quit-to spares you the trouble of going back before you really need to. Quit-to allows the user to completely bypass the Finder when changing from one application to another. Quit-to is a classic desk accessory that you open

from the text-based control panel while in the application you want to quit from. Next, choose the program you want to quit to from a standard dialogue box of available on-line volumes, or from a Quicklaunch-type run list created for that purpose. Leave Quit-to, exit your original application in the normal manner whenever you're finished working in it, and in the blink of an eye your designated application is coming up on the screen. You can move at will between GS/OS and ProDOS programs. Quit-to is absolutely eerie, works flawlessly, and saves gobs of time. The ShareWare fee is high, but this gem is worth it.

Subhead 2>Flexiboot (SoftDisk GS; by subscription)

There is a special corner of Hell reserved for people who market programs that not only defy hard disk installation, but refuse to launch from the Finder desktop as well. (Children's Writing and Publishing Center, The Playroom, and various games come to mind.) The stock solution to this double whammy is to enter the text-based control panel; change the startup disk to Slot 5 or Slot 6, as the case may be; reboot directly from your application's floppy disk and then kick yourself the next time you sit down at the computer because you forgot to reset the startup disk back to Slot 7 or "Scan."

Flexiboot eliminates this annoyance by permitting the user to alter the startup disk setting on the fly. Simply hold down the open-apple key at boot time and then press the number key (usually 5 or 6) that corresponds to the slot you want to boot from. The next sound you'll hear is your floppy disk chattering happily in its drive. You can also toggle between the Fast and Nor-

mal system speeds by pressing the space bar. These startup changes are temporary. Your system will boot normally thereafter. Flexiboot is like that extra car key you carry in your wallet: It's there when you need it and out of the way when you don't.

Papersaver (Steven Cole; ShareWare, \$5)

Each time you remove your printed work from the ImageWriter II, a blank sheet is staring you in the face. Alas, that blank sheet is totally wasted unless you wrestle with the platen knob to roll that top edge back down to the print head. Papersaver is the computing environmentalist's answer to carpal tunnel syndrome.

Open up this new desk accessory and click once. The bottom perforation of your last sheet rolls right up to the edge of the front cover window for effortless tear-off. Click again, and the next sheet rolls right back down and aligns at the "first line" position on the print head. No more wasted paper between print job removals! Papersaver also performs several other useful paper management jobs from the desktop, such as setting top of form, formfeed up, formfeed down (You can't do that on the ImageWriter II printer console!), and park paper.

Because Papersaver installs as a new desk accessory, it is inaccessible from *AppleWorks Classic*. However, it can still be employed if the user quits to the Finder or any other GS/OS application before removing the work.

Automenus (Jay M. Krell; ShareWare, \$5; startup icon)

What Papersaver does for your wrist, Automenus does for the index finger on your mouse hand.



When this control panel is installed, any menu on your GS/OS application's menu bar pulls down automatically once the cursor touches it. To select a menu item (e.g., Open File), just click on it once. No more need to hold down that mouse button! You'll be amazed how speedily you can work in the Finder, *AppleWorks GS* or *GraphicWriter III* once you no longer have to d-r-a-g your way across and down the menu bar. Digital rigor mortis will be a thing of the past. Several interesting configuration options are available.

Automenus is a stroke of genius that is worth every penny of the modest ShareWare fee. After your first five minutes of using Automenus, you'll wonder why the desktop interface wasn't designed this way originally.

TeachReader (Jupiter Systems; ShareWare, \$10; startup icon)

Nothing is more annoying than popping in a new ShareWare disk and finding that you must first open a word processing application in order to read the documentation. Although the text-based "Sneeze" utility offers one way of avoiding this hassle, TeachReader is a superior alternative. Simply double-click on any ASCII or Teach file while in the Finder and TeachReader instantly displays the document in graphic-screen format. Various configuration options are available. TeachReader also displays a nifty mini-thermometer graphic animation as your file loads.

Finderview (Jupiter Systems; ShareWare, \$10; startup icon)

What TeachReader does for documentation files Finderview does for graphics files. This utility displays any *Print Shop GS* or super high

res graphic from within the Finder without need of opening *PSGS* or a paint application. Double-click on a graphic's icon and see it splash on screen. Alternatively, select multiple graphic icons and Finderview will display them in slide show fashion. Finderview is the simplest, quickest and most versatile graphic viewer I have run across.

All Except Front (Steve Bernacki; FreeWare)

Even if you've been dutifully tunneling through the various folders on the Finder desktop, it's still possible to wind up with considerable clutter. All Except Front is the quicker-cleaner-upper. Pull it down from the Extras menu or tap it in from the keyboard and watch it do just what its name implies.

UltraBlank (Robert S. Claney; ShareWare, \$15; startup icon)

UltraBlank is the best of the several non-commercial screen savers I've sampled. Although it installs as a new desk accessory, it operates in ProDOS as well as GS/OS programs (provided that you've booted from the Finder). The blanking pattern is a small colored ball (your choice of color) that slowly bounces across the screen and makes a "thock" sound each time it ricochets off the border. The whole effect is strangely reminiscent of the early paddle ball games that ignited the home video game craze some fifteen-odd years ago.

UltraBlank kicks in after a pre-set interval of no screen activity which is determined by the user. Unlike some of its FreeWare/ShareWare brethren, Ultrablank will activate during printing without interfering with the printing process; cursor position has no bearing on activation; and, most impor-

tantly, it never hangs up. Any mouse movement or keypress snaps your screen back to life.

UltraBlank is not worth every penny of the \$15 ShareWare fee. Huh? Come again? That's right. UltraBlank is over-priced.

There is nothing terribly novel any more about a screen saver. The other desk accessories and Finder utilities discussed above represent either truly innovative ideas or significant advances over other programs of their type. UltraBlank is neither. Although UltraBlank is bug-free and performs its mission well, a variety of commercial blankers are available that offer multiple blanking modules far more exotic than UltraBlank's simple display. Some of these come bundled with other desktop utilities, and most seem to be a better value.

BUT: I recently purchased one of these high-powered commercial screen savers. And the displays are dazzling indeed. However, if I do not deactivate the program before printing, my *AppleWorks GS* document comes out as a block of black bars instead of text once the screen blanks. If this problem is not remedied in an impending upgrade, I may opt for UltraBlank. So perhaps simplicity is the way to go.

Conclusion

So there you have it: the pick of the litter, the best of the breed. If you've got a favorite Apple IIGS desk accessory that you use, please let the rest of us know via the newsletter. And please feel free to drop me a line if you know of some GS desk accessories that I might include in a future article myself. I can be reached care of the Northwoods IIGS Users Group at: P.O. Box 550, Milford, ME 04461-0550.



Apple II Walkabout

by Seth Mize,
WAP Contributing Editor

They say timing is everything in business. And the Chinese have a saying that a dangerous time is a time of opportunity. At this time, I'd like to say that I'm really impressed with the vast quantity of new Apple II programs and new hardware for the Apple II, III and IIGS. I just wish I had the time to try out everything. After installing my new 8MB of RAM, I've been challenged to find a program that needs all that memory. For the moment, that will just have to wait.

Overdue Recognition

If you have a IIGS then you probably use Glen Bredon's *ProSel-16* and Apple Computer's Finder to run new programs. Tim Meekins' new *Sonic Tracker* is an interesting way to listen to music. Even though the only music I've found with anything from the '60's was a MOD file that had music that included the voice of JFK saying "It is time for longer strides."

I bet you still mostly use two 8-bit programs. Claris' *AppleWorks Classic 3.0*, and Greg Schaefer's *ProTerm 3.0* work on most Apple II's. These timeless programs are what makes your Apple II computer useful. Now, you can add the FreeWare program by Paul Lutus, *AppleWriter 2.1* to the list of really useful programs. I hope to try it out as soon as I read the documentation. Because it comes with its own programming language, it has quite a few possibilities.

I am impressed with A2.Central and all the other centrals. Tom Weishaar we missed you at Boston

this year. If you're reading this, I hope you tell Apple Computer that we would pay for a new operating system. Now that we see what was accomplished with GSOS 6.0. and 6.0.1. (No, I have not seen it yet, but Bill Tudor says that his programs work under both.)

A+InCider Magazine is really must reading. In a 17 November message on Comp.Sys.Apple2 and the *Whole Earth 'Lectronic Link*, Joe Kohn says the January, 1993 issue will have a feature length article on, quote, *Way Cool System 6*. Thanks to the support all you phone ringers gave when Joe Kohn said it was going 100 percent Mac. Keep up the good work gang!

I read messages every day from programmers in Australia, Canada, England, France, Finland, Germany, Holland, New Zealand, Russia, Singapore, and Switzerland. What a great time to have a IIGS! Now, if only there was a way to become a Beta tester for some of the new things coming out. Throw me in that briar patch with an Avatar!

Remember Thanksgiving

I remember Thanksgiving, it was the time I cleaned up my basement, so we could have company for dinner! Also, I found out where all those old DOS 3.3 programs were hidden. Hope to use the new DOS 3.3 FST to launch them on the IIGS one day. I expect it would be easier to just use my old Apple II Plus a little longer though.

Garage Sale

I hope you sold all your old things

and got some new ones at the WAP Garage Sale at Falcon MicroSystems on December 12. I know there was a big turn out to see the Mac deals and get a guided tour of Falcon's state-of-the-art computer networks. Twice a year you get to see the faces of the people who are daily contributors to the WAP, the Pi Journal and the TCS and don't always show up at the general meetings. Hope you won a great door prize and enjoyed the winter weather. I had a great time and had just enough time to rush off to our Annapolis Slice's holiday party at Kay Cave's house right after the noon tour. Thanks to Beth Medlin, our fine office manager, and the disketeria volunteers for running the membership and disk sales.

