

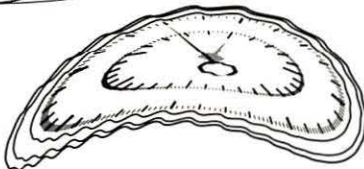
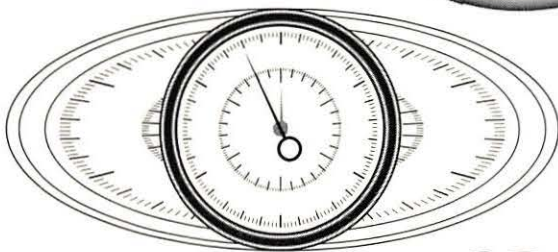
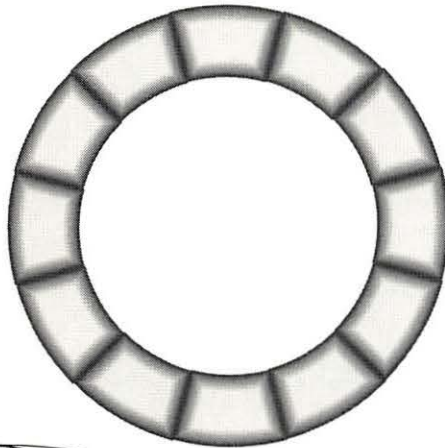
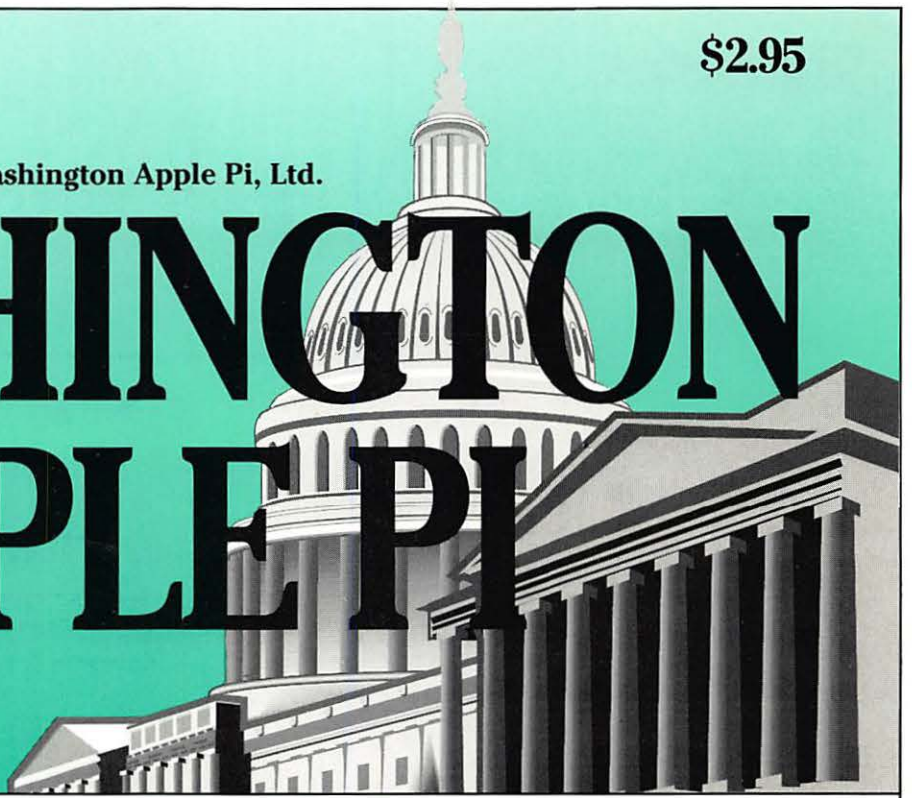
July/August 1995

\$2.95

The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 17, Number 4



**Apple DOS
Compatibility
Card—17**

Graphic Tips—26

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**Amazing
Animation—53**

WAP Election Result

by Lauri Rohn
Chair of the 1995 WAP Election Committee

The ballots for the 1995 WAP election have been counted, and the Election Committee hereby certifies the results of that election to the membership in accordance with Article IX, Section 6 of the WAP bylaws.

The following individuals have been elected as officers and directors of Washington Apple Pi:

President — Lorin Evans
Vice President, Apple II — Ron Evry
Vice President, Macintosh — Lawrence Charters
Secretary — Grace Gallager
Treasurer — Charles Froehlich

The following individuals (in alphabetical order) have been elected as directors-at-large:

Lou Dunham
Blake Lange
Robert Leedom
Dave Ottalini
Jim Page
Dale Smith
Jon Thomason
Dave Weikert
Tom Witte
Frank Zappacosta

According to the WAP bylaws, the new Board begins its term on June 1.

Thanks go to the following people for coming in to the office to help count ballots for the Pi's election. Showing up on Saturday of the Memorial Day weekend was certainly above and beyond the call of duty, and your dedication is appreciated.

John Barnes
Alden Bestul
Jennifer Elsea
Ron Green
David Harris
Dave Harvey
Jim Van Verth
Henry Ware
Rick Zeman

Special thanks go to Alvin Auerbach and Nancy Seferian for counting ballots and for serving on the Election Committee. ■

washington **Apple** pi general meetings

July 29, 1995
Fractal Designs



Interpress Technology

**Northern Virginia
Community College
Community & Cultural Center
8333 Little River Turnpike
Annandale, VA, starting at 9 a.m.**

Aug. 26, 1995
Stage: Mac Maintenance



Lobby: Annual Games
SIG presentation

Sept. 23, 1995
Back to school with
Education Month

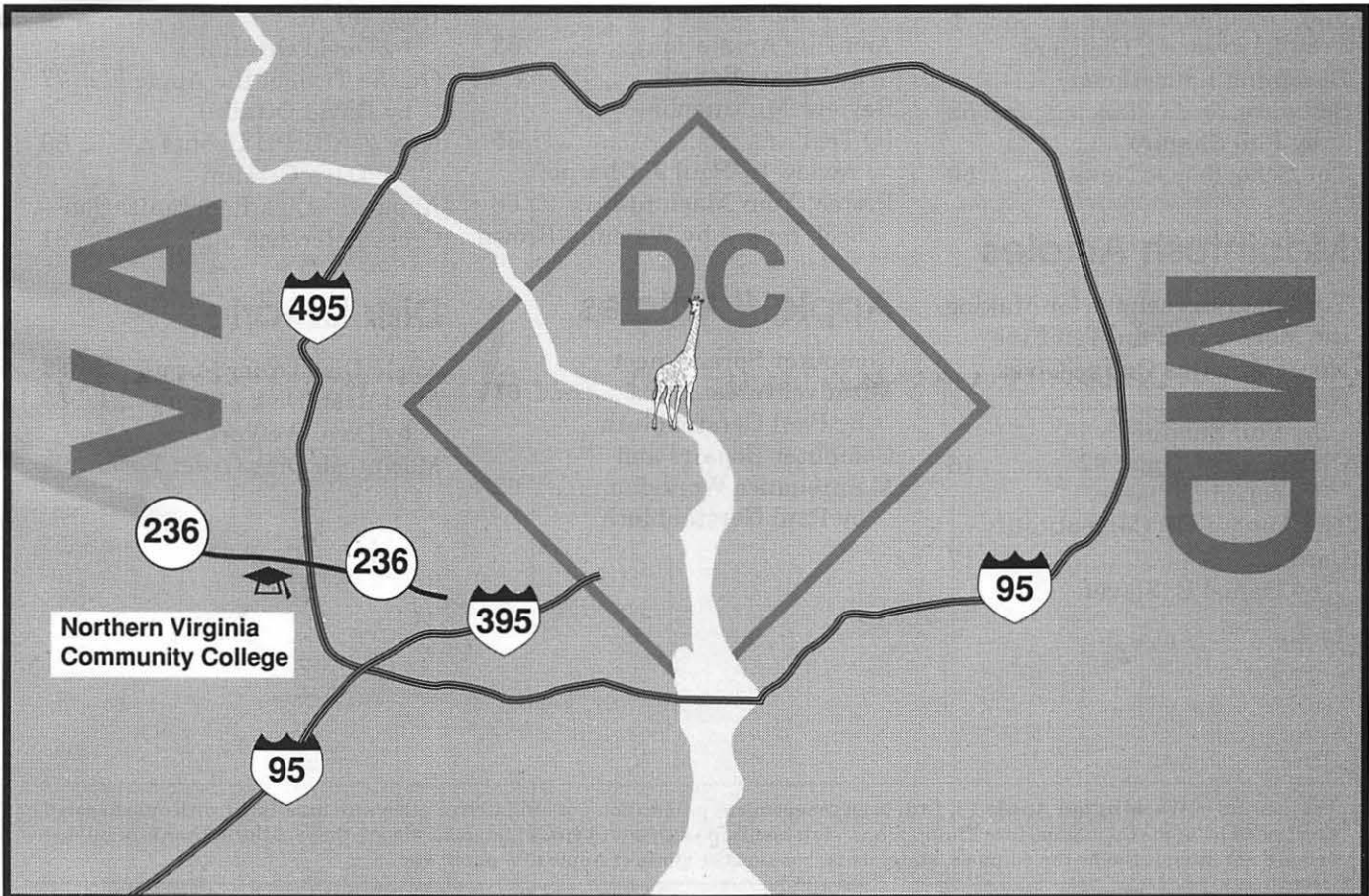


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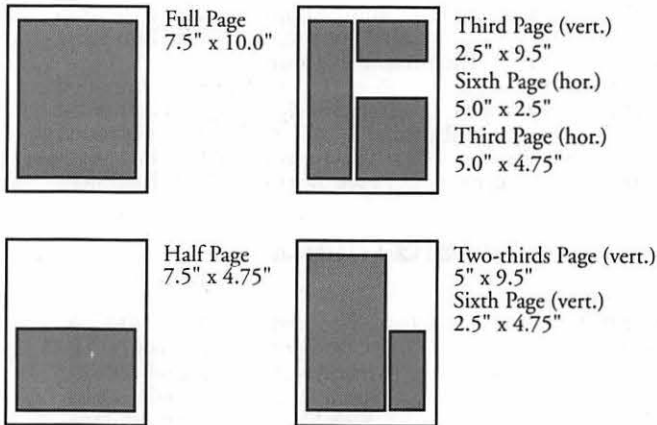
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Some Orientation Possibilities



No. of times ad runs	1	2-3	4-5	6+
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Covers	\$550	\$468	\$413	\$330
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Half Page	\$300	\$255	\$225	\$180
Third Page	\$225	\$191	\$169	\$135
Sixth Page	\$125	\$106	\$93	\$75

Special guaranteed positions incur a 10% surcharge

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

Copy may be received as traditional mechanicals, rc-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 PowerMac, proofed on an LaserWriter IINT, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 5.0, the word processing program was Microsoft Word 5.1; 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.

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Writers' submissions	
Sept./Oct.	July 26
Nov./Dec.	Sept. 26
Editors' submissions	
Sept./Oct.	Aug. 1
Nov./Dec.	Oct. 1
Ad space reservations	
Sept./Oct.	July 26
Nov./Dec.	Sept. 26
Camera-ready ad copy	
Sept./Oct.	Aug. 1
Nov./Dec.	Oct. 1

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April General Meeting

by Lawrence I. Charters

WHEN YOU ASK someone why they purchased a computer, they usually respond with lists of things they intend to do with the computer: write letters, maintain lists of things, do taxes, manage their checking and credit card accounts. But if you listen to people talk about their computers, without any prompting, the most common use seems to be "tinkering."

April's General Meeting focused on programs to help you tinker, better known as utilities. Unlike applications, which are programs you "apply" to do some task, utilities are programs which help the

computer, or help you use the computer. An application produces some tangible output, like a printed letter or check. Utilities, on the other hand, usually just make you, or your computer, happier. Screen savers, disk optimizers, file recovery programs, and dohickies that change your folder icons and play selections from *The Cranberries* latest CD when you reboot your computer are all utilities.

Some of them are more utilitarian than others.

Now: Instant Gratification

Now Software, according to their public relations information,

is one of the fifty largest software companies. This is a significant achievement for two reasons: the company isn't that old, and their main products are low-cost utilities instead of high-profit applications. Lynn Halloran, Marketing Project Manager (halloran@nowsoft.com), visited the Pi to show off their flagship product, *Now Utilities 5.0*, and two non-utility packages, *Now Up-To-Date 3.0* and *Now Contact 3.0*.

Lynn is a veteran user group speaker: she spent almost no time talking about Now Software, Inc., showed no interest in marketing comparisons with competing products, and didn't try to show overhead transparencies. Given the semi-conscious state of most Pi members early on a Saturday morning, she had the perfect strategy for waking them up: a clear, rapid demonstration of why *Now Utilities 5.0* is essential for anyone running System 7.0, 7.1, 7.5, or MacOS 7.5.1.

Now Utilities 5.0 is, as the name



System software & updates Questions & Answers Vendor Patches & Updates Macintosh Knowledge Distributed Software Information Apple II, III Announcements PowerPC Advice & Hints Newton Bad puns Hot Tips Usenet New Juicy Rumors Washington Apple Pi Events Calendar Want Special Offers Macintosh Publicly distributed software Announcements PowerPC Camaraderie Advice & Hints Usenet Newsgroups Repair Tee Help Juicy Rumors Washington Apple Pi Events Calendar Want Ads Vendor Demos & Special Offers System software & updates Questions & Answers Macintosh Announcements PowerPC Advice & Hints Usenet Newsgroups Repair Tee Help Juicy Rumors Washington Apple Pi Events Calendar Want Ads Vendor Demos & Special Offers

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suggests, a collection of pieces, which can be used individually or as an integrated suite. Some of them, such as *Now Find*, are beefed-up replacements for standard Mac features, in this case the Finder's Find command. *Now Find* offers more options than the standard command, is faster, and gives a great deal more information than even the excellent 7.5.1 version of Find, and goes well beyond anything you can do with System 7.0 or 7.1.

Other elements, such as *Super Boomerang*, are harder to describe, but addictive once you try them. *Super Boomerang* attempts to add some intelligence to the Mac's Open and Save options, using the last folder used by a program as the default, but also offering menus

within the dialog box to select other files, folders and drives. *Super Boomerang* works with *Now Menus* to "remember" recently used programs and documents, allowing you to boot your machine and launch not only a particular program, but a particular document, without ever opening a drive icon, or folder icon, or rummaging around through various windows.

While System 7.0 (and particularly 7.1 and 7.5) are much easier to manage than previous versions due to the more organized System Folder, this has had an ironic effect: people add even more elements to their system since it is easier to manage, making it more difficult to manage. *Now Startup Manager* offers an elegant method of controlling and rearranging control panels, extensions, and even fonts, going well beyond Apple's Extension Manager.

Covering all the utilities would require a full review, so we'll ignore the rest and mention *Now Contact 3.0* and *Now Up-To-Date 3.0*. *Now Contact* is a contact manager, maintaining names, addresses, and phone numbers of people you know. You can even use it to print out labels, memos, and paper-based contact books. It goes beyond the ordinary, however, in its interaction with *Now Up-To-Date*, a combination calendar and to-do manager. By itself, *Now Up-To-Date* is a calendar program of admirable elegance and ease of use, and the reminder function will keep you from missing any appointments. But combined with *Now Contact*, you can seamlessly transfer information from one package to the other, avoiding the bane of all computer users everywhere: retyping.

Now Software and Lynn Halloran should both be

complimented: they understand user groups, they know how to put on good presentations, and they know their products. Of course, it doesn't hurt that the products themselves are solid. One unexplained question: is the name Now Software a somewhat dated reference to Steve Jobs' NeXT Computers?

Waiting for Main Event

Cal Simone, founder of Washington, DC-based Main Event (mainevent@his.com, or call 202-298-9595), had a more difficult topic than Lynn. Most utilities, such as *Now Find*, have a single, clearly defined function. Main Event's package, *Scripter*, is a bit more esoteric: it helps you create, edit, and debug AppleScript scripts. Since most Mac users have no idea what an AppleScript script might be ("AppleScript script" sounds a bit redundant, anyway), Cal's first hurdle was answering the question: why should you care?

AppleScript is a system-level scripting language built-in to System 7. Starting with System 7.5, it is also built-in to the Finder, and System 7.5 includes a number of pre-defined scripts to turn file sharing on and off, add aliases to the Apple menu, turn the sound on and off, and other common tasks. System 7.5 also comes with *Script Editor*, allowing the user to write their own scripts.

So why do you need *Scripter*? And the answer is: if you have TeachText or SimpleText, why do you need *WordPerfect* or Microsoft Word? *Script Editor* is a bare-bones editor for creating and checking scripts. *Scripter*, in contrast, is an entire editing suite that allows you to create and check scripts, debug them one instruction at a time, build up libraries of reusable AppleScript code, automatically create scripts

by recording what the user does, and perform extensive search and replace functions.

The slickest capability, however, may be *Scripter's* ability to display the AppleScript vocabulary of a given program. Drag *WordPerfect 3.1* to *Scripter's* Application bar, and *Scripter* will display all the AppleScript commands known by *WordPerfect* — a far more elegant method than the usual “find the manual and look it up” approach. *Scripter* also allows you to construct AppleScript commands step-by-step by changing parameters, and then adding the completed statement to your script.

Cal demonstrated these abilities by launching several programs at the same time, and then used *Scripter* to transfer information from one program to the next. He then made a few changes to the information, re-ran the script, and AppleScript dutifully re-launched all the programs and transferred the modified data. This is the sort of complex, tedious, repetitious task that computer users dread, but AppleScript makes it easy. And *Scripter* makes AppleScript much more useful to the average computer user.

At the end of the demonstration, there were basically two questions: how much? and when? Cal replied that *Scripter* would be released “in the next couple of weeks” for \$199, and that Pi members would be able to purchase it at a special price.

I've delayed writing a meeting report for six weeks, hoping for some specific information. My last contact with Main Event, via E-mail yesterday (June 2), stated that an announcement would be made “in the next couple of weeks.” Believe it or not, I heard similar reports about *Scripter* a year ago (“the next couple of weeks”), and have decided “a couple of weeks” means one of the following:

- It may ship before this article is printed in the *Washington Apple Pi Journal*.

- It may ship before Windows 95 is released.

- It may ship before the Pi's Winter 1995 Computer Garage Sale in December (note that this may have to be switched with the previous entry).

- It may ship before Copland/System 8 is released in 1996 (note that this may have to be switched with the Windows 95 entry).

GTSI and Tektronix

GTSI, the largest supplier of Apple computer equipment to the federal government, set up shop with Tektronix in the lobby to show Pi members some new technology. GTSI has verbally expressed an interest in “increasing their visibility” with the Apple community, but hasn't figured out how to do that yet. They don't really advertise to Apple users, have abandoned Falcon's used equipment sales program (a great attention getter), and have deemphasized equipment sales to government employees. But they still *say* they are interested in the Apple community. You might want to suggest they actually *do* something the next time you talk to a GTSI representative.

Tektronix, for its part, is doing an admirable job of staking out the color printing market in the Mac world. They dominated the high-end color printing market for several years, and in the past year have made aggressive strides into the plain-paper color printing arena, and recently introduced their first dry toner color laser. They also have drastically cut prices while improving quality, always a good sales technique.

GTSI, incidentally, *does* sell Tektronix printers.

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Coming Events

July 29, 1995: the General Meeting will be at Northern Virginia Community College in Annandale, but on the *fifth* Saturday of the month instead of the fourth. Fractal Designs Corp. will demonstrate *Painter 3.1*, *Poser 1.0* (a new package for creating and posing 3D human figures) and *Dabbler 2* with the aid of a Wacom graphics tablet. Rounding out the day will be Interpress Technology showing *VivaPress Pro*, a formidable challenger to *Quark XPress* and *PageMaker*.

August 26, 1995 will feature a double program: in the lobby, Pi members will show off their favorite games. In the auditorium, we will present the first-ever Mac Maintenance Workshop, covering

π

routine care and keeping for your rodent-infested computers.

September 23, 1995 is currently scheduled as an Education month, featuring education vendors.

October 28, 1995 will feature Cyberflix, a high-end multimedia firm specializing in exotic CD-ROM games and simulations.

November's General Meeting will be held on the 18th, a week early, to avoid conflicts with Thanksgiving.

The **1995 Winter Garage Sale** will probably be held Dec. 2 or 9, which is so far in the future that Windows 95 may have actually been shipped by then.

Drawing Winners

Best carrying bag (Best Power Systems): Russell Strange

Norton Utilities carrying bag (Symantec): Donald Eckstein

FOSE gym bag (FOSE): W. J. Whetzel

FOSE gym bag (FOSE): Bill McBeath

Banyan gym bag (Banyan Systems): Gary Mannerling

Quicken 5.0 (Intuit): Dennis Kruse

Photoshop in Black and White (Peachpit Press): Nancy Seferian

Exposure (DiAMAR Interactive): Bob Hewitt

Exposure (DiAMAR Interactive): Thomas Mason

Now water bottle (Now Software): Clifton Bailey

Now water bottle (Now Software): Paul Chernoff

Now Contact 3.0/Now Up-To-Date 3.0 (Now Software): Joe Gannon

Now Utilities 5.0 (Now Software): Larry Ichter

Now Contact 3.0/Now Up-To-Date 3.0 (Now Software): Allen Kent

Now Utilities 5.0 (Now Software): John Cavallo

Credits

Apple Power Mac 7100AV

("MacBeth"): courtesy Pi office
Proxima Ovation LCD projector: courtesy Proxima Corporation
PowerPoint 3.0 (R.I.P.): courtesy Microsoft Corporation
Silver Spring Metro Center penguins: courtesy Dennis Dimick

TCS Lounging Penguin: courtesy Nancy Seferian
Setup and worrying: Bill Wydro, Tom Witte
Question & Answer Help: Tom Witte

Send meeting comments to: lcharters@tcs.wap.org. ■

May General Meeting

by Lawrence I. Charters

MEMORIAL DAY weekend saw the Pi gathered at the Holiday Inn in Bethesda, not our favorite haunt. On the other hand, the room was actually set up properly this time, the microphone worked, and we eventually figured out how to dim the lights. My goal, however, is to hold a Pi meeting in the Old Senate Chamber at the Capitol.

Specular Fantasies

While I'm waiting for my fantasy, you can construct your own using some of Specular International's superb graphics tools. Michael Nibeck, a programmer/analyst for a government contractor, displayed Specular's products in a demo that attracted lots of compliments. Nibeck is not a Specular employee, but is a Specular "evangelist," which is a combination we haven't seen before.

Among other things, Michael offered not a word of marketing hype, but displayed an intimate knowledge of high-end graphics. He talked about, but did not demonstrate, *Collage*, a graphics

composition tool (the graphics equivalent of a pagelayout package). After some initial technical problems, he gave quick, but impressive, demonstrations of *TextureScape*, *Infini-D*, and *LogoMotion*. The problems were as interesting as the demos.

Let's face it: most people fall apart when their presentation

"Instead of panicking, Michael continued talking without pause, discussing the uses of the various packages.... Meanwhile, he calmly installed fresh copies of the software.... at least one person wondered if he'd done this deliberately, just to show how easy it was to install the software."

doesn't go right. Michael had ample opportunity for a nervous breakdown: he prepared an external

disk drive with all his applications in advance, only to learn they didn't work with the Pi's Power Macintosh 7100. Specular uses a "smart" installer, and it correctly guessed he had a Quadra 700, and installed a non-Power Mac version on his drive the night before. When he tried to launch these the next morning, all he got was an error saying he was using the wrong version.

Instead of panicking, Michael continued talking without pause, discussing the uses of the various packages. Among other things, we learned that he hadn't used any high-end graphics packages at all until two years ago. Meanwhile, he calmly installed fresh copies of the software. All this was done so smoothly and nonchalantly that at least one person wondered if he'd done this deliberately, just to show how easy it was to install the software.

TextureScape proved to be worth the wait. This is a texture creation and editing utility, designed to create textures for use in other artwork from simple (or complex) PostScript outlines. Michael claimed that he spent hours just playing with it, with no particular goal in mind, when he first got it, and I believe him. The power, flexibility and ease of use of the program are addictive.

LogoMotion looks just as easy to use, and probably even more fun. Designed for creating animated logos, it is an impressive animation package even if you aren't interested in logos, with the ability to move objects around a virtual stage, add complex textured objects (from *TextureScape*, if you wish), and render highly detailed QuickTime movies, frame by frame, as output.

Infini-D, Specular's flagship package, is a powerful 3D package. You can create extremely complex three-dimensional objects, map

them with various textures, adjust the lighting (from one or multiple sources), and adjust the point of view with great ease. Michael admitted that *Infini-D* and *LogoMotion* were both packages that almost demanded a Power Macintosh to render final output; on Centris/Quadra class machines, the speed is OK, but the Power Mac's unmatched floating point math capabilities really let these programs shine.

Michael distributed some fliers with special user group pricing for all four packages. The fliers did not have an expiration date, so you may wish to call Specular at 1-800-433-7732 (info) or 1-800-213-3314 (orders) if you'd like to see if the offer is still available.

No Wine for Microsoft

Reed Probst, one of the local Microsoft representatives (reedp@microsoft.com), asked several weeks ago if the Pi would be interested in seeing *Microsoft Wine Cellar*, a computerized guide to wines. Reed doesn't drink, and neither do I, so I said, "Sure!" This sounded like it had real possibilities!

Pi members apparently don't have quite the same sense of irony, however, and indicated they'd rather see some other new titles, so Reed demonstrated *Microsoft Dangerous Creatures*, *Microsoft Cinemania '95*, and *AutoMap*.

Microsoft Dangerous Creatures is a CD-ROM-based interactive encyclopedia of more than 250 different creatures, from man (the most dangerous creature) to tigers to snakes. It makes excellent use of color graphics, sound and QuickTime video clips to present the material, much of it drawn from information collected by the World Wildlife Fund. The World Wildlife

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Fund, in fact, gets a portion of all sales of the package.

Less impressive, to many of us, was a new offering, *AutoMap*. This is an automated trip planner, showing major highways plus connecting roads for the U.S., Canada and Mexico. Built-in databases allow you to highlight parks and other attractions along the way, and the scalable maps allow you to zoom in for more, or less, detail. A year ago, this would have been quite impressive, but the computerized highway map market has become crowded since then, and *AutoMap* didn't look exceptional.

Microsoft Cinemania '95, on the other hand, was a surprise. If you can buy a paperback movie guide for \$10, why would you want a CD-ROM-based guide for (list) \$59.95? After seeing the extensive, interactive indices covering 20,000

π

movies and 4,000 actors and other movie personalities, and viewing some of the 2,000 still photographs and video clips, a better question might be: why would you buy a *printed* guide to *motion* pictures? The ability to search by title, category, director and actor makes *Cinermania* almost irresistible for movie fanatics. For Those Without A Purpose In Life, there is a roulette-style wheel you can spin that will pick a movie at random — silly, but a fun touch.

My one somewhat negative comment: consumers shouldn't have to buy *Cinermania*. Blockbuster Video should buy a million copies or so, and give them away to select customers (meaning anyone in the U.S. with a VCR). Blockbuster would boost sales, and Microsoft wouldn't lose any money, either.

Reed's demonstrations also garnered much praise, even if he didn't talk about wine.

Coming Events

July 29, 1995: the General Meeting will be at Northern Virginia Community College in Annandale, but on the *fifth* Saturday of the month instead of the fourth. Fractal Designs Corp. will demonstrate *Painter 3.1*, an incredible paint package designed to produce artwork that looks like it came off a canvas, rather than a computer; Poser 1.0, a new package for creating and posing 3D human figures; and *Dabbler 2*, a drawing package for those who don't think they know how to draw. The demos will be performed with the aid of a Wacom graphics tablet, the top-rated graphics tablet for freehand art.

If this doesn't excite you (and it should), then stick around for Interpress Technology's demonstration of *VivaPress Pro*, a page layout package with European roots intended as a challenger to *Quark XPress* and *PageMaker*.

August 26, 1995 will feature a double program: in the lobby, Pi members will show off their favorite games. In the auditorium, we will present the first-ever Mac Maintenance Workshop, covering routine care and keeping for your rodent-infested computers.

September 23, 1995 is currently scheduled as an Education month, featuring education vendors.

October 28, 1995 will feature Cyberflix, a high-end multimedia firm specializing in exotic CD-ROM games and simulations. They plan on showing *Skull Cracker*, which normally wouldn't appeal to me except that they describe it as "not for senators or other weak-willed weenies." Senators? I'm also looking forward to *Dust: A Tale of the Wired West*, which has such a great title I'll probably buy it even without a demo.

November's General Meeting will be held on the 18th, a week early, to avoid conflicts with Thanksgiving. Lots of people want to come, but they are all hoping someone else cancels out earlier in the year, so nobody has committed yet.

The 1995 Winter Garage Sale will probably be held Dec. 2 or 9, which is so far in the future that Windows 95 may have actually been shipped by then.

Drawing Winners

The Trail Guide to Prodigy (Addison-Wesley): Alvin Auerbach

Computer Privacy Handbook (Peachpit Press): Harold Bullis

Irc Survival Guide (Addison-Wesley): Allen Kent

Silicon Mirage (Peachpit Press): Morris Pelham

Internet White Pages (IDG Books): Dave Weikert

Macintosh Bible (Peachpit Press): Ron Ostrow

LogoMotion (Specular): Clifton

Bailey
Collage (Specular): Jennifer Elsea
TextureScape (Specular): Jan Bailey

Infini-D (Specular): Harold Hopkins

Type On-Call (Adobe): W. Romanek
Microsoft Works 4.0 (Microsoft):

Dave Harvey, Prince Williams, Bill Geiger, Bill Krieger, Attila Horvath

Microsoft T-shirt (Microsoft): Dave Meixner, Ralph Lingeman, Donald Fortnum, John Barnes, Caroline Quandt, Hal Crumly, Ron Green, Roger Firestone, Charles Frohlich

Credits

Apple Power Mac 7100AV ("MacBeth"): courtesy Pi office

Second Power Macintosh 7100: supplied by Microsoft for their demo (let's give a big cheer: they're finally giving their representative decent tools!)

Proxima Ovation LCD projector: courtesy Proxima Corporation

PowerPoint 3.0 (R.I.P.): courtesy Microsoft Corporation (yes, yes, Microsoft *has* given the Pi a copy of 4.0, and I own a copy of 4.0, and the Pi owns a Power Mac, but I don't, so stop bugging me)

Silver Spring Metro Center penguins: courtesy Dennis Dimick

TCS Lounging Penguin: courtesy Nancy Seferian

Setup and worrying: Bill Wydro, Tom Witte

Question & Answer Help: Tom Witte

Send meeting comments to: lcharters@tcs.wap.org.

StockSIG for June

by Morris Pelham

OUR BIG LIGHT out in the parking lot has disappeared. We miss it. I used my flashlight again, but we are looking forward to the completion of the office renovations.

At our April meeting we reviewed how well we did during the first quarter, and we did better! We did super! Of course it did help to have a bull market.

“That’s right, we now have a place of our own on the TCS. We have a board called “StockSIG online” for questions, answers and comments on anything relating to stocks, investments, saving for retirement, etc. We do ask that people selling financial advice or financial products not do so there.”

My long-term beating the Dow portfolio for 1994 had a profit of only 5.5% at the end of 1994. It now has a profit of 20.5%, after 16 months.

My long-term beating the Dow portfolio for 1995 has already a profit of 13.3%, after 4 months.

Mark Pankin was profiled in a “Smart Money” column in the *Washingtonian* April issue. They said he “racked up a ten-percent yield last year” and he showed us at the April meeting that he is doing

better than that now. Peter Hui brought us several charts showing his profits compared to the S&P 500 using the Fidelity Select mutual funds in three portfolios.

Bob Pallaron tells us that his “black box” software has been changed by the provider and he has now invested real money in it’s recommendations.

I have a letter and floppy from Monty Lee in Tennessee, who sends us his reviews of many of the current financial programs for the Mac. I will have his reviews at our meetings for any who would like to see them. I have referred Monty to our new home on the TCS, StockSIG online, so you might meet him there.

That’s right, we now have a place of our own on the TCS. We have a board called “StockSIG online” for questions, answers and comments on anything relating to stocks, investments, saving for retirement, etc. We do ask that people selling financial advice or financial products not do so there. Otherwise, anything goes and all are welcome. If you’re a little shy about asking a novice type question at one of our meetings, or you came to one of our busier meetings and couldn’t get a word in edgewise, here’s your chance. We also need people to answer questions, so if you have some experience and are willing to share, please do.

In other good news, *Barron’s* has again commented favorably on our beating the Dow strategy. They call it the “Dogs of the Dow” and in the April 10 issue they said “In the first quarter, the Dow Dogs returned a collective 13% ... good enough to beat more than 99% of all general US equity funds.”

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office. ■

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by Morris Pelham

DOES IT FEEL LIKE 1987 again to you? It does, a little bit, to some of us.

In 1987 the Dow began the year at about 2000 and went up to about 2700, or 35%, by August. Then it started back down and finally crashed in October, losing over 500 points in one day.

This year the Dow began the year just over 3800 and went up to just over 4400, or 15%, by May. If it goes up 35% this year, that would take it over 5100. What might happen next?

At our May meeting, we talked about that. I brought in and passed around my copy of the *1995 Stock Trader's Almanac* which reports that the average gain in a pre-election year like 1995 would take the Dow to 5400. Then I asked who thinks the Dow will go over 5000 this year, who thinks it won't? We had 4 who think it will, 7 who think it won't and one abstention. By the end of the year we'll all know.

Mark Pankin brought in and gave away copies of his reports on how we're doing so far this year. He calculates our beating the Dow portfolio is up 14.8% as of May 10 and his Fidelity Select portfolios have annualized composite returns of 18.57% and 19.12% as of May 8.

Bob Pallaron, Peter Hui and Phil Stewart also brought in and gave away copies of their results so far this year, which are similar.

We had a pretty good general discussion about our investment strategies thus far this year, the dangers and the opportunities. See you next month!

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office. ■

WEDNESDAY NIGHT, May 31, a group of about 8 met at Tom Witte's house in Alexandria to show off their latest projects and discuss hardware and software. The meeting/pizza fest started upstairs in Tom's small "multimedia workshop" for a demonstration of Ted Thomas' "I.O.T." project. This project was created with the Apple Media Tool as a 'proof-of-concept' for Ted's company. Long-range plans are for the project to become a full-fledged kiosk presentation, complete with some limited user input and many videos. Ted explained the process of putting the videos and the project itself together. Many of us were interested to learn that AMT is an object-oriented, drag-and-drop programming environment. Ted ran his project off a 1 Gig (?) HD that he connected to Tom's Quadra A/V.

When Ted's demo was finished, we took a look at a demonstration of QuickTime VR, provided by Tom Berens. [Ed. Note: There is an article in the July '95 issue of *MacWorld* on QuickTime VR and how it's done, page 98.] The demo came on a floppy disk, and showed the courtyard area of what appeared to be a site somewhere in Europe (maybe England?). After seeing the demo, the group came up with a number of ideas and projects which would be perfect uses of QTVR.

The group then moved downstairs to Tom's living room to chow down on some Armand's pizza and a few beers, while watching videos of other projects done by SIG members. Scott Smurthwaite showed two versions of a QuickTime "B-movie" he wrote, directed and starred in called "Psycho Thrilla-Chilla: Killer Knight." The movie ran 4 minutes, was taped with an 8mm camcorder,

edited using Avid's VideoShop, and had special f/x added with PhotoShop. After watching this movie, you might want to watch your back around this guy!

Stuart Bonwit then showed off his latest project, "Swan Lake." This is a project Stuart originally started on his Atari many years ago. The group saw video of that original project, and Stuart has done a fantastic job revising it on the Mac. Although Stuart professed to be unhappy with the "smoothness" of his ballerina's dancing, the rest of us were quite impressed. We also were lucky enough to see video of Stuart's older Atari projects, and

"Stuart Bonwit then showed off his latest project, "Swan Lake." This is a project Stuart originally started on his Atari many years ago. The group saw video of that original project, and Stuart has done a fantastic job revising it on the Mac. Although Stuart professed to be unhappy with the 'smoothness' of his ballerina's dancing, the rest of us were quite impressed."

the "final" version of his "General Levine" project. Can't wait to see more, Stuart! Stuart uses Adobe Premiere and a modelling and animating program, Macromedia's Swivel 3D Pro, to work his magic. He prints the projects to videotape from his Quadra 660A/V.

Finally, Bruce O'Leary had a tape with three projects on it. The first was a 30-second piece titled "Media Outlets" created entirely in Adobe Premiere. It was created as the end of a larger project done for his girlfriend's PR firm. "Media Outlets" was printed to videotape through a Spigot II Tape board in Bruce's Quadra 650. The video was then used as a source tape by an online PC-based video system at the PR firm, and dubbed into the final product. (QT on a Mac to videotape to PC to final product!) Bruce's second project was an 8-minute marketing piece for his soon-to-be sister-in-law, who happens to be a potter in Alaska. 35mm photos of her work were put on Kodak PhotoCD. Bruce then "cleaned them up" in Adobe Photoshop, and assembled them into a QT movie with Adobe Premiere. The final project Bruce showed was his very first QT movie attempt; he created a "QuickTime Resume" with Premiere, Photoshop and SoundEdit Pro.

The night ended with a lengthy discussion that centered on "how to make money with QuickTime." Tom gave a "short story version" of how to start a business, and various motivating factors for then making money (helps keep the creditors away!) One theme that played out through the discussion was how important word-of-mouth can be, as well as the importance of contacts. You never know who may know whom, or where your projects may be shown.

The next meeting is tentatively planned for next month, at a site and time to be announced later. Check C3B20 on the TCS for updates!

On a final note, we would like to thank Tom for opening his home and computer to us. Thanks, Tom! ■ *b. o'l.*



Women's SIG

THE APRIL 28, 1995 Women's SIG meeting was the first one we've had in our new office on Parklawn Drive. Even though construction was underway and walls and boxes and piles were in flux, *we had our own space back.* We started off with dinner as usual, well, not really as usual. The microwave isn't available for use until there are some changes made to the electrical system, so Grace Gallager prepared a meal for us that didn't have to be cooked—all kinds of wonderful salads, cold cuts, and sandwich makings. Mmmmm.

Jon Thomason, our TCS head Sysop, was at the office working on the TCS, so we invited him to join us for dinner and entreated him to tell us about the new Explorer service the TCS is adding that will enable our WAP members to be on the Internet. Three of our members signed up that night!

Next we held elections for a new Women's SIG Chairperson and Tayloe Ross was elected unanimously. Tayloe has lots of ideas for our meetings and has asked for you to contact her if you want to help in any way or if you have some ideas too. Many thanks to Ann Aiken who has ably served as Chairperson for two years now. We have certainly appreciated her contributions to our group.

After elections, the scanner that belongs to the office was set up and Nancy Seferian and Ann Aiken demonstrated how to use it. After the demo several of us scanned colored photos we brought and

saved them to disk to use in applications on our home computers.

To go along with Washington Apple Pi's new Explorer Service, the Women's SIG is planning to have demos on Internet from time to time. The demo at our August 24 meeting will update Explorer and will deal with systems we can use while our Explorer Service is being developed, such as CapAccess and the Montgomery County Library System, and SAILOR. We'll have a preliminary briefing on Internet structure, too.

Our meetings will continue to be every other month on the fourth Thursday of the month. The Thursday, June 22nd meeting will occur after these notes appear in the Journal, so a meeting summary for June will follow in the subsequent Journal. The next meeting after June will be on Thursday, August 24th. R.S.V.P. Grace Gallager (703) 222-4570 (Metro) if you plan to attend so we can plan for dinner. Call Chairperson Tayloe Ross (202) 293-7444 if you would like to be on the mailing list, if you have any ideas for meetings, or if you want to help in any way. ■ *n. s.*

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Tips and Suggestions for Making the Most Out of the Ten Free Hours America Online Gives Newcomers

by Phil Shapiro

AMERICA ONLINE (AOL) gives new members ten hours of free time to browse their online information system. Ten hours is a generous amount of time to explore the service, but without guidance these ten hours can evaporate quickly. This article gives tips to help Mac users make the best use out of their ten free hours.

The most productive use of your ten hours accomplishes two goals:

1) Helps you become comfortable using all the features on the AOL software, and, 2) Helps you gain an overview of the information resources available on AOL.

The Macintosh Forums

While AOL has hundreds of interesting "forums" to visit, probably the most valuable services are the Macintosh forums and file libraries. These are well worth browsing. Whatever your interests might be on the Mac, here you'll find kindred spirits exchanging ideas and questions with one another. The file libraries, in particular, are a real treasure. Unlike the file libraries at ftp sites on the Internet, you can browse descriptions of the files on AOL, helping you separate the wheat from the chaff.

One of the most useful files you can download is the "AOL FAQ" freeware file. This immensely informative file gives the answers to hundreds of "Frequently Asked Questions" about using AOL with

Macs. To locate this file, use the AOL "Goto" menu, and choose "Keyword." When prompted for a keyword, type in "quickfinder." This will whisk you to the screen where you can search all the Mac file libraries on AOL.

Then search under the term: "AOL FAQ". If several file names are shown, download the one with the most recent date. The file will end up in the folder called "AOL Downloads"

"What other areas of AOL are worth visiting and browsing in your ten free hours? 'Clubs and Interests' has dozens of interesting discussion forums on subjects from photography to disabilities to writing. Time spent browsing 'Clubs and Interests' can be quite productive."

on your hard drive. Double-click on this DocMaker file to read the informative information on your screen. Pay particular attention to descriptions of how to use the AOL Flashsessions feature. Using Flashsessions can minimize your connect time, thereby minimizing your monthly AOL bill.

Member Services

Another AOL area worth browsing is Member Services. This is the section of AOL where you can go to get free information about AOL. Your online connect time is switched off when you're in this section of AOL.

This is the place where you can write e-mail questions to AOL tech support staff. They will send you answers to your questions within 24 to 48 hours. You can also find a service called "Tech Support Live" here. It's possible to type a question directly to an AOL support person and have an answer given to you right on the spot.

While the idea of live, free tech support has a certain inherent appeal, I have used this service only once or twice in my three years on AOL. My sense is that you can get more complete answers to your questions by sending regular e-mail to the AOL support staff. Also, your e-mailed questions can be more detailed. (The nature of Tech Support Live is that both questions and answers are short and quick.)

Members Helping Members

In contrast to Tech Support Live is the "Members Helping Members" discussion forum. Here, AOL members can answer each others questions. I find this area to be the best kept secret on AOL.

Think about it: America Online probably employs about 700 persons in their tech support services. The total AOL subscribership is 2.5 million people. Stands to reason you might obtain more detailed and thorough answers if you asked questions of the latter group. (Not that the AOL tech support people aren't knowledgeable, helpful, and friendly. Just that they have a fairly busy workload answering 2.5 million subscribers' questions.)

Use keyword "MHM" to quickly get to Members Helping Members.



The whole idea behind MHM is an excellent one. Everyone wins.

"People Connection" — Worth Missing

It's worth spending a moment here discussing some of the less productive ways to spend time on AOL. "People Connection" is AOL's online chat areas. You can easily spend three or four hours frittering away time doing online chats with people you've never met (and are unlikely to meet again). Online chatting has its uses, to be sure. But "free-form" chatting serves no useful purpose, in my view.

Some people justify using People Connection by saying the chats helps them meet others online. A better way of connecting up to those with similar interests is to note the user names of people who upload interesting files to the AOL file libraries. Also, note the user names of people who post interesting questions (or answers) in the AOL discussion forums. Then send them a short "Hi there" message. Keep such "first-contact" e-mail messages short, allowing the recipient of the message the option of choosing to establish an online rapport or not.

While it's tempting to spend an hour or two browsing Compton's Online Encyclopedia, in the Reference section of AOL, you're not going to become all that much wiser for doing so. The online encyclopedia is a useful resource, to be sure. But not a whole lot more useful than the encyclopedias at your public library.

What other areas of AOL are worth visiting and browsing in your ten free hours? "Clubs and Interests" has dozens of interesting discussion forums on subjects from photography to disabilities to writing. Time spent browsing "Clubs and Interests" can

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be quite productive. For my money, the individual file libraries in "Clubs and Interests" are the most interesting and valuable.

How about all the online publications on AOL? Yes, you can read some of the articles from the *New York Times* online. You can also check the online version of *The Atlantic Monthly*, and a dozen or two other publications. These are all mildly interesting, to be sure. But not worth spending more than ten or twenty minutes perusing.

Highly Classified

One particular area of AOL I enjoy visiting is the computer classifieds area. (Keyword: classifieds). In this section you can browse dozens and dozens of listings of second hand computers (and peripherals), all nicely organized into folders. I find it fun to keep track of the prices of secondhand Macs and Apple IIs. You can also find some real bargains on software, here.

Note: About one third of the computer classifieds are posted by various businesses, and actual Apple dealers. These folks often accept credit card purchases, even for "refurbished" goods. Inside tip: The best time to check the classifieds is late Sunday evening. Weekends are the busiest days of the week for new

classifieds to be posted. Good deals are often snapped up within two to three hours of the classified being posted.

Take the opportunity to practice posting a classified yourself. List any old item you'd like to sell (or buy). To minimize your connect time, compose your classified off-

Footnote: Montgomery County residents might be interested to know that Groliers Electronic Encyclopedia is available for free and unlimited remote use via the county's Public Access Catalog. Phone: (301) 217-3906. You do need to have a Montgomery County library card to use this service.

Further info about the various "Public Access Networks" around town can be found on the Public Access Networks board, in Conference 1 of the TCS. This board is co-hosted by David Harris and myself.



"I guess the most important tip I might pass along to AOL newcomers is to not get distracted by areas of AOL that don't hold an immediate interest to you."

line, in your favorite word processor. Then copy to the clipboard, quit the word processor, boot AOL, go to classifieds, and then paste your text into a new classified.

Off-Beat Activities

Macintosh enthusiasts often enjoy trying offbeat, whimsical ways of doing things. Here are some tips for offbeat activities to try on AOL.

One fun activity is to do open-ended searches in the AOL Member Directory. The Member Directory is a list of all AOL members who voluntarily enter information about their work and interests. The directory also includes personal information, if a person so chooses, and a short personal quote or "saying to live by."

Last week I did a search on "gifted" to track down other educators who have a special interest in working with gifted students. The search located several hundred people with the word "gifted" in their Member Profile. Only a quarter of these were educators interested in gifted education. Still, a successful search in the larger scheme of things.

You can let your imagination run free when you search the Member Directory. On a lark, this evening I searched under the word "puppeteer," and was astonished to see how many database hits resulted. You could also search for the names of some of your childhood friends. Who knows? Some of them may be

just a single e-mail message away. Wouldn't it be a great surprise for them to hear from you?

You can also search the Member Directory for the name of a particular software program. PhotoShop enthusiasts, for instance, might list "PhotoShop" as one of their hobbies. Friendly tip: The Member Directory doesn't give you all that much room to enter your list of hobbies and interests. But the text field they give you scrolls horizontally. You can see about 50 characters at once, but your list of hobbies could be as long as 100 to 150 characters, I've discovered.

Use the space they provide you to tell about some of your interests. Think of it as a mini personal home page. As a matter of fact, setting up your Member Profile is a highly recommended thing to do. An empty Member Profile is a sure indicator of a neophyte newbie. A filled in Member Profile indicates you're a clued-in, with-it, right-on-the-ball kind of person.

Conclusion

There are dozens of areas of AOL I have yet to explore, even having spent over a thousand hours on the system. But all in all I've been quite happy visiting the few "quality areas" I do visit.

I guess the most important tip I might pass along to AOL newcomers is to not get distracted by areas of AOL that don't hold an immediate interest to you. And keep in mind that the real value of all information services are the other people who subscribe to the service. Their skills, knowledge, and talents are what make online communications so promising for all of us. ■

[The author teaches the "Intro to Mac Telecommunications" tutorials for Washington Apple Pi. He can be reached via Internet e-mail at: pshapiro@aol.com, or via voice phone at: (202) 686-5465.]

ClarisWorks Triplet #2

by David L. Harris

OBJECTS MADE with certain ClarisWorks Draw tools, or Clip Art created in some programs such as ClarisDraw and imported into ClarisWorks, may **print** with unexpected borders or outlines. This is true with my HP DeskWriter 550C printer, even when the outline width has been set to "None" and **no border shows on the screen**. These unwanted borders may be eliminated by converting the object to PICT form. There are several ways to do this. One way is to do a Save As... with separate files containing each offending object, and choose PICT format in each case. Close the files, then open them and use the converted objects. I find the easiest method is to cut the selected graphics to the Clipboard, paste them one by one into the Scrapbook, cut them from there and paste them into the desired document. This procedure converts graphics to PICT, and they will then print without the unexpected border. Converting graphics to PICT form seems to cure a number of ClarisWorks ills. See for instance the article "How to Create Re-Sizeable Graphics" starting on page 3 of the *ClarisWorks Journal* for January 1995.

With the HP 550C you can use the Preview button, in the dialog which appears when you choose Print from the File menu, to detect any unwanted borders before printing. They will show there even when they are invisible when looking at the document itself onscreen. After Previewing just click Cancel if you see an unexpected border you don't want to print.

For more information about the *ClarisWorks Journal* contact ClarisWorks Users Group at Box 701010, Plymouth, MI 48170. ■



The Apple DOS Compatibility Card

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applications at home.

If you own a PowerMac 6100 or a Performa 61xx, Apple may have just the solution to the dilemma. Of course, you can always buy a "Wintel" machine, or maybe run Insignia Solutions' SoftPC or SoftWindows.

Owners of PowerMac 7100s or 8100s can look to Reply Corporation's "DOS on Mac" add-in board, which is essentially identical to the Apple DOS product.

After doing a little market research, I settled on the Apple DOS Compatibility Card as the right solution for my needs. Buying a whole new machine to operate in that "other" environment seemed too expensive and I am space-

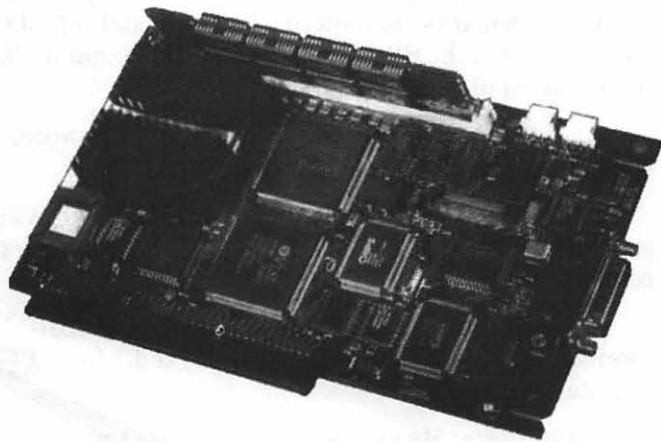
constrained in my small office. SoftPC or SoftWindows, although well-done, are just too slow, and there are compatibility issues with the latest Windows software.

Apple's fax-back service provided me with the technical information I needed to make the fateful decision. I placed an order with MacMall and received the computer on a board the next day. I elected to purchase a 4MB SIMM (not installed) at the same time, since I did not want to participate in memory sharing between the PowerPC (I use a Performa 6112CD) and the '486. This brought my total cost, in late March, to \$869: \$699 for the card, \$145 for the SIMM, and \$3 for shipping and handling.

Enough Rambling! Tell me about the card, already!

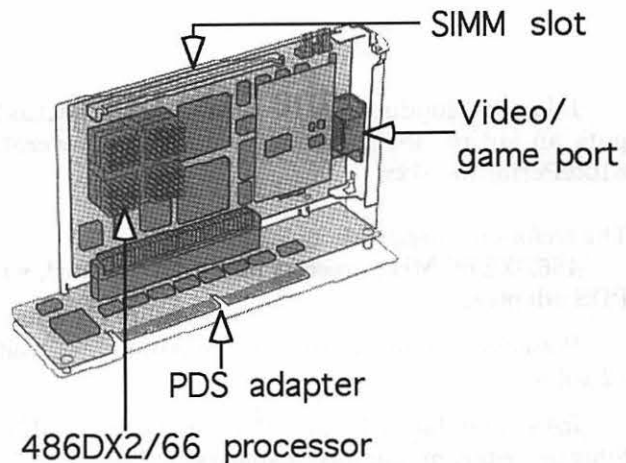
So, whaddya get for your \$699? You get a much larger box that you expected. The box contains manuals and installation software—including your very own, gen-u-wyne copies of MS-DOS 6.2 and Windows 3.1, with very slim ("concise") user's manuals. You also get:

- a. The DOS card with processor direct slot adapter already installed;



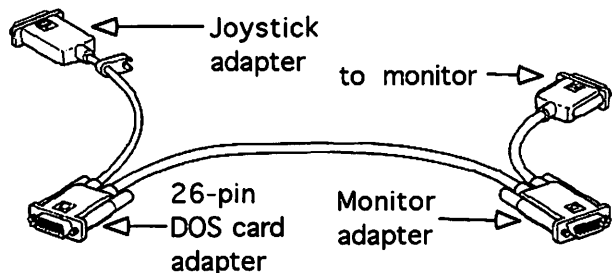
Why DOS?

YOU'VE PUT IT OFF for as long as you can. After all, you are a Mac user...you chose Mac deliberately...ease of use and all that, right? Now it looks like you're going to have to just suck it in, hold your breath, and take the plunge into the arcane and often frustrating world of DOS and Windows. In my case, the driving requirement is my spouse's need to use a computer-based training package to complete her certification program as a Human Resources Manager. Unfortunately, the Society for Human Resources Management (SHRM) made the all too common assumption that the whole world runs on DOS. Thus, my (our) need to find a way to run DOS-based, and eventually Windows-based,

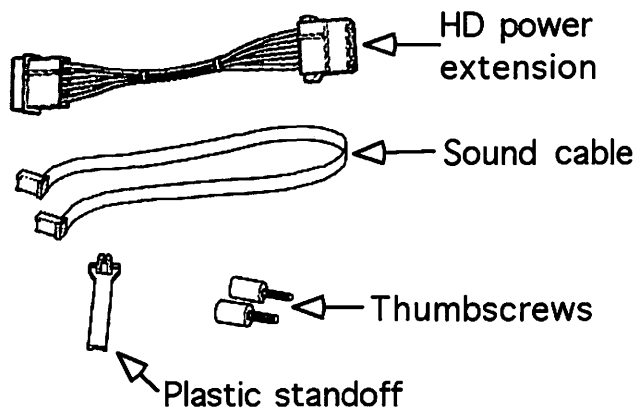




b. A multi-headed Hydra...ah, I mean **cable**, for connecting monitors (plural!) and a PC-style joystick, just in case you really want the card because you think there are more and better games available for the PC than the Mac;



c. and a handful of small parts and cables needed to install the board into your 6100.



Like its "Houdini" predecessor, this card actually puts an entire '486 machine inside your PowerMac 6100/Performa 61xx.

The *technical specifications* are:

486DX2/66 MHz processor on a 7-inch card, with PDS adapter;

Power requirement: 10 watts maximum, +5 volts, 12 volts;

RAM: one slot for 72-pin, Mac compatible SIMM at 80ns or faster, maximum capacity 32 MB;

Direct Memory Access: one 32-bit DMA channel for data transfer, DMA for shared memory support via the Mac's system software (v7.5);

Video: VGA (16 colors @ 640x400), SVGA (256 colors @ 640x480 and 800x600), EGA, CGA, MDA

Monitors supported: all VGA monitors, most SVGA monitors (79h, 6Ah, 70h compatible) plus AppleColor High-Res 13" RGB, Mac Color Display, AppleColorPlus 14", Apple AudioVision 14", Apple Multiscan 15", Mac 16" Color Display, Apple Multiscan 17", and Apple Multiscan 20";

Sound: SoundBlaster 16 daughterboard with PC sound through the Mac speaker or headphones/external speakers, enhanced sound, including CD-ROM via the SB 16 board (essential for games?), no sound input;

Networking: IPX and TCP/IP protocols supported in the PC environment;

Input: Mac ADB keyboard emulates PC AT-compatible keyboard; Apple mouse emulates PS/2 compatible mouse;

Joystick: standard PC-style joystick via DB-15 connector on the video cable, supported for PC applications only;

Serial ports: Mac serial ports emulate two 16450 UART compatible serial interfaces;

Parallel port: Mac printer port emulates PC XT/AT-compatible parallel (LPT1) port.

Installing the card

Physical installation of the DOS Compatibility Card is straightforward and can be easily accomplished by anyone. The User's Guide from Apple gives complete instructions on physical installation, and plenty of illustrations to guide you through the process. It really is as simple as unplugging and plugging a few wires, and seating the card in the PDS slot. In my case, I installed the card twice – once without the RAM SIMM, and a second time with the SIMM installed on the card – in order to test performance with and without memory sharing (about which more later). Directions are given for installations with and without CD-ROM drives.

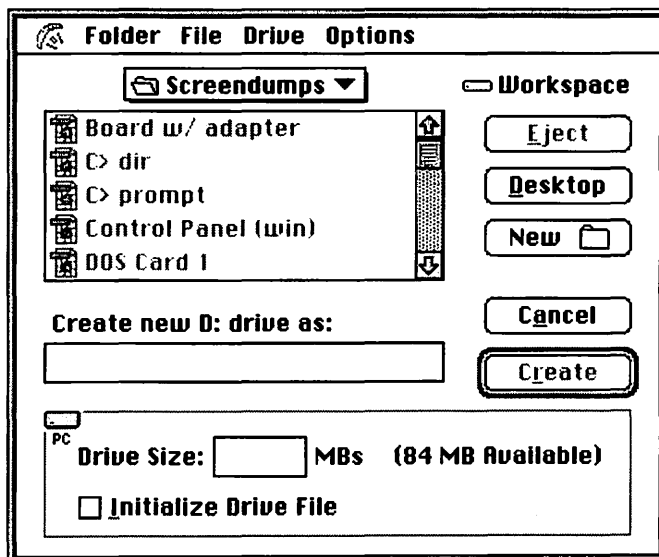
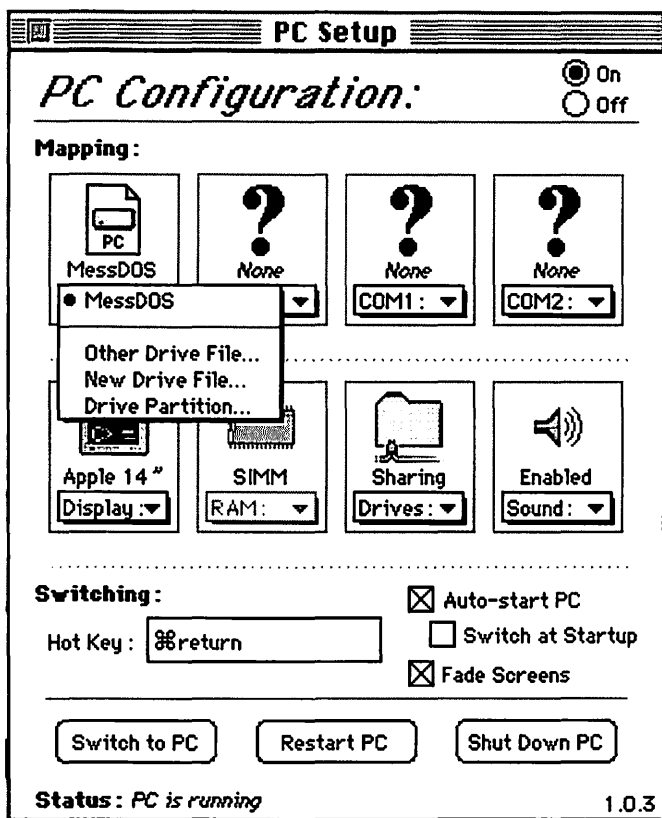
Once the card is in and the Mac is buttoned up, all that remains of the physical installation is to install the Hydra-headed monitor cable, plug in the monitor(s), the PC-style joystick if you use one, and start your machine.



Installing the software

Software installation, at least on the Mac side of your split-personality PowerMac, is also straightforward, and well explained in the User's Guide. Once the basic installation process is complete (you know, "Insert the floppy disk... Double-click the installer icon... Restart your Mac..."), you will have several additions to the Mac OS software residing in your System Folder. The piece you will use most is the PC Setup Control Panel.

When you select "New drive file" from the C: popup menu, you get a standard Mac dialog box. From this dialog box, select the hard drive or partition where you want to locate your PC's C: drive. It can be on any hard drive attached to your Mac. You will need to name the drive container (in this case, I named it MessDOS...my spouse didn't like *DOS Doovers* or any of the other, more colorful and offcolorful names I had in mind). The name of the container can be up to 31 characters, so you have a lot of leeway for naming.



Initially, the drive mapping for the C: drive will also show the large question mark, with the comment "none" in the box. This is where you will create the **PC drive container** for your PC's startup drive (in DOS parlance, this is the infamous *C: Drive*).

In this same dialog box, you will need to set a size for your DOS container. Apple recommends at least 40 MB, since the basic software included with the card will take up about 25 MB, and you may want room to install more than just DOS and Windows on your C: drive. To initialize the new drive container as a single (DOS) partition, simply check the *Initialize Drive File* box in the dialog box before clicking OK. If you want more than one DOS partition in this drive container, leave the box unchecked and use FDISK and FORMAT when you install DOS from the PC side of your machine. Information about these utilities and instructions for their use are contained in the DOS manual. If you decide to use them, be sure to read and understand the instructions, or obtain some guidance from a DOS guru, since formatting or partitioning the disk container will erase any information there.



The User's Guide will take you quickly through the rest of the Mac-side configuration process, including RAM sharing setup if you choose to share RAM rather than install RAM on the DOS card. After restarting the requisite number of times, you will be ready to switch



to the dark side...ah, I mean the DOS side, and install MS-DOS, and, optionally, Windows.

Making it DOS

```
C:\>
```

Well, there it is ... the dreaded DOS

prompt. At this point, you will want to follow the manual carefully, especially if you have only limited or no knowledge of the DOS world. If you are familiar with DOS and Windows installations, the procedure will be familiar, except for the need to use the <cmd-E> key combination to eject disks from the Mac's floppy drive.

The PC software installation process installs the following on your C: startup drive:

- DOS (directory and files)
- WINDOWS (directory and files) [optional]
- COMMAND.COM
- AUTOEXEC.BAT
- CONFIG.SYS

Several other files are also installed to allow copy and paste operations between the Mac and DOS/Windows, to allow volume and folder (directory) sharing, CD-ROM support, and network support.

The engineers Apple managed to lure away from Microsoft, Intel or elsewhere to develop this product have done an excellent job integrating it into the Mac environment. They also made it relatively easy to exchange the basic AUTOEXEC.BAT and CONFIG.SYS for files which will start up the DOS environment with a menu. From the menu, you may select the DOS environment in one of three permutations, or Windows. As easy as they have tried to make, however, if you are new to the DOS/Windows environments, you will want to read the included manuals, and maybe even pick up an aftermarket book on these topics. I recommend the "XXX for Dummies" series, in spite of their unfortunate titles.

The Dark Side

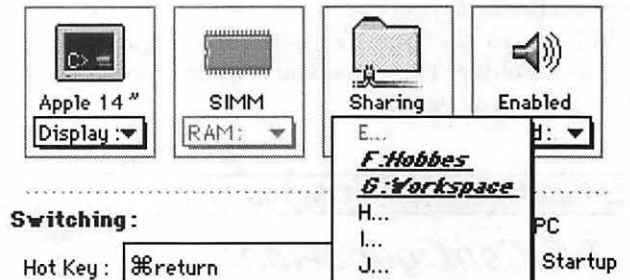
So, you've gotten through all that, and a quick *dir/w* command looks something like this:

```
C:\>dir/w

Volume in drive C is MESSDOS
Volume Serial Number is 1E6B-81C1
Directory of C:\

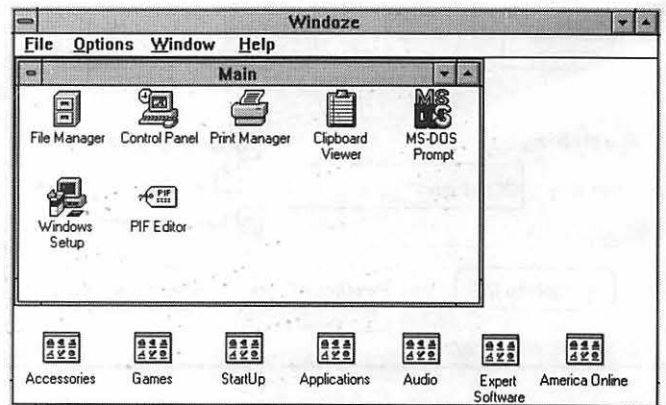
[DOS]      COMMAND.COM      WINA20.386      CONFIG.OLD
[WINDOWS]  CONFIG.001      AUTOEXEC.001    CONFIG.SYS
[6LT_CFGS] [TEMP]          AUTOEXEC.Bak    CONFIG.BAK
[USB16]    AUTOEXEC.B*K    CONFIG.B*K      [PROFHRT]
          32 file(s)          74,908 bytes
          10,508,288 bytes free
```

<cmd-return> takes you back to the Mac environment, where you can now complete any setup tasks left, such as setting up disk sharing or sound for the PC.

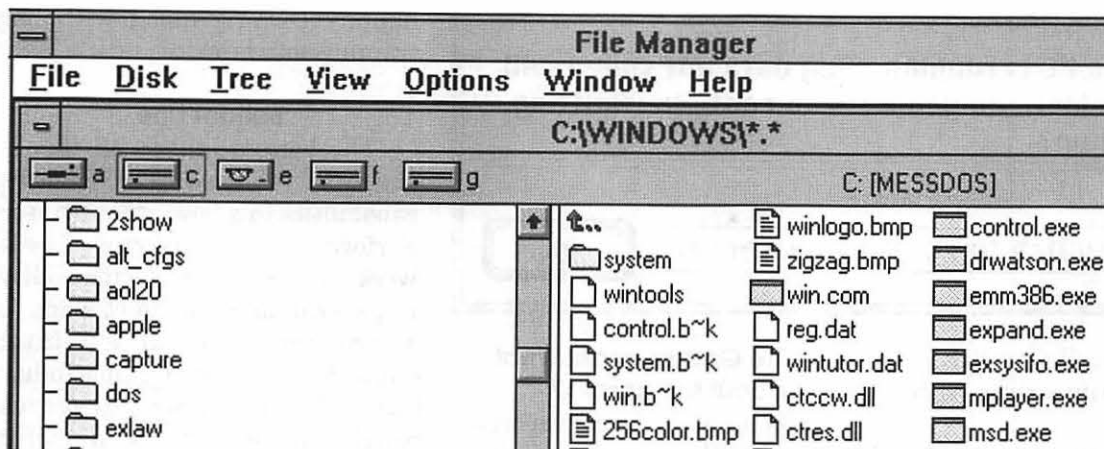


Windoze

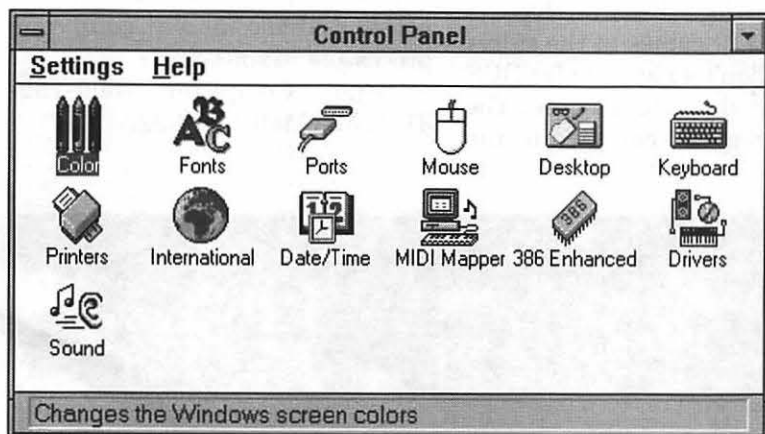
If you installed the Windows software, you also have the option of operating in the Windows environment on the PC side. In this case, you will see something like this when you start up Microsoft's "answer" to the Mac's easier to use interface:



You will want to take some time to explore the various items available to you in the Windows environment, especially *File Manager*,



Control Panel,



and *Print Manager*. My first action was to visit the control panel and set the mouse to dead slow, since Windows rodents always seem twitchy to me. Again, it is a good idea to **read the manual(s)** as you work your way through the various parts of Windows.

So, How is it?

After setting up various parameters to my liking, and editing my AUTOEXEC.BAT, CONFIG.SYS, SYSTEM.INI, and WIN.INI files (yes, I have experience in “other” environments, but that doesn’t mean I recommend them to friends), I was ready to try the DOS card out with some “real man’s software” and some Windows ware as well. Since my spouse’s training software had not yet arrived, this meant a trip to the local office warehouse superstore for some of that \$10 DOS and Windows software (well, okay, \$8.95 plus tax. It’s out there and it works!)

RAM sharing seems to work well, as long as you follow the guidelines in the User’s Guide. My only real complaints are that RAM sharing slows down operation

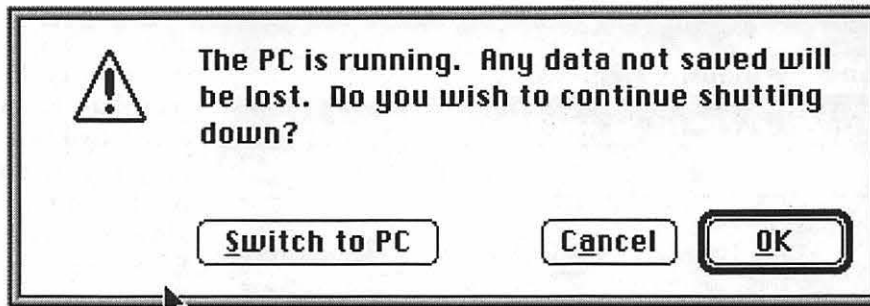
of both sides of the split-personality machine. Even text-based DOS programs seem noticeably slower with RAM sharing. You also give up some of your Mac’s RAM to the DOS/Windows environment, if you use RAM

sharing, and there may be other problems if you use RAM Doubler or other memory enhancements on your Mac. I did not test RAM sharing with RAM Doubler. If you can afford the expense, add a 4 MB or higher SIMM to your DOS card...you’ll be glad you did.

I tried some plain vanilla DOS stuff, such as the DOS text editor and it works. I tried some fancier DOS stuff, like the \$10 *PC Law Library* and it works. I tried out some Windows works, such as utilities, and a 3-D architectural drawing program from Expert Software (also \$10!).

Printing from the DOS/Windows side is relatively straightforward as well. DOS uses the printer selected in the Mac’s Chooser as the default LPT1 and print jobs spool out to the PC Print Spooler for background printing. The DOS card processes output for PostScript printers, Epson printers or printers set up to emulate Epson printers, and all printers which use Hewlett-Packard’s PCL. From DOS programs, selecting the *print* command results in fairly quick output to my trusty ol’ Texas Instruments microLaser PS35. For QuickDraw printers, such as Apple’s StyleWriters or ImageWriter, selecting the Epson LQ-2500 driver is a good option. My only complaint with that is that color printing to my StyleWriter Pro – or any color printer – is not supported under Epson emulation. I get excellent quality black and white printing using the LQ-2500 driver when printing to the StyleWriter, and I am now checking around for a cheap (or free) driver for the SW Pro which will allow color printing.

From Windows, selecting an appropriate driver in the “*Print Manager*” and printing from Windows applications is also fairly straightforward. I have used



both the Apple LaserWriter driver and the TI PostScript driver with good success.

Sharing files has proven easy to do, and copying items to/from the Mac environment using the built-in clipboard capabilities has also worked well.

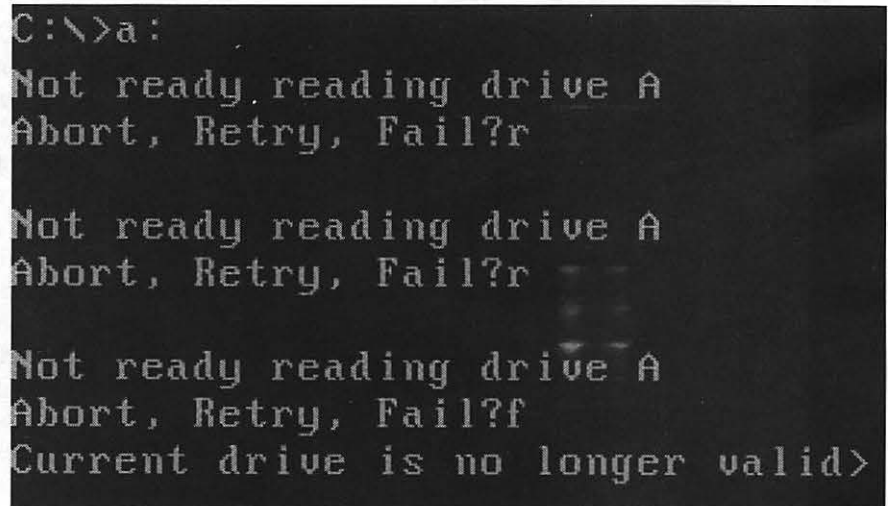
Assign your Mac modem port to one of the COM ports in the PC Setup control panel, and set up the corresponding COM port in the Windows control panel (or set it up in DOS by editing your AUTOEXEC.BAT file). Be sure to set the appropriate type of handshaking for your Mac's modem, and you are ready to go online from the DOS side. I connected to America Online without problems, as well as several local BBSs.

At the time of this writing (May '95), the few DOS/Windows CD-ROMs I have tried out have worked without a hitch, and the sound from these CDs is quite good, thanks to the SoundBlaster 16-bit sound capabilities built onto the card.

Another very Apple-like feature is the safety net when shutting down your Mac. If you have set your PC up to start up automatically, it will be running in the background when you shut down, unless you have switched it off from the PC Setup control panel. If you are like me, you may forget that the PC is running, and you may even have unsaved work still sitting on the DOS/Windows side. Apple's solution?

The Games, man! What about the games?

Unfortunately, I can't report on DOS or Windows games. I don't often play games on my Mac (who has time?), and the same holds true for DOS/Windows. Besides, I haven't found any \$10 games in the stores yet, and I don't go looking for DOS or Windows shareware online. The only real report I can give in the



games arena is that Solitaire and Minesweeper, both included in Windows, seem to work well. And, so far, the most frequently used program on the "other" side of my split-personality Mac is Solitaire...my eleven year old daughter enjoys the game, but would like to have an equivalent on the Mac side. I use the card mainly to convert files. My spouse is now

happily DOSing along with her training software.

Bottom Line

The bottom line to all this is simple: if you need DOS/Windows capabilities in a PowerMac 6100 or Performa 61xx for any reason, be it work, games, or just compatibility in general, and you don't want to spring for a complete Wintel solution, the DOS Compatibility Card from Apple deserves consideration. It is a solid implementation, does exactly what it is advertised to do, and is reasonably priced. And it avoids the problems that come with emulating processors in software.

Apple Computer 1-800-732-3131; MacMall 1-800-222-2808

About the author: Dan Slaven is a long-time WAP member with a checkered, but colorful past. He currently resides in sunny Tucson, Az. where he is a telecommunications and computer systems consultant. He may be reached on the Internet at sundance@seagull.rtd.com. Look for his WWW page at <http://www.rtd.com/~sundance/sunhome.html> in June. ■



Adobe Illustrator 5.5 — a Beginner's Perspective

by Nancy Seferian

I WAS THRILLED to have the opportunity to learn Adobe Illustrator. I've been using Aldus FreeHand for about five years and have enjoyed it immensely, but now I had the chance to add another program to my repertoire.

I wanted to be able to show you some amazing drawings I created with this superb program, but the reality is that I'm still at the beginning stage. I've decided to share with you what I learned so far, and perhaps discuss more features as I learn more. Here are some of the things I have learned and observed and some ideas about learning a new, involved application on my own.

My process—

To begin, I set aside an hour each morning before I started work and started my way through the tutorial that came with the program. I whizzed through the first few chapters and felt pretty cocky. Many of the tools were similar to those of other programs I know such as the Hand, Zoom, and Brush tools of FreeHand and Photoshop; so there was going to be some carry over from what I had previously learned. That's one of the great things about most Macintosh programs. If you know a few programs, you're bound to have a head start on the next one you try to learn.

What you get—

The Deluxe version of Illustra-

tor 5.5 comes with a CD loaded with goodies. There's a demo of the new features in Illustrator 5.5 in which artists from Adobe introduce themselves and create art to illustrate on-screen how to use gradients, the paint style palette, masking, the plug-in filters, trapping, tabs, rows and columns and Acrobat. Reading about how to draw lines, and create handles, corners and curves is one thing, but seeing a demonstration of how to do it with the artist explaining exactly what is happening is quite another. This CD is remarkably helpful.

The Adobe experts give some practical and valuable "Expert Tips" demonstrating how to join shapes and get transparent effects. I love the latter. There are also tips on drop shadows, perspective and reverse shapes.

The CD also comes with an Adobe font library of 53 folders containing text (Cheltenham 2, ITC Fenice, ITC Giovanni, etc.), symbol (Carta, Adobe Wood Type Ornaments 2, etc.) script (Pepita, ITC Isadora, etc.) and display (Castellar, Goudey Text, Ponderosa, Rosewood, etc.) faces. Quite a nice surprise. The demo also displays the different fonts so you can see what they look like.

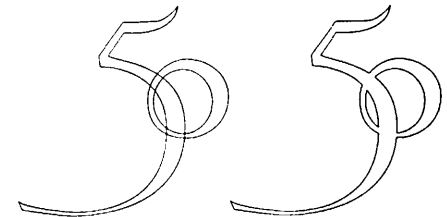
Getting started—

Getting used to the difference between the selection tool and the direct-selection tool took a little practice, but I found I like being able to

select parts of objects to edit, either one of the segments or the anchor points. Basically, Lesson 1 was a review for me, with a few new ideas. In Lesson 2 the fun started with gradient fills, adjusting the angles of the gradient fills, and sampling a color with the eye dropper, then toggling the Option key to fill a new object with the sampled color using the Paint bucket. Adding a gradient fill to objects was easy with the gradient tool. Apparently this is one of the new features, but then everything was new to me.

The first difficulty I had was trying to learn to use the pen tool to draw objects. This tool is taking some getting used to. When I attempt to edit a line by adjusting a curve direction I often just make a mess and have to go back (Command Z) to where I started and try again. I think FreeHand makes editing easier. For instance, in FreeHand there is a dialog box where you can change the kind of point from one kind of point to another (corner, curve or connector). This dialog box also tells you whether the object is closed or not, something that is sometimes difficult to know in Illustrator. However, the Illustrator CD demo on using the pen tool was quite helpful.

The Filter menu in Illustrator allows you to do some very interesting things. Under the Filter menu, the Pathfinder selection has a Unite option in its submenu. Super. If you draw two or more objects, select them all and choose the Unite filter, they'll become one closed object.



Before using Unite

After using Unite



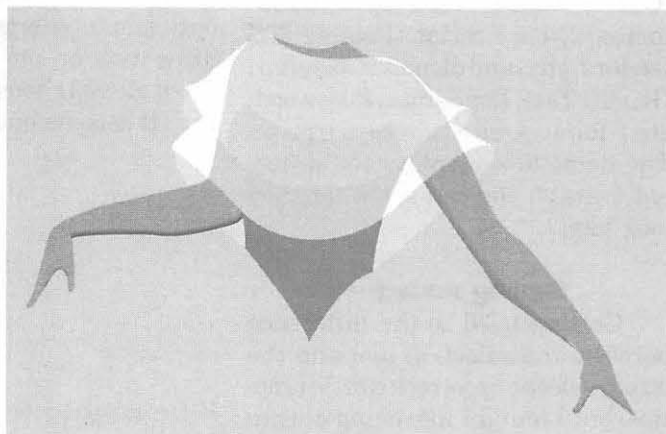
Just as neat is the Intersect option in the Pathfinder submenu. Select two objects and then choose Intersect. The area where the two objects intersect becomes a separate object. Make a copy of the original two objects if you don't want to lose them. They'll disappear after using the Intersect filter.

Some differences—

I was accustomed to using keyboard commands in PageMaker and FreeHand but couldn't find a page or reference that told me what the keyboard commands for Illustrator were. There don't seem to be any keyboard commands in Illustrator to switch from tool to tool as in FreeHand. It's a nuisance to have to go to the Toolbox each time a change of tool is wanted.

The layers feature setup is fun because it's so visual. When the Layers dialog box is brought up outlines of objects on layers can be assigned different colors making it easy to identify which objects are on which layer. If you've got something on a layer where it doesn't belong, you can spot it immediately. An icon of an eye allows you to show or hide a layer and an icon of a pencil lets you lock or unlock layers. There is even a little hand with which you may reposition the order of the layers.

Although the tutorial had guided me through the basics of drawing, using the Toolbox, using color, layers, and doing some work with type I didn't feel like I knew enough yet.



Other resources—

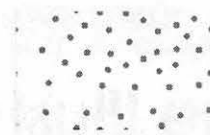
I decided I needed still more guidance, and began to work my way through *Classroom in a Book—Adobe Illustrator for Macintosh*. This book is the official training workbook for Adobe Illustrator 5.0, developed by the staff of Adobe Systems Incorporated. It includes a CD with templates and EPS images for use with the lessons.

I was about halfway through the lessons in it, and was feeling better about learning this great drawing program when I received the *Illustrator 5.0/5.5 Bible*. I think it was given to me as a joke, because at 815 pages it's rather daunting, but I took it on vacation with me and read it on the plane. It was GREAT! This book comes with a CD which also contains a tutorial, clip art, two software demos, and a couple of fonts. I especially like the abundance of illustrations to demonstrate different techniques, inviting me to try them.

Applying the lessons—

In the end, though, the trick that would help me remember what I was learning would be to work on some of my own projects. Here are a few of the projects I tried and the Illustrator features that I used.