Baltimore Convention Center

Thanks to all of the folks who made our booth a fun event at the Baltimore Computer Convention and Exposition at the Baltimore Convention Center on December 16 and 17. Bill Derouin, Sandy Bozek, Kay Cave, and "Hi" to the fine folks from the Maryland Apple Corps in the next booth. Naturally, I'm partial to the Apple III demonstration we put on with John Ruffatto's help.

Hope you had a Happy New Year!

Now that the new year is upon us, it is time to think of WAP elections again. I'll be on the election committee this year, so please send in your text and photo early. Everything will be printed in the Pi Journal to save postage for better uses. And remember, it's always easy for someone else to do it. And, many hands make light work. Volunteer your time and talent. You will learn something from it that is of lasting value to you.

[Seth Mize is a IIGS owner with a basement full of Apple II's and an Apple II Plus. His son is a Mac SE/30 owner. He is one of our Apple II Editors and is the Annapolis Slice Apple II Programs Chairman]



How to Repair Your Apple II

by Don Beaty

"It isn't easy, being green..."

Kermit, ca. 1982

I'd started to think my Apple IIGS RGB monitor was immortal. It had always worked for me just as it did when I first turned it on in 1987 or thereabouts. Then without any precursor warnings, my monitor's screen lit up with a hurt-your-eyes green raster and no video. 50-dollar bills flashed before my eyes.

I'm no stranger to TV servicing, so there was no question but that I'd give it my best effort before spending the big bucks for repair or replacement. I hit the wall without service data. The local electronics-supply dealer told me, "Nah, there is no Sams Photofact for the Apple IIGS monitor. Apple never did sell many IIGS's, so Sams didn't do anything for the IIGS!" I drew myself to my full height, started to tell him about the millions of Apple IIGS computers still in use then said, "OK, and left the store. I'm tired of arguing the point.

I made my own Sams by tracing out the PC-board circuitry. A boring but necessary step. The paper schematic helped to make sense out of the voltage readings on the PC board's various test points.

its terminals. I had two good peaking coils for comparison in the red and blue circuitry. Each of these good coils measured about 10 ohms resistance. The flaky coil was open. Shorting the open coil for a test eliminated the excess green on the screen but at the expense of poor green bandwidth.

How do I get a replacement peaking coil? The local electronics supply dealer was about as helpful as he'd been with the Sams Photofact dead-end. "Peaking coils almost never fail. You have to go back to the manufacturer to get a replacement! Forget it!" This time I stood up to him, asked to see his stash of peaking coils. I needed a 20-microHenry inductor, and he did have a 22-microHenry unit. Total cost: \$1.95.

The 10% excess made no noticeable difference, and my monitor seems as good as new.

Being green is not so bad if your monitor can also be red and blue.

[Don Beaty, an Apple II enthusiast from San Mateo, California, is the Apple II Hardware Forum Assistant on the America Online information service. For information about subscribing to America Online, call: 1-800-827-6364, ext. 5776. They'll send out a subscription kit with free Apple IIe, Apple IIGS, or Mac software on request.]

The excess greenness was the result of an open peaking coil. Peaking coils are small inductors used to extend the frequency response of video amplifiers. A transistor amplifier has unavoidable capacitance that bypasses high-frequency video components. It's these high-frequency signals that enable the CRT to change brightness quickly as it forms sharp edges. Inductance, such as that found in a peaking coil, cancels capacitance. If you choose just the right amount of inductance, you can compensate for the unwanted capacitance which is exactly what happens when a peaking coil is doing its thing.

The open inductor in my monitor's circuitry allowed the green cathode on the CRT to drop about 100 volts lower than normal, and this action biased the green gun into saturation.

It was obvious that something was amiss once I'd determined that the peaking coil had 100 volts across

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Macintosh Disk Library: New Disks—Phase Three

by Dave Weikert

New Disks - Phase Three

There are 14 more disks this month; all are the result of the Mac Disketeria Reorganization. See the individual headings for the list of revised and new disks. We also revised Mac Disk #00.01, the Mac Files Listing. Descriptions of the files on the new and revised disks are included below.

Holiday Special

You have only a few more days left during December to take advantage of our Mac and Apple disketerias holiday season special prices on disks. Any order for five or more disks will cost only \$2.50 each for 3 1/2 inch disks (Mac, Apple IIGS) and \$1.50 each for 5 1/4 inch disks (Apple II/III). We also have a special on our 10 disk Best of the Pi series; \$25.00 for a 10 disk set with over 17 MB of popular programs. The disks will be available at the office. You may also order for shipment by mail; the customary shipping and handling fee of \$1.00 per disk with a \$5.00 maximum applies.

Miscellaneous Utilities

After the Disketeria reorganization, Disk series 15.XX now extends through Mac Disk #15.09B. The first disk includes files previously issued. Mac Disks #15.02B through 15.09B contain new and revised files as of November 1992. Descriptions of the new files are

included below.

We used Compact Pro to compress most folders or applications that were 100 KBytes or larger. This permitted us to include many more on each disk than in the previous collection. These compressed files (archives) are denoted with a file name that includes a ".cpt" postfix; for example, Household Shopper 2.2 f.sea. Each of the archives can be extracted with the included CptExpand 1.0. Just move the archive and CptExpand 1.0 to your hard disk or to a blank floppy disk and double click the archive to expand it. When expanded, the contents of each archive will appear within a folder.

Word Processing Utilities

After the Disketeria Reorganization, Disk series 17.XX now extends through Mac Disk #17.05B. Mac disks #17.01B and 17.02B include files previously issued. Mac Disks #17.03B through 17.05B include new and revised files as of November 1992. Descriptions of the new files are included below.

Compact Pro was used to compress the larger folders and applications. These compressed files (archives) are denoted by a file name that includes the ".sea" postfix; for example, Alpha 5.05 f.sea. Each of the archives is self-extracting; just move the archive to your hard disk or to a blank floppy disk and double click to expand it. When expanded,

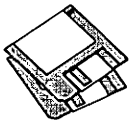
the contents of each archive will appear within a folder.

Cartridge Barter

Most of the programs in our Mac Disketeria are archived on five inch, 20 MB Bernoulli cartridges or on 45 MB 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, APS, ClubMac, MassMicro, LaCie or a number of other vendors.

About ShareWare Requests

After last month's plaintive plea, you should know why you need to send in your ShareWare fees. ShareWare is a valuable distribution channel for low cost software and we must encourage authors to use this channel by paying them for their efforts. Please, in the spirit of



the Holiday, send in those checks today.

**DISK #00.01 — C 1
THE MAC FILE LIST**

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

**DISK #15.01B — MU 1
MISCELLANEOUS UTILITIES**

CptExpand 1.0 f: By Bill Goodman. A utility for extracting files from archives created by Compacktor (now Compact Pro). **CptExpand Doc** is in text format.

Amortization 4.0 f: By David B. Reynics. Enter the loan amount, interest percent and number of payments and the program calculates loan payment and prints a depreciation schedule to printer or screen. **Amortization.Doc** is in text format. **ShareWare — \$15.**

AppleDrawer (v4.1.1) f.cpt: By Günther Blaschek of Austria. This application can be opened only if the DA **Draw** is installed. This powerful graphic tool functions like most Mac drawing tools. Don't install before reading **V4.1.1 ReadMe FIRST!** (MacWrite format) or you may corrupt your System if **Vaccine** is present. **V4.1.1 Documentation** includes essential guidance in MacWrite format. **Draw Templates f** has 15 sample templates. **ShareWare — \$30.**

ButtonPad f: By Jeffrey L. Ehrlich. An improved version of the NotePad desk accessory in application format. Lets you create up to eight different desk pad types (categories) into which you can type information. It also has automatic open, save and close features. It can load and edit text files and perform useful operations such as stripping line feeds, change capitalization, find and replace, etc. **ButtonPad Doc** is in TeachText format. **ShareWare — \$10, \$5 more for DA version.**

Cryptogrammer 1.5 f: By Gary Kowalski. This application helps you to create or solve cryptograms, sayings that are encrypted by letter substitution code. The application has three windows, a text input, text output and cipherbox window, and the interface is pretty intuitive. **CryptoDoc.macwr** is in MacWrite format. **Cryptograms Volume 2** includes a number of samples. **ShareWare — \$12.**

Household Shopper 2.2 f.cpt: By Charles R. Vass. Allows you to generate and maintain "shopping

lists" of items in different categories. An item includes name, brand, quantity/size, need to buy and coupon availability. The list may be sorted, previewed and printed. **HHS.DATA** is a sample file. **ShareWare — \$10 (source code available).**

INFOMaker v2.6 f.cpt: By Mark S. Wall. Format data from other computer systems (PCs, mainframes, etc.) or from other Macintosh applications. Places all fields of a record in order on one line, separates them with tabs, strips control characters and leading and trailing spaces, inserts information for missing data, removes any unwanted data, and sets the file CREATOR so that data can be loaded directly into an application. Can also be used to split files on record boundaries and recombine or append files. **INFOMaker ShareWare Doc** is in double clickable application format. Requires System 4.2 or greater. **Examples** includes sample data and script. **ShareWare — \$25.**

Label Manager 3.0s f.cpt: By Andrew Welch. Allows you to conveniently maintain a database of mailing labels. The number of labels may vary from a few to a mailing list consisting of thousands. **Label Manager** is flexible; it supports any printer, label "formats" which describe the size of labels and their layout on the page are user definable, labels can be printed in any font and font size, you can print one label at a time or thousands all at once, and **Label Manager** allows you to import data from other databases as well as exporting data to them. **Sample Labels** is a sample label format and **Label Manager Docs** describes the programs and the user definable options. **ShareWare — \$15.**

Mac's Bar v2 f.cpt: By Mike Warren. It allows you to keep track of your favorite bar recipes (or any other recipes for that matter). **Mac's Bar** has with it over 100 drink recipes already entered with room for about 300 more. You may also keep a very simple inventory of the drink ingredients that you have on your bar and **Mac's Bar** will search out all the drinks that you can make. **Mac's Bar** is also capable of searching out all the drinks that contain a particular ingredient. **Mac's Bar Docs** is the documentation in great detail. **Bar1** and **Bar2** are start-up bars; however you can create your own.