Here is the bodice of Cinderella. First I drew the body, then the

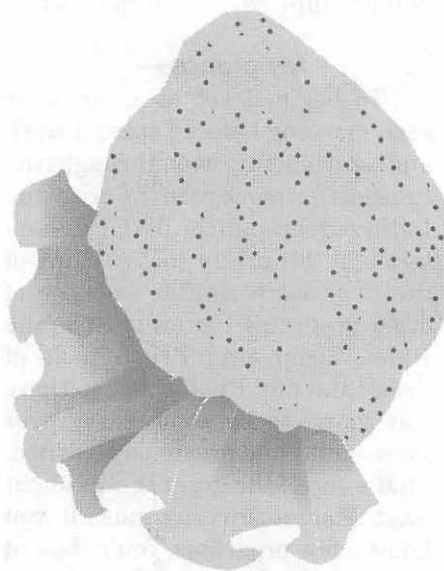


bodice, then the lace. Using the pathfinder filters under the Filter menu and

then selecting Soft in the submenu makes it appear as if the turquoise bodice was filtered by the layers of transparent lace on top. Very sweet filter and effect.

Cinderella had a puffed skirt with dots. I wanted smaller dots than the default dot pattern supplied. It was easy to make my own custom fill by first drawing a rectangle around the dots I wanted and then choosing Send to Back from the Edit menu, making it the backmost object. I left the rectangle unfilled so whatever color I finally decided on for the puff would be the background fill. Then I used the selection tool to select the box and the dots; chose Pattern from the Object menu; clicked New; named the pattern and it showed up in the Pattern menu. Easy.

And here's the left half of the puff on Cinderella's skirt. The dots

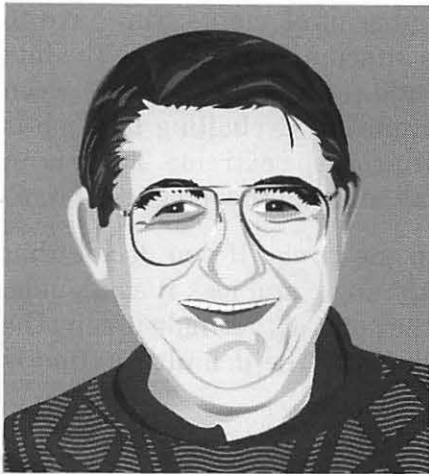


help to imply some folds without using gradient fills. The ruffle on the puff uses a gradient fill, which is

very easy to apply with the gradient tool. Just highlight the object; then click where you want the color to start; and drag in the direction it should go.

Other examples—

For more practice with the Pen tool I drew Dale Smith, one of our TCS Sysops. Here's where the lay-



ers feature really came in handy. Working on separate layers for Hair, Sweater, Eyes, Face, etc. prevented objects from getting accidentally moved or selected. The pattern in his sweater came with Illustrator and was perfect.

Next, I replicated our insurance company's claim for practice learning to use type in Illustrator (and so I wouldn't have to keep filling the forms out by hand). I made good use of the filter Objects under the Filter menu and then Align Objects in the submenu to align the text blocks. I missed being able to make the alignment with a keyboard stroke as I could in FreeHand. However, the floating Character and Paragraph menus (which can be summoned with a keystroke) are elegant and easy to use. They both have a short form and each is expandable to allow viewing of more options.

One final frustration was that Illustrator will not allow placement of TIFFs or any graphic format except EPS files. If not for Photoshop which will change a TIFF to an EPS I would have been out of luck in a few instances.

Conclusion and sources—

So...do I like this program? YES! Do I need more practice using it? YES! Does it take a long time to teach an old dog new tricks? YES!

Adobe Illustrator 5.5, Adobe Systems, Inc., (800) 642-3623. List price: \$389.95.

Classroom in a Book—Adobe Illustrator for Macintosh, Hayden Books, 201 W. 103rd Street, Indianapolis IN 46290, 1994, (800) 428-5331. List price: \$44.95.

Illustrator 5.0/5.5 Bible, Ted Alspach, IDG Books Worldwide, Inc. 155 Bovet Road, Suite 310, San Mateo, CA 94402, 1994, (800) 762-2974. List price: \$39.95. ■

Group Medical Direct Claim Form

Insured and/or Administered by
HealthCare

MEDICAL AND DENTAL PLAN

MAIL THIS FORM TO: HealthCare Service Center

Provider Section and Instructions on Reverse Side

EMPLOYEE INFORMATION: Employee Complete This Section			
A. EMPLOYEE'S NAME (First, M.I., Last)		B. DATE OF BIRTH	C. SEX <input type="checkbox"/> M <input type="checkbox"/> F
D. EMPLOYEE'S MAILING ADDRESS (Street, City, State, Zip) and DAYTIME PHONE #			IS THIS A CHANGE OF ADDRESS? <input type="checkbox"/> YES <input type="checkbox"/> NO
E. EMPLOYEE'S SOC. SEC. ID NO.	F. MARITAL STATUS	G. POLICY/ACCOUNT NO.	H. DIVISION BRANCH OR CLASSIFICATION
I. EMPLOYER	J. EMPLOYEE STATUS <input type="checkbox"/> ACTIVE <input type="checkbox"/> HOURLY <input type="checkbox"/> RETIRED <input type="checkbox"/> CO BRA <input type="checkbox"/> SALARIED <input type="checkbox"/> DISABLED		DATE
PATIENT INFORMATION: Complete only if Patient is Other Than Employee			
A. PATIENT'S NAME (First, M.I., Last)		B. RELATIONSHIP TO EMPLOYEE	C. DATE OF BIRTH
D. SEX <input type="checkbox"/> M <input type="checkbox"/> F		E. COMPLETE THIS INFORMATION IF PATIENT IS AN UNMARRIED DEPENDENT CHILD DEPENDENT CHILD IS: <input type="checkbox"/> EMPLOYED FULL-TIME <input type="checkbox"/> STUDENT FULL-TIME	
NAME, ADDRESS AND PHONE # OF CHILD'S SCHOOL/EMPLOYER			
ACCIDENT OCCUPATIONAL CLAIM INFORMATION: Complete Only if Claim is a Result of an Accident or Occupational Illness Injury			
A. DESCRIPTION OF ACCIDENT OR ILLNESS (How, When, Where)		B. ACCIDENT OR ILLNESS DUE TO EMPLOYMENT <input type="checkbox"/> YES <input type="checkbox"/> NO	
C. DATE OF ACCIDENT OR BEGINNING OF ILLNESS See attached	D. INJURY DUE TO AUTO ACCIDENT <input type="checkbox"/> YES <input type="checkbox"/> NO	E. HAVE YOU OR YOUR DEPENDENT, OR WILL YOU OR YOUR DEPENDENT FILE CLAIM FOR WORKERS' COMPENSATION BENEFITS? <input type="checkbox"/> YES <input type="checkbox"/> NO	
F. ARE YOU OR YOUR DEPENDENTS FILING A CLAIM OR LAWSUIT AGAINST A THIRD PARTY IN ORDER TO RECOVER THE COST OF EXPENSES INCURRED AS A RESULT OF THIS ACCIDENT OR ILLNESS? <input type="checkbox"/> YES <input type="checkbox"/> NO			
FAMILY OTHER COVERAGE INFORMATION: Complete Only if Claim is for a Dependent and/or Other Coverage is in Effect			
A. SPOUSE EMPLOYED <input type="checkbox"/> YES <input type="checkbox"/> NO	B. IF NO, HAS SPOUSE BEEN EMPLOYED DURING LAST 12 MONTHS? <input type="checkbox"/> YES <input type="checkbox"/> NO	C. NAME OF SPOUSE	D. SPOUSE'S DATE OF BIRTH
E. SPOUSE'S SOC. SEC. ID NO.	F. NAME, ADDRESS AND PHONE # OF SPOUSE'S EMPLOYER		
G. IS THE PATIENT COVERED UNDER ANOTHER GROUP INSURANCE PLANE SUCH AS MEDICARE, AN HMO PLAN OR AUTOMOBILE MANDATORY NO FAULT COVERAGE WHICH WILL ALSO COVER ANY OF THE MEDICAL EXPENSES OR DISABILITY LOSSES OF THIS CLAIM? <input type="checkbox"/> YES <input type="checkbox"/> NO IF YES, GIVE NAME AND ADDRESS OF INSURANCE COMPANY, ORGANIZATION, OR HMO PROVIDING BENEFITS.			
NAME & ADDRESS		POLICY NUMBER	
EMPLOYEE'S PATIENT'S SIGNATURE AND RELEASE: Employee Must Sign all Claims			
A. AUTHORIZATION TO RELEASE INFORMATION— I authorize any Health Care Provider, Insurance Company, Employer, Person or Organization to release any information regarding the medical, dental, mental, alcohol or drug abuse history, treatment, or benefits payable, including disability or employment related information, to any Health Care company, the Plan Administrator, or their authorized agents for the purpose of validating and determining benefits payable. I will receive a copy of this authorization upon request. This authorization or a copy shall be valid for one year from the date of signature.			
PATIENT'S SIGNATURE (Parent or Guardian if Claim is on a Minor)			DATE
NOTE: If you wish your benefits paid directly to the physician or provide of service, sign in box B, below. Benefits will be paid directly to the hospital for a hospital confinement.			
B. PAYMENT AUTHORIZATION — I authorize payment directly to those Health Care Providers described below, and/or as indicated on the enclosed bills, of Medical Benefits otherwise payable to me, for services rendered by them.		IF YES, EMPLOYEE'S SIGNATURE	DATE
C. CERTIFICATION I certify that this information is true and correct.		EMPLOYEE'S SIGNATURE	DATE

GRAPHIC TIPS

BY CAROL O'CONNOR

Segments of a circle,
Slices of a pie,
I need a design idea
To fill a space *here*,
(sigh!).

*Author will not
acknowledge these lines.*

PLAY AND PRECISION GO HAND IN HAND WITH ILLUSTRATOR'S ROTATE TOOL



With a circle of stars, a rope or a chain, even if the client isn't particular about the number of elements, you have to be. The alternative is to jiggle the bits into position so that the spaces between them are even. Eyeballing that job is frustrating in the extreme. There is an easy way to make the job guess-proof.

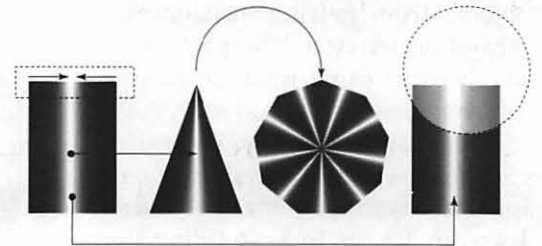
First, determine how many chain link sets you want to have in the circle. If you decide that twenty will do nicely, divide 360° by twenty. Then make a large 18° angle and lock it as a guide. Fit your repeating element into the angle. Use the Rotate Tool at the point of the angle to copy the design once. After that Command-D until the design is finished. **Note:** the default rotation is counter clockwise. For a clockwise rotation set the angle at -18°

AN EXAMPLE OF A TIDY, FILLED-ANGLE ROTATION



The parts are drawn over or under the rotated cones producing the illusion of depth and volume.

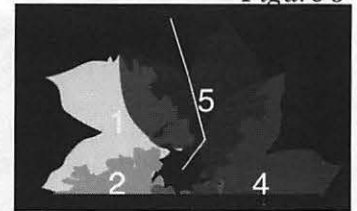
A MORE SERIOUS ILLUSION is that the object on the left has a practical purpose in the real world.



Construct a blend, (not a gradient) and use the white selection arrow to snag the top set of anchor points. Average them horizontally. The resulting cone just begs to be rotated. The cone can easily be fitted to any angle and rotated. Above, the cone was rotated 40° . The highlight is easy, also. A light colored circle drawn over a copy of the blends makes the lightened area when the soft filter is applied from the Pathfinder set.



Figure b



**AN UNTIDY, OVERFLOWING
ANGLE IS MORE FUN TO ROTATE,
BUT IT REQUIRES THAT WE AT-
TEND TO SOME EXTRA DETAILS**

Figure a

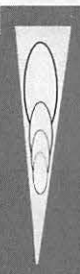
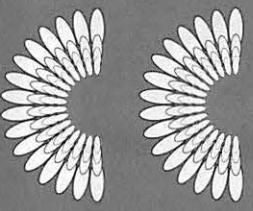

Highly irregular segments such as the blossoms in *Figure a*, above, can simply be rotated from a chosen center point. Very easy! But the very last placement is always a problem.

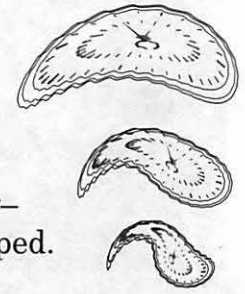
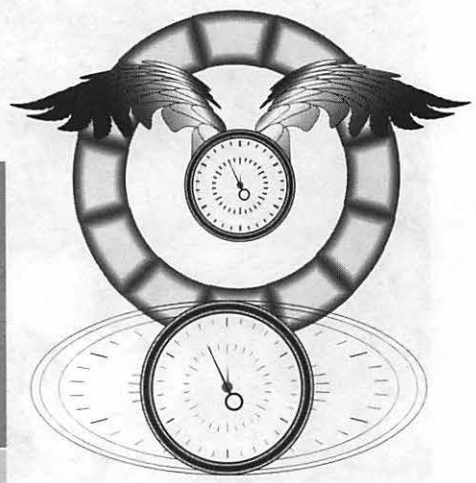
The Mayflowers were rotated five times at 72° . The result is fine until the last segment is placed. The dilemma shows itself in *Figure b* where the whole nosegay is in front of both Segment 4 and Segment 1.

The offending segment has to be divided so that part of it goes behind Segment 1. I used the Divide Filter to split Segment 5 in two parts. I sent the left part to the back.

Another method is to cut away the leaf with silhouette of Segment 1. The Trim Filter will handle the job nicely.

PLAYING WITH MULTIPLES

<p>1</p> 	<p>2</p> 	<p>3</p> 
<p>Rotate this figure at 12° to make half a circle.</p>	<p>Duplicate the half circle as indicated above. (You might also try a simple flip. The last step then will finish differently.)</p>	<p>Use the Twirl filter, set to 75°, to get this result. Finally run a gradient for the result below.</p>



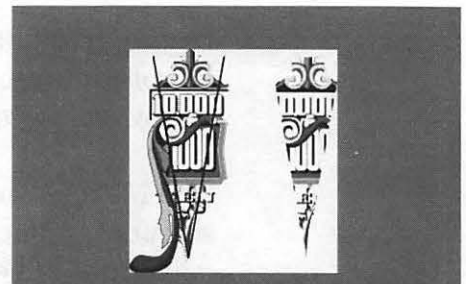
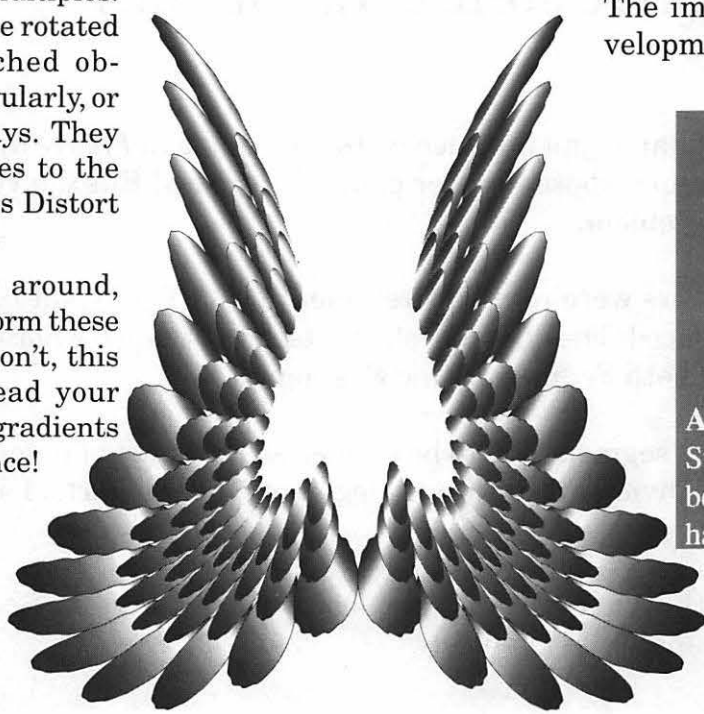
Time flies –
Takes wing–
Gets warped.

Abstract concepts have always been represented by artists with images of a concrete parts of our lives: hearts, wheels (of fortune), thorns, smiling suns, rabbits, eagles, bread, eyes and the famous flying toaster. Just to name a few.

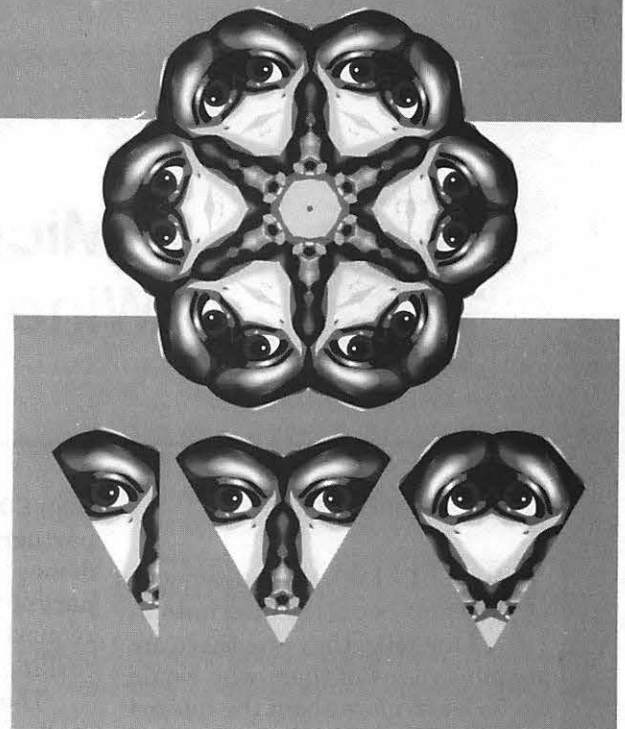
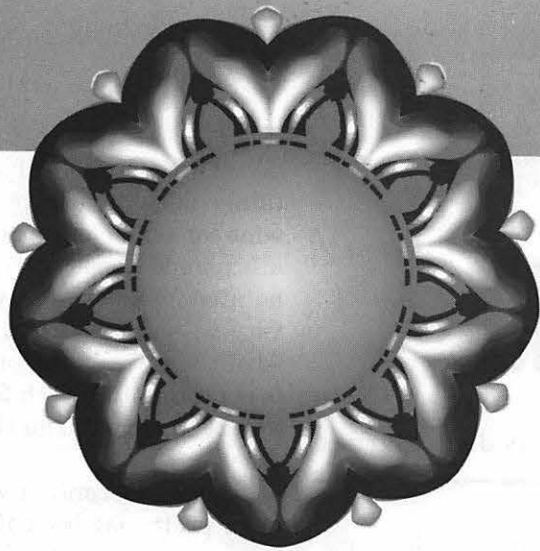
The image above asks for more development, doesn't it?

This Page is about multiples. Multiple objects can be rotated together and stretched obliquely, enlarged irregularly, or flipped in various ways. They can submit themselves to the tortures of the various Distort Filters.

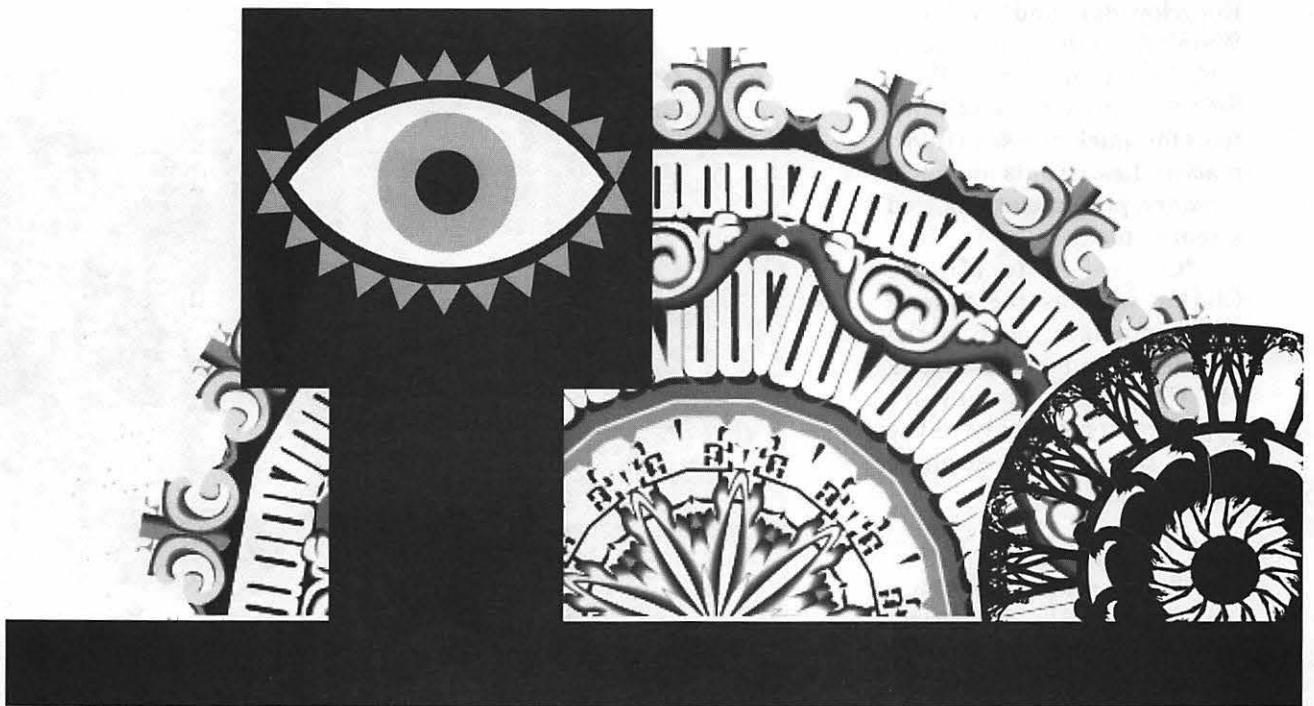
If you enjoy playing around, you will probably perform these experiments. If you don't, this can be taxing. Re-read your manual about laying gradients on many objects at once!

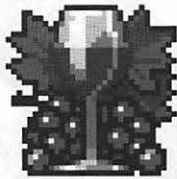


A PRACTICAL ASIDE
Study the wedge. Was it flipped before it was rotated to make the half circle on the next page?



Another source of interesting effects is a small segment of graphic constructed with blends. By flipping the angle before rotating it we can more often get harmonizing results because the edges of the repeat flow into each other. ■





Microsoft Wine Guide

by John Barnes

Introduction

WITH MAC multimedia fans being the discriminating folks they are, there are probably many of them who would like to learn more about the fine art of enjoying wine. Microsoft Wine Guide helps to address this need very attractively. The product is a recent entry in the Microsoft Home software series of CD-ROMs for the consumer market.

Organization

The work is divided into four main sections: "Wine Tasting with Oz", a "World Atlas of Wine", a "Wine Encyclopedia", and "All About Wine". An Index (more like a table of contents) and a Wine Selector provide auxiliary tools for quick access to information. Lesser aids include a glossary, pronunciations, and a search tool.

"Oz" refers to Mr. Oz Clarke, who, as the human guide, provides much of the narration and video action. Mr. Clarke's credentials are hyped rather strongly in the notes, but he does seem to deliver.

Coverage

The overview claims that there are profiles for nearly 6000 individual wines with tasting notes. The Wine Selector is said to provide "more

than 1,000 suggestions for ideal wine partners for over 450 individual dishes." Figure 2 shows a very small part of the selector's response to a request for wines that go with Cajun cooking.

The Wine Selector is one of the really fun parts. I found frequent surprises in the suggestions. I think I can make good use of this the next time I drag wine over to my sister's house for a family dinner.

There are articles about geographic regions, various aspects of climate, wine chemistry, and too many other things to mention.

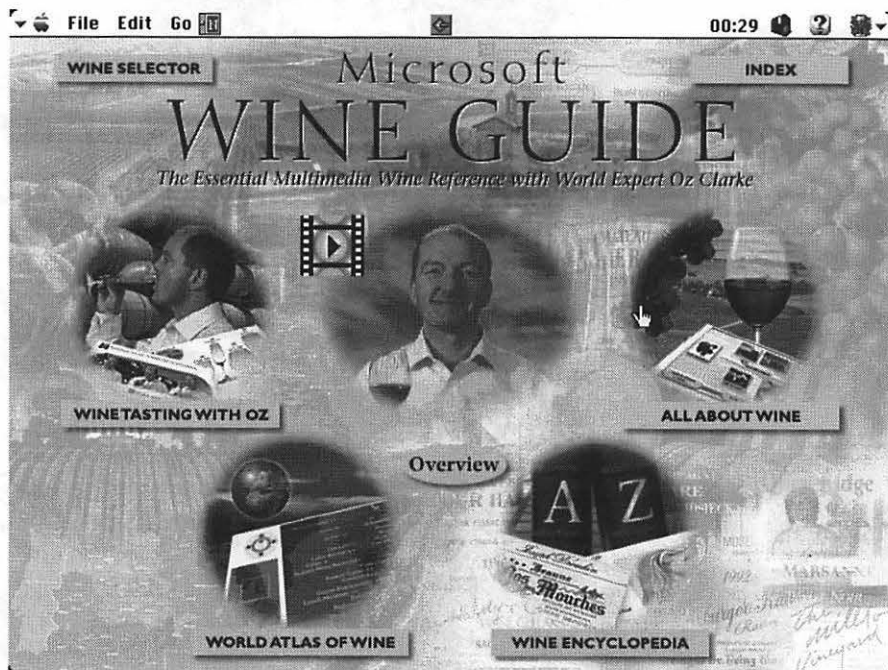
The articles are usually interesting, if somewhat terse. The vari-

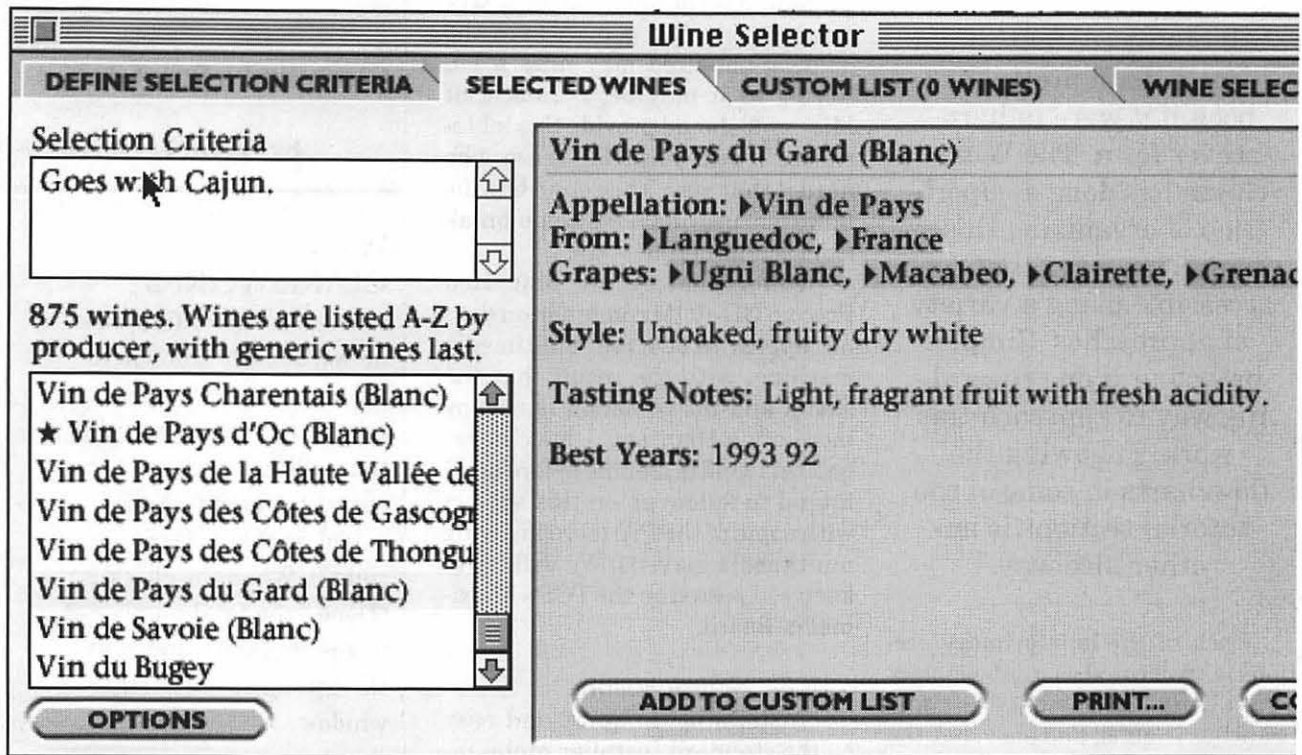
ety of terms and subjects is certainly enough to give the casual wine consumer or even the merging aficionado a good start. A good annotated bibliography would be a very valuable addition to the "All About Wine" section, but I guess it is expecting too much for one wine expert to recommend the works of others.

All of this content would make for a pretty fat book if it were in hardcover form. The Wine Guide has done a superb job of organizing this content in ways that are accessible using a variety of approaches. Simple browsing is one rewarding way to approach this work. Following the flowcharts in some of the tutorial sections is another nice way.

Biases

Everyone with an idea about wine accuses everyone else of being biased. Mr. Clarke's bias is evidently toward fine wines in a European tradition. This tends to give short shrift to the kinds of wines that American middle-class consumers can enjoy regularly. It also appears





(to this wine superpatriot anyway) that California wines are subjected to a more intense scrutiny than their counterparts in other regions.

The Wine Selector lists 83 different Vins de Pays (inexpensive French table wines) while according a leading California producer like Sutter Home only 2 entries. Is this a Eurocentric bias or is it lack of access to these wines? It's hard to tell.

These biases help make the work fun to read, because there is always a temptation to see whose ox Mr. Clarke is going to gore next.

The geographic coverage is somewhat spotty. Maryland and Virginia wine fans will undoubtedly be offended by the neglect accorded to their regions. The authors also seem to be overly dismissive of wines from *Vitis labrusca* grapes. Perhaps these were a historical curiosity of my youth, before *Vitis vinifera* was prop-

erly adapted to the East Coast. But the taste of certain New York State wines was a defining image for American wine drinkers in a time that is not so very far in the past.

The Wine Atlas neglects wine-growing areas like Greece, Israel, and Algeria, but it is easy to find facts on these in the Encyclopedia. It is not clear to me why New Zealand should be accorded such prominence.

The "All About Wine" section could do with a section on wine history. Prohibition, that great American Experiment of the 20s and 30s does not even get a mention in the Encyclopedia, and the topics on Phylloxera are never gathered into a coherent whole that can help to appreciate the influence that this pest wields.

Interest

This is the first CD-ROM that

my wife, the computer Luddite, has really gotten into. She has spent several hours carefully taking notes during the two days that the disc has been in the house. From my own perspective, I have found something interesting each time I have opened it up and I know that I have barely scratched the surface. Some of the wine selection suggestions may well give us some new experiences, and we have a better chance of understanding the "bargains" that come to our house in the wine ads. The disk does not, however have much to say about price.

Navigation

The authors of this product have done a terrific job of organizing the content and providing effective hypertext linking. It really is nice to mouse down on a highlighted term and come up with a quick description, a sound bite, or a video.



“All of this content would make for a pretty fat book if it were in hard-cover form. The Wine Guide has done a superb job of organizing this content in ways that are accessible using a variety of approaches. Simple browsing is one rewarding way to approach this work. Following the flowcharts in some of the tutorial sections is another nice way.”

Each of the four primary sections is structured as a subject tree. Travelling down the various branches is quick and easy, but the user sometimes has to concentrate on his or her present location because it is very easy to swing over to a completely different main branch of the tree. Extra buttons are provided for going across to a neighboring branch, up a level, and backwards in the sequence of pages.

Crosslinking is nicely supported. Many Wine Encyclopedia entries provide access to information about producers, selected wines, or area maps from the Wine Atlas. The Wine selector provides easy access to information about grape varieties, producers, and geography. The feeling of serendipity that this provides is akin to what one finds when browsing the World Wide Web, only the Wine Guide's pages are usually prettier and quicker to download.

Multimedia Usage

I found the use of movie clips and sound bites to be quite intelligent. Some may find the human guide's British accent grating, but the content is generally to the point.

Spoken description receives heavy emphasis, to the point where the hearing-impaired may miss a lot. Boring as it may be, I think that Microsoft should provide this material in a text form for those who need it that way. The sound bits do, however, provide a welcome break from scanning the texts.

Unfortunately my Mac IIci/Procom CD-ROM combination does not appear to be a real multimedia machine, with the result that the sound and movie action is choppy more often than not. I have never had this kind of trouble before and I intend to follow up on this subject with some of the Pi's more knowing multimedia mavens. We will try to keep you posted on the TCS's Multimedia Board.

Installation

Installation is quick and easy by the standard Installer route. Installation adds a few basic system extensions to systems that do not have them but, unlike some other products, it puts only a modest burden on your startup drive (it does not seem to want to install on any other drive). The folder that it creates takes up 234 Kbytes and there are no goofy extra fonts.

Caveats

The weakest link that I have found is the product is the search engine (accessed with the "Find" function). Concatenations and conjunctions of search terms are possible, but understanding the technique requires recourse to the online help guide.

Price and Availability

My Winter/Spring 1995 copy of the Microsoft Home Catalog does not show a price for Wine Guide, but I remember seeing it at Borders for around \$49.95. I have not been able to find it in the mail-order catalogs. ■

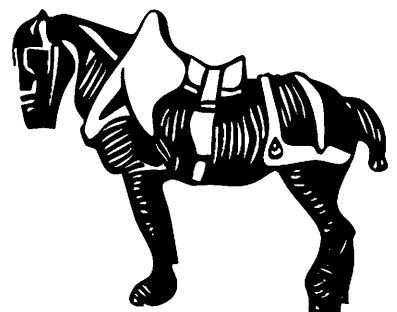
ClarisWorks Triplet 3

by David L. Harris

WITH CLARISWORKS

versions before 3.0 there is no word count function in the word processor. You can get around this by running the spelling checker on the entire document. (You would do this anyway, right?). When the check is "Done," the total number of words checked is given at the bottom of the checker window.

Courtesy of the
ClarisWorks FAQ by Les
Jones (macfaq@aol.com).





HyperCard 2.2— the latest

by Bruce O'Leary

HYPERCARD 2.2 is the latest version of the 'Swiss Army Knife' program originated by Apple, after being tossed like a hot potato (no "e" Dan) between Apple and its subsidiary, Claris. This version is a pseudo-major upgrade, and was almost three years in coming. HyperCard 2.2 now supports QuickTime (added by Claris), color, and AppleScript, and has the ability to create stand-alone applications. In essence, HyperCard 2.2 can now be used to easily create simple, stand-alone, interactive MultiMedia applications, with color!

I said this was a pseudo-major upgrade. (Rumors of version 2.3 will be discussed later.) "Stand-Alone" capabilities were available previously, using a "player" module, but that is no longer required if you want to give someone a "stack" you created. Color support was also previously available using XCMDs, and although it is enhanced and much more intuitive, you still can't truly draw or paint with color. The most glaring fault in the upgrade is that, although HyperCard offers some neat new or improved capabilities such as QuickTime and color, no mention is made of these in the manual!

Version 2.2 comes on 9 High-Density floppy disks, including 2 for AppleScript. It is currently shipping with Motion Works' ADDmotion II, a painting and animation program that is billed as the "media integration program for HyperCard."

ADDmotion II comes on two HD floppies. Apple says version 2.2 can still run on a Mac Plus with 2MB of RAM and system 6.0.5 or later, although it requires a minimum of 1050K of RAM. They recommend at least 4MB of RAM if used on a Mac running System 7.x. However, keep in mind that HC 2.2 ships on HD floppies, and that you need System 7 to take advantage of its QuickTime support.

Installing HC 2.2 using the "Easy Install" option took 6-7 minutes on my Quadra 650, and took up a little less than 8MB on my Hard Disk. The installation included a few items that I chose to delete, such as TeachText (20K), the HyperCard Tour (~600K), and a set of Fonts (~70K). Note that the Tour does not show off version 2.2's color capabilities at all. Installing Add Motion II took me an additional 3-4 minutes, and occupied 2.5MB on my Hard Disk.

Color and AppleScript OSA support are the two most exciting new features in HC 2.2. To enable color support, "color tools" must be installed in your Home Stack. This is accomplished using the Color Tools stack Install card. This stack is also your only source of information on the use of color in HyperCard. The manual does not contain any information on this.

The color tools installation puts a new Color menu in the menubar, and a button on the first page of your Home stack. This button is used to

toggle the color tools on and off. Note that you can also remove the color tools from your Home stack, "deinstalling" them with the Color Tools stack. No XCMDs are installed; they remain in the Color Tools stack.

The Color Tools stack is a fairly thorough guide to implementing color in your stacks. It contains cards which individually cover a host of new commands dealing with colorizing stack cards, fields, and buttons, as well as transitional effects and more. The cards show the syntax of the commands, along with examples and descriptions. I found that adding color to objects in a stack was very simple. After installing the color tools, and checking that they were ON (the button in the Home stack said so), I opened the Addresses stack. Once there, I chose "Open Coloring Tools" from the Color menu. A floating palette appeared, showing 256 colors to choose from, along with tools to select buttons and fields, as well as placing PICT files and rectangles. I then chose the button coloring tool, selected a button on the card, and clicked on a color in the palette. Voilà! My right arrow button was now green! The same could be done with the fields on the card.

Two things are important to note here. One is that, simply by opening the Coloring Tools, the size of the stack increased by 104K, from 60K to 164K. Another is that, rather than just filling the button area around the icon with my chosen color, all white areas on the button are filled.

The next new feature I tried was the ability to import graphics in the PICT format into the stack. You can now add PICT files to a background or card by importing them, and then dragging them into position. PICTs are treated as objects, and if you import more than one, they can be reordered once they are added to a card.

Importing my PICT was as easy as double-clicking on the PICT button



(from the floating Color Tools palette), then searching for and selecting my file through a normal file opening dialog box. Once imported, you can set the PICT's coordinates and change its size by choosing it and then selecting the "Get Info..." command from the Items menu. After importing my PICT, I created a yellow rectangle using the Rectangle tool on the Color Tools palette, resized it to create a border around my PICT, and then chose "Send Farther" from the Items menu to send it behind the PICT. By the way, the "Get Info..." box also had a checkbox to make my PICT file transparent, but this seemed to have no effect—it already appeared that way. Text on the card showed through the PICT. AppleScript integration is mainly seen in the scripting areas of stacks, backgrounds, cards, etc. There is now a pop-up menu within all scripting windows that allows you to choose between HyperTalk or

AppleScript for the scripting language. Unfortunately, neither language provides direct access to the Mac Toolbox, so XCMDs and XFCNs are still necessary. You can mix and match the two scripting languages within a stack, though not within the same script.

The HyperCard Script Language Guide that comes with HyperCard has an appendix that covers HyperTalk syntax, and another for HyperTalk vocabulary, but none that covers AppleScript. In fact, I have a major complaint about the Script Language Guide: it gives numerous script examples using HyperTalk, but does not give the equivalent example in AppleScript. I think this is a major oversight on Apple's part, and hope they rectify it by doing it right when version 3 comes around. Meanwhile, HyperCard programmers who want to use AppleScript will have to rely on books like Goodman's *The Complete AppleScript Handbook*.

As I mentioned earlier, you can

run QuickTime movies in your stack. HC 2.2 ships with a QuickTime Tools stack. Much like the Color Tools stack, it explains parameters, commands, properties and messages concerning the use of QuickTime in a stack. Again, you are given syntax, script examples, and descriptions. It also has a button to install the resources needed for QuickTime into a stack. Doing this increased the stack size by 32K. Unlike the color tools resources, however, there is no option to deinstall the QuickTime resources through the QuickTime Tools stack.

Unfortunately, as with color, the QuickTime Tools stack is your only source of information on the use of QuickTime in HyperCard. The manual does not mention it. To my greater dismay, I found that Danny Goodman's *The Complete HyperCard Handbook* wasn't much help, either. Usually a great source for explanations, descriptions and how-tos, the fourth edition of this tome makes only the briefest mention of QuickTime. I found that playing a movie from within HyperCard wasn't that difficult, once I located the appropriate command information in the QuickTime Tools stack. HyperCard comes with a small (232K) "QuickTime Logo Movie," used for instructional purposes by the QuickTime Tools stack. I used it to practice the commands in a stack I made. Actually getting the movie to play was a simple as creating the following script in a button:

```
on mouseUp
  Movie "Durlblina:HyperCard 2.2:HyperCard Stacks:QuickTime Logo
  Movie"
  set closeOnFinish of window "QuickTime Logo Movie" to true
  send play to window "QuickTime Logo Movie"
end mouseUp
```

The first line calls the movie to the screen. If the movie is in the same folder as the stack, you don't need to specify the path as I did. You can also set a number of parameters here, such as window style, location, and whether it is visible or not. This last parameter could be handy if you were creating a movie that was really just a soundtrack, especially if you use the QuickTime instruments. Since I specified no parameters, the movie appeared in the center of my monitor, in the default windoid style. The default windoid is the one you usually see, with a title bar, close box, and VCR-type controls at the bottom.

The second line tells the stack to close (hide) the movie after it has finished playing. I found that the movie will stay on screen unless you include this line. Finally, I sent the "play" command. Not very difficult at all, really. For those of you who may be interested in incorporating QuickTime movies into your stacks, other XCMDs related to QuickTime can be found on America Online.

Along the lines of QuickTime is Motion Works' ADDmotion II XCMD. ADDmotion II can be used to create path-based animations using characters created with the program's painting tools, or imported graphics. These animation stacks can then be exported as QuickTime movies, stand-alone animations, or even After Dark modules. Motion Works suggests boosting HyperCard's preferred memory size to 4500K, so



this program is not for the faint-of-heart. They recommend 4-8MB for larger animations running in color.

Finally, there are two other small, but meaningful, enhancements that HyperCard users and programmers alike will be happy to find. The first is two new styles for buttons: standard and default. A 'standard' style button looks like a rounded-rectangle button, but without the shadow. And the 'default' style is from the true Macintosh interface, typical of OK or Cancel buttons in other programs. You can set an "enabled" property for buttons now; when the "enabled" property is set to false, a button appears 'greyed-out.'

Fields sport a new ability, also. If you lock the text of a field, you can set an 'autoselect' property. You can then click on any line in the field and have it "selected." Further, you can set an additional 'multiple lines' property. This allows you to make multiple line selections within the field, although they must be contiguous. Actually, this could be done previously using XCMDs, but it's nice that Apple included it as an integral part of HyperCard.

And now for some rumors! According to the February 6 edition of MacWeek, Apple may be coming out with a version 2.3 of HyperCard. This upgrade will be "fat", offering an install option for 680x0 or PowerMac; the ability to create native, stand-alone PowerMac apps; and the execution of PowerMac-native XCMDs.

Other reported features include: 24-bit color support; improved integration of the color tools with Hypertalk; grouping buttons into families, so only one is selected at a time; buttons as pop-up menus with up to 30Kbytes of text; integration with the Speech Manager; more open windows at a time; greater balloon help; improved support for AppleScript; and a HyperCard Player for Windows. ■

"Labels that Don't Stick"

by Paul Gerstenbluth

I watched Russ and Marge go at it. Russ laid down the law about how to use MyDataBase program during one of our New England Mac SIG meetings. (Washington Apple Pi has the advantage of having over 4,200 national and international members.)

Russ said, "You don't have to be a rocket scientist to print address labels." He pointed out the features of the MyDataBase to Marge, our new member. Russ urged her to purchase MyDataBase instead of Mickey Mousing with ClarisWorks and promised to demo the program at the next meeting.

With vigor, Russ informed our members that he puts all his database information in one file. He then retrieves information by using categories. For example, when Russ wants to extract specific information on his various soccer teams, he sorts by team name and players averages. Using Avery labels for Laser or inkjet printers, he can easily print them in any order on his Apple StyleWriter.

Previously, Russ used Microsoft Works 2.0 and had label printing problems. These endless problems wasted Russ' time, money and his short patience. He solved his label printing problems with MyDataBase.

With a smile, I remembered advocating the use of MyDataBase to Russ. With high-spiritedness, I told him that he probably didn't

have to crack the manual to learn how to use MyDataBase. Russ promised that he would purchase the program, because, if not delighted, he could get a refund.

It was reassuring to have Russ mirror my affection for MyDataBase. Now if only I could convert Dave (a strong Microsoft Works advocate for printing label) to use it. As Russ would say, "Keep working on him, he will eventually see the light when his address labels get stuck in his printer."

Final Note: You don't have to retype your database to bring it into MyDataBase. Just click the "Save As" or Export sub-menu (under the File Menu) to make a new file copy of your previous database. This new file copy can be a text or a tab delimited file. Then use MyDataBase (under the File Menu) to transport it into a new MyDataBase file.

MyDataBase sells for about \$50 at most computer stores and by mail order. ■

**MyDataBase
Sells for \$50**

**Company:
MySoftware Co.
1259 El Camino Real,
Suite 167
Menlo Park, CA 94025**

Artists on exhibit

by Blake Lange

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

Artist Info: Some artists are well known for their art. Jill Tanenbaum of Bethesda, Maryland, is well known for her opinions on art which frequent the editorial pages of Washington area publications. Feeling that the public doesn't understand the role of graphics designers, she is always writing articles and giving talks. In fact, I first heard of her when I read an article in the *Montgomery Journal* which she had written about doing business with design professionals.

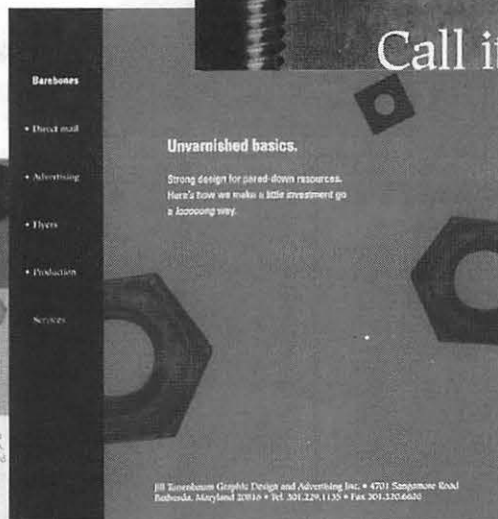
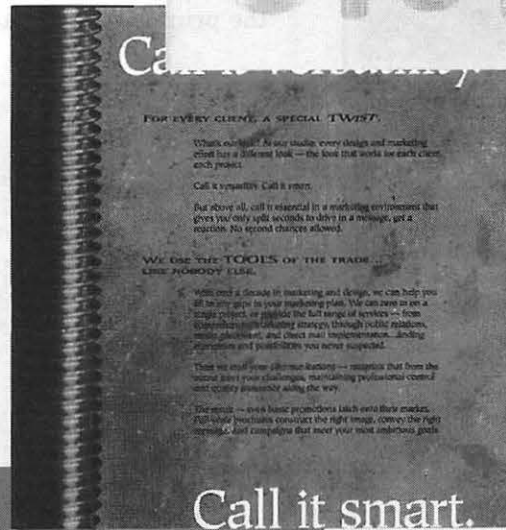
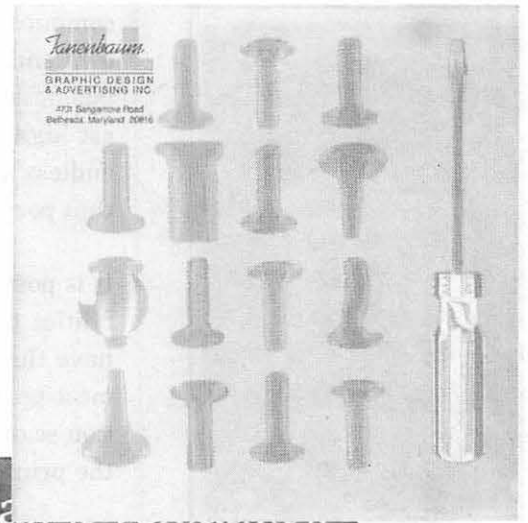
Tools: Two Macintosh IICis, Syquest drives, flatbed scanner, CD-ROM, and Hewlett Packard 1200 CPS color printer.

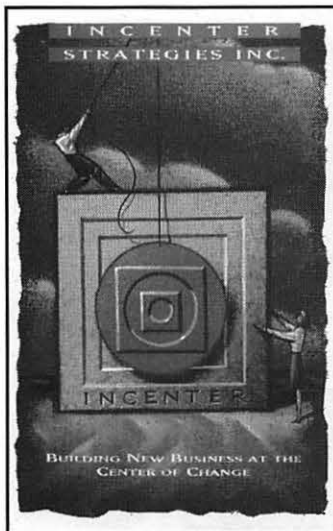
Jill finished her formal education—a Master's degree in Publications Design from the University of Baltimore and a BA in Fine



Arts, Studio Art, from the State University of New York—before computers were part of those programs. She sees this as an advantage because knowledge of the old methods such as copy fitting and preparation of complicated mechanicals gives her an understanding of the whole graphics process that those who have worked only with the computer do not have. Her company, Jill Tanenbaum Graphic Design & Advertising, Inc., which she founded on January 1, 1982, still has some graphic tables and an archive of board art. Now, however, “99.99%” of their work is done on computer, and archived on Syquest removable hard disk cartridges.

Jill has a business philosophy that has served her well in this age of the spiralling advance of technology. In a nutshell, she wants to be in front of the technology rather than it being in front of her. She feels she is not in business because of the



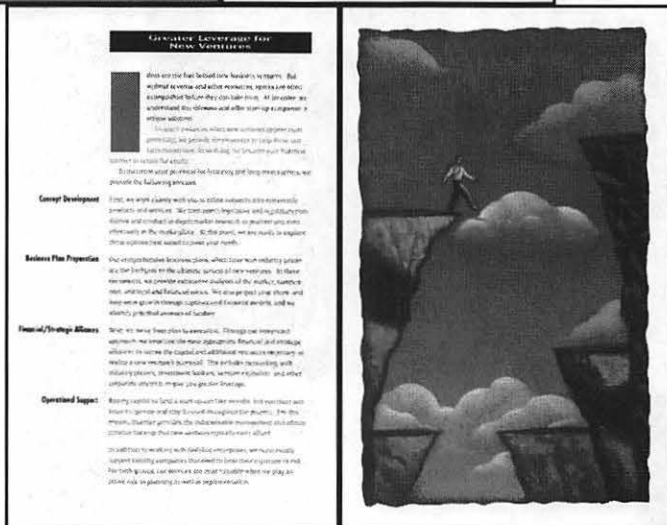
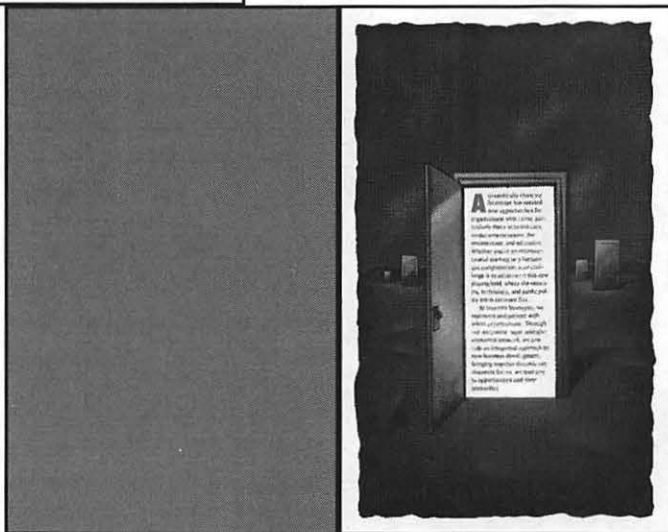


computer, but rather the computer serves as a means to her own ends. Flowing from this philosophy is a way of doing business which results in taking great advantage of the latest high technology while avoiding the trap of pouring an endless amount of money into computer purchases. How is that possible?

It is possible because Jill takes full advantage of the capabilities being offered by service bureaus and printers who have the latest high-end equipment and software. For the most part files supplied to the printer include low resolution scans of artwork to represent position, leaving it up to the printer to accurately print illustrations. Where special

effects are required they would be planned using Photoshop. Then Jill would oversee the service bureau who would do the final execution of the work. By doing things this way she especially gains the advantage in the area of color control, putting responsibility for this task in the most capable hands, with the service bureaus and the printers who have it within their means to maintain color-calibrated systems. Although it cannot be shown here, the color work she is producing is very impressive.

The first thing



Jill emphasized in our interview is that what her studio offers is design, not desktop publishing—and that many people don't know the difference. Production on the computer is the last of several design stages.

The first stage is meeting with the client to evaluate and discuss the project—how to best get the client's image out there. This requires asking the right questions and knowing the vendors that can deliver whatever is needed. Next research is done as a source of inspiration. Jill has accumulated a large library of artistic and technical materials for this purpose. The preliminary designs are then done on tissues. She doesn't believe one can sit at a computer and design. The computer is then used to tighten the design for presentation to the client.

To fulfill the needs of any project, Jill has developed a full range of artistic resources. Frequently the materials she produces include illustration by freelance artists and, for those projects on smaller budgets, she has a collection of copyright free illustration. ■

New Vision for the Future

Looking to the future, your challenge will be to meet with a different group of stakeholders: not to negotiate the quality of the negotiation, but to meet with the group on how to get the job done and get the results you want. The challenge is to meet with the stakeholders on their terms, not yours.

Writing and Writing Reports

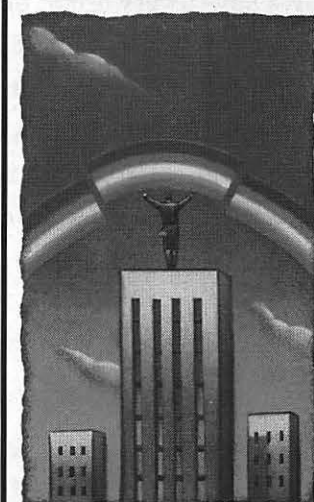
Do you need to write a report? Do you need to write a report that is different from the one you have written before? Do you need to write a report that is different from the one you have written before?

Information Causality

What is the relationship between the information you are providing and the information you are receiving? How is the information you are providing related to the information you are receiving?

Due Diligence

What is the relationship between the information you are providing and the information you are receiving? How is the information you are providing related to the information you are receiving?



Developing New Products: Tapping into the CORE

Developing new products is a complex process that requires a deep understanding of the market and the customer. The CORE (Customer, Opportunity, Resources, and Environment) is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.

Strategic Plan Participation

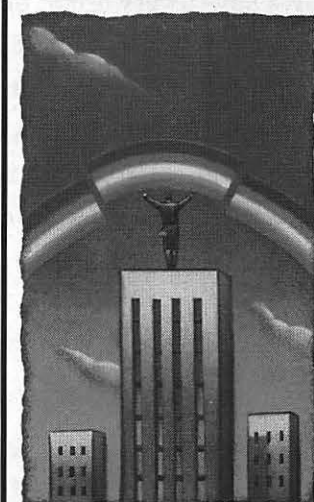
Developing a strategic plan is a process that requires the participation of all stakeholders. The CORE is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.

Business Development Planning

Business development planning is a process that requires the participation of all stakeholders. The CORE is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.

Implementation

Implementation is the process of putting a strategy into action. The CORE is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.



The Path of New Business Development

What is the path of new business development? It is a process that requires a deep understanding of the market and the customer. The CORE (Customer, Opportunity, Resources, and Environment) is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.

Customer, Opportunity, Resources, and Environment (CORE)

The CORE is a framework that helps you understand the market and the customer, and develop a strategy that is based on the CORE.

Customer

The customer is the person or organization that is interested in your product or service. Understanding the customer is the first step in developing a strategy that is based on the CORE.

Opportunity

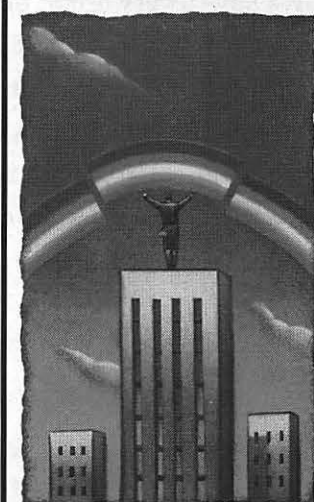
An opportunity is a chance to do business with a customer. Understanding the opportunity is the second step in developing a strategy that is based on the CORE.

Resources

Resources are the assets that you need to develop a strategy that is based on the CORE. Understanding the resources is the third step in developing a strategy that is based on the CORE.

Environment

The environment is the context in which you are doing business. Understanding the environment is the fourth step in developing a strategy that is based on the CORE.





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 on the Internet. 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 programs with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-984-0300.

Some Specifics

■ **Where:** Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive, Rockville, Maryland.

■ **When:** unless otherwise stated, all tutorials are three hours in length and begin at 7:00 P.M. on the date listed. The office building is secured at 6:00 P.M..

■ **Fees:** \$25.00 per class for members and \$35 per class for non-members. Pre-registration and payment must be made to hold a seat.

■ **Class Size:** Class size is limited to 6 students per class.

■ **Bring my computer?** All classes are taught seminar-style with the instructor using a computer and an overhead display. We encourage students who wish hands-on training to bring their computers.

■ **Instructor Cancellation:** If a class is cancelled by the instructor, all students will be notified of the cancellation. Please check your home answering machine if you have not given a work number for notification.

■ **Student Cancellation:** A cancellation must be received by the office 72 hours before a

Macintosh Tutorials

The Macintosh introductory tutorials are a three-part introductory series designed for beginning users or those desiring to brush up on 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 Macintosh, Part 1
(Course #M071095 for July)
(Course #M081495 for August)

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

class is scheduled. The only exception to this is a cancellation due to illness.

July & August Tutorials are the 4 basic ones. If taking more than one or the whole series, try to take them in the same month.

—Intro to Mac 1 7/10/95 or 8/14/95

(M071095) or (M081495)

—Intro to Mac 2 7/17/95 or 8/21/95

(M071795) or (M082195)

—Intro to Mac 3 7/24/95 or 8/28/95

(M072495) or (M082895)

—Maintaining the Mac 7/25/95 or 8/23/95

(M07/2595) or (M082395)



why the Macintosh user interface is consistent across all applications and how this makes learning and using software easier.

Materials required: Your Macintosh, HD drive, start-up disk, and an unformatted DSDD 800k disk.

Date: July 10, 1995 7-10 pm. or August 14, 7-10 pm.

Introduction to the Macintosh, Part II (Course #M071795 for July) (Course #M082195 for August)

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, start-up disk, and an unformatted DSDD 800k disk.

Date: July 17, 1995 7-10 pm. or August 21, 7-10 p.m.

Introduction to the Macintosh, Part III (Course #M072495 for July) (Course #M082895 for August)

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, start-

up disk, and an unformatted DSDD 800k disk.

Date: July 24, 1995 7-10 pm. or August 28, 7-10 p.m.

Maintaining Your Macintosh (Course M072595 for July) (Course #M082395 for August)

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 INITs); 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: July 25, 7-10 pm. or August 23, 7-10 p.m.

Washington Apple Pi Tutorial Registration Form		Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852 301-984-0300
Name _____	Please fill in the course number(s) of the class(es) that you wish to attend.	
Address _____		
City/State/Zip _____	Class #1 _____	
Phone (day) _____ (evening) _____	Class #2 _____	
Member Number _____ Non-member _____	Class #3 _____	
Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____	Class #4 _____	
<input type="checkbox"/> Check/Money Order <input type="checkbox"/> Credit Card	Class #5 _____	
Card Number _____	Class #6 _____	
Card Expiration _____ Signature _____	WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.	
Can you bring your own computer to the class? <input type="checkbox"/> Yes <input type="checkbox"/> No		



The Macintosh Bible Guide to ClarisWorks—A Review

© 1995, Paul J. Chernoff

The Macintosh Bible Guide to ClarisWorks (MBGtC) is a great companion to ClarisWorks, especially if you started with version 3.0 or received version 2.0 or 2.1 as part of a Performa package. There is a need for this book since ClarisWorks 3.0's manual isn't thorough enough. While ClarisWorks 3.0 has a solid on-line help system and it is a relatively simple application, this book is a valuable reference.

MBGtC is a feature oriented book. It covers ClarisWorks' functions, such as spreadsheet formulas and paragraph formatting, rather than showing you how to use ClarisWorks to create a newsletter or run a small business. When I accepted this book for review, I was hoping for the latter because I had thought I knew its features. But I was pleased to find that I learned new tricks and found it to be a useful reference.

What is ClarisWorks?

ClarisWorks is the best-selling Macintosh integrated application. It is made up of 6 environments, or modules—word processing, draw, paint, database, spreadsheet and telecommunications—which not only allows you to create 6 types of documents, but allows you to create "compound" documents. A compound document could be a memo (word processing document) that includes a budget (a spreadsheet frame). While each environment is basic compared to stand-alone

programs such as MacWrite Pro and Excel, ClarisWorks' sophistication lies in its ability to create compound documents.

I use ClarisWorks mostly for writing at home, though I have been using "industry strength" applications for years. ClarisWorks attracted me because it is simple and has low hard disk, RAM and processor requirements. Its spreadsheet is strong enough to allow me to sell my copy of Excel, and its database will do when I need to create lists. While I am disappointed by the lack of some features, such as linking the outliner to a sophisticated paragraph formatting engine such as in WORD, I find that it meets most of my home needs with a minimum of fuss. I am hoping that ClarisWorks 4, due later this year, will have improved word processing functions.

Goals of Book

This book aims to teach you ClarisWorks' features. Basics are covered first, with the more complex—and interesting—features towards the end.

MBGtC meets its own goal, stated in the introduction:

"The ClarisWorks 3.0 package comes with a condensed manual, an on-line help system and on-screen introduction, and a collection of Assistants.... You may often find yourself using two or three of these sources to get the answers you want as you work with the program. This book puts the answers in one place,

logically organized and clearly explained."

The ClarisWorks manuals have shrunk from version 2.0 to 3.0 even though the program has changed little. While on-line help was enhanced with version 3.0, I find that I prefer a complete manual. This book is a fine replacement manual for ClarisWorks.

Completeness

MBGtC is complete. I did not find anything that I knew about ClarisWorks missing from this book. I did learn about ClarisWorks features that I had not known about.

MBGtC covers versions 2.0, 2.1 and 3.0 equally well because ClarisWorks had only minor modifications between each version. The introduction summarizes the new features of version 3.0, so if you have version 2.0 or 2.1 you can decide if the upgrade is worth the money. (If you are using version 2.0 the upgrade to 2.1 is free and only requires downloading an upgrader from the TCS or any other bulletin board system). Version 3.0 features are noted in the body of the book, but most of the book applies to all three versions.

Basic Organization

MBGtC's organization makes it useful both as a learning guide and a reference work. It is good for learning ClarisWorks because it is well organized and explains aspects of the program in a good order. It succeeds as a reference work since information is clearly indexed.

My one quibble with the book is that it is not consistent with the terms used to describe ClarisWorks. It sometimes describes ClarisWorks as 6 integrated applications, and at other times as a single application with 6 environments. Since ClarisWorks' ability to integrate different types of documents into a single compound document is its claim to fame, I would



have preferred that the author not refer to each environment as an application.

I find a good table of contents to be important in any reference book. *MBGtC* is divided into easily digestible chunks that are easy to find in the table of contents. The book is divided into parts, chapters, topics and subtopics.

Parts are *Basics*, *The Six Applications*, and *Advanced Techniques*. *Basics* covers features common to all ClarisWorks environments such as document windows, opening, closing and saving documents, help system, find/change command, and setting preferences. About half of the chapter covers features found in most Macintosh applications, but the others are specific to ClarisWorks.

The Six Applications devotes a chapter to each environment: "Word Processing," "Spreadsheet," "Database," "Drawing," "Painting" and "Communications." This part treats each environment as if it were its own application and avoids advanced features. Each chapter covers enough information to enable you to write a letter (or the great American novel), compose a budget, make an electronic address book, draw a picture, or communicate with the TCS.

Advanced Techniques features are of least interest to the average computer user. I suspect that most people, myself included, use ClarisWorks mostly for writing. Database/spreadsheet functions are useful once you have mastered the basics covered in earlier chapters. The "Using Frames" chapter was the one I most looked forward to since this is the key to environment integration. Macros, shortcuts, and mail merge are also covered in this part.

"Frames" is ClarisWorks' most important feature and gets its own chapter. You can insert a frame of one document type inside another document, such as a word processing

frame inside a spreadsheet document, which is called by some a compound document. Frames allow ClarisWorks to produce more sophisticated documents than each environment's feature set would indicate. *MBGtC* does a good job of explaining how to use frames. Particularly outstanding are its sections on linking frames and on frame limitations.

The mail merge chapter covers how to combine database information with a word processing document. The most common form of this is the mail merge, or the creation of personalized letters from a mailing list. ClarisWorks database features make it easier to manage lists than in word processing programs.

This chapter could have been longer. What is missing is an explanation of how a database can be set up to make up for the word processing module's lack of mail merge control language. For example, you could create calculation fields in a database to determine which standard text should appear in a fund-raising letter. This would be based upon an individual's data.

The "Macros & Shortcuts" chapter does a good job of showing you how to create macros and to add buttons to the shortcuts palette. Some examples of macros would have been helpful. The ClarisWorks macro ability is limited to recording actions, so a brief mention of other macro programs, such as *QuickKeys*, would have been of value.

What is encouraging is that *MBGtC* goes beyond just ClarisWorks and includes information on Macintosh OS features supported by ClarisWorks including *Publish* and *Subscribe*, *QuickTime* and *PowerTalk*. I have never used *PowerTalk*, so I find it interesting to be able to read more, at a basic level, on how it works.

Other Organization Methods

The best insights to ClarisWorks

are the tidbits broken out from the basic organization. These are the tips, warnings, and troubleshooting sections.

Tips are inserted wherever the best use of a feature is not obvious. For example, after mentioning how to paste graphics into a word processing document the following tip is provided: "For more formatting flexibility, draw an object or create a frame in your word processing document. If you already have a graphic you want to use, you can paste it into a pint frame. Frame and objects are independent of text, so they don't affect the spacing of text lines."

Warnings are inserted to help you avoid common mistakes and from confusing different commands.

The troubleshooting sections appear at the end of most chapters. They cover common problems and their solutions and can stand on their own. As I jumped around the book, I read all of the troubleshooting sections before reading the main body.

There are two Appendices. The first covers installation and running of ClarisWorks. While this will be obvious to most WAP members, ClarisWorks is many Mac users' first program. It includes hints on which files can be deleted if you are short on disk space and adjusting RAM allocation from the Finder.

The second appendix is a handy list of keyboard shortcuts organized by environment.

Summary

My only frustration with *MBGtC* has to do with ClarisWorks' limitations and not the book. I would have liked more commentary on ClarisWorks' shortcomings and limitations. While it is not useful to complain that its word processing features fall short of *WORD*'s features, I keep wanting more out of ClarisWorks, such as better macro



ability, real style sheets, FileMaker Pro compatibility, and paragraph leading. I look forward to the day when ClarisWorks, or "ClarisWorks Pro," allows me to sell more of my software collection. Pointing out shortcomings could help ensure that they will be improved upon in future versions. A list of shortcomings would also help a user know when ClarisWorks is not the best tool for a particular task.

Otherwise MBGtC meets its mark. I recommend it for anyone who wants a real ClarisWorks manual.

The Macintosh Bible Guide to ClarisWorks is written by Charles Rubin and published by Peachpit Press (2414 Sixth Street, Berkeley, CA 94710, 510/548-4393 (phone), 510/548-5991 (fax). \$24.95. ■

Paul Chernoff is the Systems Manager of Enteractive, Inc., a local multimedia CD-ROM publisher, and a Macintosh owner since 1985. He spends too much time with his computer, according to his wife Leannah and their two cats, Gus and Selina Kyle.

6. The word processor now supports sections, facing pages, and end notes. Spelling dictionaries can be imported or saved as text files.

7. The database now has list views as a standard option (something that Microsoft Works had years ago). It also has new field types, and the ability to store selection, sorting, and layout criteria.

8. New fill and cell formatting options in spreadsheets.

9. Draw objects can now be rotated at arbitrary angles.

As mentioned above, until Claris produces translators to other versions of ClarisWorks, files saved using version 4.0 cannot be opened by earlier versions. In addition, the compatible Windows version of 4.0 won't be out until later. For these reasons the C•WUG advises keeping an earlier version on your hard disk if you wish to create documents that owners of these other versions can open. Here are some precautions they recommend:

A. Use the Finder to duplicate the Claris folder inside your System folder *before* installing 4.0. The installation will modify the Claris folder, so it's best to keep an unchanged copy just in case.

B. Macros and stationery documents from earlier versions will work with the new version, in spite of messages telling you they are created by old versions. HOWEVER, if you create one single macro with version 4.0, your earlier version of ClarisWorks will not be able to access *any* of your macros. For this reason, create macros *only* with your earlier version of ClarisWorks.

There are lots of new features with ClarisWorks 4.0. It has higher hardware requirements and isn't presently compatible with earlier versions. Judge for yourself if it's worth the upgrade cost (which includes free and low-cost software). ■

Notes on ClarisWorks 4.0

by David L. Harris

CLARIS CORPORATION is to start shipping ClarisWorks 4.0 for Macintosh by June 15. Here are some notes about it derived from the latest *ClarisWorks Journal* (from the ClarisWorks Users Group — C•WUG).

ClarisWorks 4.0 lists at \$129. Upgrades from earlier versions of ClarisWorks are \$57.50 including the ever-present S&H from Claris. Until August 31, 1995, upgrades obtained directly from Claris will include a free copy of ClickBook, which is evidently an aid to printing booklets, pamphlets, and brochures. The upgrade also includes a certificate for the business graphics package Claris Impact, for \$29 (normally about \$150 by mail order). There is apparently something being marketed called the "HW ClarisWorks Upgrade" which does NOT include the new version of ClarisWorks. Don't get it.

Version 4.0 requires at least a 68020 processor, System 7.0, and a memory allocation of 1.1 MB. A

minimal installation takes 2 MB on your hard disk, but the full installation (with its libraries) takes 14 MB. Files saved with version 4.0 can, at present, NOT be read by earlier versions of ClarisWorks. For this reason the folks at C•WUG advise keeping an earlier version on your hard disk as well as version 4.0. More on this later.

Here are some new features of ClarisWorks 4.0 that caught my eye:

1. Style sheets for text, outlines, tables, spreadsheets, and graphics are now available.

2. ClarisWorks 4.0 now has libraries of graphics (like ClarisDraw), text, and QuickTime clips. You drag items from these libraries and drop them into your documents.

3. More ClarisWorks "Assistants" are available.

4. There is an HTML translator to create World Wide Web pages.

5. Support for AppleScript, WorldScript, and EGO for equations.



The System 7.5 Book—Getting the most from your Macintosh operating system

by Rick Curran

OK! Everyone out there using System 7.5 raise your hand. Higher, I can't see it. I know that in our user group there are only one or two who have System 7.5 on their machine only because that is the one it was shipped with. Well System 7.5 isn't new any more, there is an upgrade to it already.

What's the matter? You frightened? Need someone to hold your hand? Think the big System 7.5 goblin will get you? Well you are not alone, a lot of people have that wait and see attitude. They are missing out on a lot of nice features though.

What if I suggested a book that would answer all of your questions about 7.5 before you needed to ask. "Such a book would be too hard to read and understand. It would be way over my head and I would get so confused," you say.

What if I said this book starts out...

"Once upon a time there was a..."

Well! The System 7.5 Book Getting the most from your Macintosh operating system, third edition, by Craig Danuloff, published by Ventana Press is that book, and yes it does start off "Once upon a time..."

Don't get excited that there are 670 some pages and 16 chapters. This is not a romance novel, it is a reference book, a text. It will tell you what you need to know espe-

cially if you are about to upgrade to System 7.5 or if you are a new user with a System 7.5 on your machine.

A good place to start is chapter one. It covers the basics by showing all of the icons in the system folder and explaining what each does. Lots of illustrations and screen shots to help in the explanations.

Chapter 2 answers all the mysteries that the Finder has. What is it. How does it work. How to use it and its many parts, including things like the new Apple Guides. Great information for the new Macker and updates & reminders for those who remember systems which had no numbers and fit on one 400k disk.

Setting up your hard drive is the topic for chapter 3. It discusses in-depth things like aliases and the find command, maybe not so important... until you loose something.

Put your hiking boots on as you read chapter 4. Not because it is tough going, but because you will be walking through the system folder. Along the trip you will cover Apple Menu Items, control panels, extensions, fonts, and more. It even explains how to add or delete things from the system folder.

In Chapter 5 Craig Danuloff covers the system and your software. The new system has a number of features/parts which will make your software more productive. AppleEvents, AppleScript, stationery pads, AppleShare,

QuickDraw GX, drag and drop, launcher...

I skipped over the next chapter because there was no way I was going to get a Power Mac any time soon (probably never).

Chapter 8 tells you how to get enough memory to do multitasking as discussed in chapter 7.

If you plan to upgrade to System 7.5, Chapter 9 is a must read before you upgrade. It discusses QuickDraw GX, how to print your documents, types of fonts and font utilities. There is a lot of information in this chapter and it is explained very well.

Back in the days of cut and paste, the chapter on Inter-Application Communication & OpenDoc would be summed up in five words - open, cut, close, open, paste. When System 7 came on the scene, that all changed and it was expanded in 7.5. This chapter explains things like - publish & subscribe, AppleEvents, OpenDoc, OLE...

Chapter 11 carries it a bunch further. With the use of AppleScripting language you can cause things to happen between or within applications or just empty the trash. In System 7.5 you get all the tools to do things MacroMaker could only dreamed of, and much, much more.

Chapters 12, 13 and 14 are not for everyone. They discuss moving information from one Mac to another via networks and file sharing. It is full of good information, but if you only have one Mac... On the other hand if you are setting up a network or are a network administrator, jump right in, the water is fine.

The next 2 chapters talk about the toys (extensions and third party utilities). There is a discussion on software to open IBM files or files made by Mac programs you don't have on your machine. Also, At Ease (a launcher program), QuckTime



(for movies), and voice recognition software. There is information on utilities that change menus, empty the trash, effect Aliases, manage fonts or extensions, and lots more.

If you are planning to install or upgrade to System 7.5, skip over the first 602 pages and go directly to Appendix A. Read this section first, it may save you a lot of grief. This section discusses preparing your hard drive, checking the compatibility of your programs/Inits/DAs... and installing the system. Don't cry if you punch the install button and find out later, your favorite program or DA won't work anymore, or you need a later version of your prime application.

The second appendix is for the history buffs. It takes you through the many versions of System 7.

Bottom Line -

For those bottom liners, here goes. This is a well written, well organized book filled with hundreds of screen shots and illustrations. It is geared to be of value to both the newbie and the power user. If you are the guy or gal who gets asked all the Mac questions, this book has all the System 7.5 answers. If you make decisions about computers in your group/company, what ever, this is a book to have on your reference shelf (pile). If you are thinking about upgrading, you need this book. If you want to know how the system works, this book will tell you. If you know it all and have just upgraded, you need this book to find out what went wrong. Well worth the \$24.95.

Particulars

The System 7.5 Book - Getting the most from your Macintosh operating system - Third Edition
By Craig Danuloff
Ventana Press
P.O. Box 2468, Chapel Hill, NC
27515 1-800-743-5369 ■

Personal Ancestry File A Genealogical Management System

review by Janet Mobley
(GSAUG)

YOU MAY REMEMBER the old story about the little four year old boy who sat down to the dinner table and asked his parents where he came from. The parents were rather taken aback, not being prepared for a lesson on human sexuality so soon in their child's life. The parents looked at each other, gulped and proceeded to tell the child. They said Dad and Mom loved each other so much they wanted a little boy just like him so Daddy planted a seed in a very, special place somewhat south of Mom's heart. The seed grew and finally a little baby was born from Mommy's body.

The child looked most disappointed and finally said, "Gosh, my friend Johnny came from a REALLY special place. He came from New York City!"

PAF is not a program about reproduction; there are some fine programs on CD-ROM on the human body that probably answer those questions. PAF is a worthwhile genealogy program.

There comes a time in most people's lives when they want to learn about their family history. In this age where people move away from family members and have no grandparents, aunts, uncles and other relatives nearby to ask about family history, it is difficult to find answers. When answers are found

and recorded in a logical, simple manner, it makes genealogy practical as well as fun. This big program handles the complex record keeping aspects of genealogy. PAF is a powerful and sophisticated, yet easy to use program. Don't be fooled by the low price.

Personal Ancestry File has been developed and is distributed by the Church of Jesus Christ of Latter-day Saints; the Mormons. Therefore, being a non-profit organization, the price is kept low. The price for Macintosh and MS-DOS computers is the same. They used to have an Apple II version but I think it is out of production.

There are several segments to the program. The Family Records program which lets you assemble your pedigree and at the same time puts all sorts of information into the program about your ancestors. You can enter the name, gender, title (if any), birth and christening dates, marriage, place of marriage, divorce, death, burial and more. You can assign ID numbers to family members. PAF allows you to enter historical information and background notes. You might think this program will fill up your hard drive but PAF lets you store your information on disks instead if you prefer.

PAF lets you group families together showing relationships in each generation. You can show links be-

Continued page 57

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

Apple II/III

Apple II

General

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
Ken DeVito (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: 5 am to 5 pm) (301) 868-9554

—Apple SSC

Bernie Benson (301) 951-5294

—AppleWorks

Ken DeVito (703) 960-0786

Ray Settle (301) 647-9192

Gary Hayman (301) 345-3230

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

Bill Campbell (301) 498-6380

Allan Griff (301) 654-1515

—AppleWorks Database

Morgan Jopling 1 (301) 721-7874

Milt Goldsamt (301) 649-2768

Allan Griff (301) 654-1515

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: 5 am to 5 pm) (301) 868-9554

—Profiler 3.0

Barry Fox (717) 566-6709

Hard Disks

—CMC (not CMS)

Barry Fox (717) 566-6709

—Corvus

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—Sider

Otis Greever (615) 638-1525

Languages

—Apple Soft

Louis Biggie (301) 967-3977

Peter Combes (301) 251-6369

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—Pascal

Michael Hartman (301) 445-1583

Operating Systems

—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/SuperCalc.2.0

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—Telecommunications

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Ken DeVito (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 DeVito (703) 960-0786

Word Processors

—General

Walt Francis (202) 966-5742

—Apple Writer 2

Ron Evry (703) 490-1534

Dianne Lorenz (301) 530-7881

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—AppleWorks GS

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

Andy Gavin (703) 734-3049

—Letter & Simply Perf

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—Mouse Write

Barry Fox (717) 566-6709

—Publish-It!

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 II GS*

David Wood ((301) 827-8805

—General

Barry Fox (717) 566-6709

—IIe Upgrade

Morgan Jopling (301) 721-7874

—APW

Andy Gavin (703) 734-3049

Leon Raesly (days: 5 am to 5 pm) (301) 868-9554

—Deluxe Paint II

Rich Sanders (703) 450-4371

—GS BASIC

Barry Fox (717) 566-6709

—Multiscribe GS

Ray Settle (301) 647-9192

Telecommunications (Mac & Apple)

—TCS Help

Dale Smith (301) 762-5158

Nancy Seferian (202) 333-0126

Paul Schlosser (301) 831-9166

—General

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

—Mouse Talk

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

Paul Campbell (313) 255-6497

Dave Ottalini (9-10:30 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

—Apple Writer

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

Lee Raesly (Adelphi) (301) 599-7530

Don Avery (Bethesda/DC) (202) 362-1783

Virginia

Kenneth DeVito (Alexandria) (703) 960-0786

Neil Laubenthal (703) 691-1360

SPECIAL NOTE: the office will be undergoing final renovation through the 16th of July. All tutorials and SIG meetings are cancelled at the office for July. Call SIG chairmen for information.

August 1995

Washington Apple Pi Office
 12022 Parklawn Drive, Rockville, MD, 20852.
 M-W-F 10 a.m.—6 p.m.; Tue 7 p.m-9 p.m.; Sat 9 a.m.-2:30 p.m.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 TeleComm SIG	2	Columbia Slice 3 Game SIG	4	5
6	7 Newton SIG	8	9 Mac Program- mers SIG DTP SIG	10 Stock SIG	11	12
13	14 <i>Intro to the Mac-Part 1</i>	15	16 DB SIG WAP BoD	17 PI SIG	18	19 Annapolis Slice
20	21 <i>Intro to the Mac-Part 2</i>	22	23 Excel SIG	24 Women's SIG	25	26 <i>NoVa ComCol</i> WAP General Meeting
27	28 <i>Intro to the Mac-Part 3</i>	29	30 <i>Maintaining Your Mac</i>	31		

September 1995

WAP Office Phone: 301-984-0300
 TCS 2400 bps: 301-984-4066;
 TCS 14400 bps: 301-984-4070

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4 <i>Labor Day</i> Office Closed	5 TeleComm SIG	6 Mac Program- mers SIG DTP SIG	7 Columbia Slice Game SIG	8	9 Frederick Slice
10	11 <i>Intro to the Mac-Part 1</i>	12 Newton SIG	13 DB SIG WAP BoD	14 Stock SIG	15	16 Annapolis Slice
17	18 <i>Intro to the Mac-Part 2</i>	19	20 Excel SIG	21 PI SIG	22	23 <i>NoVa ComCol</i> WAP General Meeting
24	25 <i>Intro to the Mac-Part 3</i>	26	27 <i>Maintaining Your Mac</i>	28	29	30

See page 3 for journal deadlines.