MacLoan 3.7C f: By Robert K. Valentine. This program should help in those situations where one is considering the options associated with borrowing money at various interest rates or figuring the amount of the interest deduction for the year for tax purposes. Many times, not all of the variables are known (interest rate, monthly payment, principal, etc.). This program comes in handy because it will solve for the unknown factor if the other two are known. It will compute the monthly payment amount, the number of months

it will take to pay off a loan, and compute the interest rate. Needs ImageWriter driver. **ReadMe First** is one page documentation. **ShareWare — \$25.**

ViewPaint 1.7: By Steve Dagley. This program is a utility to manipulate Paint and StartUpScreen documents. It allows you to open, view, convert and print documents of either type. Also, you may view PICT files. **ShareWare — \$5.**

Wine List f: Wine List: By Bill Clark. This program is a small yet full-featured data base for wine lovers and restaurants. This program will save your data in separate files, sort, edit and print formatted reports with titles. It is MultiFinder compatible and takes full advantage of large screens and the Mac II. **Sample List #1** is a list of over forty wines. **Wine List Info** in a MacWrite information document. **Free; commented source code — \$15.**

**DISK #15.02B — MU 2
MISCELLANEOUS UTILITIES**

CptExpand 1.0 f: See Disk #15.01 description.

Address Book 3.4.1 f.cpt: By Jim Leitch. This is a phone list and dialer in DA and application formats which permit viewing an index of 66 names (length limited to 40 characters) per page in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is System 6 MultiFinder and System 7 compatible. Files can be exported. **ReadMe** is in text format. **Sample Addr List** is a sample address list. **ShareWare — \$30.**

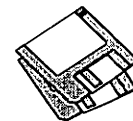
AddressBook Utilities f: By Jim Leitch. **H/C Addr to Text 1.5**, **SideKick Converter V3.1** and **Text to Address Book 3.9** permit you to convert data from HyperCard, Sidekick and Text files to the Address Book file format.

AreaCodeFinder 1.0 f: By John Calande III. Enter a city name, it sometimes finds the area code. **JJCIII Address** is in text format. **ShareWare — What you feel it's worth.**

Auspice 2.5 f: By Wayne K. Meyers. Enter reminders which are date (not time) oriented; they are automatically checked and presented to you each time you start up the Macintosh. **README Auspice v2.5** is in text format.

AutoTrade 1.0 f: By Adam Stein. An investment program that can manage an entire portfolio. It issues specific buy and sell orders with precise dollar amounts based on your individual portfolio. **Blurbs f** and **Ordering f** include information on other software packages and ordering information. **AutoTrade ReadMe** is in MacWrite format. **ShareWare — \$39.95.**

Biorhythms f.cpt: By David A. Bailey. Chart your emotional, mental, and physical well being. You can chart two persons' birth dates and compare



patterns for a given 30 days. Other statistics like number of days since birth date and day of the week for the birthday are provided. **ShareWare** – \$15.

Block Paint 1.0 f.cpt: By Kendall J. Redburn. A color paint program suitable for younger children. Painting is done with patterns that are selected from a palette. **ShareWare** – \$15.

DISK #15.03B — MU 3 MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

AxoCalculator 1.0 f.cpt: By John Clements. A general purpose programmable calculator, fully integrated within a text editor. The list of built in functions may be extended by writing programs and functions in Pascal, FORTRAN, BASIC or C (only a subset of features are implemented for each language). Files in **AxoCalculator Documentation** are in text format.

BiPlane ShareWare 2.0.3 f.cpt: By Alan G. Porter, Night Diamonds Software. This is a full-featured spreadsheet program. BiPlane worksheets are compatible with worksheets developed using other spreadsheet programs and saved in SYLK or text format. Includes 102 of the most used functions and eight types of charts. Spreadsheet size is 16,384 rows by 512 columns. Individual cells can be formatted by size, font, color and style. **BIPlane™ Help** is accessible from within the application. **ReadMe** is in text format. For Systems 6.0.3 and higher. **ShareWare** – \$59 gets you 200 page manual plus.

Blackjack Trainer Demo f.cpt: By ConJelCo. A demonstration version of the full featured program designed to teach both basic strategy and professional card counting. It corrects playing errors as you play, improves counting skills through drilling, and performs high speed simulations. **ReadMe** is in text format.

Calculator II 1.05 f: By Joe Cicinelli. A color multi-function calculator that includes trigonometric functions, functions for base 10 and natural logarithms and their inverses, a memory function for temporarily storing values. All of these functions can be invoked from the Apple Extended keyboard (F5-F15). **Calculator II ReadMe** is in text format.

DISK #15.04B — MU 4 MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

C-N Shipper f.cpt: By C-N Software. A program to simplify preparation of labels and paperwork for shipping packages via United Parcel Service (UPS). Find clients, determine costs, print labels and more. **CNS Shipper Manual** is in DOCMaker application format; double click to read it. **ShareWare** – \$25.

Calendar 2.5 f: By Jim Studt. A monthly calendar

that can show either five or seven days of the week. You may create notes in any font, size and style and may save formats as stationery. **ShareWare** – \$15.

CARP 1.0a f: By Craig Marciniak. (Craig's Audio ROM Player.) A color player for audio CDs with Eject, Stop, Play, Pause, Previous and Next functions. The Scan function is disabled. **CARP ReadMe (MSWD)** and **CARP ReadMe (MWII)** are in Word and Write II respectively. **ShareWare** – \$10.

CClock 2.2.0 f: By Stephen W. Martin. Displays a digital clock in a window on the Mac. It can be resized and repositioned anywhere on the Mac Desktop and will remember where you put it every time it is run. Allows you to select a chime to sound on the hour and/or half-hour and to specify up to 10 alarms which can be set between now and the year 2019. **CClock.DOCS (MacWrite)** and **CClock.DOCS(MSWord)** are the documentation. **ShareWare** – \$15.

DAbase3: By Vic Rubinfeld. Read and edit FoxBase .dbf files. It also has a capability to create up to a 12 field .dbf file. **ShareWare** – \$15.

Do It All! 2.5 f.cpt: By J. Christopher Bell. A job and schedule organizer where you enter jobs, appointments and schedules and their priorities. You may print out a number of reports and including, daily schedules and completed and postponed jobs. **About Do It All!** is in TeachText format. **ShareWare** – *What you feel it's worth; \$15 to \$35 recommended.*

DISK #15.05B — MU 5 MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

Delay Calc. 1.7: By DH Productions (Don Harris). A small multi-finder application. Entering the beats per minute (tempo) of your song or sequence will give you a read out, in milliseconds, of the delay time for half, quarter, eighth, and sixteenth notes, including triplets. This allows you to set up your pre-delay, digital delay or echo box to sound "in time" to your sequence (always a must for gated drums etc.). **ShareWare** – \$5.

FastLabel 3.1.3sw f.cpt: By Henry Carstens. Permits you to print a variety of labels quickly and easily. Includes standard templates for mailing, disks, VCR, and other label formats for LaserWriter, ImageWriter and DeskWriter printers. You may also create your own templates and save them for later use. This program is worth at least five times the ShareWare price. **FastLabel 3.0 Manual.Text** is in text format. **ShareWare** – \$10.

Form It! (1.65) f.cpt: By John Holder. Create forms using your favorite drawing program (anything that creates a PICT file) and then save the forms as templates with variable fields in this program.

Call up the templates at any time and fill in the fields. Comes with four sample templates; **Certificate, Invoice Form, Registration Form and Service Invoice Form.** **ShareWare** – \$45.

Gear: By Dave D. Darrah. For the cyclist. Calculates gear ratios based on wheel diameter and gear teeth for 10 through 21 speed gearsets.

GMS Calendar 1.2 f.cpt: By Green Mountain Software. A calendar and note taker in a small but handy format. When not in use, the calendar compresses to a small icon that floats on the desktop or on top of any open window. Double click **DOCMaker ShareWare Doc** to open a manual for another of Green Mountain's products. **ShareWare** – \$25.

Half-QWERTY Demo: By Matias Corp. A very strange concept for one hand typing; the opposite side of the keyboard is mirrored and you use just one hand and one half of the keyboard. It is surprising how quickly you pick up on the concept with just a little practice.

How Many Days...? 1.2 f.cpt: By Robert Howe. Calculate the number of days between any two dates or calculate the date given a date and a number of days. Good from the year 1 up to and including the year 4000 for Julian and Gregorian calendars. **Documentation (MacWrite format)** and **Documentation (MS Word format)** include an interesting write-up on calendar history. **ShareWare** – \$7.75.

It's Just a Clock 1.0a20 f: By Pete Helme. Another of those ubiquitous clocks; this one permits you to choose analog or digital format and to select font, size and style. "...A Clock" **ReadMe...** is in TeachText format.

It's Time 1.1.1: By Joseph Tarsha. Create reminder notes for a specific time and date (either relative or absolute time/date). Notifications may include sound, icon and/or message.

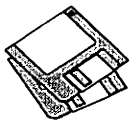
DISK #15.06B — MU 6 MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

Loodle™ 5.2.2 f.cpt: By Josh and Nick Franco. Create labels for 3.5 inch Mac disks in any of a variety of formats of commercial label stock. Just pop the disk into the drive and Loodle creates a label with disk name and files. **LoodleList** is a HyperCard stack for searching the lists produced by Loodle. **LOODLE 5.2.2 Doc** is in double click DOCMaker format. **ShareWare** – \$10.