Macintosh

General

Tom Witte (703) 683-5871
 Harry Erwin (703) 758-9660
 Dan White (301) 843-3287
—Art & Video
 Nancy Seferian (202) 333-0126
—Borland Products
 Doug Ferris (daytime 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
—Foxbase
 Rick Shaddock (202) 829-4444
—Helix
 Jim Barry (to midnight) (703) 662-0640
 Harvey Levine (301) 299-9380
—MS-File
 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
 Freddi Galloway (V/TTY) (410) 268-5793
—ReadySetGo
 Jim Graham (703) 751-4386
 Freddi 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 (202) 333-0126
—Canvas
 Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784
—MacDraw
 Tom Parrish (301) 654-8784
—Image Studio
 Mort Greene (703) 522-8743
—Studio/1
 Jamie Kirschenbaum (evenings) (703) 437-3921
—SuperPaint 2.0
 Mort Greene (703) 522-8743
—Video Works
 Mort Greene (703) 522-8743

Programming
—General
 Harry Erwin (703) 758-9660
—Inside Mac
 John Love (703) 569-2294

—Pascal

Michael Hartman (301) 445-1583

Spreadsheets & Charts

—General
 David Morganstein (301) 972-4263
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (301) 627-8889
—ClarisWorks
 Roger Burt (301) 424-6927
—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 10 pm) (301) 740-5255
 Kirsten Sitnick (301) 750-7206
 Mort Green (703) 522-8743
 Rick Shaddock (202) 829-4444
—WingZ
 Kirsten Sitnick (301) 750-7206

Telecommunications

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

Virtual Reality

—Virtus Walthorough Pro
—Virtus VR, Virtus Voyager
 Jaque Davison (703) 644-7354

Word Processors

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

Miscellaneous

—Ile Card for the LC
 Bernie Benson (301) 951-5294

—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) 521-8121
 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

—Sound Edit

Jamie Kirschenbaum (evenings) (703) 437-3921

Mac Disketeria Library

Dave Weikert (301) 963-0063

General

—Assistive Tech

Missy McCallen (703) 323-6079

—Games-Apple II

Charles Don Hall (703) 356-4229
 John Wiegley (after 2:15) (703) 437-1808

—IBM

Leon Raesly (301) 599-7530

—Math-OR Apples

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 (days: 5 am to 5 pm) (301) 868-9554

—MX-80

Jeff Dillon (301) 662-2070

—Stat Packages

David Morganstein (301) 972-4263

—Stock Marker

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 PM.

Dick Grosbier (Frederick) 898-5461	A2, GS, Mac	Scott Galbraith (Montrovia) 865-3035	A2, GS
Harold Polk (Frederick) 662-6399	A2	J. Russell Robinson (Hagerstown) 739-6030	Mac
Ken Carter 834-6515	A2, GS		

Annapolis Slice Help Line

Area Code 410. Call in the PM before 10 PM (except Seth Mize).

Richard MacLean (Annapolis) 280-8756	MacIIsi	Gini Waters (Crownsville) 923-0139	Mac+, DTP
Steve Toth (Edgewater) 956-6557	Mac+	Bill Derouin (Severna Park) 647-0802	Centris 650, DTP
Bob Peterson (Crofton) 721-9151	MacSE	Bill Waring (Severna Park) 647-5605	Mac, CD-ROM
Helen Hamerstrom (Severna Park) 647-1720	Mac, HS	Will DeKrone (Annapolis) 626-7716	Internet
Lou Spienza (Crownsville) 573-7140	Mac IIsi, Canvas, DTP		
Barry Conner (Annapolis) 573-7140	Mac Telcomm	Seth Mize (Glen Burnie) 766-1154	IIGS, II+, III, PC
Brian Bassindale (Arnold) 757-9541	Mac IIsi, CAD	Helen Hamerstrom (Severna Park) 647-1720	IIGS, DTP, HS

Telecommunications Help Sheet

A quick reference sheet for use while on the TCS

TCS Phone Numbers:

—301-984-4066

(for 300, 1200, 2400 bps)

—301-984-4070

(for 9600, 14400, 28800 bps)

Main Menu

 Bulletin Boards
<C> Change Conferences
<F> File Transfer
<L> General Library
<M> Membership Search
<N> Now On System
<O> Off the System
<P> Public Library
<T> Time and Date
<U> User Preferences
<W> Read Welcome Bulletin
<X> eXamine Weather Forecast

File Transfer Menu

<A> Adjust Pointers
<G> Global Read New Descs
<L> List All Available Areas
<N> New File Descriptions
<O> Off the System
<Q> Quit to Main Menu
<R> Read All New Descs
<Z> Zelect File Areas

File Area Menu

<A> Alphabetical List
 Batch Functions
<C> Change File Area
<D> Download a File
<F> Find File Descriptions
<H> Help With File Transfer
<I> Info on File Contents
<L> List All Files
<M> Mark Files for Downloading
<O> Off the System
<Q> Quit to Main Menu
<R> Read File Descriptions
<T> TitleScan Descriptions
<U> Upload a File or Files
<W> Welcome Bulletin

Editor Menu

<A> Add to File

<C> Clear File in Memory
<D> Delete a line from File (#)
<E> Edit a Line (#)
<F> Find a String
<G> Global Search & Replace
<I> Insert Lines into File (#)
<L> List the File (#)
<M> Toggle Reply Mode
<N> Line Numbering Mode On/Off
<P> Purge Temporary File
<Q> Quit - Clear File & Exit
<R> Read back from Temporary File
<S> Save File and Exit Editor
<T> Write File to Temporary File
<U> Upload Mode Toggle (No Reply Mode)
<V> View Temporary File
<X> Exchange a String within line (#)
<"> Modify Reply Mode Characters

Change Conference Menu

<1-8> ... Choose Conference Number
<L> List Conferences Available
<Q> Quit to Main Menu
<1> General Conference
<2> Apple II Conference
<3> Macintosh Conference
<4> Classified Conference
<5> Global General Conference
<6> Global Apple II Conference
<7> Global Macintosh Conference
<8> Global Miscellany Conference

Conference Menu

<A> Adjust Pointers
<C> Change Conference
<G> Global Read All New Msgs

<L> List All Available Boards
<O> Off the System
<Q> Quit to Main Menu
<R> Read All New Msgs
<W> Welcome Bulletin
<X> Xfer All New Msgs
<Z> Zelect Boards of Interest

Bulletin Board Menu

<A> Alter/Edit an Existing Message
 Blind Reply to a Msg by Number
<C> Change Boards
<D> Delete Msg From or To You
<E> Enter a Message
<F> Find Message by Keyword
<L> Library for this Board
<O> Off the System
<Q> Quit to Main Menu
<R> Read a Msg or Msgs
<S> Scan Message Headers
<T> TitleScan Msg Headers
<W> Welcome Bulletin for Board
<X> Xfer (Download) a Msg or Msgs

User Preferences

<A> Alter Password
<E> Emulation Mode
<F> File Transfer Protocol
<P> Prompt Character
<Q> Quit to Main Menu
<R> Reply Mode Prefix
<V> Video Length
<X> Expert/Novice Prompts
<Y> Your Current Status

Electronic Mail Menu

 Blind Reply to a Letter
<D> Delete Letters
<E> Enter a Letter
<F> Find Letters
<H> Help/Brief Tutorial
<I> Info on Letters
<K> Keep Letters
<L> List Letters
<O> Off the System
<Q> Quit to Main Menu
<R> Read Letters
<S> Scan Headers of Letters
<T> TitleScan Letters
<X> Xfer (Download) Letters

Please see page 47 for the TCS Help Hotline phone numbers.

Designing Educational Software

by Phil Shapiro

DESIGNING educational software is an interesting challenge. The goal is to produce a learning activity that is both fun and educationally beneficial. Thinking up a computer program that is educationally beneficial is not too difficult. But making that activity appealing at the same time is no small challenge.

There's a vital ingredient to good educational software that can never be fully described. It's an intangible quality that creates a positive chemistry between the child and the computer.

As an educational software designer, the most richly satisfying reward you'll get is watching a child become excited and involved in using software you've designed. It's as if they were interacting personally with your mind. The computer becomes an extension of you yet capable of existing independently of your corporeal body. When children interact with a well-designed educational program, it's as if they were closely interacting with the sharp wits of the person who designed the program.

Coming up with ideas for educational games can sometimes be a hurdle for novice software designers. For example, thinking up a novel math game is a very steep challenge if you hope to distribute the product

commercially. Dozens of larger educational software companies have produced many excellent math games in the past ten years. And schools are reluctant to spend scarce funds on software that accomplishes the same results as software they have already purchased.

Likewise, simple word games, while beneficial and often appealing to children, just do not excite much interest in the educational market today. (This is not to say that such programs are not worthwhile for a shareware disk or for your home or local school.)

These days educational software purchasers are rather discriminating. For a product to have commercial appeal, it must stand out from the crowd. It must be unique in some important way.

Once you have a working version of a uniquely original program you have designed, then you need to spend time testing the software with kids. If the kids do not like it, you need to go back to the design phase to see if you can incorporate some of that intangible magnetic appeal. Ask the kids what they think should be added or taken away from the program. Kids are not shy about expressing their opinions. And they have special insight as to what works and doesn't work in an educational game.

If you don't have a herd of children running around your house to serve as in-house beta-testers,

you might try volunteering for after-school computer classes at one of your local schools. Or see if there is a summer computer camp in your vicinity that would be interested in helping to beta-test your software.

Two summers ago I had a valuable experience beta-testing software at a computer camp near my house. Early in the summer the kids saw the program in a raw, unfinished form. With each passing week they saw small enhancements being added. And their week-to-week response to this software provided vital feedback to the features that were included in the final version of the program.

A special luxury is beta-testing educational software with children who have programming skills of their own. Such kids are experienced enough to know what is feasible and not feasible on the computer. You can bounce ideas off them, getting feedback both on the ideas themselves, and the estimated programming work needed to implement those ideas. In some cases, you might even enlist their help to produce some of the sections of the software.

Creating educational software can be one of the most satisfying types of programming work. The rewards can be as lucrative as a young child's gentle smile. Late night programming sessions become eminently worthwhile if you have ever witnessed a child interact enthusiastically with one of your programming creations. ■

The author is the founder of Balloons Software, an Apple II/Macintosh educational software development company. He can be reached at: pshapiro@aol.com



Amazing Animation™ published by Claris Corp.

by Stuart Bonwit

Broad Brush

AMAZING ANIMATION is a multimedia production software package for the 5- to 14-year-old crowd. Surprisingly sophisticated movies with sound can be produced. My personal favorite features: the Uh-Oh button is the Un-Do and the Firecracker button is the Delete! The Uh-Oh button

says, "Uh-Oh," in the voice of an 18 month old and the Firecracker button sounds like one!

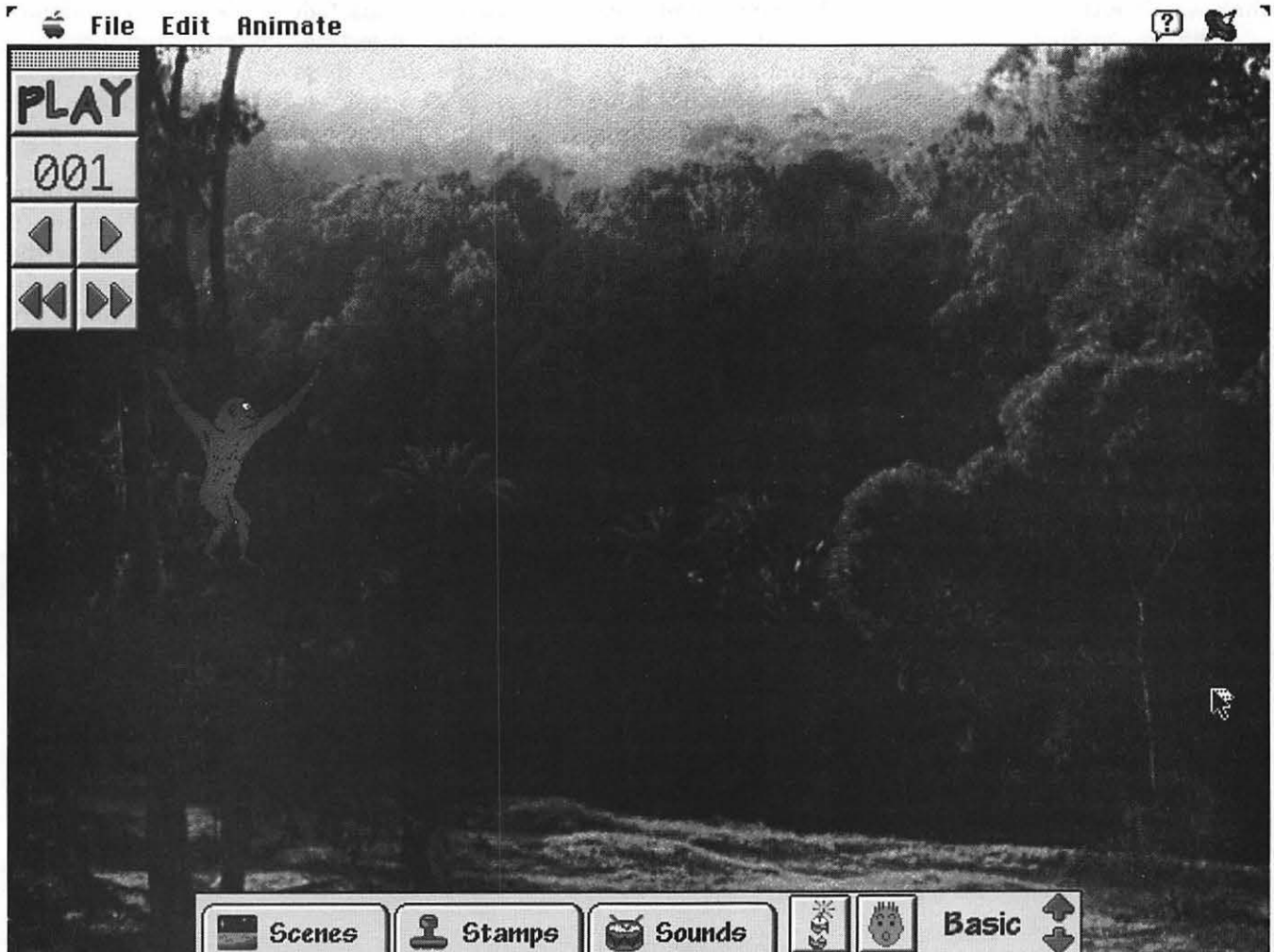
This software is too good for kids!

The package is set up so that children can pick a level of difficulty suitable to their age group. For the easiest level, one can pick one of nine canned background scenes, one

of thirty canned objects to be animated in the scene, and one of fifty-five canned sounds. At higher levels, one can create original scenes, animation objects, sounds, titles, and special effects, including rotation, sizing, wipes, pauses, and interactive buttons. The teacher or parent may select "Little Kids" level, which hides the advanced level menus.

For every command that is given, a funny synthetic sound is heard. No two commands have the same sound as far as I've found.

The software was "beta tested" by three children ages 7, 9, and 14 years old. A 5-year-old was not immediately available. It was an overwhelming success. The biggest problem was getting them to quit.





Details

The package is supplied with either four high density (1.44 MB) floppy disks or a CD-ROM for installation. Installation with the floppies was straight-forward. The software comes in the form of SIT files which are expanded during the course of installation. The owner's name is required as well as the serial number from the registration card before the application can be opened. It apparently records this on the hard disk, not on the supplied disks.

The 62-page User's Guide is well written and logically laid out. It should be easy to follow for children in the upper end of the age range, but I doubt that they would read it or even need to. Children in the lower end of the age range will require help getting started, but after that, watch out!

The Screen Shot shows a typical situation. The buttons at the bottom are:

1) **Scenes.** This brings up a selection of backgrounds. A background is constant in the animation until a new one is selected.

2) **Stamps.** This brings up a selection of objects that can be animated in the scene.

3) **Sounds.** This brings up a selection of sounds which can be introduced anywhere in the animation.

4) **Firecracker.** For deleting a selected item.

5) **Uh-Oh.** For undo-ing the last command.

The word "Basic" indicates the lowest level. The up and down arrows lead to the higher levels. In the upper left are the "Play", frame number, step frame forward and backward, and go-to-beginning and go-to-end buttons. Clicking the frame number displays a film strip showing all the frames in the animation,

each one being numbered. Clicking on a particular frame in the strip moves the main screen directly to that frame.

The "Jungle" scene and the "Monkey" stamp have been selected. A rubber stamp appears which can be moved around to place the monkey (rubber stamp it!) anywhere in the scene. Clicking the mouse clears the stamp and places the monkey at the selected point as seen in the Screen Shot. During the course of all this, voice prompts tell you what you can do next. The monkey stamp actually consists of many images that animate the monkey swinging from tree to tree. These are brought out by dragging the monkey image across the scene. As the image is dragged, beeps indicate where the individual monkey frames will appear in the movie. At the same time the frame number count increases.

Let's say we want a monkey sound at frame 009. Opening the film strip and clicking on frame 009 in the strip selects that frame on the main screen. Clicking the upper left square in the film strip or the frame number on the main screen clears the film strip. Clicking the Sounds button opens a selection chart. Clicking on the Monkey sound in the selection chart puts the Monkey sound at frame 009. Clicking on the double-left arrow moves the movie to the start. Clicking on Play plays your first masterpiece! The movie can then be saved.

There's one little glitch that only the nit-pickers (and 14-year-olds) will notice: When the movie gets to a frame with sound, there's a momentary pause while the sound is called up.

Cris, the 14-year-old child, was first at the controls. After a few basic instructions he was on his own. When Collin, the 9-year-old, came in, Chris instructed him. Collin was soon on his own. Each

vied for chances to be at the controls. Nobody ran out of ideas. Later, Casey, the 7-year-old, came in. After minimal instruction he was off and running, ideas coming faster than he could implement them.

At the higher level there is a paint program to create new backgrounds and stamps (objects). It has many of a paint program's basics which are adequate. There are "buttons" that can be inserted in the movie to allow a viewer a choice of paths to follow (interactive). But the things that really impressed me were the "Wipes." These are actually transitions that are inserted between two frames. It is most spectacular when the background scene changes. There are 20 Wipes available including: straight line wipes in the four directions; new scene sliding in from the four directions; fade out/fade in (by randomly inserting, then removing, black pixels); dissolve (by randomly replacing pixels from the first scene with those of the second), vertical page rolls, etc.

Even with all the combinations of scenes, stamps, and sounds, I have a feeling that eventually the program would run out of steam for children. These canned items are essentially unalterable except for size and orientation. The paint program might hold a child's interest, but only the most talented and persistent child would be able to create any animation with it. (Author's opinion; the test children were not here long enough to test it.)

However, I still say: this software is too good for kids!

Conclusion

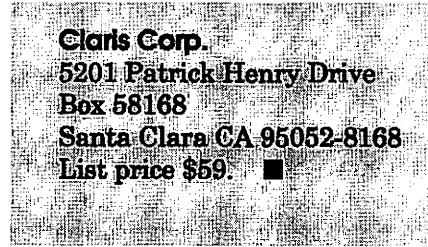
I am most favorably impressed with this package. It would be a welcomed gift to any child (no matter what age!) that likes to play on the computer. Any school should be glad to get the package but must observe licensing agreements.



Hardware requirements for the Mac are:

- Macintosh Classic or higher
- System 6.07 or higher
- 4 MB of RAM for color; 2 MB for black and white; 6 MB recommended
- High density disk drive
- 8 MB minimum of hard disk space
- QuickTime recommended

Amazing Animation is a product of:



entertainment use only and “provides a terrific ‘launching pad’ for fascinating discussions about intelligence.” I suspect that the biggest market for this product is for those who want to measure their own intelligence. It is **not** an appropriate launching pad for IQ discussions due to the weak background it provides on IQ testing.

Back to High School

At the core of the product is an IQ test that you can take on your Macintosh. The test consists of 150 multiple choice questions to complete in 40 minutes. If you are taking this test at home, it is more convenient to take it on a computer than with paper and pencil. Each test question occupies a single screen. The text is easy to read and the diagrams are cleanly drawn. Each question is followed by 4 possible answers. Simply click on your answer and use the mouse or keyboard to go to the next question. If you encounter a difficult question, you can mark it with a “paper clip” and return to it later. You might not have time to finish all 150 questions. Once you start the test, you cannot pause; the timer will show you the amount of time remaining. Either time runs out or you decide to stop the test.

And there is no waiting for test scores. Once you finish the test, you can immediately check your score, see where on the bell curve you are, and review each question for your answer and the correct answer (which we hope are one and the same).

The testing aspect of the program worked fine and is its strongest aspect. The disk managed to recreate the anxiety associated with taking SAT tests back in high school. I am not sure why I felt any anxiety, considering that the results would not have any effect on my future and no one else would ever

Review: Multimedia IQ Test!

by Paul J. Chernoff
© 1995, Paul J. Chernoff

A “As seen in Newsweek” sticker is glued to the cover of Virtual Entertainment’s *Multimedia I.Q. Test!* The first image that popped into my head is that famous “As seen on TV” label used in print advertising, which merely means that the product has been advertised on television. I don’t know if the *Multimedia I.Q. Test!* was featured or advertised in Newsweek, but since no references are given for the issue or context, I fear that this is a sign of how hyped up the multimedia market has become.

I cannot recommend *Multimedia I.Q. Test!* While the product works well mechanically, I find that as a multimedia product it suffers from design flaws and from superficial content. The multimedia CD-ROM market is exploding right now, so it would be good to use the *Multimedia I.Q. Test!* — heretofore referred to as *MIQT!* — as what to look for in a multimedia product.

The multimedia market is full of hype and this product tries to ride on the hype.

When I first read the title of this product I thought it would test my knowledge of multimedia. But at least my confusion is understandable. While the name of the product, according to the forward, is *Multimedia I.Q. Test!*, the cover title can be read as *Multimedia! IQ Test* or *IQ Multimedia! Test*. As is the current rage of splitting words without splitting them, multimedia is printed as **Multimedia**. And enough with the exclamation points!

While there is no clear definition of multimedia, I think there are a number of things we can expect from a any CD-ROM product labeled as “multimedia.” I expect a solid software product with the following characteristics: content, interactivity, integration of sound and video within the program.

MIQT! purports to be for



learn my score, but I felt that same tightening of my stomach that I associate with any tests.

And yes, the IQ test does resemble an SAT test. There are 3 categories of questions: vocabulary, math (in the form of word problems), and logic. I found most of the questions simple, though I question the use of vocabulary in testing IQ, because one could be very intelligent without knowing the meaning of specific words.

My disappointment with this aspect of the program, besides making me feel as if I were having my teeth examined, is that there appears to be only a single test on the disk. Considering all of the room available on a CD-ROM disk, the makers could have included multiple tests. It would have been interesting to see if my scores were consistent overall.

The only bug I encountered was with the music option. You can have the program play "soothing" music as you take the test. I decided to take the test without the music, and when I later tried to turn it on, I was met by silence. I also had a crash in the introduction to the test while writing this review, but that could have been caused by my many extensions and use of QuickKeys to switch between the test and ClarisWorks.

Weak Content

The product provides information on IQ testing, including an introductory essay and 3 interviews with people working in psychology at Harvard University. You can read the screen or have it read to you. While the narration was professionally recorded, as opposed to synthesized, I found it unnecessary. The print on the screen was easy to read and I suspect that anyone who is illiterate would perform poorly on the test itself.

The narration is an audio-only QuickTime movie and uses the standard QuickTime control bar. A custom control bar consisting of larger buttons would have been easier to use for someone not familiar with the QT control bar and have been more aesthetically pleasing. The space used to store the narration could have been better used to store more IQ tests or to provide more comprehensive texts on IQ testing. Personally, I would have preferred Virtual Entertainment to have included a copy of Stephen Jay Gould's *The Mismeasure of Man* than the information provided.

The interviews are QuickTime movies of the interviewees answering 3 questions about IQ tests: "What is Intelligence?", "What does the score mean?", and "[What does] A 150 IQ [mean]?" The gist of the introduction and the 3 interviews is that IQ does measure something, that it has something to do with intelligence, but that it is not the single measure of achievement. I find this rather weak and would have preferred to see some strong opposing opinions rather than comments that seem directed to not offend anyone.

I am not a fan of IQ tests, but I would have liked to have learned more about their history, their use, their abuse, and theories of intelligence. I expect a bibliography and recommended reading list. The preface mentions that *MIQT!* can provide a start for talking about intelligence, but I find that it includes too little factual information to provide a basis for debate or discussion; it only provides the shared experience of taking a single test.

Is *this* Multimedia?

I hope not. While *MIQT!* does include videos, music and narration,

I find that the movies and narration are more flash than content. The QuickTime movies failed to add any more value to *MIQT!* than if they were included as text files. I compare this to two other products I recently purchased, *The Complete Maus* and *Comic Book Confidential*. In the former, two graphic novels (a fancy term for bound comic books) are included in the disks along with audio interviews used in creating the work, interviews with the author, and original sketches, with all of the material integrated in a meaningful manner. For example, when reading a page of the comic book, you might be able to refer to the original sketches for the page and the interview between Art and Vladek Spiegelman that was the basis for the page. In this case, the audio added something missing from the original graphic novel. In *Comic Book Confidential*, a complete movie is included on the disk. You can watch the movie, jump to a section of interest, or read additional material connected to the movie. The CD-ROM included more information than the original movie and made it easy to access specific scenes.

In contrast, *MIQT!'s* are simple talking-heads interviews; the video itself is of no importance. I found the QT movies to be lacking in quality, the color palette has too many reds, and the images are too pixilated. The movie audio could have been better, and I routed the audio through my stereo system.

But my main complaint is that the "multimedia" aspects fail to add to the value of the product. Besides weak content, why do the interview as a QT movie rather than as print?

There is no hypertext or similar types of linking of material. I have come to expect CD-ROM products to provide a way to relate different sorts of information. But *MIQT!*



suffers from too little content to even consider hypertext linking, which returns us to the flaw of shallow content.

Claims of multimedia raises one's expectations. If *MIQT!* dropped the multimedia claims and came on floppy disk instead of CD-ROM, my expectations would have been much lower and I would have been satisfied with a simple computer IQ test. And the "As seen in Newsweek" label could also have been left off the box.

Multimedia IQ Test! is published by Virtual Entertainment. It requires a Macintosh with a 68030 chip or better, CD-ROM drive (double-speed recommended), System 6.07, 13-inch monitor, 256-colors capability, 4MB RAM (8MB recommended), and a hard disk. It can also be run on an IBM PC or compatible with Microsoft Windows 3.1 or higher, MD-DOS 3.3 or later, 80386 chip or better, 4MB RAM (8MB recommended), SVGA monitor (640x480 at 256 colors), CD-ROM drive (double-speed recommended), hard disk, mouse, and a Sound Blaster compatible sound card (optional). ■

Paul Chernoff is the System Manager of Enteractive, Inc., a local multimedia CD-ROM publisher, and a Macintosh owner since 1985. He spends too much time with his computer, according to his wife Leannah and their two cats, Gus and Selina Kyle.



Personal Ancestry File *continued from page 46*

tween families. And all of the information can be printed out on special charts. You can even change the colors of the parts of the screen. There are eight pre-set color settings to use on the four main screens or you can choose your own color scheme.

I have printed my paternal grandmother's information in this article. (*WAP Editor's note—figures were not available.*) In Figure 1, notice the little square almost in the center at the top of the page. If clicked, it opens a notebook file where anecdotes or stories or special information can be placed. By clicking on the person's name, in this case, Elizabeth Watson, you get the screen in Figure 2 with more information about the person. Figure 3 shows a mini pedigree chart. This just shows four generations of ancestors by name. If you want more complete information, then you go to the Pedigree menu. It is possible to print out the whole ancestry of any given person with pertinent dates and showing spouses. I have 25 generations documented through this grandmother.

GEDCOM: Genealogical Information Exchange

GEDCOM is the method by which people can exchange information between computers and other programs. It is an intermediary program within genealogy programs for importing and exporting information to other programs. Some genealogy programs do not have a GEDCOM capability. Stay away from those as you may find someday that you find a relative who uses a different program but you want to exchange information. You don't want to have to put in information step by step if you don't have to. Also, you may exchange informa-

tion via an online service.

I was contacted by a man in the east who was researching the Mobley family. I was getting up to 10 posts on some days! There were some 30 people on the "Mobley Net" which included three online services. I finally told him to remove my name as my husband has to do some preliminary researching before he can use the multitude of information that was being exchanged.

Oh yes, I almost forgot to tell you about the manual. You do read manuals, don't you? The manual is a handsome binder in a slipcase. The divider pages and several separation pages are reproductions of old-fashioned photographs. The instructions are logical and easy to follow and the type setting is attractive with lots of illustrations.

The LDS Church in Santa Rosa has a Family History Library which is available to anyone. There are volunteers from the church there to help researchers. There are records on microfiche and other records which can be ordered from the main library in Salt Lake City. I'm sure most cities with a Mormon church would have a Family History Library in your area. The library has census records and other books to help you. One can delve into American Indian records, Scandinavian, German, British, Polish and probably every nationality possible. I understand that France has the most complete records that go way, way back in time. There are computers which have CD disks which hold thousands of records at your disposal.

Genealogy is a fascinating hobby which I am just learning. It is a combination of detective work and solving puzzles.

California residents and those in some other states must pay sales taxes. Call (801) 240-2584 for information.

Salt Lake Distribution Center
1999 West 1700 South
Salt Lake City, UT 84104 ■



Protect Your Macintosh

Book Review by Wayland Brown

THIS BOOK IS thorough, well-organized, and clearly written. The author details every hard- and software product of which I have heard, but the superior organization and clear prose result in an eminently readable book of manageable length. He makes a few recommendations, every one of which seemed to me to be well-reasoned. This book also has a very long shelf life if you keep up with new versions of trouble and remedies. Mr. Schneier makes that point often and tells how to do it.

If you are new to the Macintosh, you will find what you need to know about security here, and you will not be overwhelmed by unavoidable esoteric details of interest only to

professional technicians. If you are a technician, this book can serve as your encyclopedia of problems and solutions. One of the nice things about Mr. Schneier's writing is that he lets us know who needs to read a chapter and who may skip it and go on to the next.

The introductory chapter outlines the book. Already the author is showing a concern for the reader which sets an example I hope more technical authors will follow. Here is what you will find. Neither network administrators nor kitchen counter Classic II users will be disappointed.

Part I: Safeguarding your files from those who would see, change, or delete them, whether it be your children or the North Korean Secret Police. As he does in other cases, the author details all the features of the various products and measures them against his list of what protection and features the ideal product should provide. Limiting access, passwords, file encryption, secure file erasure—you will find it all in Part I.

Part II: Viruses: what they are, how you get them, how you avoid getting them, and how to cope with them if you do get them. A complete list of all

known Mac viruses is included. There aren't many. PC users will see about that many new viruses every month. Surprise: the best virus protection is a combination of GateKeeper and Disinfectant's latest versions, which are free and available on Möbius or at the next SMUG meeting, if you bring a blank floppy disk.

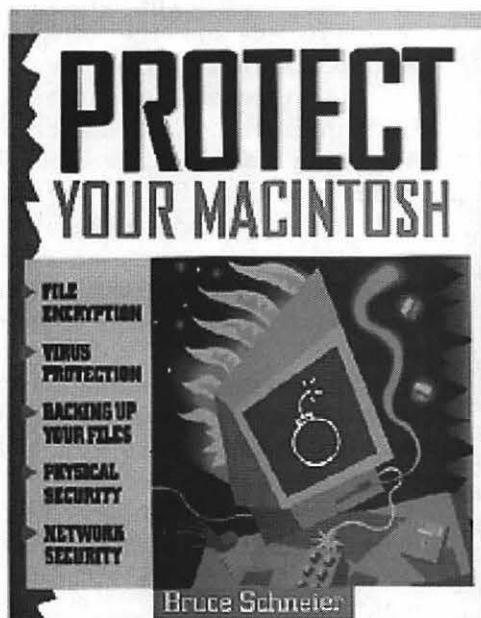
Part III. Backup strategies and methods. Network administrators and those running a home office will need to do more and do it more often than someone who keeps an address book, a check-book, and correspondence on a Mac SE. All of your options are here. My personal choice is quick and effective and has maximum flexibility—in a word: Syquest. Look for an article on this method elsewhere in this issue of MacMonitor.

Part IV. Hardware theft prevention and insurance strategies. The list of questions to ask the insurer is worth the price of the book for those who are contemplating insuring their equipment.

Part V. More network security concerns. Thorough and clear, if beyond what most of us need to worry about.

Part VI. Really far-out things, such as how expensive and well-staffed espionage operations can set up hundreds of feet from your monitor screen and read what is on it from its radiation pattern. (Imagine the spies "seeing" some of those MTV-style creations at SCAD.) And how to vet your employees for security concerns. I told you: this book has it all.

This is a fine book. You really ought to know what is in the introductory chapter and Parts I through IV (219 pages of the 325)





“If you are new to the Macintosh, you will find what you need to know about security here, and you will not be overwhelmed by unavoidable esoteric details of interest only to professional technicians. If you are a technician, this book can serve as your encyclopedia of problems and solutions.”

and not much more, if anything. If you are unfamiliar with this area of computer use, there is no better way to educate yourself. Then remain current with what you need to, and keep the rest on the shelf. If you are a dealer, network administrator, service provider, or technician, here is your reference work.

Protect Your Macintosh
Bruce Schneier
 315+ pages
 Peachpit Press, Inc.
 2414 Sixth Street
 Berkeley, CA 94710
 510-548-4393
 fax 510-548-5991
 \$23.95 ■

Wayland Brown, 51, lives in Savannah where he teaches mathematics at a state university and writes. He uses computers in his work and knows less about them than most and wishes to know even less than that. He can be reached at WaylandB@aol.com.

The Schoolhouse News

The Newsletter of the Electronic SchoolHouse (keyword ESH)

DEAR Schoolhouse Friends, All of us were stunned this past month by the events in Oklahoma City. In ESH we were glad that we could help some of you and your students to express important feelings and to extend sympathy and good wishes to those who were touched directly by these events. With the help of Dennis Lavesque, a student at my school, and KeeganXmas, we have found a place to send the messages you posted where they will do some good. We will wait until the end of this week before sending these, so if you have thoughts to add, the folder in Student to Student will remain available through this Friday, May 12th.

The year is reaching its end, and for many of you, this will be the last Schoolhouse News before summer vacation. In ESH things are also slowing down, and, as you might expect, there are fewer new projects to report. However, there will be some exciting chats before summer comes, and Carol Orlandi, Bob Glacken, TyAnn Morehead, and others keep coming up with good project ideas. Read on...

- McAuliffe is Back!
- ESH May Chat Schedule
- ESH at NECC '95, Baltimore
- Final New Hampton Quiz Bowl
- Future School Project

- Washington Walk
- New Scraps in the Libraries

Another McAuliffe Chat!

The McAuliffe Institute in Framingham, Massachusetts, is home to program which has memorialized Christa McAuliffe through important fellowship grants in every state of the union. Last month some of you attended our first chat with McAuliffe Fellows and McAuliffe Scholars who have already received awards through this program. Next Sunday, May 14th, we will hold our second McAuliffe chat in ESH. Guests will include the following:

McAuliffe Fellows Participating in Schoolhouse Chat on May 14

- Fellow:** Christina A. Rogone, New York
- Teacher:** Green Meadow Elementary
- Project:** Implementing a Telecommunications Pilot Program
- email:** Worldkids@aol.com

Chris has designed a telecommunications project to integrate technology into all curricular areas by providing regular access to on-line activities. The result is the strengthening of reading, writing and critical thinking skills through authentic communication on a global scale.



Fellow: Henry Kranendonk,
Wisconsin

Teacher: Rufus King High School

Project: "Let's Connect!"
(Connecting Disciplines
Through Data Analysis) This
is a schoolwide project directed
at collecting, analyzing and
communicating student
centered data.

e m a i l :
kranendo@omnifest.uwm.edu

Henry has taught computer
science and mathematics at Rufus
King for 15 years and is the North
American representative on the
Subject Committee for the
International Baccalaureate
Computing Studies course. he will
receive an honorary degree from
Ripon College on the afternoon of
May 14.

Fellow: David McGraw, Vermont

Teacher: Montpelier High School

Project: "The Advanced
Microscopy Project"

email: DC mcgraw

Working with Montpelier
residents, David proposed that IBM
donate a scanning electron
microscope and establish an
imaging laboratory at the high
school. Now, with the aid of
sophisticated imaging software,
students are able to conduct
research and share findings.

On April 26, Montpelier school
officials, Governor Howard Dean
and Education Commissioner Rick
Mills will gather to dedicate the
new laboratory.

May Chat Schedule

Remember, ESH now has TWO
chats every week:

Every Wednesday night from
6:00 to 6:30 PM ET, ESH Auntie
holds her Gallery Chats where artist
in residence, Auntie Goodiebags
helps you share ideas for graphics
projects and multimedia
extravaganzas.

Every Sunday night AFABard
hosts the regular ESH chats from
8:30 to 9:30 PM ET. The second
and fourth Sundays are usually
Project Chats where we discuss
online projects. the first Sunday of
each month we focus on use of the
internet in the classroom.

All ESH chats take place in our
own SCHOOLROOM. here is the
schedule of Sunday chats for May:

May 7th internet chat:

Acceptable Use Policies for the
internet. Share what different
schools are doing to establish
policies that permit safe and
effective use of internet resources.

May 14th project chat:

McAuliffe Fellows Visit ESH and
Swap Ideas

May 21st project chat:

Future Schools Project with
special guest Carol Orlandi (CMO)

May 28th

Bring your own topic. Bring
your own Questions. What would
you like to see in the Electronic
SchoolHouse next year?

ESH at NECC, Next Month

Second Annual Blind Date???

The annual National
Educational Computing Conference
(NECC) is coming to Baltimore next
month, and many of you will be
there. Leni and I will be giving a
full-day pre-conference workshop
on Friday, June 16th, in which
participants will prepare a
MultiMedia ScrapBook chapter to
send to participants at the
McAuliffe Conference later in the
summer. ESH Harry has also
invited Leni and me to join him in
a 45 minute presentation of ESH
projects at 2:00 PM on Sunday,
June 18th. Best of all, we are
collecting names for the second
annual

LARGEST BLIND DATE IN HISTORY.

I am currently investigating
restaurants where perhaps 30 of us
can gather on Saturday night, June
17th, for dinner and good
conversation. Watch School to
School: LINKS for a folder of
information.

Final New Hampton QuizBowl

In the spirit of Bob Marean's
Academic Bowl which came to AOL
originally in 1988, sixth graders
have been running a series of Quiz
Bowls throughout the year. The
last bowl is almost here. There may
still be time to hop aboard, but
you'll have to act quickly. For
information visit School to School:
QUICK PROJECTS and leave a
note, or send e-mail to TyAnnM or
NHMS. The bowl will be held this
Wednesday, May 10, 1995, from
1:30-2:30 ET.

Future School Project

Carol Orlandi, one of the
original friends of ESH, has invited
schools from around the world to
come together to build a school for
the 21st Century! The bricks and
mortar will be IDEAS gathered from
every corner of the Electronic
Schoolhouse. Participants will use
information technology as a tool to
plan for the schools our children
and grandchildren will attend. I
have a feeling we will still be hearing
about this one in the fall. So,
whether you are looking to
participate or to follow along, there
will be plenty of opportunity to
benefit from these efforts. The folder
for this one can be found in School
to School: PROJECTS.

Walking From NY to GA

Bob Glacken is taking his
students on a virtual walk in
cyberspace. They will be exploring
the territory between Washington



School in Elmira, New York, and Sweetwater School in Lawrenceville, Georgia. Perhaps they will be passing through your community. Walk along with them or invite them in for a visit. It's all happening in the WASHINGTON WALK FOR WELLNESS folder in School to School: QUICK PROJECTS in the Electronic SchoolHouse (keyword ESH).

New in the Libraries

All of the ESH libraries can be reached by using keyword ESH and clicking on the PROJECT LIBRARIES icon. Many new files have been added to the libraries in the past month. In addition to the wonderful stacks and graphics in the Schoolhouse Gallery, the regular Sunday night ESH chat logs can be downloaded from the Ed Connection. If you can't make the chats which happen every Sunday at 8:30 PM ET, check out one of the logs and get the latest scoop on ESH projects, internet techniques and events, and new educational software and hardware.

ULTIMATE KEYWORD LIST: Just released in the Education Connection Library is the latest in AOL keywords. This is truly the ultimate list of AOL keywords for now. Download it and find places you never knew existed.

STUDENT PUBLISHING RESOURCES: Just below the keyword list, you'll find another handy file. This one is the log of a folder that was on the boards where teachers from all over posted resources for publishing students' writing. This is an invaluable source of addresses and information.

NEW SCRAPBOOK CHAPTER: The last of the new ScrapBook chapters are being released almost as we speak. These collections of student essays describe every corner of the country. This year students

have given their chapters some particularly interesting slants. Several chapters describe old buildings students found in their communities. Tuttle School 5th graders interviewed adults to find out the way it used to be. In Shoreham, New York, 4th graders researched and wrote about life on Colonial Long Island. Several Spanish classes wrote their essays in Spanish, and high school students in Garnavillo, Iowa, have done their usual excellent job, this time telling about major influences on their lives. Don't miss these, and if you read an essay you particularly like, take a moment to post the essay on the favorites folder in Student to Student and add a note to tell the student what you liked best.

EDUCATION TIP OF THE MONTH: Can your students locate Bosnia on the map? ...and where are the borders of Macedonia? If these questions pose difficulty for you or your students, you may appreciate knowing about the National Geographic Online Atlas. Whether you are seeking a place to come down out of cyberspace, or you are looking for the places in the news, you may find this a handy resource. To get there, use keyword NGS and you'll see an icon to lead you to the NGS ONLINE ATLAS. Inside you'll find three libraries of maps. My own favorite is the IN THE NEWS Atlas.

All of us who work in ESH look forward to working with you and your students in the months ahead.

Leni, Kath, David, Sandy, Brandy, Nina, Ragen, Harry, Penny, Auntie, Laurie, & Toot ■

May, 1995, ESH Project Leaders' Consortium

Computer Spreadsheet Misadventures

by Paul Gerstenbluth

'I FORGOT'. I abruptly thought to myself, 'I forgot how to use AppleWorks commands.' Disaster. Just when I bragged to Sarah that a spreadsheet is a spreadsheet regardless of the software application you used on the computer.

Sarah's project was to make a spreadsheet list of her courses, grades and Quality Point averages. The assignment required that the students use the Lotus application and apply the spreadsheet formulas. The problem was Sarah did not have time to go back and forth to her local state college to find an available college computer. Also, the next day, she was scheduled for a difficult nursing test that could determine her staying in the Student Nursing Program.

I suggested that Sarah use the AppleWorks 2.0 with the Apple][e in the rec room. Relieved, she agreed and I had her type the spreadsheet information. Now came the hard part. I forgot how to use AppleWorks' spreadsheet command keys. Remembering not to panic, I pressed the Open Apple ? key and wrote down the steps for completing the project. We started working.

Then Goldie the Golden Retrievers became a pest. She started running back and forth in a circle to the door and to me. Goldie wanted me to take her for her walk, but I didn't have time. Sarah's computer assignment came first, not the dog. Finally, we had to put Goldie outside as she was becoming a nuisance.

Working again with Sarah, we con-

centrated on getting her assignment done. We were able to get the Quality Point averages in the spreadsheet to display as "3.50, 4.00 and 3.00. We did this by using the fixed and two places positions for the Quality Point numbers.

Then we entered a sum formula by typing in "@SUM (B2...B4)." Using variations of this basic formula, we were able to add the sums to the different categories. We had to show the formulas in the spreadsheet. The assignment required that we print them first with formulas showing in the spreadsheet cells and second time with their numerical values.

What was the command to show the spreadsheet formulas? Sarah was giving me that look again reminding me to move it. I took a deep breath, pressed the Open Apple key and the ? keys simultaneously. The spreadsheet commands appeared and I scrolled down the list and found the Open Apple Z command. Pressing both the Open Apple and Z keys, I was able to toggle back and forth from formulas to numerical values. Then I printed two hard copies of the spreadsheet, one with formulas and the other with numerical values. Good. We created a look alike Lotus spreadsheet for her assignment.

Finally, it was getting dark outside and I didn't have time to walk the dog. Then Sarah opened the door and let Goldie inside the rec room. Immediately Goldie grabbed my left wrist softly with her large teeth. She raised her head and looked into my eyes. Goldie seemed to say, "Stop using the computer and spend more time with me. I need you." Then I looked into Goldie's eyes as I gently rubbed her head with my free hand and whispered, "If only had more time." She released my wrist and barked, proving one again that Golden Retrievers are compassionate dogs. ■

Computer Repairs and Maintenance Workshop

New England Review by
Paul Gerstenbluth

WAS IT WORTH IT? I am not an early morning person and it takes a lot to get me up for an early morning class. But, Dave's Rhode Island SIG workshop on the Apple 2 computer and ImageWriter printer repairs and maintenance was worth it. (Note: Washington Apple Pi has over 4,200 national and international members.)

Dave started with the Apple 2. He gave us a quick history of the Apple computer from binary codes through + and - switches. Dave emphasized the importance of the "six senses" which are the basic five senses and *smarts*. He taught us when inspecting problems on your computer use your senses of feel and smell and listen for strange sounds when diagnosing your computer problems. For example, one simple test is to listen for an unusual sound which may indicate a short in the power supply.

Dave showed us the guts of the Apple computer. Inside the computer were component grids, which were laid out like a spreadsheet with rows and columns. The purpose was to demonstrate replacing a damaged component in the correct grid.

We learn the tools you need for computer repairs are a small Phillips head screwdriver, pliers, wire cutters and surgical clamps. Plus, you need an old toothbrush to scrub off the dirt.

Most complaints that Dave receives have to do with the

computer keyboard. He recommended taking the keys off from the keyboard and soaking them in a clean plastic milk bottle that is cut in half and is filled with dish washing liquid. After soaking them, dry the keys and put them back in order. By typing each key you can verify that you have the correct key—using the computer monitor to see each key typed. This will ensure that you put the QWERT keyboard keys back in the proper order.

The importance of adding Kensington equipment to your Apple 2 computer was stressed since most power switches fail within 2-3 years. Also, the Kensington has a cooling fan, a line surge suppressor and dual auxiliary outlets.

We also learned how to make minor repairs on the ImageWriters I and II. Dave showed us how the ImageWriter's 9 pins printer head works. He recommended using WD 40 for lubricating the printer head and 3- in-One Oil for lubricating the sliding bar in the ImageWriter, noting using lubricating fluids sparingly.

Dave had trouble doing the self diagnosing printing test on the ImageWriter. Then he remembered that the ImageWriter works when the cover is closed and was able then to perform the diagnosing self printing test. Dave showed us the paper thickness lever on the ImageWriter. It's internal lever on the right side underneath the on and off button. You need to move this lever when using 20-30 pound paper for proper printing.

What did we learn? Dave shared with the Apple group members the importance of computer maintenance and repairs. He showed us how to make our Apple computers last for another decade or more.

(Washington Apple Pi has over 4,200 national and international members.) ■



Apple // Software on the Internet

edited by Dave Ottalini

WHERE ARE THE BEST places on the Internet (they're called FTP—File Transfer Protocol—sites) to find Apple//family software? That was the question recently on Comp.Sys.Apple2—the Usenet board where all sorts of questions about the Apple// family get asked—and answered (it's available on the WAP TCS - System 6).

Hallvard Tanger (hallvart@oslonett.no) found his answer by way of INETer Neil Parker's list of FTP sites (nparker@cie-2.uoregon.edu)

The Big Seven

apple2.archive.umich.edu	/archive/apple2
brownvm.brown.edu *	LISTSERV.193
f.ms.uky.edu	/pub/appleII
ftp.cco.caltech.edu	/pub/apple2 (mostly GS, some non-GS)
grind.isca.uiowa.edu	/apple2
plains.nodak.edu	/pub/apple2
wuarchive.wustl.edu	/systems/apple2, /usenet/comp.binaries.apple2

* Files on brownvm.brown.edu are stored by serial number. For a human-readable directory, send e-mail with the text "INDEX APPLE2-L" to istserv@brownvm.brown.edu.

Note that there are many, many more sites for Apple// software. These are just considered to be the "best" sites (at the moment!). ■

Apple // Magazines Discontinue Publication

From information on the WAP TCS and the Comp.Sys.Apple2 Usegroup

by Dave Ottalini

THE SHORT LIST of Apple // magazines is getting shorter. In just the last few months, there were announcements that one magazine would discontinue publication by the end of the

year, the other had already gone dark.

Our own President, Lorin Evans told //ers on the WAP TCS about what was happening with II Alive:

I know that there are several Pi members who subscribe to II Alive, the Apple II magazine published by Quality Computers. It is soon to be no more. Here is the official word on its status, as announced by Joe Gleason, the owner of QC:

1) There will be exactly six more issues of II Alive, including the May/June issue which is currently in production.

2) Since we will cease publishing after six more issues, we are not accepting renewals. We are, however, considering making individual issues available as they are released, for those whose subscription runs out before we stop publishing. Pricing has not yet been set. Possibly we might offer some sort of mini-subscription (2-3 issues at a time). We are still considering what to do about this. Drop me a note and let me know what you think.

3) At the end of II Alive's run, any subscriber who is still owed issues will receive a refund for unfulfilled issues. (It is possible that we might arrange for subscription transfers to another publication, but it seems unlikely.)

Gleason went on to say: Sadly, II Alive subscriptions have been continuing to fall off and our Apple II business now represents less than 15% of our total sales volume. It's still profitable for us to sell Apple II products at the moment, but with the way things are going we will be very surprised if the Apple II market is still profitable for us this time next year.



Lorin's comment about this:

I will leave it to others to comment on Mr. Gleason, his two publications "Enhance" and "II Alive", his company, Quality Computers and how, historically, the market has treated cross-overs. Can he beat the odds?

The // Community learned about the fait of A2 Central and its sister publications in early February thanks to INeter Michael Robusto:

"I just received a letter from ICON (The International Computer Owners Network), the publishers of A2-Central and Studio City (among other things). The letter says that "due to the current climate in the computer industry, we are ceasing publication of all ICON journals with the February issues". I currently (or used to, rather) receive Studio City IIGS and A2-Central. They are offering to transfer the remaining subscriptions to Cobb Group Journals (such as Inside the Internet, Inside Microsoft Windows).

So it looks like another Apple II pub bites the dust. To be honest, I wasn't going to renew A2-Central when the subscription ran out. It used to be excellent—I fixed my IIGS based on a letter published in A2-Central (the "unclaimed sound interrupt" was repaired by pulling out the sound chip and cleaning the leads with a pencil eraser). But lately, its quality has degraded significantly IMHO."

For those interested in a good general purpose Apple II publication, Lorin recommends Shareware Solutions published by Joe Kohn. He says the Pi has a subscription for those who would like to examine some back issues. For GS users, there's also GS+ Magazine, which the Pi also gets. ■

New Video Card for the //e and //gs Announced

From an announcement on the Comp.Sys.Apple2 Usegroup

edited a tad by Dave Ottalini

SEQUENTIAL SYSTEMS is pleased to announce that the Second Sight SVGA card for Apple II computers is now shipping. It will take some time for us to clear our backlog, so please be patient. However, rest assured that cards are shipping.

Below is an updated feature list for Second Sight.

SecondSight* SVGA Board Specifications & Features

SECOND SIGHT

A 24-bit video card for Apple II computers

Monitors

Works either with standard VGA/SVGA monitors, or with the standard IIGS RGB ("AppleColor RGB") monitor & compatibles.

Modes

The following existing Apple II and IIGS video modes are emulated for display on an SVGA monitor.

- 40 & 80 column text
- Lores / double lores
- Hires / double hires
- 320x200x16
- 640x200x4/16

The card is capable of the following SVGA video modes:

Graphics

- 320x200
- 640x200
- 640x400
- 640x480*
- 800x600*
- 1024x768*



Text

40x25
 80x25
 80x43*
 80x50*
 80x60*
 132x25
 132x60*

There are three basic graphics modes: indexed (palette), Hi-Color, and True-Color.

In indexed mode, each pixel can be one of 256 colors that are specified in a palette. Each of these 256 palette entries can be one of 16.7M colors. (All modes)

In Hi-color mode, each pixel can be any of 32768 direct colors (no index or palette lookup). (resolutions up to 800x600)

True-color mode is similar, but each pixel can be any of 16.7M (million) colors. (resolutions up to 640x480)

(Note: existing software titles will not automatically use the high-resolution modes.)

* indicates that the mode is not available when used with an AppleColor RGB monitor.)

(Since the VGA chip is completely programmable, there are actually a potential of millions of different text and graphics video modes—the above list is just the most commonly used ones.)

Software Support

SecondSight comes with an image viewer program that supports GIF and 8-bit TIFF images. A Photo-CD viewer will be forthcoming soon.

A programmer's library with on-disk documentation is also available, to facilitate the development of third-party software for the card.

At the current time no QuickDraw II support is provided.

Cost

Pricing will be detailed in a future post; or feel free to call Se-

quential*toll-free* at 800-759-4549 for prices.

Also available from Quality Computers.

Expected Third Party Software Support

Sequential Systems

discQuest(tm) and discQuest Encyclopedia(tm)

Procyon

GNO/ME (high resolution text drivers)

Todd Whitesel

Lord High Giffer (GIF image viewer)

Tim Meekins

imageQuant

Aurora Software

dungeonQuest

Digisoft Innovations

Twilight II

Common Questions and Answers

Q. How much video memory can the Second Sight support?

A. 1MB (megabyte). The card comes standard with 512K (Iie) or 1MB (IIGS), enough to support up to 1024x768x256 resolution.

Q. Does the Second Sight have a "blitter" chip on it?

A. Yes and no. There is no dedicated hardware "blitter" chip, but the 20MHz Zilog Z180 processor, in conjunction with the Oak VGA controller, can quickly perform many blitter functions.

Q. How fast is the Second Sight blitter?

A. The Z180 can copy one byte of memory in 6 20MHz clock cycles.

This works out to around 3.3 MB/s. Using the help of the VGA controller to do read/modify/write cycles, you can get about 5MB/s blitter action.

Q. What types of operations can the Z180 do?

A. The Z180 can scroll screen data, accept blocks of screen data from the IIGS, clear the screen, perform and/or/xor operations on screen data, etc.

Q. What kind of developer information is available for Second Sight?

A. A System Tool set is provided, along with documentation on using it. The tool set takes care of most common tasks programmers will do. Programmers can upload their own Z180 code to the Second Sight card to completely customize the card, or provide brand-new features (a sprite manager, for example).

Q. How many colors can Second Sight display at one time?

A. VGA mode:
 256 at a time (256 colors per pixel, or 8-bit pixels) from a total of 16.7 million colors (up to 1024x768 resolution)

HighColor:
 32768 direct colors (up to 800x600 resolution)
 TrueColor:
 16.7M direct colors (up to 640x480 resolution)

Q. Do existing applications, like Finder or AppleWorks GS, take advantage of the higher resolutions, like 640x480 or 800x600?

A. No. There is no support for patching the IIGS' QuickDraw tool, which is what would be required for current programs to automatically use the Second Sight board's special features. Such a patch isn't impossible, and we will work with programmers who would like to attempt it.



Q. What kind of monitor do I need, if I want to buy a new one?

A. Any "VGA" or "SVGA" monitor will work fine. Any monitor sold for use with an IBM PC clone (386/486) computer will work. You want a monitor with a small dot-pitch; .39 dot pitch is not very good; .28 dot pitch is better, and .23 dot pitch is best. Sequential Systems is selling a very high quality Samsung 14" Multi-Sync monitor; call for details.

Q. Do I have to use two monitors with Second Sight, one for VGA graphics, and one for regular IIGS graphics?

A. No. The Second Sight "shadows" existing IIGS video modes onto the card, and emulates them through the VGA monitor. If you want to, you can run two monitors off your GS, one from the built-in video, and one from the Second Sight. There might be some interesting applications possible with this setup. In short, all your existing IIGS applications and games will work with Second Sight, and on a VGA monitor.

Q. How is existing software improved by the Second Sight?

A. Existing software is not generally improved automatically, except for one thing: because the IIGS's super hires mode is simulated using a 640x400 mode in the VGA controller, there are no black lines running through graphics or text.. pictures and text are solid on a VGA monitor.

Q. Can I use Second Sight on my Apple IIe?

A. Yes. The IIe's video modes are emulated just as they are on a IIGS. Second Sight will allow IIe users to view quality pictures, such as GIF images, for the first time. Die-hard AppleWorks users on IIe's will now be able to use large paper-white monitors. This will also have appli-

cations in large monitors for people with handicaps.

Q. I want better graphics, but I can't afford to buy the card and a new monitor. Can I use the Second Sight on my current Apple RGB monitor?

A. Yes, although you are limited to 640x400x256 interlaced, in graphics mode, and 80x25 in text mode.

Q. Does the Second Sight have a graphics "overlay" mode, like the Video Overlay Card?

A. No.

Q. How will existing programs that directly access the IIGS video hardware work with Second Sight?

A. Second Sight watches the IIGS I/O bus for writes to the IIGS video memory, and when they occur, it copies the data onto the card. Software on the card then updates the VGA memory periodically to correspond to the IIGS screen information. This process is called "shadowing".

Q. What happens if I run a program

that needs a high-res video mode on an Apple RGB monitor?

A. The program will most likely return an error. The Second Sight card will prevent any possibly damaging video modes from being sent to an Apple RGB monitor (as long as you use the card's firmware to set the video mode).

Q. Does Second Sight have to go in a particular slot?

A. Yes. On a ROM 01 IIGS, the card must go in slot 3. On a ROM 03 IIGS, the card may be in any of slots 1 through 6. In a IIe, the card can be in any slot.

Q. Why is the //e card cheaper than the //gs version of Second Sight?

A. Because we can offer a lower price on the 8-bit version. This will be especially good for IIe users, IIGS users on a tight budget, and schools.

Q. Is there a performance difference between the two?

A. Nope. Same card, different DACs, slower DRAMs. (In 640x480 TrueColor mode, the DAC is receiving data at 78MHz). ■

GS+ Magazine Frequently Asked Questions

Revision 2.0 - June 9, 1995

Compiled by Steven W. Disbrow
Publisher of GS+ Magazine

(GS+ is a registered trademark of EGO Systems)

(Some editing by Dave Ottalini)

Introduction

SINCE I BEGAN publishing GS+ Magazine in late 1989, the one problem that has most af-

fects its circulation is that very few IIGS owners even know that GS+ Magazine exists. And, when a IIGS owner does find out that



GS+ Magazine exists, that's about ALL they find out! They almost never find out how much GS+ Magazine costs or how to contact us. This has led to a LOT of misconceptions about GS+ Magazine and a lot of difficulty keeping GS+ Magazine going.

So, in an effort to overcome this problem, I've prepared this Frequently Asked Questions (FAQ) file about GS+ Magazine. If you read it from beginning to end, you'll know just about everything that there is to know about GS+ Magazine, including: What GS+ Magazine is, how to subscribe to GS+ Magazine, the kind of material that GS+ Magazine publishes, how much GS+ Magazine costs, and a bunch more stuff that will help you decide if you should subscribe.

**** WARNING **** The publication of GS+ Magazine is an undertaking that is intended to make a profit. So, this FAQ file is, basically, a very detailed, very thinly veiled advertisement. If that bugs you, stop reading right now. (And if you are posting this FAQ file to a new online service, please don't post it where advertisements are not allowed!) If however, you want to find out about a time-tested and proven source for new IIGS software and IIGS information, read on! (See? It already sounds like an advertisement!)

Now, let's move on to the Questions & Answers!

How old is GS+ Magazine?

GS+ Magazine has been published continuously since September of 1989. If you've never heard of it before, don't feel bad — you definitely aren't alone!

How often does GS+ Magazine come out?

GS+ Magazine is published six times a year (bi-monthly).

What is GS+ Magazine?

GS+ Magazine is a publication that focuses exclusively on the Apple IIGS computer. There is no regular coverage of the Macintosh, Apple IIe, or any other computer in GS+ Magazine.

Aside from the fact that GS+ Magazine is for the Apple IIGS only, the thing that sets GS+ Magazine apart from other Apple II publications is that it is more than just a magazine. Each and every issue of GS+ Magazine also comes with a 3.5-inch 800K diskette that contains original programs that are written specifically for GS+ Magazine sub-

“How big is GS+ Magazine?”

For about the past four years, the size of GS+ Magazine has held steady at 48 pages (not including the cover). In the past, we've had issues up to 60 pages in length, and our smallest issue ever (when we first started) was about 30 pages long.”

scribers. So, when you subscribe to GS+ Magazine, you aren't just getting a magazine, you are also getting a disk with cool new stuff for your IIGS!

Can you tell me what kind of stuff is in the magazine?

The magazine portion of GS+ Magazine contains the kind of stuff that you expect from any computer magazine: reviews, feature articles, letters and everything else that you would expect. In addition to these things, we also have the user manuals for the programs that are on the

GS+ Disk. GS+ Magazine also has several ongoing series about how to program the IIGS. Here are the titles of some of the articles that have appeared in GS+ Magazine in just the last five issues:

The Beginner's Guide to Archives—Tells you what archive files are and how to open them.

Mr. Priceguide Goes Modem Shopping—How to pick the right modem for your IIGS.

A Graphic Discussion—What you need to know to use different IIGS graphics files.

Mr. Priceguide Looks at Laser Printers—How to buy a laser printer for your IIGS.

Working With the Toolbox & Programming the IIGS—Information for aspiring programmers.

Mr. Priceguide Discovers CD-ROM—What to look for when you buy a CD-ROM for your IIGS.

Understanding IIGS Icons—Tells you what Icons are and how the IIGS uses them.

And here are some of the products we've reviewed: Animasia 3-D AUGE CD-ROM #1 The BlueDisk PC-floppy disk controller card DiscQuest The DiscQuest Encyclopedia FAXination Financial Genius Quick Click Calc The SimpleScript Workbook Switch-It! Ultima I for the IIGS

These items have all appeared in just the last five issues (as of this writing), and these lists don't include everything else that's been in those issues! Other things you'll find in GS+ Magazine include our very popular “GS+ FAQ File” (where we answer your questions about the IIGS), the “GS+ Glossary” (which contains definitions of common and uncommon IIGS terminology), and our infamous “Rumors, Wishes & Blatant Lies” column (which is full of exactly what the title implies).

One thing that you won't find in GS+ Magazine is source code! That's



what the GS+ Disk is for!

Does GS+ Magazine have advertising in it?

Yes. GS+ Magazine has advertising from companies like: The ByteWorks, Alltech Electronics, Roger Wagner Publishing, and others. GS+ Magazine also has a classified advertising section where readers can buy and sell items.

How big is GS+ Magazine?

For about the past four years, the size of GS+ Magazine has held steady at 48 pages (not including the cover). In the past, we've had issues up to 60 pages in length, and our smallest issue ever (when we first started) was about 30 pages long.

What's on the GS+ Disk?

As mentioned earlier, the GS+ Disk contains original, commercial software that is written specifically for GS+ Magazine subscribers. This is software that you can't find anywhere else!

The GS+ Disk also includes the complete source code for these programs. So, if you are a programmer, each GS+ Disk is a treasure-trove of IIGS source code that you can use in your programs (all you have to do is mention where you got the code from, there are no royalties to pay).

If you aren't a programmer, don't worry — all of the programs on the GS+ Disk are ready to install and run. You don't NEED the source code to use any of the programs, it's simply there for the benefit of our subscribers that are also programmers.

What kind of programs are on the GS+ Disk?

Since GS+ Magazine began publication, more than 60 original IIGS programs have appeared on

the GS+ Disk! For the most part those programs have been utilities and productivity software. (GS+ Magazine rarely publishes games.) To be more specific, here are descriptions of some of our more popular programs:

ICE - This is an Icon Editor that allows you to edit both old-style Finder Icons and the new rIcons that were introduced by Apple with System Software v6.0. In short, ICE allows you to edit just about ANY icon on your IIGS!

EGOed - The original new desk accessory (NDA) text editor, EGOed

“Can I trust you?”

GS+ Magazine has been published since 1989 and, as far as I know, there has never been a single complaint filed against us with either the Better Business Bureau or the Postal Service. This is not to say that we've never had any problems! We have had complaints from subscribers, but we've always been able to quickly resolve those problems to the customers satisfaction.”

is the only NDA editor that lets you read AppleWorks GS files. EGOed is also the only IIGS editor (of any kind) that lets you read and WRITE Rich Text Format (RTF) files. RTF is a computer independent file format that lets you easily exchange

files between EGOed and just about any word processor on a Mac or Windows machine.

EllieFont—This is a Finder extension that lets you view a font sample from any font file (bit-mapped or TrueType) in the Finder simply by double-clicking on it! EllieFont can even show you samples of fonts that aren't installed in your system! (For EllieFont to work with TrueType fonts, you must have Pointless installed.)

Cool Cursor—One of our most popular programs ever, Cool Cursor is a control panel that lets you replace the boring “Watch” cursor with an animation of your choice! We even publish a companion program, AnnaMatrix, that lets you create your own original cursor animations!

FLI Convert—This is an application that lets you load FLI animations that were created on another computer (like the IBM PC) and convert them into IIGS-standard PaintWorks animations. These animations can then be saved and used with any other IIGS program (like HyperStudio) that can use PaintWorks animations.

MIDI Surgeon—This application lets you load in raw MIDI (Musical Instrument Digital Interface) songs and convert them into MIDI Synth songs that can be used on the IIGS. These newly converted songs can then be used with any IIGS program that can make use of MIDI Synth songs.

Is the software on the GS+ Disk shareware?

No. The software on the GS+ Disk is NOT freeware, public domain or shareware. The software on the GS+ Disk is all original, commercial software that is written exclusively for GS+ Magazine subscribers.



What kind of IIGS setup will I need to use the GS+ Disk?

To use the GS+ Disk, you will need to have a hard drive, System Software v6.0.1 and at least 2MB of RAM. Why such stiff requirements? It's because the programs on the GS+ Disk are intended to take full advantage of all the power that the IIGS has to offer. And that's very hard to do without the latest System Software and a hard disk.

Can I get GS+ Magazine without the disk?

While GS+ Magazine and the GS+ Disk are intended to complement each other and to be used together, you can get GS+ Magazine by itself. If you later decide that you want the disk for a particular issue, you can purchase it separately.

How technical is GS+ Magazine?

Actually, we don't really think that GS+ Magazine is all that technical. Of course, that might be because most of us that work on GS+ Magazine are programmers! ;-) In fact, while we still get the occasional complaint that GS+ Magazine is "too technical," we get far more letters from subscribers that have learned something new while reading GS+ Magazine.

But that's not to say that there isn't any technical material in GS+ Magazine. We have two ongoing series about programming the IIGS and we often include appropriate technical information with the programs that we publish.

However, over the last several years, we have been changing the focus of GS+ Magazine to be even less technical and to include more information for our beginning and intermediate readers. One way we've been doing this is to put more and more of the technical information from each issue on the GS+

Disk. In this way, our technically-oriented readers can get to the information if they need it. But, if a reader isn't interested, they never even know that it's there!

In other words, GS+ Magazine is set up to be as technical as you need it to be. If you aren't interested in all that technical stuff, you can just concentrate on the reviews, feature articles, letters and other non-technical stuff that's in each issue.

How is GS+ Magazine mailed?

For subscribers that live inside the United States, GS+ Magazine is mailed via bulk mail. We also offer optional First Class delivery for our United States subscribers.

If you live outside the United States, it WILL cost a bit extra to get GS+ Magazine mailed to you. (See below for pricing information on all subscription options.)

How much does GS+ Magazine cost?

Here is a list showing the costs for a one year subscription to GS+ Magazine. (Note that we also offer half-year subscriptions. However, almost everyone gets a one year subscription, so that's the option that we'll look at here. See the "GS+ Magazine Order Form" section at the end of this file for those half-year rates.) All prices are in U.S. Dollars:

1 Year (6 issues) With Bulk Delivery to United States Magazine only—\$24, Magazine & Disk—\$36.

1 Year (6 issues) With First Class Mailing to United States Magazine only—\$36, Magazine & Disk—\$48.

1 Year (6 issues) With Air Mail Delivery to Canada or Mexico Magazine only - \$36 Magazine & Disk - \$48.

1 Year (6 issues) With Surface Mail Delivery Outside North America Magazine only—\$36 Maga-

zine & Disk - \$48.

1 Year (6 issues) With Air Mail Delivery Outside North America Magazine only—\$54, Magazine & Disk—\$66.

Why does GS+ Magazine cost SO much?

Actually, it DOESN'T. Consider what you are getting for your \$36: six magazines AND six disks filled with with IIGS news, reviews, and NEW SOFTWARE specifically for your IIGS! Even if you only got one new program with each issue (most issues have more), that works out to just \$6 a program. That's cheaper than the shareware fee for just about any IIGS shareware program you can think of, and the programs on the GS+ Disk aren't shareware! They are commercial quality software! And that's JUST the software! It doesn't even take the contents of the magazine into account!

Why does it cost extra to get GS+ Magazine outside the United States?

Well, it's because it costs us extra to mail GS+ Magazine to addresses outside the United States. Remember, GS+ Magazine isn't a tiny newsletter — it's a 52 page magazine and a disk that weighs over 5 ounces. (GS+ Magazine without the disk weighs over 4 ounces. Here in the United States, postage to foreign addresses is charged in two ounce increments, so anything between four and six ounces costs the same to mail.) That means that the cost of the postage required to mail GS+ Magazine is a LOT more than other Apple II publications.

However, if you pay extra for shipping outside the United States, we don't just slap a stamp on your magazine and drop it in a mail box. We put your magazine in a protective mailer and cover it with all the necessary postal forms and warn-



ings needed to ensure that it will get to you in one piece. And if it doesn't, we will replace it free of charge.

Actually, due to the cost of the postage, envelopes and the labor involved in mailing GS+ Magazine overseas, we sometimes end up losing a bit of money mailing magazines overseas.

In other words, we simply charge what it costs us to prepare and safely mail GS+ Magazine to foreign subscribers.

How can I pay for GS+ Magazine?

We accept payment by VISA or MasterCard, or by a check or money order (made payable to "EGO Systems") for U.S. funds.

How do I contact GS+ Magazine?

There are lots of different ways to contact GS+ Magazine:

Information phone #: 615-332-2087 FAX phone #: 615-332-2634 Toll Free (U.S.A., Canada & Mexico only - ORDERS ONLY please!) #: 800-662-3634

Surface mail: GS+ Magazine P. O. Box 15366 Chattanooga, TN 37415-0366 U.S.A.

e-mail: Diz@genie.com World Wide Web: <http://www.chattanooga.net/~jwanker/gsplus/gsplus.html>

Can I get a single sample issue of GS+ Magazine?

Sure! The costs for samples are shown below in the "GS+ Magazine Order Form" section.

How can I subscribe to GS+ Magazine?

Simply figure out which type of subscription you want using the above information, fill out the "GS+ Magazine Order Form" at the end of this file and then send that information to us along with your payment.

Or, simply call or FAX us!

Are back issues of GS+ Magazine available?

Yes. A complete list of available back issues is printed in each issue of GS+ Magazine. So, if you order a sample or a subscription, you'll get that list along with that sample issue or the first issue of your subscription.

How much do back issues cost?

A single back issue of GS+ Magazine (with the disk) costs \$10. A back issue disk costs \$6.50 and a back issue magazine (no disk) costs \$5. However, we sometimes have sales on back issues and in each issue of GS+ Magazine we "spotlight" a specific back issue and offer it at a special price.

Can I trust you?

GS+ Magazine has been published since 1989 and, as far as I know, there has never been a single complaint filed against us with either the Better Business Bureau or the Postal Service. This is not to say that we've never had any problems! We have had complaints from subscribers, but we've always been able to quickly resolve those problems to the customers satisfaction.

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If you subscribe to GS+ Magazine and then decide that it isn't for you, we will refund your money for any unmailed issues. If you purchase a sample issue, we will refund your money if you return the sample issue and/or disk to us in good condition.

If I subscribe today, when will my subscription start?

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GS+ Magazine comes out bi-monthly, this can lead to a long delay between the time you place your order and the time you get your first issue. (Up to twelve weeks in some cases.) However, if you include an additional \$2 with your order, you can request that your subscription start with the current issue. This additional \$2 will be used to cover the cost of the postage and labor required to mail out the issue separate from our regular subscription mailing.

If you live outside the United States you will already be paying an additional amount to get GS+ Magazine delivered to you. For this reason, we always start foreign subscriptions with the current issue. (In other words, the above won't apply to subscribers outside the United States.)

This also applies to First Class domestic subscriptions. If you live in the United States and you pay extra for First Class delivery, your subscription will start with the current issue.

Does GS+ Magazine accept and publish outside articles?

Yes we do. We have a complete Writer's Guide that is included on most issues of the GS+ Disk (space permitting), or you can send us a self-addressed, stamped envelope and we'll send you a copy.

Is that all?

Whew! Yes!

I hope that the information in this file has helped to give you a better idea of what GS+ Magazine is. I also hope that it's convinced you to subscribe! If you have any further questions, please send them to me via one of the means shown earlier in the file. Till then, please distribute this information as far and wide as possible! ■



The Golden Orchard CD ROM for the Apple II

by Jim Maricondo (digisoft@hypermall.com)
DigiSoft Innovations

THE FOLLOWING is a "FAQ" or Frequently Asked Questions article about a new CD ROM for the Apple II. There has been some slight editing by Dave Ottalini.

Golden Orchard Questions and Answers

Q: What is Golden Orchard?

A: Golden Orchard is the largest Apple II CD-ROM made to date. It contains over 600 megabytes of files useful to Apple II owners, including tons of freeware, shareware, utilities, games, graphics, sounds, music, source code, and much more, all in uncompressed, easy-to-navigate form. It is primarily targetted at the Apple IIGS owner, and can be fully accessed on a Mac or Apple IIGS equipped with CD-ROM drive. (Apple IIe owners can access the ProDOS partition only.)

Q: Will the CD be readable on a PC?

A: No. The ISO 9660 file system (needed for the CD to be PC readable) is just too restrictive and thus not very feasible for our needs. Instead the CD has ProDOS and HFS partitions.

Q: Will the CD be readable on a Mac?

A: Yes. The CD has six HFS partitions (this was due to bugs in the

HFS FST, but it also allowed us to fit a LOT more on the CD since it reduced HFS overhead considerably) and one ProDOS partition, all of which are capable of being mounted on a Mac. However, you will need Mac CD drivers that will recognize multiple HFS partitions and ProDOS partitions. The only driver we know of that will do this is FWB's CD-ROM Toolkit. It will mount the 5 HFS partitions, and if you have the ProDOS File System extension (part of the Apple II card software for the Mac) it will also mount the ProDOS partition as well. Almost all files should fit on an 800k disk so you could read them on a Mac with CD-ROM drive and transfer them to the GS manually. 800k disk images are one exception, but you can convert them into their original disk format on the Mac or the IIGS using included programs, so it shouldn't be a problem.

Q: Will the CD be useful to an Apple IIe owner?

A: Somewhat. The ProDOS partition is around 18MB. It contains lots of AppleWorks files, ProDOS 8 utilities and programs, BASIC programs, and other items of interest to Apple IIe owners. However the definite focus of this disc is the IIGS.

Q: What is the current status of the project? When will the CD be shipping?

A: It's shipping NOW!

Q: Will there be user group discounts? What about overseas orders?

A: If your user group would like to put together a group order, please contact us (see below) for group discount information. We encourage overseas orders but regret that we cannot accept credit cards as a method of payment. Overseas orders will be charged a \$5 shipping and handling fee for air mail shipping.

Q: Where can I get more information?

A: If you have specific questions, please contact: digisoft@hypermall.com

If you have access to the World Wide Web, check out our new site, which contains full up-to-date information on Golden Orchard as well as other DigiSoft information. You can reach it at: <http://www-leland.stanford.edu/~jagaroth/digisoft/>

The specific Golden Orchard page can be reached at: <http://www-leland.stanford.edu/~jagaroth/digisoft/orchard.html>

Golden Orchard Contents Summary: (Partial listing)

Applications 81mb
Demos 10mb
Games 27mb
Graphics & Sound Demos 7mb
Graphics Utilities 5mb
Sound & Music Programs 10mb
System Utilities 4mb
Telecommunications 5mb
Disk Images 145mb
FTA Software 22mb
Graphics 51mb
3200 Color Pictures 8mb
Animations 10mb
APF Pictures 5mb
GIF Pictures 12mb
Music 64mb
MIDI Songs 5mb



MODs22mb
 SoundSmith Songs16mb
 SynthLab Songs12mb
 Sounds13mb
 Apple Software28mb
 System Software HyperCard IIGS
 AppleWorks10mb
 BASIC Programs1mb
 Stacks28mb
 HyperCard IIGS6mb
 HyperStudio22mb
 Bitmap Fonts2mb
 TrueType Fonts28mb
 Deprotects & Cheats6mb
 Icons1mb
 CDAs2mb
 NDAs2mb
 Inits1mb
 Finder Extensions1mb
 Patches & Updates1mb
 Text Files25mb
 Programming124mb
 From Apple31mb
 Data Compression2mb
 Assembly Source8mb
 C Source10mb
 Utilities18mb

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 Jim Maricondo PO Box 11005
 Stanford, CA 94309-1005
 Make checks payable to Jim Maricondo.

Sorry, credit cards are not acceptable. User group bulk discounts available.

For further information, check out our world wide web site at: *
<http://www-leland.stanford.edu/~jagaroth/digisoft> ■

Apple //C vs. //C+

edited by Dave Ottalini

ALL KINDS OF questions are always coming up on Comp.Sys.Apple2—the Usenet Board for Q&A on the Internet (and available on System 6 of the WAPTCS). Recently, Claudio M. Okrina (c.okrina@macvie.via.at) asked about the differences between the only two compact //s Apple ever made. Here's what he learned:

The main differences are:

- 800k 3.5 drive built in rather than 140k 5.25
- Faster processor. 4 MHz rather than 1. Actually faster than a stock GS
- Serial ports changed to miniDin8 from Din5
- Revised keyboard layout—matches GS but without keypad
- support for “dumb” 3.5 drives. No need to use a UniDisk, but will work with one.
- No 40/80 switch above keyboard
- No headphone jack
- Memory expansion connector inside (the later IIc had this too)
- Internal power supply. i.e. no need for the brick-on-a-rope power supply.
- Platinum color

In a later post, Alex Madison (amaddiso@extro) passed along some additional information - originally posted by New Zealander David Empson (dempson@swell.actrix.gen.nz):

Not counting the IIc+, there

have been four versions of the IIc. You can identify which version of the IIc you have by getting into BASIC and typing PRINT PEEK(64447).

The number reported will be one of:

- 255 Original IIc
- 0 “UniDisk” IIc
- 3 “Memory Expansion” IIc
- 4 “Revised Memory Expansion” IIc
- 5 IIc+

An original IIc can be upgraded to a “UniDisk” IIc by replacing the ROM and making a couple of minor modifications to the motherboard.

There is another potential problem with the original IIc: it uses the wrong clock speed for its serial ports, and the communication speed is slightly out. Whether this is a problem depends on the device you have connected to the serial ports. It is usually no problem for printers, and for modems at 1200 bps or slower. Some people have encountered problems at 1200 bps or faster.

To fix this problem requires a motherboard exchange. A newly purchased “UniDisk” IIc already has the revised motherboard.

There are a few new features in the “UniDisk” IIc:

- Support for UniDisk 3.5 and other “SmartPort” devices (e.g. Chinook made a IIc-compatible SmartPort hard drive).
- A mini-assembler, and step and trace commands in the monitor.



A press release from the Internet

Shareware Solutions II: An Exciting Apple II Journey into the Future

by Joe Kohn

- More commands in the serial port firmware, improving compatibility with the Super Serial Card.

One feature was removed: the ability to boot from slot 6, drive 2 by using PR#7.

The "Memory Expansion" IIc has yet another motherboard, this time with a memory expansion slot added. There is additional software in the ROM to support this. The memory expansion slot allows you to connect an Apple IIc Memory Expansion Card, which works like the RamFactor or Apple II Memory Expansion Card, i.e. a standard slot memory card ("slinky") as opposed to a IIe auxiliary slot memory card ("bank switched") like the RamWorks.

The fourth version is a ROM upgrade to fix bugs in the earlier versions. The IIc+ is effectively a different computer. It has a built-in 3.5" drive instead of a 5.25" drive. You can connect Apple 3.5, UniDisk 3.5 and 5.25" drives to the disk port. It also has:

- An accelerated microprocessor (4MHz; equivalent to a ZIP chip).
- Revised keyboard layout.
- Internal power supply (eliminating the "brick", but it means you cannot run a IIc+ from a car's cigarette lighter).
- Internal modem connector (I don't think a modem was ever made to work with this).
- Serial ports use Mini-Din-8 connectors (like the IIgs and Mac) instead of DIN-5.
- No headphone jack. ■

S H A R E W A R E SOLUTIONS II

is the highly acclaimed bi-monthly newsletter that focuses on the magic that is the Apple II computer. Written, edited and published by Joe Kohn and Dr. Cynthia Field, former Contributing Editors to inCider/A+ Magazine, Shareware Solutions II has received rave reviews and strong endorsements from II Alive, The AppleWorks Forum, GS+, Resource-Central-on-Disk, and by numerous Apple II User Group newsletters from around the world.

Since its debut in July, 1993, Shareware Solutions II has been read and well received by Apple II users in all 50 states and in more than 20 foreign countries. Each 20 page issue is filled with a valuable mix of information and news of the Apple II world, along with hints and tips, how-to articles, reviews of freeware and shareware, and exclusive money saving deals that are available, only to newsletter subscribers, on hardware and commercial software. Additionally, all freeware and shareware reviewed is available to subscribers at low cost through the mail.

Each issue of Shareware Solutions II contains information about the Apple II in an easy to understand format that has been praised by Apple

II novices and "power users" galore. According to a review in the March, 1994 newsletter of the Denver Apple Pi, "I have found his first 4 issues to be very informative and written in an understandable format. I'm almost into overload with the information he offers. I encourage any of you to give Shareware Solutions II a try, as it is really encouraging to see our favorite computer supported by a knowledgeable person with good information and programs."

Written, printed and published entirely on Apple II computers, Shareware Solutions II even comes with a money back guarantee; cancel at any time, and get a refund for any unmailed issues.

Shareware Solutions II has several different subscription options available:

1) A One Year, 6 Issue Subscription: This subscription starts with the current issue of Shareware Solutions II. The cost is \$25 for US or Canadian delivery; \$40 for delivery anywhere else in the world. Please note that all issues are mailed by First Class Air Mail.