LottoLyzer33 v4.0 f.cpt: By J. R. Lando. An analyzer designed to highlight trends or tendencies in numbers for the common 'Pick 6' type lotteries. **Lott33Docs.Word** is in Word format. **ShareWare** – \$30.

Mac a Loan 2.0d1 f: By Coconut Info. Calculates details of a loan from input information such as



loan amount and interest rate. Doesn't provide for printing, but screenshots will capture the data. **ShareWare** - \$6.

MacAClock 2.0 f: **MacAClock** and **BWMacAClock**.

By Zikif Hamdy. Color and B/W versions of an analog clock with an alarm feature. You may change the font, size and style as well as modify a number of other characteristics.

MacAmortize 1.2 f.cpt: By Charlie Moylan. Create amortization schedules from data you enter and print them or save them to disk. Unique features include an ability to show tax deductible interest and the effect of inflation. **README** is in text format. **ShareWare** - \$15.

MacAstro 1.3.1 f.cpt: By Nicolas Mercouroff. Calculate the appearance of the sky at any time and any point on earth. Also display the position of the 8 major planets, the Sun, the Moon, and 1000 brightest astronomical objects (stars and Messier's objects). **README (MacAstro)** is in text format and **Doc MacAstro 1.3 (MW)** is in MacWrite format. **ShareWare** - \$20.

MacEncryptII 1.0.1 f: By J. Clarke Stevens. Paranoid about somebody reading your private files? Use the Data Encryption Standard (DES) to scramble the bits of your files until they are totally unrecognizable. **MacEncrypt Doc** is in Word format; **MacEncrypt Doc (Text)** and **ReadMe** are in text format. **ShareWare** - \$10.

Meeting Clock 1.0b f: By Stephen W. Chapel. A clock to keep track of meeting costs; you enter the number of people and their average salary. **MeetingClock 1.0b.txt** is in text format. **ShareWare** - \$10.

Disk #15.07B — MU 7
Miscellaneous Utilities

CptExpand 1.0 f: See Disk #15.01 description.

McHurricane™ 2.0.4SW f.cpt: By William I. Chenuault. A hurricane tracking utility for the mid-Atlantic Ocean, Atlantic coast, Gulf of Mexico, Antilles and North American Pacific coast areas. **Double click me** and **McHurricane™ 2.0.4 Doc** are in double clickable DOCMaker format. **Storms f** includes plot data from prior hurricanes. Requires a Mac Plus and System 6.0.5 or later. **ShareWare** - \$25.

Moon Phases f: By David Palmer. A window shows the current phase of the moon. **moondoc** is in text format.

Network Calendar 1.2.2 f.cpt: By Tad. You may use this calendar on a single machine or may use it as a network calendar until the expiration date of the network keys. The calendar has a notation capability. **NetCal - ReadMe** is in text format. **ShareWare** - \$10 per key for network capability.

Number Crunch 1.41 f.cpt: By Jim Mahoney. A scientific calculator in both application and DA

formats that can do plots, remember variables, provide a running text record of the work done and define functions. **ReadMe** and **NumberCrunch II info** are in text format.

OrbiTracker 2.1.4 f.cpt: By Bill Bard, BEK Developers. A satellite tracking program that can store data for an almost unlimited number of stations and satellites. For System 4.1 and later and Macs with an FPU. **ShareWare** - \$10.

PICMeUp 1.0.0 f: By Samuel Herschbein. Reads files and displays any PICT resource whose ID=0 and plays any sound resource whose ID=12345. Used at the University of Washington as a startup application to present messages to students each time they boot their computers. **PICMeUp Docs MacWrite** and **PICMeUp Docs Word** are the documentation. **Chocolateware**.

DISK #15.08B — MU 8
MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

Pastelt Notes 1.0.1 f: By Bruce Beare. A computer form of the 3M Corporation PostIt Notes. You may control the font, size and style as well as text alignment. **README - Pastelt Notes** is in Word format. **ShareWare** - \$15.

PostScriptions 1.0 f: By Gregory Kruckewitt. Create certificate, button and badge text using the supplied templates and then generate PostScript files and send them to a PS printer. **PageMaker Templates** and **PostScriptions Templates** include the necessary formats. **PostScriptions Info** is in double clickable application format. **ShareWare** - \$20.

Pro Predictor 2.1.1S f.cpt: By R. Scott Smith. If you think that past performance is a good indicator of future results, this program will improve your chances of winning the office football pool for NFL teams. Includes past records of teams since the 1987 season. By the way, the 'Skins are not going to the SuperBowl this year. **Pro Predictor Manual** is in double clickable DOCMaker application format. **Caution! ReadMe First** and **Version 2.1.1S ReadMe!** are in text format. **ShareWare** - \$25.

QuickLook Shipper 2.0 f.cpt: By Shopkeeper Software. Calculate UPS delivery rates for various types of service (blue, red, etc.). **ShareWare** - \$49.

QuoteMaster 2.3.4 f.cpt: By David Harris. A quiz, originally based on Shakespeare quotes, but now applicable to any set of questions and answers you create. **QuoteMaster™ Docs (FullWrite)** and **QuoteMaster™ Docs (MacWrite)** are the documentation. **ShareWare** - \$15.

Right On Time demo 1.05d f: By John Covele. A monthly calendar, reminder and "To-do" list system. Create alarms for specific events that you want to

track. **Right On Time docs** and other documentation is in text format. Demo version is limited to 5 events. **ShareWare** - \$10.

DISK #15.09B — MU 9
MISCELLANEOUS UTILITIES

CptExpand 1.0 f: See Disk #15.01 description.

SciCalc 1.0 f.cpt: By Steven R. Costenoble. A scientific calculator that uses algebraic entry. It computes the standard scientific functions, plus one-variable statistics (average, standard deviation, and (n-1)-weighted standard deviation). **SciCalc.doc.mw** and **SciCalc.doc.word** are in MacWrite and Word formats respectively. **ShareWare** - \$10.

Simple Label 2.01 f: By Peter Kaplan. Prints multiple copies of the same label on 1 by 4 inch label stock, 12 labels to a sheet. You may select font, size and style. Useful for return address labels and any other application that requires multiple copies of the same label. **ReadMe-Simple Label** is in text format.

SpeakerPro 1.02 f: By POD Software. Manipulate speaker design parameters, calculate the sealed enclosure volume and graph the resulting frequency response curves. For Mac 512K and later, System 6.0 and later. **ShareWare** - \$15.

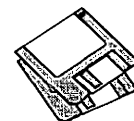
Stand 1.0 f: By Ralph Gonzalez. Illustrate the axial (front-back, side-side, ceiling-floor) standing wave patterns caused by a loudspeaker in a listening room to determine loudspeaker and listening locations which minimize room-induced coloration. **Stand Help-text** is in text format. **ShareWare** - \$15.

StopWatch 1.1 f: By Nicholas Buchhahl. Use this utility to time and compare applications, procedures and programs and as an event-logger. For Mac Plus and later, all Systems. **StopWatch ReadMe** is in text format.

SuperCheck 0.1 f.cpt: By Don Brabston. A checkbook accounting database that displays a checkbook on the screen. You can sort all checks in the database by number, payee, date, category and status. **Users Manual** and **Users Manual (MacWrite)** are in Word and MacWrite formats respectively. For Mac Plus and later, Systems 6.0.x and 7.x.

TalkingClock 1.0 f.cpt: By David Peck. Move the mouse to the lower-right hand corner of the screen and the Mac will tell you the time. **ReadMe!** is in text format.

Tape Labeler 3.0 f: **Tape Labeler 3.0:** By Johnathon Z. Simon. A real winner for tape cassette fans. Prints professional looking cassette labels on the ImageWriter or LaserWriter. There is space to type two artists, two album titles and 30 songs, plus noise reduction mode and recording dates (for each side of the tape). Specify the tape length,



bias/equalization, tape brand and tape type, a catalog number and a distinctive identification pattern. Even prints in color. **Tape Labeler 3.0 Doc** describes the features and how to customize it using ResEdit. **Source code (with comments) in ZBasic, \$15 and a blank disk.**

Test Pattern Generator 1.0.6 f: By Larry Pina. Run this program after installing screen and memory upgrades to test screen alignment. **TPatGen1.08.Help** is a help file. **ShareWare - \$20.**

The Job Hunter 1.0 f: By Michael Heerwagen. Track job contacts made when job hunting so that you may report the appropriate data to the unemployment organization in your state or locality. **The Job Hunter.doc** is in MacWrite format. **ShareWare - \$15.**

Works-Works Transporter: By Productivity Software. A file that operates with Apple File Exchange (AFE from Apple Computer, Inc.) that allows you to convert Apple II ProDOS files on 3.5" diskettes to Macintosh files. Apple File Exchange uses "transporter resources" to translate the formats of Apple II application files into the formats of files of Macintosh applications. Apple provides several transporter resources on the AFE distribution disk. This transporter allows you to convert AppleWorks Spreadsheet, Word Processor, and Database files to Macintosh format Microsoft Works Spreadsheet, Word Processor, and Database files.

DISK #17.01B — WP 1 WORD PROCESSING UTILITIES

Add/Strip 2.9.2 f: By John Wind. Adds or strips line feeds and/or carriage returns from text files; that is it converts PC format files to Mac format and vice versa. It also has a feature to strip carriage returns from all lines not followed by two carriage returns thus creating paragraphs. **Add/Strip 2.9.2 Docs** is the documentation for the program. **Edit Add/Strip 2.12** permits you to personalize your copy of Add/Strip. **ShareWare - \$25.**

Address & Mail Manager f: A FileMaker Pro template designed as an address and mail list manager for business or personal use. The template includes scripts to automate printing of #10 envelopes and mail labels on LaserWriters and to print Rolodex cards and mailing labels on ImageWriters. Other scripts automatically create MS Word mail merge files, and create output files for the DayTimer system. Template Description is in Word format and Template Description (txt) is in text format.