2) The First 12 Issues (2+ years worth of newsletters): Previously named "The Complete Shareware Solutions II Collection," this subscription begins with the Premiere July, 1993 issue and runs through Volume 2, Issue 6 (due to appear in



late-1995). Included in this collection are all of the back issues published to date. This 12 issue subscription is available for only \$35 to subscribers in the US or Canada, and \$50 for International subscribers. Please note that all issues are mailed by First Class Air Mail.

3) The First 18 Issues (3+ years worth of newsletters): This subscription includes the first 18 issues of Shareware Solutions II (the first 3+ years!), includes all the back issues published to date, and will run through Volume 3, Issue 6 (due to appear in late-1996 or early-1997). This 18 issue subscription is available at the discounted rate of only \$55 to subscribers in the US or Canada, and \$75 for International subscribers. Please note that all issues are mailed by First Class Air Mail.

Make all checks or money orders out to Joe Kohn. US Funds Only. Sorry, but no charge cards, purchase orders or COD orders will be accepted. Send your subscription to:

Joe Kohn
Shareware Solutions II
166 Alpine Street
San Rafael, CA 94901-1008
USA ■



An announcement from the Internet

Kansas Fest is back for Apple// and Mac Users

by Cindy Adams (KFEST.INFO\$@GEnie.com)

KFEST '95 will happen!! The suspense is over! We received the minimum number of registrations (and several over) so that now we can tell you KFest '95 will be the place to be in July! If you were waiting for this news to register, now is the time. Get your registration in soon to be sure to reserve your spot in the dorm!

For many years Resource Central, and then ICON, sponsored a popular festival for Apple II computer users called ICONference. Last year the festival was expanded to include users of Macintosh computers. Although RC/ICON went away, KFest will continue under new sponsorship!

This summer, in Kansas City, Missouri, you can once again:

- meet friends old and new
- learn about how to get the most out of your computer and peripherals
- see demonstrations of new products
- meet the celebrities of our little world <grin>
- experience the Internet and all that it has to offer
- take advantage of special KFest '95 offers from Apple II and Macintosh vendors
- and, of course, stay up all night if you want to :)

There will be speakers and presentations on a wide variety of topics. Presentations scheduled thus far include:

- * Joe Kohn - Shareware Solutions II
- * Erick Wagner—How to Control Real World Devices
- * Michael Lutynski—Animasia
- * Mike Westerfield—Quick Click Morph and HyperStuff
- * Tony Diaz—Building a case for the GS
- * Roger Wagner—HyperStudio Mac and HyperStudio GS
- * Greg Templeman—GSLib
- * Richard Bennett and J. Nathaniel Sloan—GS front end for GENIE
- * Doug Pendleton and Dave Ciotti - Solder, the Flux of the Matter
- * Ryan Suenaga—PDA's and PowerBooks—Portability for the Professional

KFest '95 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 27-29, 1995. The cost will be only \$200, which includes use of a double room in the Avila College dorms and meals! (If you wish to stay at one of the many hotels or motels near the college then the cost is \$150, but you would, of course, have to find and pay for your own room and meals).

KFest this year is being sponsored by Parkhurst Micro



Products, makers of the award-winning ANSITerm telecommunications software, as well as the soon to be released PMPFax. You can send your registration form and fee to:

They will also take credit card registrations. Just call PMP with your VISA or MasterCard number at (510) 837-9098, or send the registration by e-mail to PMP@genie.com

KFest '95
c/o Parkhurst Micro Products
2491 San Ramon Valley Blvd. Suite 1-317
San Ramon, CA 94583

If you have questions about KFest, or wish to make suggestions, you can find answers via the Internet. Just send an email message to

* Please make checks payable to Parkhurst Micro Products.

KFEST.INFO\$@genie.com
or KFEST@galadriel.ecaetc.ohio-state.edu

KFest '95 Registration Form

Name: _____ Gender: _____

Address: _____

City, State, Zip: _____

Phone (w): _____
(h): _____ Email address: _____

Roommate preference (if any): _____

Do you prefer a smoking or non-smoking room? _____

Payment information: Enclose check or include CC info below

Credit Card Information: MC or Visa: _____

CC#: _____ Exp Date: _____

Name on card: _____

Send this completed registration form and fee to:

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* Please make checks payable to Parkhurst Micro Products.

They will also take credit card registrations. Just call PMP with your VISA or MasterCard number at (510) 837-9098, or send the registration by e-mail to PMP@genie.com



The Apple /// Information Highway

by Dave Ottalini
WAP /// SIG

YES IT IS possible to be a SARASaur and part of the Internet. All you have to do is pay for the WAP TCS option that allows you to send E-Mail on the Internet, or join any other on-line service with Internet access. From there, you can join the Apple /// discussion group at West Virginia University. Send a message to `APPLE3-L@WVNVM.WVNET.EDU` and request that you be placed on the Apple /// mailing list. You'll get back a message that explains a little bit about the discussion group, and what is available to you.

Our Apple ///s do not have all the special software needed to take full advantage of the Internet—for example, accessing the "World Wide Web" that you've heard about. BUT we do have access to the Usenets (on the TCS, for example) and can communicate with other ///ers. It will take a Mac or PC to upload or download files, though, even from the Apple /// discussion group. The exception is streight ASCII files, which can be uploaded and downloaded from services like CompuServe.

Now, when you send your request to join the Apple /// Discussion Group, here's the message you'll get back:

You have been added to the APPLE3-L mailing list (Apple III Discussion Group) by Jeffrey Fritz <JFRITZ@WVNVM.BITNET>.

Please save this message for future reference, especially if you are not familiar with LISTSERV. This might look like a waste of disk space now, but in 6 months you will be glad you saved this information when you realize that you cannot remember what are the lists you are subscribed to, or what is the

"Our Apple ///s do not have all the special software needed to take full advantage of the Internet—for example, accessing the 'World Wide Web' that you've heard about. BUT we do have access to the Usenets (on the TCS, for example) and can communicate with other ///ers."

command to leave the list to avoid filling up your mailbox while you are on vacations. In fact, you should create a new mail folder for subscription confirmation messages

like this one, and for the "welcome messages" from the list owners that you are will occasionally receive after subscribing to a new list.

To send a message to all the people currently subscribed to the list, just send mail to `APPLE3-L@WVNVM.WVNET.EDU`. This is called "sending mail to the list", because you send mail to a single address and LISTSERV makes copies for all the people who have subscribed. This address (`APPLE3-L@WVNVM.WVNET.EDU`) is also called the "list address". You must never try to send any command to that address, as it would be distributed to all the people who have subscribed. All commands must be sent to the "LISTSERV address", `LISTSERV@WVNVM.BITNET` (or `LISTSERV@WVNVM.WVNET.EDU`).

It is very important to understand the difference between the two, but fortunately it is not complicated. The LISTSERV address is like a FAX number, and the list address is like a normal phone line. If you make your FAX call someone's regular phone number by mistake, it will be an unpleasant experience for him but you will probably be excused the first time.

If you do it regularly, however, he will probably get upset and send you a nasty complaint. It is the same with mailing lists, with the difference that you are calling hundreds or thousands of people at the same time, so a lot more people get annoyed if you use the wrong number.

You may leave the list at any time by sending a "SIGNOFF APPLE3-L" command to `LISTSERV@WVNVM.BITNET` (or `LISTSERV@WVNVM.WVNET.EDU`). You can also tell LISTSERV how you want it to confirm the receipt of messages you send to the list. If you do not trust the system, send a "SET



APPLE3-L REPRO" command and LISTSERV will send you a copy of your own messages, so that you can see that the message was distributed and did not get damaged on the way. After a while you may find that this is getting annoying, especially if your mail program does not tell you that the message is from you when it informs you that new mail has arrived from APPLE3-L.

If you send a "SET APPLE3-L ACK NOREPRO" command, LISTSERV will mail you a short acknowledgement instead, which will look different in your mailbox directory. With most mail programs you will know immediately that this is an acknowledgement you can read later. Finally, you can turn off acknowledgements completely with "SET APPLE3-L NOACK NOREPRO".

Please note that it is presently possible for anybody to determine that you are signed up to the list through the use of the "REVIEW" command, which returns the e-mail address and name of all the subscribers. If you do not want your name to be visible, just issue a "SET APPLE3-L CONCEAL" command.

More information on LISTSERV commands can be found in the LISTSERV reference card, which you can retrieve by sending an "INFO REFCARD" command to LISTSERV@WVNVM.BITNET (or LISTSERV@WVNVM.WVNET.EDU).

Finally, congratulations to Seth Mize, who has become the latest /// SIG member to join the Listserv! ■

On the Trail of the Apple ///

by David Ottalini (Dave.Ottalini@TCS.WAP.ORG)
Apple /// SIG Co-Chairman

Is SARA Headed for the Mac?

IT'S STILL TOO early to say it will happen, but I've been having some interesting talks with Kevin Lund <kevin@buffy.ucr.edu>, author of "Stop the Madness"—the Apple // emulator for the Macintosh. As I wrote in a past Trail column, he has expressed a strong interest in helping SARA make the transition. Last April, Kevin messaged via the Internet that:

"I just got out STM v0.88r, which I intend to be the last version with a pre-determined memory map (i.e., 64K with the upper 12K special-cased for the language card, etc). After a brief respite (and getting some real work done, the kind they pay me for), I plan to do a more generalized memory model, which would pave the way to an Apple /// emulation."

To help convince Kevin that doing the emulation is worthwhile, your /// SIG recently sent a huge care package that included a set of Apple /// manuals, software and video. Kevin says he didn't realize there was so much material available for the ///:

"You stunned me into silence! I've begun work on memory banking in STM; I'm kind of hitting the limitations of Symantec's compiler, though. No matter, I'm sure it can be worked around. Then I've got to

figure out where the /// keeps its ROMs, and get'em transferred...but it's all doable, especially with the manuals you sent (haven't watched the video yet).

Of course, now that I'm all enthused about the project, my 2nd year paper is looming. But I'm on the case; I'll keep you posted on it. And, as I seem to have forgotten to say this till now, thanks!"

Kevin's comments reminded me that back in February, 1991, Daryl Anderson of DA Datasystems fame commented about Apple /// emulation on a Mac or Amiga. Here's what he said at the time:

"I still DO think a software emulation of a /// on a faster CPU such as a 68020 or 68030 is technically feasible. It seems to me you'd have about a 10 to 1 effective instruction speedup so, in principle, you could take 10 68030 instructions to emulate one 6502 one. In fact almost all 6502 instructions could be emulated in 1 or 2 680x0 instructions and clever design could keep a lot of the action in the 680x0 registers for MAX speed and even take advantage of CPU-cache if available (figuring 16 32-bit registers to simulate 3 8-bit ones (!) lots of room to fool around..."

Course the real bear is gonna be simulating the "machine specific" stuff, e.g. specially the VIDEO... that's where a single 6502 instruction could take 10 or even



100 680x0 instructions to emulate - Storing a value to memory-mapped Apple /// video ram would have to be mapped to a bunch of code that adjusted colors, text, scrolling, etc. Writing directly to an I/O peripheral controller chip addressed register would require similar complexity. BUT all of these are essentially "FINITE-STATE Machines" and emulatable via software. It's simply the performance hit that would be open-ended. And, of course, on video you cannot really spare that piece... You know, I think the key point is the counter to the argument that "Apple couldn't (wouldn't) do the [[emulator or Mac in Software so it must not be doable; I.E. that the "special" features of the ///, Text vs. Graphics orientation, HardDrive vs Floppy, Application vs. (copy-protected) games, all make a /// emulation more doable. Modularity of SOS and the /// filesystem also make it doable. Besides, I figure Apple just avoided a SW-only [[emulation because then it'd just get pirated around—their little card for the Mac is the ultimate "dongle"."

Daryl, by the way, estimated back then, that it would take about 3 months or so to do the whole emulation, working full time. We'll be happy to support Kevin if he decides to go forward with the project in any way we can. BUT he has already kindly refused to let us help with some money from the Software Development Fund.

On the Sound Front

In another article this issue, I wrote about // programmer Philip Lamb (p.lamb@student.canterbury.ac.nz) who has an Apple // program called IISound:

"If you own an Apple II, and wondered why it was designed with poor sound capabilities (not a IIGS!), then wonder again. The Apple II (right from the II+ up) can play

digitized sound and music, and reproduce speech quite accurately, without adding any hardware. I have written a program to do this. It is a pretty nifty program."

I've messaged him about the possibility of doing a /// version, but what do you think? IS this something that might be worth using some funds from our SDF on? Although the /// handles sound differently than the //, it would seem logical (according to Mr. Spock anyway!) that a version for our SARA should be possible. Seems to me it's worth asking about anyway. So stay tuned. Hopefully we'll have an update on the next Trail. By the way - it should work just fine in Emulation mode. We'll try to get a copy and check it out that way to see what it can do!

Al Bloom and MLM

Dr. Al Bloom has, and remains, a legendary supporter of our Sara. In fact, in our newly reorganized PD Library, we honored him by creating a separate category to hold his great articles and software. Among that software is a whole series of utility disks for Mail List Manager (PD disks 3BLM-07 to 10). A few months ago, Al came up against a problem, however, that even he couldn't solve:

"When my dad quit as secretary of the 459th Bomb Group Assn (A WWII alumni group) and asked if I could convert his Apple /// MLM file to a format that could be used by the incoming secretary. Sure. Happy to.

The first thing I noticed was that he had a NAME field, consisting of FIRST/INITIAL/LAST NAME. MLM is probably the only data base program for any platform that recognizes NAME in that format. And will sort on last name that way. So OK, split his NAME into FIRST NAME and LAST NAME with MLMCNVT (One of

Uncle Al's MLM Utilities — in WVU's MLMUTIL folder) using its "name" split (better than Apple's, IMHO), then use MLMCNVT to split the FIRST NAME into FIRST NAME and INITIAL. Then export the sucker with MLMASCI (Another of Uncle Al's MLMUTIL toys).

MLMCNVT depends on a valid pre-defined MLM output file. So I used MLM to create a new file based on the existing BG459 file. I replaced NAME with LAST NAME and FIRST NAME in the new record description. But I forgot to change the first SORT FIELD from NAME to LAST NAME. NAME doesn't exist in the new file, yes? The naughtywording Apple program accepted it. My MLMCNVT program blew up. Ain't no NAME field to sort on. Oh naughtyword.

There is nothing for it, I fear. If you use MLMCNVT, you must ensure that the target MLM file is accurately described — especially that the new file's sort field names actually exist. MLMUTIL is freebies nowadays. I have zero incentive to do anything but fix egregious program errors. And that is due to pure pride. I have some left."

The Year 2000

The Apple /// shares a problem with many other makes of computers (both MS-Dos and Macs) - their clocks won't recognize that we will be passing into a new century. There have already been a ton of articles about the problem, especially about how insurance claims and other business transactions will likely be thrown into chaos because the computer will reject anything with the year 2000 or later on it. Given its pioneering nature, you'll not be surprised that this is actually a problem the /// Community has been talking about for a long while. Here was one solution from 1986 I found in a file on our New Member Disk: "For those of you who are rather



disturbed by the fact that in 14 years the Apple /// will be somewhat obsolete since the SOS was only configured to have 20th century records for recording when files were created and modified, and programs such as Calendar Pak, and the clock chips only work until Dec. 31, 1999, I have figured out a way to increase the life of the system by 40 years. When the year 2000 comes we can reset the date to (19)10. This date starts on a Saturday like Jan 1, 2000, ends with a 0 for easy reference and is *not* a leap year. Sometime in the 18th century in an effort to make calendars more accurate, it was determined that every 400 years there should not be a leap year (this is true) and 2000 will be the first such occasion. After the year 2000 ends, reset the date to (19)61. This is the earliest date that ends in a "1", starts on a Sunday and is 3 years away from the next leap year. Hope this information helps justify shelling out thousands of dollars for computer equipment and programs now, since the computer is good for at least another 54 years."

On Three's Bob Consorti at one point talked about fixing this problem with BOS3, but he was never able to implement it. *If* we can find any other work-arounds, we'll publish them here on the Trail.

Applesoft to an Apple /// Text File

This was a question asked some-time back—what's an easy way to move an Apple // AppleSoft Basic program to an Apple /// text file. The answer was printed in the old TAU (Third Apple Users) Newsletter (author unknown):

"There are a couple of ways. Write the Basic program to text file, then use the text file conversion program in Applewriter Utilities to convert to SOS disk format text file or, use a conversion program in SOSTRAN, a great system of pro-

grams from Sun Data (disk 3UTL-06 in the WAP PD). These programs provide all sorts of conversions.

Another program to use is APPLECON (disk 3BSB-09 in the WAP library). It will directly convert an Apple // Applesoft program to Business Basic. You will have to do some work to fine tune the programs, however, as some Applesoft commands or their equivalents do not exist in Business Basic and vice versa. However, APPLECON does note conversion problems in REM statements. NOTE: Applecon will work on Dos 3.3 formatted disks ONLY and not on ProDos. If you want to convert an Applesoft program on a ProDos disk, you will have to port it over to Dos 3.3 using the ProDos utilities program, Copy //+ or some other // copy program (64K or more)."

Disk 3BSB-09 (by the way) also has some excellent support files for anyone looking to convert Applesoft to Business Basic.

Apple /// Parts

If you are looking for a source of Apple /// parts - quickly try Bill Gross (bgross@primenet.com) who has long supported the Macintosh folks. He decided to expand into the Apple // family last May but quickly became disillusioned and decided to get out. It's unfortunate, since we need all the sources of parts and repairs we can get. In any case, give him a hollar and see if he still has anything left. Email him, or write: Dr. Macintosh; 7937 E. Frontage Rd.; Overland Park, KS 6620. Phone number is: (913) 962-HELP (4357) and Fax number is: (913) 385-5503

PD Library Note

I'm thrilled to announce that I have finally finished our long-term project to reorganize the /// SIG PD Library. With the strong support of John Ruffatto, I was able to rework the library so it reflects 1995 reali-

ties. There are new categories, information updated, addresses fixed, files replaced. We've even added a few new disks. With this project nearly complete (there are always a few strings to take care of), I'll be able to start adding more disks again. Beth in the office has a complete listing of all the disks with old and new numbers. Look in the back of the WAP Journal for the latest numbers. I'll also upload an ASCII version to the WAP TCS and on the Internet for folks to use. We appreciate your support by purchasing our disks!

Finally

I want to say thank you to all who supported me for the WAPBOD. I finally won! Now I can really represent you over the course of the next year—one that continues to offer challenges and opportunities for our club. Let me (and the other BOD members) know what you think our course should be in the future. Your input, after all, is what we count on to help the club grow and prosper.

Apple /// Resources

Bob Consorti

179-B Kent St. Brookline, MA. 02148 (617)-731-0662

On Three c/o Joe Consorti

603 Green Garden Drive, Bakersfield, CA 93313 (805) 397-6118

Sun Remarketing—

1-800-821-3221

Paul Campbell 18361 Burgess Detroit MI. 48219 (313)-255-6497

Tom Linders

12604 Wardell Ct. Saratoga, CA. 95070 1-408-741-1001

Allan M Bloom, PhD CDP

2303 San Marcos Street Blacksburg VA 24060

Apple Technical Support

1-800-767-2775

Apple User Group Connection

800-538-9696 ext. 500

Apple User Assistance 800-767-2775 ■



New /// SIG PD Debuts

by David Ottalini
WAP /// SIG Co-Chair

IT'S BIG AND BLUE and plenty *new* all over. It's the WAP /// SIG PD Library—under extensive reconstruction for the past two years or so. And now, finally, the wraps can come off. With the help of John Ruffatto, we have tried to make the PD library more useful to you—while updating and fixing files, as well as adding the new WAP address to each disk. We've also added a few new disks for you too: Paul Campbell's updated version of the great Star Trek game (3GAM-06), another new word processing program, "Write Now" (3WDP-08) and the Best of Ottalini, Disk 09 (3WAP-10) (for 1994) are all available for you now. And *hey* you Apple// users out there, there are a number of disk in this PD that you can enjoy too! **ALL** the Appleworks/3EZP Templates are "plug and play" on the //. Just load them into Appleworks. You can use any Apple // word processor to read all those past Journal articles—see the "WAP Articles" category. All the Information category files are there for you too. And how about my favorite disks in "Miscellaneous" - the Le Grayhaven Cookbook Plus, BBQ Recipies and Bread Recipies (3MSC-10, 11 and 12). All are directly readable on any Apple // family machine. Please see the back for a complete rundown of all our PD disks, but here's the list of what each category is, and what it offers:

ACCOUNTING Accounting-Specific Software for the Apple ///.

APPLE SOFTWARE Formerly commercial software for the /// or third-party software that doesn't fit elsewhere.

3EZP/AW TEMPLATES 3EZ Pieces and Appleworks Templates.

BLOOM PROGRAMS The compiled works of Dr. Al Bloom.

BUSINESS BASIC Information and programs dealing with Apple /// Business Basic.

DA DATASYSTEMS The Library of DA Datasystems (Daryl Anderson) and other

DISK CATALOG - ASCII The /// SIG PD Catalog - ASCII Version.

DISK CATALOG - 3EZ PIECES The WAP /// SIG PD Catalog - 3EZ Pieces Version.

EMULATION Apple /// Emulation programs and information.

FONTS Apple /// Font Programs and Fonts.

GAMES Apple /// Games.

GRAPHICS Apple /// Graphics/Draw Programs and Fotofiles.

INFORMATION Apple /// Information - for new users and beyond.

MISCELLANEOUS Apple /// Disks we had a hard time putting anywhere else!

PAIR SOFTWARE The library of Pair Software (Frank Moore) and other related information.

PASCAL AND OTHER LANGUAGES Pascal and other languages (Fortran for example), programs, etc.

REPAIRS & DIAGNOSTICS Information about how to diagnose and fix a sick /// or ///+.

SHAREWARE Apple /// Shareware Programs.

SOURCE CODE This category provides the source code, where available, of Apple /// programs and drivers.

SYSTEM SOFTWARE Apple /// System Software.

TELECOMMUNICATIONS Telecommunications Programs and Information for the Apple ///.

UTILITIES Utility Programs for the Apple ///.

WAP ARTICLES Compilation of many articles published in the WAP Journal and elsewhere about the Apple ///.

WORD PROCESSING Word Processing programs and utilities for the Apple ///. ■



Apple 3—Disk Reorganization— Cross Reference

NEW #	OLD #	DISK TITLE
3ACT-01	3ACT-01	EASy System
3ACT-02	3ACT-02	EASy System and Accounts Receivable
3ACT-03	3ACT-03	EASy System/ Accounts Payable/ Gen. Ledger
3APL-01	3INF-18	Three Cheers Boot and Program
3APL-02	3INF-19	Three Cheers Issues One and Two
3APL-03	3MSC-19	Ad. Visicalc/Mail Lst Mgr Hard Disk
3AWZ-01	3AWZ-01	3EZP/AW Business Templates
3AWZ-02	3AWZ-02	Checkbook by Lomartire
3AWZ-03	3AWZ-03	Accounting/Finance Templates
3AWZ-04	3AWZ-04	Mortgage Amortization
3AWZ-05	3AWZ-05	Checkbook Manager
3AWZ-06	3AWZ-06	Contributions Disk #1
3AWZ-07	3AWZ-07	Bankcalc #1
3AWZ-08	3AWZ-08	Bankcalc #2
3AWZ-09	3AWZ-09	Bankcalc #3
3AWZ-10	3AWZ-10	Video Catalog: Disk 1
3AWZ-11	3AWZ-11	Video Catalog: Disk 2
3AWZ-12	3AWZ-12	Parishworks - Disk 1-4
3AWZ-13	3AWZ-13	Parishworks - Disk 2
3AWZ-14	3AWZ-14	Parishworks - Disk 3
3AWZ-15	3AWZ-15	Parishworks - Disk 4
3BLM-01	3INF-09	Best of Bloom: Disk 01
3BLM-02	3INF-22	Best of Bloom: Disk 02
3BLM-03	3INF-10	Inpert's Corner by Bloom
3BLM-04	3INF-17	Reviews by Bloom
3BLM-05	3UTL-24	GUCSPAR by Bloom
3BLM-06	3UTL-25	ASCIDIF by Bloom
3BLM-07	3UTL-26	MLM Utilities Manual by Bloom
3BLM-08	3UTL-27	MLM Utilities by Bloom
3BLM-09	3UTL-28	MLM Utilities by Bloom
3BLM-10	3UTL-29	MLM Utilities by Bloom
3BLM-11	3UTL-30	AW to 3EZP by Bloom
3BLM-12	3UTL-35	A3IBM by Bloom
3BLM-13	3UTL-36	ASCIIUPLD by Bloom
3BLM-14	3UTL-39	CONPATH BY BLOOM
3BLM-15	3UTL-40	BLOCREAD By Bloom
3BLM-16	3UTL-41	NVASCi By Bloom
3BLM-17	3UTL-42	LISTIT By Bloom
3BLM-18	3UTL-43	PLUTIL By Bloom
3BLM-19	3UTL-44	DIFPRINT By Bloom
3BLM-20	3UTL-45	DIFUTIL By Bloom
3BLM-21	3GRX-15	Calendar by Bloom
3BLM-22	3GRX-16	Typewriter Art Disk 01
3BLM-23	3GRX-17	Typewriter Art Disk 02
3BLM-24	3GRX-18	Poster By Bloom
3BLM-25	3GRX-29	Sign by Bloom
3BLM-26	3UTL-23	D3.Backup By Bloom
3BSB-01	3BSB-07	Basic 1.23 and Utils
3BSB-02	3BSB-09	Menu.Maker 6.1
3BSB-03	3BSB-01	Pohlman Disk 01
3BSB-04	3BSB-02	Pohlman Disk 02
3BSB-05	3BSB-03	Pohlman Disk 03
3BSB-06	3BSB-04	Pohlman Disk 04
3BSB-07	3BSB-05	Pohlman Disk 05
3BSB-08	3BSB-08	Best of On Three AppleCon
3BSB-09	3UTL-08	Basic Boot Disk
3BSB-10	3UTL-05	Basic Utilities
3BSB-11	3UTL-06	Programmers Power Tools
3BSB-12	3UTL-07	PPT/Basic Helps
3BSB-13	3BSB-06	Disk Maker/ AppleSeed
3BSB-14	3UTL-09	A2 to A3 Graphics
3BSB-15	3GRX-32	Music, Music, Music
3BSB-16	3MSC-18	Best of Salerno
3BSB-17	3MSC-11	



NEW #	OLD #	DISK TITLE	NEW #	OLD #	DISK TITLE
3BSB-18		BOS3 Screen	3FNT-01	3UTL-21	CustomFONT
		Blankers	3FNT-02	3UTL-20	CustomFONT
3BSB-19		Business Basic V. 1.3			Manual
3BSB-20	3UTL-16	Basic Extension	3FNT-03	3UTL-34	CustomFONT Demo
3CAT-01	3CAT-01	WAP /// SIG Catalog	3FNT-04	3UTL-37	Font Generator ///
		Disk - ASCII - 01	3FNT-05		Fontwriter ///
3CAT-02	3CAT-02	WAP /// SIG Catalog	3FNT-06	3UTL-22	Fonts Disk One
		Disk - ASCII - 02	3GAM-01	3GAM-01	Games : Disk 01
3CAT-03	3CAT-03	WAP /// SIG Catalog	3GAM-02	3GAM-02	Games for Kids
		Disk - ASCII - 03	3GAM-03	3GAM-03	Capt'n Magneto
3CAT-04		WAP /// SIG Catalog	3GAM-04	3GAM-04	Games : Disk 02
		Disk - ASCII - 04	3GAM-05	3GAM-05	Star Trek
3CAT-05	3CAT-04	WAP /// SIG Catalog	3GAM-06		Super Trek II
		Disk - EZP/AW - 01	3GRX-01	3GRX-01	Sketchpad and
3CAT-06	3CAT-05	WAP /// SIG Catalog			Slideshow
		Disk - EZP/AW - 02	3GRX-02	3GRX-02	Fig Factory Manual
3CAT-07	3CAT-06	WAP /// SIG Catalog	3GRX-03	3GRX-03	Fig Factory B&W
		Disk - EZP/AW - 03			Version
3DAD-01	3INF-30	D.A. Datasystems	3GRX-04	3GRX-04	Fig Factory Color
		Catalog			Version
3DAD-02	3UTL-10	Basic XT and Basic	3GRX-05	3GRX-05	Raster Graphics Tool
		Utilities			Kit
3DAD-03	3UTL-11	The Retriever	3GRX-06	3GRX-06	3D Modeling Tool Kit
3DAD-04	3UTL-12	Power Print ///	3GRX-07	3GRX-19	Raster Graphics
3DAD-05	3UTL-13	Disk Window ///			Demos
3DAD-06	3UTL-14	Data Window and	3GRX-08	3GRX-20	Raster Graphics
		Source Window			Demos
3DAD-07	3UTL-15	Power Cat and	3GRX-09	3GRX-21	Raster Graphics
		Basic XRF			Demos
3DAD-08	3UTL-19	Basic GTO	3GRX-10	3GRX-22	Raster Graphics
3DAD-09	3UTL-17	Power Keys DM+			Demos
3DAD-10	3UTL-18	Ram+3/Two-N-Fro //	3GRX-11	3GRX-07	Chartmaker ///
		/ 128K	3GRX-12	3GRX-09	Graphics Disk 01
3DAD-11		Power Screen by	3GRX-13	3GRX-10	Graphics Disk 02
		Tim Harrington	3GRX-14	3GRX-11	Graphics Disk 03
3EMM-01	3UTL-55	Original Apple //	3GRX-15	3GRX-12	Graphics Disk 04
		Emulation	3GRX-16	3GRX-13	Graphics Disk 05
3EMM-02	3UTL-02	Apple // Emulation	3GRX-17	3GRX-14	Graphics Disk 06
		Disk	3GRX-18	3GRX-08	Graphics Utilities
3EMM-03	3UTL-03	Improved Apple //	3GRX-19	3GRX-23	GIF Graphics 01
		Emulation	3GRX-20	3GRX-24	GIF Graphics 02
3EMM-04	3UTL-49	Titan ///+//	3GRX-21	3GRX-25	GIF Graphics 03
		Emulation Disk 01	3GRX-22	3GRX-26	GIF Graphics 04
3EMM-05	3UTL-50	Titan ///+//	3GRX-23	3GRX-37	GIF Graphics 05
		Emulation Disk 02	3GRX-24	3GRX-30	Scanned Graphics
3EMM-06	3UTL-51	Titan ///+//e			Disk 01
		Emulation Disk 01	3GRX-25	3GRX-31	Fotoview by
3EMM-07	3UTL-52	Titan ///+//e			Lomartire
		Emulation Disk 02	3GRX-26	3GRX-33	Floppy Coloring Book
3EMM-08	3MSC-12	A2 Boot	3GRX-27	3GRX-34	Floppy Coloring
3EMM-09	3MSC-06	Double Boot			Book: Trains #1



NEW #	OLD #	DISK TITLE	NEW #	OLD #	DISK TITLE
3GRX-28	3GRX-35	Floppy Coloring Book: Trains #2	3MSC-11	3MSC-20	BBQ Recipies and Much More!
3GRX-29	3GRX-36	Floppy Coloring Book: Winter Olympics	3MSC-12	3MSC-21	Bread Recipies
3GRX-30	3GRX-43	Floppy Coloring Book: Summer Olympics	3PAR-01	3INF-30	Pair Software Catalog
3GRX-31	3GRX-38	Dino-Graphics	3PAR-02	3INF-16	Best Of Pair Software
3GRX-32	3GRX-39	Bookplates	3PCL-01	3PCL-01	Pascal 1.2
3GRX-33	3GRX-40	Animals Disk #1	3PCL-02	3PCL-02	Pascal 2.0 Compiler/Toolkit #1
3GRX-34	3GRX-41	Artworks	3PCL-03	3PCL-03	Pascal Toolkit #2/#3
3GRX-35	3GRX-42	3D Graphics	3PCL-04	3PCL-04	Pascal Pronto
3INF-01	3INF-02	New Member Disk			Debugger/SANE Disk #1
3INF-02	3INF-29	How Do I?	3PCL-05	3PCL-05	Pascal SANE Disk #2/#3
3INF-03	3INF-03	Best of MAUG	3PCL-06	3PCL-06	Pascal SOS I/O & ExerSOS
3INF-04	3INF-04	Best of The Source			Pascal Utilities: Putdemo & Putlib Demos
3INF-05	3INF-05	Best of TAU	3PCL-07	3PCL-07	Pascal Wade's Pascal Patch/PCode
3INF-06	3INF-06	Best of ATUNC:#1			Disassembler
3INF-07	3INF-24	Best of ATUNC #2	3PCL-08	3PCL-08	Chaos Programs in Pascal
3INF-08	3INF-25	Best of ATUNC #3			Pascal Menu.Maker
3INF-09	3INF-26	Best of ATUNC #4	3PCL-09	3PCL-09	Modified Pascal Menu Maker
3INF-10	3INF-27	Best of ATUNC #5			Macstuff
3INF-11	3INF-28	Best of ATUNC #6	3PCL-10	3UTL-31	David Craig Disk #1
3INF-12	3INF-07	Best of ///s Company: Disk 01	3PCL-11	3PCL-17	David Craig Disk #2
3INF-13	3INF-08	Best of ///s Company: Disk 02			David Craig Disk #3
3INF-14	3INF-11	Phase /// Conference Plus!	3PCL-12	3PCL-12	IEEE-488 Software
3INF-15	3INF-36	Omnis 3 Technotes Plus!	3PCL-13	3PCL-13	Driver Routines
3MSC-01	3MSC-01	File Cabinet/Sort Directory	3PCL-14	3PCL-14	FORTTRAN Manual: Disk One
3MSC-02	3MSC-02	Contributions Disk 01	3PCL-15	3PCL-15	FORTTRAN Manual: Disk Two
3MSC-03	3MSC-03	Contributions Disk 02	3PCL-16	3PCL-16	Fortran Language
3MSC-04	3MSC-04	Contributions Disk 03	3PCL-17	3PCL-18	A3 Diagnostics Disk 1
3MSC-05	3MSC-15	Contributions Disk 04	3PCL-18	3PCL-19	A3 Diagnostics Disk 2/Block Edit
3MSC-06	3MSC-13	French Tutor	3PCL-19	3PCL-20	Apple ///+ / 512 K
3MSC-07	3MSC-14	Italian Tutor	3REP-01	3REP-01	Diagnostics
3MSC-08	3MSC-16	Bowling/Grid Grade	3REP-02	3REP-02	Repairing Your Apple ///
3MSC-09	3MSC-17	Floppy Book by Shapiro	3REP-03	3REP-11	Brain Surgeon
3MSC-10	3MSC-05	Le Grayhaven Cookbook Plus!	3REP-04	3REP-03	Disk Map
			3REP-05	3REP-04	DiskCheck & Prohealth
			3REP-06	3REP-05	
			3REP-07	3REP-06	



NEW #	OLD #	DISK TITLE	NEW #	OLD #	DISK TITLE
3REP-08	3REP-07	Vindicator & Catalyst Fixer	3TEL-09	3TEL-09	Infonet BBS
3REP-09	3REP-08	Block Edit & Block Byter	3TEL-10	3TEL-10	hpTerm ///
3REP-10	3REP-09	Jeppson	3TEL-11	3TEL-11	Access 3270
3REP-11	3REP-10	Disassembler	3TEL-12	3TEL-06	TerminALL Manual
3REP-12	3UTL-47	Ticktock Clock	3TEL-13	3TEL-07	TerminALL
		Allignment Tool	3UTL-01	3UTL-32	Catalyst Release
		DIRECTRANS By DROB/Disk Speed Test	3UTL-02	3UTL-33	Reformatter ///
			3UTL-03	3UTL-38	A3 Reboot
			3UTL-04	3UTL-46	Epson Screen Printer
			3UTL-05	3UTL-48	Jeppson Codefile Utility
3SHR-01	3INF-31	ThreeWorks Disk #1	3UTL-06	3UTL-53	SOSTRAN
3SHR-02	3INF-32	ThreeWorks Disk #2	3WAP-01	3INF-12	Best of Ottalini: Disk 01
3SHR-03	3INF-33	ThreeWorks Disk #3			
3SHR-04	3INF-34	ThreeWorks Disk #4	3WAP-02	3INF-13	Best of Ottalini: Disk 02
3SHR-05		ThreeWorks Disk #5			
3SHR-06	3GRX-27	GrafixWorks Disk 1	3WAP-03	3INF-14	Best of Ottalini: Disk 03
3SHR-07	3GRX-28	GrafixWorks Disk 2			
3SHR-08	3UTL-56	DAR (Disk Archival and Retrieval)	3WAP-04	3INF-15	Best of Ottalini: Disk 04
3SHR-09	3SHR-07	%BINHEX /// (not available yet)	3WAP-05	3INF-20	Best of Ottalini: Disk 05
3SRC-01	3TEL-13	XMODEM Source Code	3WAP-06	3INF-35	Best of Ottalini: Disk 06
3SRC-02	3PCL-10	Powerkeys DM+ Source Code 01	3WAP-07	3INF-37	Best Of Ottalini: Disk 07
3SRC-03	3PCL-11	Powerkeys DM+ Source Code 02	3WAP-08	3INF-38	Best Of Ottalini: 1992 Plus!
3SYS-01	3UTL-54	SOS 1.3 Auto Upgrade/DOS to SOS Converter	3WAP-09	3INF-39	Best Of Ottalini: Disk 08
3SYS-02	3UTL-01	System Utilities & Data Disk	3WAP-10		Best Of Ottalini: Disk 09
3SYS-03	3MSC-07	Apple /// Demo Disk #1	3WDP-01	3WDP-01	AppleWriter 4.1
3SYS-04	3MSC-08	Apple /// Demo Disk #2	3WDP-02	3WDP-05	Apple Writer 2.0 Demo Disk
3SYS-05	3MSC-09	Apple /// Demo Disk #3	3WDP-03	3WDP-02	Footnote ///
3SYS-06	3MSC-10	Apple ///+ Keyboard Demo Disk	3WDP-04	3WDP-03	Ink Well Manual
3SYS-07	3UTL-04	SOS Drivers	3WDP-05	3WDP-04	Ink Well Program
3TEL-01	3TEL-01	Telecom 01	3WDP-06	3WDP-06	Script ///
3TEL-02	3TEL-02	Telecom 02/Access ///	3WDP-07	3WDP-07	Stemwriter ///
3TEL-03	3TEL-03	Telecom 03	3WDP-08		Write On ■
3TEL-04	3TEL-04	Kermit ///			
3TEL-05	3TEL-05	XMODEM ///			
3TEL-06	3TEL-12	Easyterm			
3TEL-07	3INF-21	Three's Company BBS			
3TEL-08	3TEL-08	TCS DISK			

Apple II Disk Order Form



APPLE II 3-1/2" DISKS:

System Disk
___ 2APS-01 #6

**Apple Disk
Catalog**
___ 2ADC-01A
#7
___ 2ADC-02A
#7

Appleworks
___ 2AWK-01

Communications
___ 2COM-01
___ 2COM-02
___ 2COM-03

Education
___ 2EDU-01

Utilities
___ 2UTL-01
___ 2UTL-02A

(#6) - System
Disk - V.
4.0.2 - \$3.00

(#7) - Apple
Disk Catalog
- 2 Disk set -
\$4.00

Note: Some
disks may
c o n t a i n
Shareware.
Please send a
remittance to
the author of
the program
if you use it.