AddTabs 1.1 f: By John Wind. Replaces a series of spaces with a tab and removes trailing spaces. You specify the length of the string of spaces. Also removes ASCII characters with a value less than nine. **AddTabs 1.1 Docs** is program documentation.

CheckList 1.0: By ElseWare Corporation. Use to examine PageMaker files to determine the fonts, document styles and links with other documents. It shows all of the font faces, styles, sizes, etc. and their first use. It also analyzes whether the document fonts are properly supported by the PostScript drivers. **ShareWare - \$45.**

Dictionary Helper f: By Larry Pina; expanded by Arthur Naiman and others. A text file of commonly used words normally not found in the dictionaries of spelling checkers. **Dictionary helper docs (text)** tells how to add them to your spelling checker.

Evolutions 1.05 f: By Kevin M. Hoctor. Converts series of spaces in a file into tabs and removes control characters and adds or deletes line feeds (for IBM to Mac conversions and the reverse). **ShareWare - \$10.**

Excel Em Charts f: 24 48 100 Em Charts: By Andy Burns. Displays a table for each of three EM unit systems; 24, 48 and 100 Units. Each table shows the number of points moved as a function of point size and kern size. **ReadMe.txt** is a brief description.

File Decon 1.3 f: By Joe Pillera. Removes unprintable characters, such as control characters, from text files. **bad text file** is a sample file with unprintable characters that you may practice on (make a copy first).

Idealiner 3.4 f: By Jimmy Mac Software. An outliner for the Mac. Like any good outliner, it lets you organize headers on many different levels. It lets you add text to the headers and lets you print with or without a table of contents. **ReadMe first** is an "intro. to the introduction." **A Tutorial Introduction** is an actual "introduction" and tells you how to launch this program. **User's Guide** is a formal manual on how to use this program. **Translators** includes Acta and ThinkTank format converters. **ShareWare - \$30.**

DISK #17.02B — WP 2 WORD PROCESSING UTILITIES

Macify 2.8 f: By Eric Celeste. Converts a plain text document into a useful one by removing hard carriage returns, lower 32 ASCII characters (all the "control" characters) and generally cleaning up things. It also lets you modify the appearance of a document by using ligatures (the little "fi" and "fl" items seen so often in book type) and inserting proper "open" and "close" quote marks. This is a most useful program and performs a real service if you do much file transferring. **About Macify Stack** is the users manual in HyperCard format. **ShareWare - \$10.**

MS Word Stuff 1 f: Fraction Table is a file of common fractions sized for 12 point type which may be easily modified to 10 point. Saves all that work with superscripting and reduced point sizes.

NUMBERS TO WORDS is a table of numbers with corresponding all capital text for numbers from 1 to 999. **User 2** is a supplemental dictionary containing abbreviations of organizations, names of people and places and other words not in the internal Word dictionary.

TeachTextMaker 1.1 f: By Karl Pottie. Create TeachText documents with embedded graphics in the text using this utility and your favorite Word Processor and screen capture, paint or drawing program. **TeachTextMaker doc** is in TeachText format. **ShareWare - \$15.**

TIFF Art f: Header 1.- 2.- TIFF and Window 1.- 3.- TIFF are filigree that can be placed in PageMaker and other documents. **"From Page One Publications"** is in double clickable application format. **ShareWare - \$1 each.**

UpWord 1.2 f: By Jeffrey Turnbull. A ShareWare word processor (not a text editor). It has features similar as the basic capabilities in Word 4.0 (short menus preference). Just the program for basic home and business correspondence. **UpWord™ Introduction, UpWord™ Manual and UpWord™ Registration Form** are in UpWord format. **ShareWare - \$35.**

WordPerfect 5.X ↔ RTF f.sea: WordPerfect 5.0/RTF and WordPerfect 5.1/RTF: Convert between MS Word for Mac and Word Perfect for MS DOS using these translators with Apple File Exchange (AFE). **WordPerfect Conversion ReadMe** is in Word format.

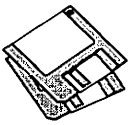
DISK #17.03B — WP 3 WORD PROCESSING UTILITIES

Alpha 5.05 f.sea: By Pete Keleher. A powerful, multi-purpose editor that allows any program- or user-defined function to be bound to any keystroke or placed into user defined menus. This is a complex editor for experienced programmers and others with a tekkie bent. Documentation is in text format. **ShareWare - \$25.**

Azile: By Tom Bender. A simple editor with a novel twist; you may place it into a mode that simulates an interview with a real jerk. The editor may be used without the interview feature. Functions include specifying font, style and size of selected text, editing functions such as search and replace and special functions such as smart quotes, line end modification, etc.

BBEdit 2.1.3 f.sea: By Rich Siegel. A full featured text editor with powerful but complex pattern ('grep') searching and matching. Additional functions include font size and style selection, removal of gremlin characters and a powerful multi-file capability. **BBEdit Notes, ReadMe and 2.1.3 Update Notes** are in text format and **All About Grep** is in Word format.

Columnbo 2.1 f: By David M. Craig. Easily format



plain text files into columns of information to permit reading them into them spreadsheet and database programs such as Excel and Panorama. Just click in the ruler to drag column markers where you want them. **Columnbo info (Word)** is in Word format. **ShareWare – \$15.**

CONText II 1.01 f: By Michael Conrad. A text editor designed to be used in conjunction with communication software and for small amounts text editing work. Has font and size, search and replace and character stripping and line ending features. Limited to files sizes 32K and less. **CONText II Docs** is in text format. **ShareWare – \$15.**

**DISK #17.04B — WP 4
WORD PROCESSING UTILITIES**

DOCMaker 3.9 f: By Mark S. Wall, Green Mountain Software. This program allows you to create stand alone documents that do not need a word processor to open them. You may include different fonts, sizes and styles and graphics and print from the document. Frequently used to document ShareWare. **DOCMaker ShareWare Doc** is double clickable. **ShareWare – \$25 with disk.**

Edit II 2.1.1 f: By Kenneth Seah. This relatively powerful text editor is designed as a replacement for the Consulair Edit text editor. It has font and size selection. It supports program editing with auto-indenting, UNIX 'grep' pattern matching search and replace functions, a Creator Names menu and other features. **Edit II Doc** and **Edit II ReadMe** are in text format. Requires System Software 4.1 and above, is MultiFinder-friendly and is also 32-bit clean and runs under System 7. **ShareWare – \$15.**

eMACs 3.0 f: By Gertjan J. Noordman and others. Based on MicroEMACS version 3.8. A powerful program editor. It has an extensive set of function key and command key based functions and a

macro recording and playback capability. The documents in **eMACs Folder** and **ReadMe** are in text format.

Excalibur 1.1 f.sea: By Robert Gotshall and Rick Zaccone. A spell checker for LaTeX documents that will also work well with plain TeX files. Requires System 6 or later.

**DISK #17.05B — WP 5
WORD PROCESSING UTILITIES**

miniWRITER 1.73 f: By David Dunham. A Desk Accessory based text editor with features such as global font face and style selection and a find command. System 7 and suitcase versions are included. **ReadMe First (mWRT 1.73)** is in text format. **ShareWare – \$12.**

Note...: By Dan Walkowski. A small application that replicates a 3M Corporation PostIt Note. Make as many copies as necessary, add your own text and leave them on your desktop, just as you would use real PostIt.

paradigma 2.0: By Espen Asrseth. Create a filter of up to 256 find/replace strings (rules) and convert any text document. Rules may be up to 10 characters each and you may specify ASCII character number replacement. You may save sets of filters and create ParaDroids which are specific character sets.

PenPal 1.2 f: By Kevin W. Gregory. A plug-in module that works with Microsoft Word to transform text into a type that appears to be handwritten. It does this by choosing from a battery of fonts designed to give the writing a look of randomness. **PenPal™ Manual & README!** is in Word format.

Pleading Paper Word 5.0: A Word document formatted as a legal pleading document. Save this in template form after you make the changes necessary to tailor it to your practice.

Reader 1.0.9 f: By Kevin Parichan. Lets you read a

variety of documents including CD, GIF, Movie, Paint, PICT, Sound, TeachText and Text. **Reader FD's** contains the drivers which need to be in the System folder, **FD Docs** is in HyperCard format. **User Doc** is in TeachText format.

Tex-Edit 1.2: By Tom Bender. A simple but capable editor. Functions include specifying font, style and size of selected text, editing functions such as search and replace. Special functions include smart quotes, line end modification, case change and character, word and line count. If you have MacIntalk in your system folder and you have turned speech on, the editor can "read" the document or selected text.

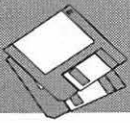
TextFilter 2.3: By Kaz Matsuk. A utility to remove unwanted returns, spaces and lines from text documents. You may also change paragraph formats to first line indent, hanging indent and block and may modify line width. You may simultaneously remove lines that start with up to four different text strings and lines that contain up to four different text strings.

unUNIX 1.1 f: By Marc Matteo. UNIX, MS DOS and many other computer Operating System file formats use a newline character to denote the end of a line while the Mac uses a carriage return. This utility changes newline characters into carriage returns. **about unUNIX 1.1** is in text format. System 6 and 7 compatible.

WordRef 1.4.1 f: By Mark Nodine. Allows Microsoft Word users to define and refer to cross-references and to automatically generate citations and bibliographies. Designed to accommodate virtually any bibliographic style or cross-referencing need. **WordRef User's Guide** is in Word format. **WordRef Stack** is provided for creating the bibliography database in HyperCard. **ShareWare – \$25.**

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 Disks	Member Price @	Extended	Name		
Singles			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, maximum \$5.00.		_____	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*

___ 1.01G - AV 1
___ 1.02G - AV 2
___ 1.03G - AV 3

Desk Accessories*

___ 10 disk set; \$30
___ 2.01D - DA's 1
___ 2.02D - DA's 2
___ 2.03D - DA's 3
___ 2.04D - DA's 4
___ 2.05D - DA's 5
___ 2.06D - DA's 6
___ 2.07D - DA's 7
___ 2.08D - DA's 8
___ 2.09D - DA's 9
___ 2.10D - DA's 10

F Keys (Function Keys)

___ 4.01A - FK's 1
___ 4.02A - FK's 2

ImageWriter Fonts*

___ 5.01A - IW 1
___ 5.02A - IW 2
___ 5.03A - IW 3
___ 5.04A - IW 4

PostScript Fonts*

___ 16 disk set; \$48
___ 6.01A - PS 1
___ 6.02A - PS 2
___ 6.03A - PS 3
___ 6.04A - PS 4
___ 6.05A - PS 5
___ 6.06A - PS 6
___ 6.07A - PS 7
___ 6.08A - PS 8
___ 6.09A - PS 9
___ 6.10A - PS 10
___ 6.11A - PS 11
___ 6.12A - PS 12
___ 6.13A - PS 13
___ 6.14A - PS 14
___ 6.15A - PS 15
___ 6.16A - PS 16

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 & CDevs*

___ 17 disk set; \$51
___ 9.01B - I/C 1
___ 9.02B - I/C 2
___ 9.03B - I/C 3
___ 9.04B - I/C 4
___ 9.05B - I/C 5
___ 9.06B - I/C 6
___ 9.07B - I/C 7
___ 9.08B - I/C 8
___ 9.09B - I/C 9
___ 9.10B - I/C 10
___ 9.11B - I/C 11
___ 9.12B - I/C 12
___ 9.13B - I/C 13
___ 9.14B - I/C 14
___ 9.15B - I/C 15
___ 9.16B - I/C 16
___ 9.17B - I/C 17

Miscellaneous

___ 10.01 - M 1

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*

___ 13.01B - T 1
___ 13.02B - T 2
___ 13.03B - T 3

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*

___ 9 disk set; \$27
___ 15.01B - MU 1
___ 15.02B - MU 2
___ 15.03B - MU 3
___ 15.04B - MU 4
___ 15.05B - MU 5
___ 15.06B - MU 6
___ 15.07B - MU 7
___ 15.08B - MU 8
___ 15.09B - MU 9

System Utilities*

___ 16 disk set; \$48
___ 16.01D - SU 1
___ 16.02D - SU 2
___ 16.03D - SU 3
___ 16.04D - SU 4
___ 16.05D - SU 5
___ 16.06D - SU 6
___ 16.07D - SU 7
___ 16.08D - SU 8
___ 16.09D - SU 9
___ 16.10D - SU 10
___ 16.11D - SU 11
___ 16.12D - SU 12
___ 16.13D - SU 13
___ 16.14D - SU 14
___ 16.15D - SU 15

___ 16.16D - SU 16

Word Processing Utils*

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

Adobe Screen Fonts*

___ 18.01A - AF 1
___ 18.02A - AF 2

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
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___ 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

___ 11 disk set; \$33
___ 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
___ 20.10 A - M II 10
___ 20.11 A - M II 11
___ 20.12 A - M II 12
___ 20.13 A - M II 13

Fun & Games Series

___ 22.01 - F/G 1
___ 22.02 - F/G 2
___ 22.03 - F/G 3

HyperCard Externals

___ 5 disk set; \$15
___ 21.01 - HE 1
___ 21.02 - HE 2
___ 21.03 - HE 3
___ 21.04 - HE 4
___ 21.05 - HE 5

Best of Pi Series

___ 10 disk complete set; \$25
___ 5 disk revised set; \$17.50

System Software

___ 6.0.3 - 4 disk set; \$12
___ 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
___ QuickTime - 2 disk set; \$6
___ TrueType - 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
Revised disk series



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
- 2. The Lair of the Minotaur - D
- 3. The Cave of the Mind- D
- 4. The Zyphur 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 Nгурct -D - P
- 24. Black Mountain -D - P - PLC
- 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 Mevtrelek - 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 - PLC
- 127. The Hunt for the Ring - P
- 128. Quest of Erebor - P
- 129. Return to Moria - P - PLC
- 130. Haradwaith - P
- 131. Nucleus of the Ruby - PLC
- 132. Rhadshur Warrior - P
- 137. The Ruins of Ivory Castle - P
- 138. Starfire - PLC
- 139. Peg's Place - P
- 142. The Beermeister's Brewery - P
- 143. The Alternate Zone - P
- 145. Buccaneer! - P
- 146. The House of Horrors - P
- 147. The Dark Brotherhood - PLC
- 148. Journey to Jotunheim - P - PLC
- 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
- 159. The Bridge of Catzad-Dum - P
- 160. Monty Python & Holy Grail - P
- 161. Operation Endgame - PLC
- 162. Eamon 7.0 Demo Adventure - P
- 163. The Sands of Mars - P
- 164. A Real Cliffhanger - P
- 165. Animal Farm - P
- 166. Storm Breaker - P
- 169. The Black Phoenix - PLC
- 170. Ragnarok Revisited - P
- 183. The Boy and the Bard - P
- 188. Encounter: The Bookworm - P
- 191. Enhanced Beginners Cave - P
- 194. Attack of the Kretons - PLC
- 195. The Training Ground - P
- 198. Revenge of the Bookworm - P
- 204. Sanctuary - P - PLC
- 205. Utterly Outrageous - P
- 206. Curse of the Hellblade - PLC
- 208. Assault on Helstar - P
- 211. Lair of the Marauders - P
- 213. Demongate - P
- 214. Deathstalker's Castle - P
- 215. Treasure Island - P
- Unk. Temple of the Undead - D
- Beginners Cave - P (Pro.Eamon.01)
- 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
- ___ GSAS-02 Hyper Mover v. 1.1 (Mac/GS)-2 Disk Set - \$6
- ___ GSAS-03 GS Bug & Debugging Tools - V. 1.6 - \$3
- ___ GSAS-04 System 6.0 - 6 Disk Set - \$18

IIGS COMMUNICATIONS (4 DISK SET-\$12)

- ___ GSCM-01C FreeTerm - (2003)
- ___ GSCM-02B SnowTerm - (SW)
- ___ GSCM-03 Mega Term V. 1.3
- ___ GSCM-04 Generic Term V. 3.2 / Telecom V. 0.28

IIGS DEMO (21 DISK SET-\$63.00)

- ___ GSDM-01 Cartooner's Demo
- ___ GSDM-02 Deluxe Paint II Demo
- ___ GSDM-03 Music Studio Demo
- ___ GSDM-04 Beagle Write GS Demo
- ___ GSDM-05 Calendar Crafter Demo
- ___ GSDM-06 G.A.T.E. Demo
- ___ GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
- ___ GSDM-08 Diversi-Tune, Nexus, ProSel 16, Salvation
- ___ GSDM-09 Shanghai Demo & Extra Tile Sets
- ___ GSDM-10 Medley V. 2.0 Demo
- ___ GSDM-11 Battle Chess Demo
- ___ GSDM-12 Task Force Demo
- ___ GSDM-13 Genesys, ProTerm 2.2, TIC
- ___ GSDM-14 Space Harrier Demo
- ___ GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
- ___ GSDM-16 AC Basic, Design Master, GS16 Forth, Micol, MicroDot
- ___ GSDM-17 GeNav, ProTerm 3.0, Viad Promo
- ___ GSDM-18 World Geography Program - Disk 1
- ___ GSDM-19 World Geography Information - Disk 2
- ___ GSDM-20 ABC Zoo, AnsiTerm, Dream Graphics. Math Blaster Plus
- ___ GSDM-21 Battle Axe, Deluxe Tetris

IIGS DESK ACCESSORIES (15 DISK SET-\$45)

- ___ 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)
- ___ GSDA-12 Desk Accessories 12
- ___ GSDA-13 Desk Accessories 13
- ___ GSDA-14 Desk Accessories 14
- ___ GSDA-15 Desk Accessories 15

IIGS DEVELOPER (11 DISK SET-\$33)

- ___ 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
- ___ GSDV-08 Miscellaneous Developer Files 4
- ___ GSDV-09 Miscellaneous Developer Files 5
- ___ GSDV-10 Miscellaneous Developer Files 6
- ___ GSDV-11 Miscellaneous Developer Files 7



IIGS EDUCATION (7 DISK SET-\$21)

- ___ GSED-01 Astr. GS: Astronomer - Disk 1 - (SW)
- ___ GSED-02 Astr. GS: Moon 1 - Disk 2 - (SW)
- ___ GSED-03 Astr. GS: Planets 1 - Disk 3 - (SW)
- ___ GSED-04 Astr. GS: Planets 2 - Disk 4 - (SW)
- ___ GSED-05 Astr. GS: sTools - Disk 5 - (SW)
- ___ GSED-06 Astr. GS: Sun - Disk 6 - (SW)
- ___ GSED-07 Astr. 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 I
- ___ GSFT-16 H-Graphic, Plain
- ___ GSFT-17 J
- ___ GSFT-18 K
- ___ GSFT-19 M-Fancy
- ___ GSFT-20 L
- ___ GSFT-21 M-Foreign
- ___ GSFT-22 M-Plain
- ___ GSFT-23 M-Graphic
- ___ GSFT-24 N-Plain, Fancy
- ___ GSFT-25 N-Foreign, Graphic
- ___ GSFT-26 O
- ___ GSFT-27 P-Foreign, Graphic
- ___ GSFT-28 P-Plain, Fancy
- ___ GSFT-29 Q
- ___ GSFT-30 R
- ___ GSFT-31 S-Fancy
- ___ GSFT-32 T-Fancy
- ___ GSFT-33 S-Plain, Graphic
- ___ GSFT-34 S-Foreign
- ___ GSFT-35 T-Plain
- ___ GSFT-36 T-Foreign, Graphic
- ___ GSFT-37 U
- ___ GSFT-38 V
- ___ GSFT-39 W
- ___ GSFT-40 Y
- ___ GSFT-41 Z

IIGS GAMES (31 DISK SET-\$93)

- ___ 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 & Docs - (SW)
- ___ GSGM-05 Bouncing Bluster Consn. Set - (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
- ___ GSGM-23 Games 15
- ___ GSGM-24 Games 16
- ___ GSGM-25 Games 17
- ___ GSGM-26 Games 18

- ___ GSGM-27 Games 19
- ___ GSGM-28 Sensei
- ___ GSGM-29 Easy Dead
- ___ GSGM-30 Space Cluster
- ___ GSGM-32 Explorer GS

IIGS GRAPHICS (31 DISK SET-\$93)

- ___ 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 Modulac
- ___ 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-22 Pics and Utilities 7
- ___ GSGX-23 3200 Pics 1
- ___ GSGX-24 3200 Pics 2
- ___ GSGX-25 FTA Xmas Demo
- ___ GSGX-26 FTA Delta Demo
- ___ GSGX-27 Animaga
- ___ GSGX-28 Sap V. 0.5
- ___ GSGX-30 Sap Spin
- ___ GSGX-31 Pics and Utilities 8
- ___ GSGX-32 Pics and Utilities 9

IIGS HYPERCARD (6 DISK SET-\$18)

- ___ 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)
- ___ GSHC-06 Fun & Games: Eamon 1

IIGS HYPERSTUDIO- DEMO (10 DISK SET- \$30)

- ___ 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

IIGS HYPERSTUDIO (13 DISK SET - \$39)

- ___ 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-02B GS Disk Library Catalog Disk 1
- ___ GSMS-03B GS Disk Library Catalog Disk 2

IIGS MUSIC (39 DISK SET \$117)

- ___ 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"
- ___ GSMU-13 Noisetacker V. 1.0
- ___ GSMU-14 SoundSmith Songs 7
- ___ GSMU-15 SoundSmith Songs 8
- ___ GSMU-16 Music & Speech
- ___ GSMU-18 Noisetacker Songs 1
- ___ GSMU-19 Noisetacker Songs 2
- ___ GSMU-20 Noisetacker Songs 3
- ___ GSMU-21 Noisetacker Songs 4
- ___ GSMU-22 GS-IRC Music Disk 1
- ___ GSMU-23 Noisetacker Songs 5
- ___ GSMU-24 Noisetacker Songs 6
- ___ GSMU-25 Noisetacker Songs 7
- ___ GSMU-26 Noisetacker Songs 8
- ___ GSMU-27 Noisetacker Songs 9
- ___ GSMU-28 Noisetacker Songs 10
- ___ GSMU-29 Noisetacker Songs 11
- ___ GSMU-30 Noisetacker Songs 12
- ___ GSMU-31 Noisetacker Songs 13
- ___ GSMU-32 Noisetacker Songs 14
- ___ GSMU-33 Noisetacker Songs 15
- ___ GSMU-34 Noisetacker Songs 16
- ___ GSMU-35 Noisetacker Songs 17
- ___ GSMU-36 Noisetacker Songs 18
- ___ GSMU-37 Noisetacker Songs 19
- ___ GSMU-38 Noisetacker Songs 20
- ___ GSMU-39 Noisetacker Songs 21
- ___ GSMU-40 Noisetacker Songs 22

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 (14 DISK SET-\$42)

- ___ 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-08D Utility Works GS V. 2.01 (SW)
- ___ GSUT-09 Utilities 6 - (SW)
- ___ GSUT-10 Utilities 7 - (SW)
- ___ GSUT-11B Utility Works Launcher v. 2.3.1-(SW)
- ___ GSUT-12 Utilities 8
- ___ GSUT-13 Utilities 9
- ___ GSUT-14 Desktop Utilities V. 3.3

3.5" DISKS

APPLE II

APPLE SYSTEM DISKS

- ___ 2APS-01 System Disk - Utilities v. 3.2-\$3



APPLEWORKS

- ___ 2AWK-01 Claris Tech Support for AW / AW-GS

COMMUNICATIONS

- ___ 2COM-01 TCS Instructions 1.05
- ___ 2COM-02 Applet V. 1.3
- ___ 2COM-03 Comm. Sys. 2.5/Z.Link 12.15 /Utilities

EAMON (ProDOS): (17 DISK SET (\$51))

- ___ 2EAM-01A Dungeon Designer, Utilities, Etc.
- ___ 2EAM-02 Adv 1, 5, 8, 12, 16, 19, 20, 21
- ___ 2EAM-03 Adv 22, 23, 24, 25, 26, 27, 28
- ___ 2EAM-04 Adv 35, 36, 37, 38, 39, 41, 45
- ___ 2EAM-05 Adv 47, 48, 49, 51, 53, 55, 56
- ___ 2EAM-06 Adv 58, 64, 68, 73, 74, 75, 76, 86
- ___ 2EAM-07 Adv 80, 81, 87, 90, 92, 93, 97
- ___ 2EAM-08 Adv 99, 100, 106, 109, 112, 113
- ___ 2EAM-09 Adv 117, 119, 121, 126, 155
- ___ 2EAM-10 Adv 127, 128, 129, 130, 132
- ___ 2EAM-11 Adv 139, 145, 148, 150, 154
- ___ 2EAM-12 Adv 149, A, B, C, D
- ___ 2EAM-13 Adv 158, 160, 166, 166A, 166B
- ___ 2EAM-14 Adv 170, 183, 191, 195, 204
- ___ 2EAM-21 Adv 137,142,143,188,208,215
- ___ 2EAM-22 Adv 146,164,198,205,211,213
- ___ 2EAM-23 Adv 159,163,165,214

EAMON (ProDOS) (LOWER CASE) (7 DISK SET \$21)***

- ___ 2EAM-15 Adv 33, 69, 77, 118, 124, 150
- ___ 2EAM-16 Adv 34, 120, 138, 161
- ___ 2EAM-17 Adv 78, 107, 108, 114, 147
- ___ 2EAM-18 Adv 91, 129, 169, 194, 206
- ___ 2EAM-19 Adv 24,131,148
- ___ 2EAM-20 Adv 126,204

*** includes 2EAM-01A

Note: (23 Eamon Disk Set-\$69.00)

EDUCATION

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

TECH NOTES (5 DISK SET \$15)

- ___ 2TEN-01B II GS Parts 1 & 2
- ___ 2TEN-02B II GS Parts 3, 4, & 5
- ___ 2TEN-03B File Types
- ___ 2TEN-04B More Tech Notes 1
- ___ 2TEN-05B More Tech Notes 2

UTILITIES

- ___ 2UTL-01 New Member Disk 2.01
- ___ 2UTL-02A DB Master V. 1.01 (SW)

5.25" DISKS

APPLE II

APPLE SYSTEM DISKS

- ___ APSD-01 System Disk-Util V. 3.2-\$1.50
- ___ APSD-02 DOS 3.3 Sys. Master/DOS 3.3 Tut. \$1.50

APPLEWORKS

- ___ APWK-01 Desk, Printer and \$ Helpers-(813/814)
- ___ APWK-02 Food. Lists, etc.-(815/816)

COMMUNICATIONS (10 DISK SET \$15.00)

- ___ COMM-01 TCS Inst. 1.05 A & B-1 of 2-(825)
- ___ COMM-02 TCS Inst. 1.05 A & B-2 of 2-(826)
- ___ COMM-03** WAPABBS.1 Docs-(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 & Telecom -(808/817)
- ___ COMM-08 MicroModem II (SW)-Hayes Term-(116/169)
- ___ COMM-09 Comm. System 2.5 / Z.Link 12.15
- ___ COMM-10 Kermit 3.87 & Docs

CP/M (11 DISK 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 Utils-(406/408)
- ___ CP/M-05 ZCPR2 Doc/Essential Util(407/410)
- ___ CP/M-06 Text Editor/ 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 \$36.00)

- ___ EAMN-01 Utilities II and III -(220/221)
- ___ EAMN-02* Dungeon Des/ Adv 38-(180/229)
- ___ EAMN-03 EAMON MASTER /Adv 42-(181/214)
- ___ EAMN-04* Adventures 2 & 3 -(182/183)
- ___ EAMN-05* Adventures 4 & 5- (184/185)
- ___ EAMN-06* Adventures 6 & 7- (186/187)
- ___ EAMN-07* Adventures 13 & 14-(188/189)
- ___ EAMN-08* Adventures 10 & 11-(190/191)
- ___ EAMN-09* Adventures 29 & 8- (192/193)
- ___ EAMN-10* Adventures 12 & 30-(194/195)
- ___ 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 Unk. & 37-(223/224)
- ___ EAMN-23* Adventures 16 & 33-(225/226)
- ___ EAMN-24* Adventures 34 & 44-(227/228)

*-Requires EAMN-03

EDUCATION (20 DISK SET \$30.00)

- ___ EDUC-01 Ed. and Personal Ed.-(76/110)
- ___ EDUC-02 Personal Ed. 2 and Ed. 3-(131/139)
- ___ EDUC-03 Math / Science and Ed. 4-(127/140)
- ___ EDUC-04 Adv. Math / Vectors / Mot.-(510/513)
- ___ EDUC-05 Albert Camus Int/ El. 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, Fr /L'Hote Quiz-(47/50)
- ___ EDUC-09 Fr. Poetry Tut /Appollinaire-(51/52)
- ___ EDUC-10 Rafel Boot Disk and Rafel-(55/56)
- ___ EDUC-11 Tic-Tac-Toe in Sp. /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 Assem/Disassem/Screen Edtr-(700/701)
- ___ FRTH-02 Go Forth Tut./Fig/Forth 78-(702/703)
- ___ FRTH-03 Forth/Floating Point Math-(704)

GAMES (13 DISK SET \$19.50)

- ___ 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 Pinball and Arcade Games-(142/157)
- ___ GAME-06 Text Adv/Mys. House (Sierra)-(73/517)
- ___ GAME-07 Ed. Games G and H-(508/509)
- ___ GAME-08 Sports and Utils / Games-(143/160)
- ___ GAME-09 Adventures /Game Room-(811/812)
- ___ GAME-10 Haunted House-(176/810)
- ___ GAME-11 Mostly Games/Wizard Wkr I -(122/161)
- ___ GAME-12 # Games 1 / WAP Math Games
- ___ GAME-13 Smart Dice

LOGO

- ___ LOGO-01 Logo Tool Kit \ Docs-(145/146)
- ___ LOGO-02 Sam. Disk/Dallas Apple Logo-(147/158)

MISCELLANEOUS (25 DISK SET \$37.50)

- ___ MISC-01 SS (Coin Collect) /Misc.-(93/115)
- ___ MISC-02 Miscellaneous-(119/120)
- ___ MISC-03 Misc. and Recipe Files-(125/159)
- ___ MISC-04 Gtag and No Name Yet-(129/175)
- ___ MISC-05 Spec. DBs/Jim's DB (SW)-(141/504)
- ___ MISC-06 Misc/Aplesft/AppleWriterII-E-(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 (2 of 2)-515)
- ___ MISC-11 Gardner's Assistant-(518)
- ___ MISC-12 Music and Sights / Sounds-(71/126)
- ___ MISC-13 Merry Xmas/Happy Holidays-(103/165)
- ___ MISC-14 Graphics and Cat Graphix-(108/171)
- ___ MISC-15 Print Shop Graphics-(172)
- ___ MISC-16 Clr Gr. for Fun/Science /Engi.-(75/106)
- ___ MISC-17 Plots/Graphs/Charts/Graphs-(163/166)
- ___ MISC-18 Business/Math Star and SS-70/90)
- ___ MISC-19 SS (Invest.) and SS (Bus.)-(91/92)
- ___ MISC-20 Business A and B-(104/113)
- ___ MISC-21 Investments A and B-(153/154)
- ___ MISC-22 Spreadsheet A and Misc-(137/155)
- ___ MISC-23 Riley's Personal Instrumentation-(173)
- ___ MISC-24 ProDos Gr. Packer / DHR Convert
- ___ MISC-25 PSL Dual Dos

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- ___ NWPS-03 Graphics 03
- ___ NWPS-04 Graphics 04
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- ___ 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
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- ___ NWPS-17 Graphics 17
- ___ NWPS-18 Graphics 18



- ___ NWPS-19 Graphics 19
- ___ NWPS-20 Graphics 20
- ___ NWPS-21 Graphics 21
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- ___ NWPS-23 Graphics 23
- ___ NWPS-24 Graphics 24
- ___ NWPS-25 Graphics 25
- ___ NWPS-26 Graphics 26
- ___ NWPS-27 Graphics 27
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- ___ NWPS-29 Borders 01
- ___ NWPS-30 Borders 02
- ___ NWPS-31 Fonts 01

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- ___ PASC-04 Cataloger/Hires Prting /Lisp-(306/307)
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- ___ PASC-06 3D Ed./Drill /Hackers Stuff-(310/311)
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- ___ PILT-01** Pilot Language-(167)

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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)
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- ___ UTIL-10 Diversi Copy and Diversi DOS-(45/130)
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- ___ UTIL-13 Imageworks-(174/807)
- ___ UTIL-14 Auto Unshrinkit 1.1/ II Plus Shrinkit, Shrinkit 3.4
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- ___ UTIL-19 "Old" New Member's Disk-(134)
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- ___ UTIL-22 DB Master V. 1.01-Prog. Disk 1 / Sample Files (SW)
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- ___ UTIL-24 Tutorial Maker

- ___ 3AWZ-06 Contributions - Disk 1
- ___ 3AWZ-07 BankCalc - Disk 1
- ___ 3AWZ-08 BankCalc - Disk 2
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- ___ 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)
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- ___ 3BSB-08 Best of On Three-Basic Programs
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III GAMES (5 DISK SET \$7.50)

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- ___ 3GAM-02 Games for Kids - (1007)
- ___ 3GAM-03 Cap'n Magneto-Revised 1/89 - (1041)
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- ___ 3GRX-25 GIF Graphics 03
- ___ 3GRX-26 GIF Graphics 04
- ___ 3GRX-27 Grafixworks 1 and 2 (SW)
- ___ 3GRX-28 Grafixworks 3 and 4 (SW)
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- ___ 3GRX-37 GIF Graphics 05
- ___ 3GRX-38 Dino Graphics
- ___ 3GRX-39 Book Plate Graphics
- ___ 3GRX-40 Animals #1
- ___ 3GRX-41 ArtWorks
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- ___ 3INF-02C New Member's Disk - (1005)
- ___ 3INF-03 Best of MAUG - (1008)
- ___ 3INF-04 Best of The Source - (1009)
- ___ 3INF-05 Best of TAU - (1010)
- ___ 3INF-06 Best of ATUNC - (1055)
- ___ 3INF-07 Best of III's Company-01 (1015)
- ___ 3INF-08 Best of III's Company-02 (1057)
- ___ 3INF-09 The Best of Bloom-Disk 01 (1035)
- ___ 3INF-10 Impert's Corner by Bloom-(1096)
- ___ 3INF-11 Phase III Conference Plus!-(1047)
- ___ 3INF-12 Best of Ottalini - Disk 01-(1040)
- ___ 3INF-13 Best of Ottalini - Disk 02-(1058)
- ___ 3INF-14 Best of Ottalini - Disk 03-(1059)
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- ___ 3INF-16 Best of Pair BBS
- ___ 3INF-17 Reviews by Bloom
- ___ 3INF-18 III Cheers (Boot and Program)
- ___ 3INF-19 III Cheers (Volumes 1 and 2)
- ___ 3INF-20 Best of Ottalini - Disk 05
- ___ 3INF-21 Three's Company BBS
- ___ 3INF-22 Best of Bloom - Disk 02
- ___ 3INF-23C WAP 3 SIG PD Catalog (3E2P)
- ___ 3INF-24 Best of ATUNC - Disk 02
- ___ 3INF-25 Best of ATUNC - Disk 03
- ___ 3INF-26 Best of ATUNC - Disk 04
- ___ 3INF-27 Best of ATUNC - Disk 05
- ___ 3INF-28 Best of ATUNC - Disk 06
- ___ 3INF-29 How Do I?
- ___ 3INF-30 Pair/DA Data System Catalogs
- ___ 3INF-31 3Works for Apple 3-Disks 1,2(SW)
- ___ 3INF-32 3Works for Apple 3-Disks 3,4(SW)
- ___ 3INF-33 3Works for Apple 3-Disks 5,6(SW)
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- ___ 3INF-35 Best of Ottalini - Disk 06
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- ___ 3MSC-03 Contributions - Disk 02 - (1061)
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- ___ 3MSC-05 Le Grayhaven Cookbook Plus!(1097)
- ___ 3MSC-06 Double Boot (SOS, PRODOS)(1099)
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- ___ 3MSC-09 Apple III Demo Disk 03 - (1102)
- ___ 3MSC-10 Apple III+ Keyboard Demo
- ___ 3MSC-11 Best of Salerno
- ___ 3MSC-12 Apple II Boot Disk
- ___ 3MSC-13 French Tutor
- ___ 3MSC-14 Italian Tutor
- ___ 3MSC-15 Contributions - Disk 04
- ___ 3MSC-16 Bowling List /Grid Grade
- ___ 3MSC-17 Floppy Book
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- ___ 3AWZ-02 Checkbook Plus by Lomartire
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- ___ 3AWZ-04 Mortgage Templates
- ___ 3AWZ-05 Checkbook Templates



- ___ 3PCL-12 MacStuff
- ___ 3PCL-13 David Craig-Disk 1
- ___ 3PCL-14 David Craig-Disk 2
- ___ 3PCL-15 David Craig-Disk 3
- ___ 3PCL-16 IEEE Files for Apple II & Apple III
- ___ 3PCL-17 Modified Pascal Menu Maker
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- ___ 3REP-02 Apple 3 DiagnosticsDisk 02 /Block Edit by Mensh -(1094)
- ___ 3REP-03 Repairing your Apple III - (1088)
- ___ 3REP-04 Brain Surgeon - (1089)
- ___ 3REP-05 Disk Map - (1090)
- ___ 3REP-06 Disk Check and Pro Health - (1091)
- ___ 3REP-07 Vindicator,Catalyst Fixer-(1092)
- ___ 3REP-08 Block Editor, Block Byter-(1093)
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- ___ 3TEL-06 TerminALL Manual - (1032)
- ___ 3TEL-07 TerminALL Program - (1033)
- ___ 3TEL-08 WAP TCS Disk
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- ___ 3UTL-04 SOS Drivers - (1052)
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