APPLE 2 - 5-1/4" DISKS:

System Software
___ APSD-01 #1
___ APSD-02 #2

**Apple Disk
Catalog (DOS
3.3)**
___ 3 disk set #3

**Apple Disk
Catalog
(PRODOS)**
___ 4 disk set #4

Appleworks
___ APWK-01
___ APWK-02

Communications
___ 10 disk set =
\$15.00

___ COMM-01
___ COMM-02
___ COMM-03
___ COMM-04
___ COMM-05
___ COMM-06
___ COMM-07A
___ COMM-08
___ COMM-09
___ COMM-10A

CP/M
___ 11 disk set =
\$16.50

___ CPM-01
___ CPM-02
___ CPM-03
___ CPM-04
___ CPM-05
___ CPM-06
___ CPM-07
___ CPM-08
___ CPM-09
___ CPM-10
___ CPM-11

Eamon
Adventures
___ 24 disk set =
\$36.00
___ EAMN-01
___ EAMN-02 #5
___ EAMN-03
Eamon Master

___ EAMN-04 #5
___ EAMN-05 #5
___ EAMN-06 #5
___ EAMN-07 #5
___ EAMN-08 #5
___ EAMN-09 #5
___ EAMN-10 #5
___ EAMN-11 #5
___ EAMN-12 #5
___ EAMN-13 #5
___ EAMN-14 #5
___ EAMN-15 #5
___ EAMN-16 #5
___ EAMN-17 #5
___ EAMN-18 #5
___ EAMN-19 #5
___ EAMN-20 #5
___ EAMN-21 #5
___ EAMN-22 #5
___ EAMN-23 #5
___ EAMN-24 #5

Education
___ 20 disk set =
\$30.00

___ EDUC-01
___ EDUC-02
___ EDUC-03
___ EDUC-04
___ EDUC-05
___ EDUC-06
___ EDUC-07
___ EDUC-08
___ EDUC-09
___ EDUC-10
___ EDUC-11
___ EDUC-12
___ EDUC-13
___ EDUC-14
___ EDUC-15
___ EDUC-16
___ EDUC-17
___ EDUC-18
___ EDUC-19
___ EDUC-20

Forth
___ FRTH-01
___ FRTH-02
___ FRTH-03

Games
___ 13 disk set = \$
19.50
___ GAME-01
___ GAME-02
___ GAME-03
___ GAME-04
___ GAME-05

___ GAME-06
___ GAME-07
___ GAME-08
___ GAME-09
___ GAME-10
___ GAME-11
___ GAME-12
___ GAME-13

Logo
___ LOGO-01
___ LOGO-02

Miscellaneous
___ 25 disk set =
\$37.50

___ MISC-01
___ MISC-02
___ MISC-03
___ MISC-04
___ MISC-05
___ MISC-06
___ MISC-07
___ MISC-08
___ MISC-09
___ MISC-10
___ MISC-11
___ MISC-12
___ MISC-13
___ MISC-14
___ MISC-15
___ MISC-16
___ MISC-17
___ MISC-18
___ MISC-19
___ MISC-20
___ MISC-21
___ MISC-22
___ MISC-23
___ MISC-24
___ MISC-25

New Print Shop
___ 31 disk set =
\$46.50

___ NWPS-01
Graphics
___ NWPS-02
Graphics
___ NWPS-03
Graphics
___ NWPS-04
Graphics
___ NWPS-05
Graphics
___ NWPS-06
Graphics
___ NWPS-07
Graphics

___ NWPS-08
Graphics
___ NWPS-09
Graphics
___ NWPS-10
Graphics
___ NWPS-11
Graphics
___ NWPS-12
Graphics
___ NWPS-13
Graphics
___ NWPS-14
Graphics
___ NWPS-15
Graphics
___ NWPS-16
Graphics
___ NWPS-17
Graphics
___ NWPS-18
Graphics
___ NWPS-19
Graphics
___ NWPS-20
Graphics
___ NWPS-21
Graphics
___ NWPS-22
Graphics
___ NWPS-23
Graphics
___ NWPS-24
Graphics
___ NWPS-25
Graphics
___ NWPS-26
Graphics
___ NWPS-27
Graphics
___ NWPS-28
Graphics
___ NWPS-29
Borders
___ NWPS-30
Borders
___ NWPS-31
Fonts

Pascal
___ 8 disk set \$12.00
___ PASC-01
___ PASC-02
___ PASC-03
___ PASC-04
___ PASC-05
___ PASC-06
___ PASC-07
___ PASC-08

Pilot
___ PILT-01

Utilities
___ 24 disk set =
\$36.00
___ UTIL-01
___ UTIL-02
___ UTIL-03
___ UTIL-04
___ UTIL-05
___ UTIL-06
___ UTIL-07
___ UTIL-08
___ UTIL-09
___ UTIL-10
___ UTIL-11
___ UTIL-12
___ UTIL-13
___ UTIL-14
___ UTIL-15
___ UTIL-16
___ UTIL-17
___ UTIL-18
___ UTIL-19
___ UTIL-20
___ UTIL-21
___ UTIL-22
___ UTIL-23
___ UTIL-24

(#1) System Disk V.
4.0.2 - \$1.50

(#2) DOS 3.3
System Master
- \$1.50

(#3) Apple Disk
Catalog (A)
(DOS 3.3) - 3
disk set - \$3.00

(#4) Apple Disk
Catalog (A)
(ProDos) - 4
disk set - \$4.00

(#5) Requires
EAMN-03

Note: Some disks
may contain
Shareware.
Please send a
remittance to the
author of the
program if you
use it.



Apple IIGS Disk Order Form

APPLE IIGS - 3-1/2 DISKS:

System Software

- ___ GSAS-01 (*1)
- ___ GSAS-02 (*2)
- ___ GSAS-03 (*3)
- ___ GSAS-04 (*4)
- ___ GSAS-05 (*5)

Communications

- ___ 7 disk set = \$21
- ___ GSCM-01E
- ___ GSCM-02C
- ___ GSCM-03B
- ___ GSCM-04C
- ___ GSCM-05B
- ___ GSCM-06
- ___ GSCM-07

DAs, CDevs, FExts, Dvrs, and Inits

- ___ 16 disk set = \$48
- ___ GSDA-01C
- ___ GSDA-02D
- ___ GSDA-03E
- ___ GSDA-04C
- ___ GSDA-05C
- ___ GSDA-06B
- ___ GSDA-07C
- ___ GSDA-08B
- ___ GSDA-09A
- ___ GSDA-10A
- ___ GSDA-11A
- ___ GSDA-12A
- ___ GSDA-13A
- ___ GSDA-14A
- ___ GSDA-15B
- ___ GSDA-16B

Demos

- ___ 35 disk set = \$35 or \$1 per disk
- ___ GSDM-01
- ___ GSDM-02
- ___ GSDM-03
- ___ GSDM-04
- ___ GSDM-05
- ___ GSDM-06
- ___ GSDM-07
- ___ GSDM-08
- ___ GSDM-09
- ___ GSDM-10
- ___ GSDM-11
- ___ GSDM-12
- ___ GSDM-13A
- ___ GSDM-14
- ___ GSDM-15
- ___ GSDM-16
- ___ GSDM-17A
- ___ GSDM-18
- ___ GSDM-19
- ___ GSDM-20A
- ___ GSDM-21A
- ___ GSDM-22
- ___ GSDM-23
- ___ GSDM-24
- ___ GSDM-25

- ___ GSDM-26
- ___ GSDM-27
- ___ GSDM-28
- ___ GSDM-29
- ___ GSDM-30
- ___ GSDM-31
- ___ GSDM-32
- ___ GSDM-33
- ___ GSDM-34
- ___ GSDM-35

Developer

- ___ 20 disk set = \$60
- ___ GSDV-01
- ___ GSDV-02
- ___ GSDV-03
- ___ GSDV-04
- ___ GSDV-05A
- ___ GSDV-06A
- ___ GSDV-07
- ___ GSDV-08A
- ___ GSDV-09
- ___ GSDV-10A
- ___ GSDV-11A
- ___ GSDV-12A
- ___ GSDV-13
- ___ GSDV-14A
- ___ GSDV-15A
- ___ GSDV-16
- ___ GSDV-17A
- ___ GSDV-18
- ___ GSDV-19
- ___ GSDV-20

Disk Catalog

- ___ 2 disk set = \$5
- ___ GSDC-01L
- ___ GSDC-02L

Education

- ___ 10 disk set = \$30
- ___ 7 disk set = \$21 (*6)
- ___ GSED-01A (*6)
- ___ GSED-02A (*6)
- ___ GSED-03A (*6)
- ___ GSED-04A (*6)
- ___ GSED-05A (*6)
- ___ GSED-06A (*6)
- ___ GSED-07A (*6)
- ___ GSED-08A
- ___ GSED-09
- ___ GSED-10

Fonts -

- ___ **BitMapped**
- ___ 27 disk set = \$81
- ___ GSFT-01
- ___ GSFT-02
- ___ GSFT-03
- ___ GSFT-04
- ___ GSFT-05

- ___ GSFT-06
- ___ GSFT-07
- ___ GSFT-08
- ___ GSFT-09
- ___ GSFT-10
- ___ GSFT-11
- ___ GSFT-12
- ___ GSFT-13
- ___ GSFT-14
- ___ GSFT-15
- ___ GSFT-16
- ___ GSFT-17
- ___ GSFT-18
- ___ GSFT-19
- ___ GSFT-20
- ___ GSFT-21
- ___ GSFT-22
- ___ GSFT-23
- ___ GSFT-24
- ___ GSFT-25
- ___ GSFT-26
- ___ GSFT-27

Games

- ___ 64 disk set = \$192
- ___ GSGM-01B
- ___ GSGM-02B
- ___ GSGM-03
- ___ GSGM-04
- ___ GSGM-05
- ___ GSGM-06A
- ___ GSGM-07A
- ___ GSGM-08
- ___ GSGM-09A
- ___ GSGM-10
- ___ GSGM-11
- ___ GSGM-12A
- ___ GSGM-13
- ___ GSGM-14
- ___ GSGM-15
- ___ GSGM-16
- ___ GSGM-17A
- ___ GSGM-18A
- ___ GSGM-19A
- ___ GSGM-20
- ___ GSGM-21
- ___ GSGM-22
- ___ GSGM-23A
- ___ GSGM-24B
- ___ GSGM-25B
- ___ GSGM-26A
- ___ GSGM-27
- ___ GSGM-28
- ___ GSGM-29
- ___ GSGM-30
- ___ GSGM-31
- ___ GSGM-32
- ___ GSGM-33
- ___ GSGM-34
- ___ GSGM-35A
- ___ GSGM-36
- ___ GSGM-37A
- ___ GSGM-38
- ___ GSGM-39
- ___ GSGM-40
- ___ GSGM-41
- ___ GSGM-42A
- ___ GSGM-43
- ___ GSGM-44
- ___ GSGM-45
- ___ GSGM-46

- ___ GSGM-47
- ___ GSGM-48
- ___ GSGM-49
- ___ GSGM-50
- ___ GSGM-51
- ___ GSGM-52
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- ___ GSGM-54
- ___ GSGM-55
- ___ GSGM-56
- ___ GSGM-57
- ___ GSGM-58
- ___ GSGM-59A
- ___ GSGM-60
- ___ GSGM-61
- ___ GSGM-62
- ___ GSGM-63
- ___ GSGM-64

Graphics

- ___ 68 disk set = \$204
- ___ GSGX-01
- ___ GSGX-02
- ___ GSGX-03
- ___ GSGX-04
- ___ GSGX-05
- ___ GSGX-06
- ___ GSGX-07A
- ___ GSGX-08A
- ___ GSGX-09B
- ___ GSGX-10A
- ___ GSGX-11
- ___ GSGX-12
- ___ GSGX-13A
- ___ GSGX-14
- ___ GSGX-15
- ___ GSGX-16
- ___ GSGX-17
- ___ GSGX-18
- ___ GSGX-19
- ___ GSGX-20
- ___ GSGX-21C
- ___ GSGX-22B
- ___ GSGX-23
- ___ GSGX-24
- ___ GSGX-25
- ___ GSGX-26
- ___ GSGX-27
- ___ GSGX-28A
- ___ GSGX-29
- ___ GSGX-30
- ___ GSGX-31A
- ___ GSGX-32A
- ___ GSGX-33
- ___ GSGX-34
- ___ GSGX-35
- ___ GSGX-36
- ___ GSGX-37
- ___ GSGX-38
- ___ GSGX-39
- ___ GSGX-40
- ___ GSGX-41
- ___ GSGX-42
- ___ GSGX-43
- ___ GSGX-44
- ___ GSGX-45
- ___ GSGX-46
- ___ GSGX-47
- ___ GSGX-48
- ___ GSGX-49
- ___ GSGX-50

- ___ GSGX-51
- ___ GSGX-52
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- ___ GSGX-60
- ___ GSGX-61
- ___ GSGX-62
- ___ GSGX-63
- ___ GSGX-64
- ___ GSGX-65
- ___ GSGX-66
- ___ GSGX-67
- ___ GSGX-68

HyperCard

- ___ 6 disk set = \$18
- ___ GSHC-01
- ___ GSHC-02
- ___ GSHC-03
- ___ GSHC-04
- ___ GSHC-05
- ___ GSHC-06

HyperStudio

- ___ Demo Ver. (1-10) = \$10
- ___ GSHS-01
- ___ GSHS-02
- ___ GSHS-03
- ___ GSHS-04
- ___ GSHS-05
- ___ GSHS-06
- ___ GSHS-07
- ___ GSHS-08
- ___ GSHS-09
- ___ GSHS-10
- ___ 66 disk set (11-76) = \$198
- ___ GSHS-11
- ___ GSHS-12
- ___ GSHS-13
- ___ GSHS-14
- ___ GSHS-15
- ___ GSHS-16
- ___ GSHS-17
- ___ GSHS-18
- ___ GSHS-19
- ___ GSHS-20
- ___ GSHS-21A
- ___ GSHS-22
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- ___ GSHS-64
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- ___ GSHS-66
- ___ GSHS-67
- ___ GSHS-68
- ___ GSHS-69
- ___ GSHS-70
- ___ GSHS-71
- ___ GSHS-72
- ___ GSHS-73
- ___ GSHS-74
- ___ GSHS-75
- ___ GSHS-76

Icons

- ___ 12 disk set = \$36
- ___ GSIC-01B
- ___ GSIC-02B
- ___ GSIC-03B
- ___ GSIC-04B
- ___ GSIC-05B
- ___ GSIC-06B
- ___ GSIC-07B
- ___ GSIC-08A
- ___ GSIC-09A
- ___ GSIC-10A
- ___ GSIC-11A
- ___ GSIC-12A

Miscellaneous

- ___ GSMS-01A

Music

- ___ 83 disk set = \$249
- ___ GSMU-01C
- ___ GSMU-02
- ___ GSMU-03
- ___ GSMU-04
- ___ GSMU-05
- ___ GSMU-06
- ___ GSMU-07
- ___ GSMU-08
- ___ GSMU-09
- ___ GSMU-10
- ___ GSMU-11

Apple IIGS Disk Order Form



- | | | |
|-----------------------------------|-----------------------------------|---|
| <input type="checkbox"/> GSMU-12 | <input type="checkbox"/> GSMU-61 | rSounds |
| <input type="checkbox"/> GSMU-13C | <input type="checkbox"/> GSMU-62 | <input type="checkbox"/> 20 Disk Set = \$60 |
| <input type="checkbox"/> GSMU-14 | <input type="checkbox"/> GSMU-63A | <input type="checkbox"/> GSSN-17A |
| <input type="checkbox"/> GSMU-15 | <input type="checkbox"/> GSMU-64 | <input type="checkbox"/> GSSN-18 |
| <input type="checkbox"/> GSMU-16A | <input type="checkbox"/> GSMU-65 | <input type="checkbox"/> GSSN-19 |
| <input type="checkbox"/> GSMU-17 | <input type="checkbox"/> GSMU-66 | <input type="checkbox"/> GSSN-20 |
| <input type="checkbox"/> GSMU-18A | <input type="checkbox"/> GSMU-67 | <input type="checkbox"/> GSSN-21 |
| <input type="checkbox"/> GSMU-19A | <input type="checkbox"/> GSMU-68 | <input type="checkbox"/> GSSN-22 |
| <input type="checkbox"/> GSMU-20A | <input type="checkbox"/> GSMU-69 | <input type="checkbox"/> GSSN-23 |
| <input type="checkbox"/> GSMU-21A | <input type="checkbox"/> GSMU-70 | <input type="checkbox"/> GSSN-24 |
| <input type="checkbox"/> GSMU-22 | <input type="checkbox"/> GSMU-71 | <input type="checkbox"/> GSSN-25 |
| <input type="checkbox"/> GSMU-23A | <input type="checkbox"/> GSMU-72 | <input type="checkbox"/> GSSN-26 |
| <input type="checkbox"/> GSMU-24A | <input type="checkbox"/> GSMU-73 | <input type="checkbox"/> GSSN-27 |
| <input type="checkbox"/> GSMU-25A | <input type="checkbox"/> GSMU-74 | <input type="checkbox"/> GSSN-28 |
| <input type="checkbox"/> GSMU-26A | <input type="checkbox"/> GSMU-75A | <input type="checkbox"/> GSSN-29 |
| <input type="checkbox"/> GSMU-27A | <input type="checkbox"/> GSMU-76 | <input type="checkbox"/> GSSN-30 |
| <input type="checkbox"/> GSMU-28A | <input type="checkbox"/> GSMU-77 | <input type="checkbox"/> GSSN-31 |
| <input type="checkbox"/> GSMU-29A | <input type="checkbox"/> GSMU-78 | <input type="checkbox"/> GSSN-32 |
| <input type="checkbox"/> GSMU-30A | <input type="checkbox"/> GSMU-79 | <input type="checkbox"/> GSSN-33 |
| <input type="checkbox"/> GSMU-31A | <input type="checkbox"/> GSMU-80 | <input type="checkbox"/> GSSN-34 |
| <input type="checkbox"/> GSMU-32A | <input type="checkbox"/> GSMU-81 | <input type="checkbox"/> GSSN-35 |
| <input type="checkbox"/> GSMU-33A | <input type="checkbox"/> GSMU-82 | <input type="checkbox"/> GSSN-40 |
| <input type="checkbox"/> GSMU-34A | <input type="checkbox"/> GSMU-83 | |
| <input type="checkbox"/> GSMU-35A | | |
| <input type="checkbox"/> GSMU-36A | | |
| <input type="checkbox"/> GSMU-37A | | |
| <input type="checkbox"/> GSMU-38A | | |
| <input type="checkbox"/> GSMU-39A | | |
| <input type="checkbox"/> GSMU-40A | | |
| <input type="checkbox"/> GSMU-41A | | |
| <input type="checkbox"/> GSMU-42 | | |
| <input type="checkbox"/> GSMU-43A | | |
| <input type="checkbox"/> GSMU-44A | | |
| <input type="checkbox"/> GSMU-45 | | |
| <input type="checkbox"/> GSMU-46 | | |
| <input type="checkbox"/> GSMU-47 | | |
| <input type="checkbox"/> GSMU-48 | | |
| <input type="checkbox"/> GSMU-49 | | |
| <input type="checkbox"/> GSMU-50 | | |
| <input type="checkbox"/> GSMU-51 | | |
| <input type="checkbox"/> GSMU-52A | | |
| <input type="checkbox"/> GSMU-53A | | |
| <input type="checkbox"/> GSMU-54A | | |
| <input type="checkbox"/> GSMU-55A | | |
| <input type="checkbox"/> GSMU-56A | | |
| <input type="checkbox"/> GSMU-57A | | |
| <input type="checkbox"/> GSMU-58A | | |
| <input type="checkbox"/> GSMU-59 | | |
| <input type="checkbox"/> GSMU-60 | | |

Sounds

- 20 disk set = \$60
- GSSN-01A
- GSSN-02A
- GSSN-03
- GSSN-04
- GSSN-05
- GSSN-06
- GSSN-07
- GSSN-08
- GSSN-09
- GSSN-10
- GSSN-11
- GSSN-12
- GSSN-13
- GSSN-14
- GSSN-15
- GSSN-16
- GSSN-37
- GSSN-36
- GSSN-38
- GSSN-39

Sounds - CDev

Fonts - TrueType

- 30 disk set = \$90
- GSTT-01
- GSTT-02
- GSTT-03
- GSTT-04
- GSTT-05
- GSTT-06
- GSTT-07
- GSTT-08
- GSTT-09
- GSTT-10
- GSTT-11
- GSTT-12
- GSTT-13
- GSTT-14
- GSTT-15
- GSTT-16
- GSTT-17
- GSTT-18
- GSTT-19
- GSTT-20
- GSTT-21
- GSTT-22

- GSTT-23
- GSTT-24
- GSTT-25
- GSTT-26
- GSTT-27
- GSTT-28
- GSTT-29
- GSTT-30

Utilities

- 18 disk set = \$54
- GSUT-01C
- GSUT-02
- GSUT-03C
- GSUT-04B
- GSUT-05C
- GSUT-06A
- GSUT-07B
- GSUT-08D
- GSUT-09B
- GSUT-10B
- GSUT-11B
- GSUT-12
- GSUT-13B
- GSUT-14
- GSUT-15B
- GSUT-16
- GSUT-17
- GSUT-18

- (*1) System 5.0.4 - 2 Disk Set = \$6.00
- (*2) Hyper Mover v1.1 - (Macintosh & IIGS) 2 Disk Set = \$6.00
- (*3) GS Bug & Debug Tools v1.6 = \$3.00
- (*4) System 6.0.1 - 6 Disk Set = \$18.00
- (*5) HyperCard IIGS - 6 Disk Set = \$18.00

- (*6) Astronomer - 7 disk set (GSED-01 to GSED-07) \$21.00

Best of The Apple IIGS

- 25 disk set = \$56.25 (save \$6.25 - normally \$62.50)

Best of The Apple IIGS Disk Catalog

- 1 disk set = \$2.00 (free w/ Purchase of 25 Disk Set)

Best of Communications

- 1 disk set = \$2.50

Best of DA's, CDevs, FExts, Dvrs, & Inits

- 1 disk set = \$2.50

Best of Bit-Mapped Fonts

- 2 disk set = \$5.00

Best of Games

- 5 disk set = \$12.50

Best of Graphics

- 2 disk set = \$5.00

Best of Icons

- (Finder)**
- 1 disk set = 2.50

- Best of Music**
- 4 disk set = \$10.00

- Best of Sounds**
- 2 disk set = \$5.00

- Best of True Type Fonts**
- 5 disk set = \$12.50

- Best of Utilities**
- 2 disk set = \$5.00

The Best of the Apple IIGs may be purchased as a 25 disk set or as individual sets as listed above.

Note: Some disks may contain Shareware. Please send the requested remittance to the author if you use the program. Most of the programs on these library disks may require a IIGS with a minimum of 1.25 megs of memory.

Please write disk numbers on a separate sheet of paper and include them with your order.

<p>Mail this form with your check to: Disk Library, Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852</p>			<p>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.</p>		
# of disks	Member Price	Extended	<p>Name _____</p>		
3.5" Singles			<p>Box Number, Apt., Suite _____</p>		
___ 4 or less @	\$4.00	_____	<p>Street Address _____</p>		
___ 5 or more @	\$3.50	_____	<p>City _____ State _____ Zip _____</p>		
___ sets (as marked)	\$(above)	_____	<p>Day tele. _____ Evening tele. _____</p>		
5.25" Singles					
___ 4 or less @	\$2.00	_____			
___ 5 or more @	\$1.75	_____			
___ sets (as marked)	\$(above)	_____			
+postage \$1.00/disk					
maxium \$5.00					
<p>Total Amount Due: _____</p>					



Apple III Disk Order Form

APPLE 3 - 5-1/4" DISKS:

Accounting

3 disk set = \$4.50
 ___ 3ACT-01
 ___ 3ACT-02
 ___ 3ACT-03

Apple Software

3 disk set = \$4.50
 ___ 3APL-01
 ___ 3APL-02
 ___ 3APL-03

AppleWorks/3 Easy Pieces

15 disk set = \$22.50
 ___ 3AWZ-01
 ___ 3AWZ-02
 ___ 3AWZ-03
 ___ 3AWZ-04
 ___ 3AWZ-05
 ___ 3AWZ-06
 ___ 3AWZ-07
 ___ 3AWZ-08
 ___ 3AWZ-09
 ___ 3AWZ-10
 ___ 3AWZ-11
 ___ 3AWZ-12
 ___ 3AWZ-13
 ___ 3AWZ-14
 ___ 3AWZ-15

Bloom Programs

26 disk set = \$39.00
 ___ 3BLM-01
 ___ 3BLM-02
 ___ 3BLM-03
 ___ 3BLM-04
 ___ 3BLM-05
 ___ 3BLM-06
 ___ 3BLM-07
 ___ 3BLM-08
 ___ 3BLM-09
 ___ 3BLM-10
 ___ 3BLM-11
 ___ 3BLM-12
 ___ 3BLM-13
 ___ 3BLM-14
 ___ 3BLM-15
 ___ 3BLM-16
 ___ 3BLM-17
 ___ 3BLM-18
 ___ 3BLM-19
 ___ 3BLM-20
 ___ 3BLM-21
 ___ 3BLM-22
 ___ 3BLM-23

___ 3BLM-24
 ___ 3BLM-25
 ___ 3BLM-26

Business Basic

20 disk set = \$30.00
 ___ 3BSB-01
 ___ 3BSB-02
 ___ 3BSB-03
 ___ 3BSB-04
 ___ 3BSB-05
 ___ 3BSB-06
 ___ 3BSB-07
 ___ 3BSB-08
 ___ 3BSB-09
 ___ 3BSB-10
 ___ 3BSB-11
 ___ 3BSB-12
 ___ 3BSB-13
 ___ 3BSB-14
 ___ 3BSB-15
 ___ 3BSB-16
 ___ 3BSB-17
 ___ 3BSB-18
 ___ 3BSB-19
 ___ 3BSB-20

Disk Catalog (ASCII TEXT)

4 disk set = \$4 or \$1 per disk
 ___ 3CAT-01 - Disk 1
 ___ 3CAT-02 - Disk 2
 ___ 3CAT-03 - Disk 3
 ___ 3CAT-04 - Disk 4

Disk Catalog (3 EZPC's/AppleWorks)

3 disk set = \$3 or \$1 per disk
 ___ 3CAT-05 - Disk 1
 ___ 3CAT-06 - Disk 2
 ___ 3CAT-07 - Disk 3

DA Datasystems

11 disk set = \$16.50
 ___ 3DAD-01
 ___ 3DAD-02
 ___ 3DAD-03
 ___ 3DAD-04
 ___ 3DAD-05
 ___ 3DAD-06

___ 3DAD-07
 ___ 3DAD-08
 ___ 3DAD-09
 ___ 3DAD-10
 ___ 3DAD-11

Emmulation

9 disk set = \$13.50
 ___ 3EMM-01
 ___ 3EMM-02
 ___ 3EMM-03
 ___ 3EMM-04
 ___ 3EMM-05
 ___ 3EMM-06
 ___ 3EMM-07
 ___ 3EMM-08
 ___ 3EMM-09

Fonts

6 disk set = \$9.00
 ___ 3FNT-01
 ___ 3FNT-02
 ___ 3FNT-03
 ___ 3FNT-04
 ___ 3FNT-05
 ___ 3FNT-06

Games

6 disk set = \$9.00
 ___ 3GAM-01
 ___ 3GAM-02
 ___ 3GAM-03
 ___ 3GAM-04
 ___ 3GAM-05
 ___ 3GAM-06

Graphics

35 disk set = \$52.50
 ___ 3GRX-01
 ___ 3GRX-02
 ___ 3GRX-03
 ___ 3GRX-04
 ___ 3GRX-05
 ___ 3GRX-06
 ___ 3GRX-07
 ___ 3GRX-08
 ___ 3GRX-09
 ___ 3GRX-10
 ___ 3GRX-11
 ___ 3GRX-12
 ___ 3GRX-13
 ___ 3GRX-14
 ___ 3GRX-15
 ___ 3GRX-16
 ___ 3GRX-17
 ___ 3GRX-18
 ___ 3GRX-19
 ___ 3GRX-20
 ___ 3GRX-21

___ 3GRX-22
 ___ 3GRX-23
 ___ 3GRX-24
 ___ 3GRX-25
 ___ 3GRX-26
 ___ 3GRX-27
 ___ 3GRX-28
 ___ 3GRX-29
 ___ 3GRX-30
 ___ 3GRX-31
 ___ 3GRX-32
 ___ 3GRX-33
 ___ 3GRX-34
 ___ 3GRX-35

Information

15 disk set = \$22.50
 ___ 3INF-01
 ___ 3INF-02
 ___ 3INF-03
 ___ 3INF-04
 ___ 3INF-05
 ___ 3INF-06
 ___ 3INF-07
 ___ 3INF-08
 ___ 3INF-09
 ___ 3INF-10
 ___ 3INF-11
 ___ 3INF-12
 ___ 3INF-13
 ___ 3INF-14
 ___ 3INF-15

Miscellaneous

12 disk set = \$18.00
 ___ 3MSC-01
 ___ 3MSC-02
 ___ 3MSC-03
 ___ 3MSC-04
 ___ 3MSC-05
 ___ 3MSC-06
 ___ 3MSC-07
 ___ 3MSC-08
 ___ 3MSC-09
 ___ 3MSC-10
 ___ 3MSC-11
 ___ 3MSC-12

Pair Software

2 disk set = \$3.00
 ___ 3PAR-01
 ___ 3PAR-02

Pascal & Other Languages

19 disk set = \$28.50
 ___ 3PCL-01
 ___ 3PCL-02
 ___ 3PCL-03

___ 3PCL-04
 ___ 3PCL-05
 ___ 3PCL-06
 ___ 3PCL-07
 ___ 3PCL-08
 ___ 3PCL-09
 ___ 3PCL-10
 ___ 3PCL-11
 ___ 3PCL-12
 ___ 3PCL-13
 ___ 3PCL-14
 ___ 3PCL-15
 ___ 3PCL-16
 ___ 3PCL-17
 ___ 3PCL-18
 ___ 3PCL-19

Repairs

12 disk set = \$18.00
 ___ 3REP-01
 ___ 3REP-02
 ___ 3REP-03
 ___ 3REP-04
 ___ 3REP-05
 ___ 3REP-06
 ___ 3REP-07
 ___ 3REP-08
 ___ 3REP-09
 ___ 3REP-10
 ___ 3REP-11
 ___ 3REP-12

Shareware

9 disk set = \$13.50
 ___ 3SHR-01
 ___ 3SHR-02
 ___ 3SHR-03
 ___ 3SHR-04
 ___ 3SHR-05
 ___ 3SHR-06
 ___ 3SHR-07
 ___ 3SHR-08
 ___ 3SHR-09

Source Code

3 disk set = \$4.50
 ___ 3SRC-01
 ___ 3SRC-02
 ___ 3SRC-03

System Software

7 disk set = \$10.50
 ___ 3SYS-01
 ___ 3SYS-02
 ___ 3SYS-03
 ___ 3SYS-04
 ___ 3SYS-05
 ___ 3SYS-06

___ 3SYS-07

TeleCommunications

13 disk set = \$19.50
 ___ 3TEL-01
 ___ 3TEL-02
 ___ 3TEL-03
 ___ 3TEL-04
 ___ 3TEL-05
 ___ 3TEL-06
 ___ 3TEL-07
 ___ 3TEL-08
 ___ 3TEL-09
 ___ 3TEL-10
 ___ 3TEL-11
 ___ 3TEL-12
 ___ 3TEL-13

Utilities

6 disk set = \$9.00
 ___ 3UTL-01
 ___ 3UTL-02
 ___ 3UTL-03
 ___ 3UTL-04
 ___ 3UTL-05
 ___ 3UTL-06

WAP Articles

10 disk set = 15.00
 ___ 3WAP-01
 ___ 3WAP-02
 ___ 3WAP-03
 ___ 3WAP-04
 ___ 3WAP-05
 ___ 3WAP-06
 ___ 3WAP-07
 ___ 3WAP-08
 ___ 3WAP-09
 ___ 3WAP-10

Word Processing

8 disk set = \$12.00
 ___ 3WDP-01
 ___ 3WDP-02
 ___ 3WDP-03
 ___ 3WDP-04
 ___ 3WDP-05
 ___ 3WDP-06
 ___ 3WDP-07
 ___ 3WDP-08

Note: Some disks may contain Shareware. Please remit to the author of the program the requested amount if you use that program.

See page 93 for additional order form.



Macintosh Disketeria

by Dave Weikert

New Disks

WE FEATURE 17 disks this month including an update of the Disketeria Catalog, updates of the Anti-Virus series, a revised Troubleshooting Tools series, one update and two new disks in the Application and Utility Update series, a new three disk Local Area Network Tools series and five Apple System Software disks. Single disks are available for \$4.00 each and quantity purchases are priced at \$3.50 for five or more. See the Disk Order Form and following paragraphs for the prices for sets not otherwise listed herein.

Disketeria Catalog Update

Our Disketeria Catalog—in Easy View viewer format—permits fast browsing of the contents of our Disketeria collection. You can search for specific file names or disk numbers. The three Easy View windows make it easy to see the overall organization of the Disketeria collection as well as see the detailed descriptions of the contents of each folder or archive. The catalog disk costs \$4; you can trade in an older version of the Disketeria Catalog disk for the current version for \$1 (plus postage if by mail).

Anti-Virus Utilities

We updated our Anti-Virus Utility series due to the discovery of the new variant of the nVIR B virus. In addition to this change, Disinfectant now also permits the use of the Finder Get Info com-

mand to increase the size of Disinfectant's memory partition to accommodate programs with large CODE resources.

Mac Disk #1.02M is a self starting (boot) disk for earlier Macs. This boot disk will not self start with the newest Macs that use System 7.1 and System Enablers (LC III, Centris, Performa 450, Quadra, PowerBook 145 and later and all Duos). Mac Disk #1.03M contains Disinfectant and a number of other anti-virus utilities and is more useful for later Macs that will not boot from Mac Disk #1.02M.

Troubleshooting Tools

The Troubleshooting Aids—Essentials disk contains the majority of the tools necessary to perform basic fault diagnosis. There is also additional troubleshooting information that has been culled from the Internet—these are the Frequently Asked Questions (FAQs). The FAQs and the answers will give you an insight into a structured methodology of diagnosing problems on your Mac. We recommend that you read these first and follow their guidance. The additional disks provide tools to recover data from some file types, profile your hardware and software, test performance and operation or provide reference information.

LAN Tools

The Local Area Network (LAN) Tools series allows you to perform some basic LAN management func-

tions. This series is likely to be most useful for smaller networks that do not require professionally developed software although some of the utilities are useful regardless of network size. If all you have is a single computer connected to a printer you do not need this series but if you have more than a couple Macs connected to various network devices, then something in this series is probably going to be useful.

Application and Utility Updates

There were three changes to this series this month. We issued Disk 26.17B to include the new version of Disinfectant. And we also added updaters for specific versions of QuarkXpress, RamDoubler, PageMaker and Adobe Type Manager. Check the version numbers of the ones you are running to see if you need these disks.

Apple System Software

There are five disks of updates to Apple System Software this month. They are all revisions to earlier software.

Apple seems to never go for very long without an update of **Network Software Installer ZM-1.5.1** This update fixes bugs and improves performance of networked Macs, especially on ethernet. In addition, a new software LaserWriter Bridge Control Panel is provided for activating the LocalTalk port while ethernet or token ring is in use. Since AppleTalk traffic can now be passed from the ethernet or token ring to a LaserWriter connected to the LocalTalk port, you can print to a locally connected AppleTalk printer without disconnecting from ethernet or token ring. And—if I am interpreting this correctly—it also means that anybody else on the net can also print to that locally connected printer. I have not yet tried



this but hope that it works. The single 1.44M disk is available for \$4.

QuickDraw GX 1.1.2 is a four 1.44M disk set that replaces the recently released QuickDraw GX 1.1.1 software that you may have just purchased for installation along with System 7.5. QuickDraw GX is a new Apple technology that extends printing and graphics capability of the Macintosh and provides document portability features. QuickDraw GX requires System 7.5. The four disk set is available for \$15. If you purchased the 1.1.1. version from us, you may exchange it for the 1.1.2 version without cost if you visit the office or at a monthly meeting.

About Shareware Requests

Please honor authors' requests for shareware fees if you decide to add shareware programs to your software library. Shareware is a valuable distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

DISK #1.02M **ANTI-VIRUS UTILITIES**

This disk is self starting for Macs capable of running System 6.0.7 and includes the System Folder files. It is designed for users who want a "canned solution" for their Anti-Virus start-up disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use Disinfectant as the primary means of detection and removal.

Disinfectant 3.6: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 17, INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF (A & B), CODE 1, CODE 252, T4, T4-C and Frankie.

Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

system 6.0.5 f: Includes Apple System Software version 6.0.5 with **System** and **Finder** with Control Panel and **SCSIProbe** to provide a self starting disk. The **System** file has been stripped of all possible fonts and DAs to permit using this as your primary virus detection, eradication and prevention disk. We could not install System Software 6.0.7 because there was not enough disk space to install Disinfectant even after 6.0.7 was stripped of all possible fonts and DAs.

DISK #1.03M **ANTI-VIRUS UTILITIES**

This disk contains the most popular and effective Anti-Virus applications but does not include a System Folder. It is designed for users who want to "roll their own" Anti-Virus start-up disks. Two files on this disk are Compactor Pro self extracting archives to save space (the file name suffix is .sea). Place each file on a separate disk and double click to expand them.

Disinfectant 3.6.sea: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INITM, INIT 17, INIT 29 (A & B), INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF (A & B), CODE 1, CODE 252, T4, T4-C and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

Eradicat'Em 1.2 f: By Dave Platt. The sole purpose of this INIT program is to monitor and remove the WDEF virus; it does this quite effectively. It scans all inserted disks for WDEF in the invisible Desktop file after it is

installed in the System folder and your Mac is rebooted. Requires Mac 512KE or later.

GateKeeper 1.3 Dist f.sea: By Chris Johnson. These INITs and associated Control Panel Device (cdev) are placed in your system folder (Systems earlier than 7.0) and are then accessible via the Control Panel after booting. For System 7.0 and later installation, see the documentation. GateKeeper monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. GateKeeper Aid looks for certain viruses and their variants and eradicates them. For Mac 512KE and System 4.1 or later. **Send a postcard.**

HyperVirus 1.3 f.sea: By Joe and Hubert Savelberg. Searches HyperTalk scripts for the HyperVirus (Musidenn) virus. Also includes the ability to enter any search string to find any future HyperTalk script virus.

PostScript Vaccine 1.0.3: By Jon D. Clauson. Modifies the Apple Laser Prep file to install a vaccine against PostScript Trojan horses that modify the printer's server password. For Systems 6.0 and later and LaserWriter drivers 5.2, 6.0 and 6.0.1. **Shareware - donation to American Cancer Society.**

Virus Reference 2.1.2 f.sit: By Kevin Harris. A HyperCard stack that provides information about Mac viruses.

VirusDetective 5.0.6.sea: By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. Viruses detected include Scores, nVIR (A & B), INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 and Frankie. Virus Detective can search for operator entered strings and can write a log file to disk. This version has extended capabilities and permits you to easily check out an entire floppy disk library. The DA is installed in the System file and is available under



the Apple menu; a copy is not included in this folder due to lack of space on the disk. **Search String Sets** contains text files with search strings. **Shareware - \$35 for license, \$40 for license and disk with other demo programs.**

DISK #20.01A

TROUBLESHOOTING AIDS - ESSENTIALS

Apple HD SC Setup 7.3.5.sit: By Apple Computer, Inc. Use this application to update drivers on Apple branded HDs and to reformat them when necessary.

BootMan 1.1.sit By Bill Steinberg. Use this handy utility to set the System Heap Size, Maximum Number of Open Files and Maximum Number of Operating System Events. This is a handy alternative to Heap Tool and Heap Fixer. For System 6.0.8 and earlier.

Check 32! f.sit: By Brandt Despain. An application that checks to see if a program is 32-bit clean. **Shareware - \$1.**

Chiron 2.2 f.sit: By Robert Cummings. A reference source for information on system error codes, viruses & Trojan Horses, Newton error codes, sad Mac codes and crash recovery codes.

Desktop Terminator 1.0 f.sit: By Robert C. Best III. Provides a quick and easy method to rebuild the desktop files of mounted drives without restarting. Requires System 7 or later.

Disinfectant 3.6.sit: By John Norstad. Check files for invalid resources. Detects and repairs files infected by all of the currently known viruses. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

Disk First Aid 7.2.sit: By Apple Computer, Inc. Use to verify and/or repair directory structure of HFS disks. Volumes to be repaired cannot be the boot volume.

Excel Charts f: These charts, in Excel spreadsheet format, contain useful information on Mac memory configurations and monitor and video configurations.

Mac FAQ f.sit: From the Internet comes this collection of Frequently Asked Questions (FAQ) and their answers. This is an excellent starting point for troubleshooting your Mac and Mac OS.

SCSIProbe 3.5 f.sit: By Robert Polic. Displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers. System 6 and 7 compatible.

TechTool 1.0.6.sit: By Robert Sanders and Jeff Baudin. Rebuild the Desktop or zap the PRAM (Parameter RAM) the easy way with this simple utility. Also creates and prints a profile of

“Apple seems to never go for very long without an update of **Network Software Installer ZM-1.5.1** This update fixes bugs and improves performance of networked Macs, especially on ethernet. In addition, a new software **LaserWriter Bridge Control Panel** is provided for activating the **LocalTalk** port while ethernet or token ring is in use.”

important System Information about your Mac. Read the included Help dialog to see why you may want to do this.

DISK #20.02A

TROUBLESHOOTING AIDS - GOODIES

Data Fork Opener 1.0 f.sit: By Joe Zobkiw. Allows you to quickly open the data fork of any file so that you

may retrieve data in text format. Often useful in retrieving text from corrupted word processor or other data files. For System 6 and 7.

Desktop Reset 1.2 f.sit: By Lloyd L. Chambers, Salient Software, Inc. Forces the Finder to rebuild the desktop by deleting the hidden desktop file. Can be used to correct the corrupted desktop (missing files and folders) sometimes seen under System 7. For System 6.0.x and System 7.

Disk Charmer 2.3 f.sit: By Fabrizio Oddone. Locks out 'bad' sectors on floppy disks. This is imperative if you want to use disks with bad sectors with Systems earlier than 7.0 (down to 4.3). The program even has some utility with System 7 and later as it locks out bad sectors more efficiently than the method Apple uses with System 7. **Shareware - \$10.**

Disk Rejuvenator 1.0 f.sit: By Leonard Rosenthal. Fix some problems with disappearing HDs or custom icons replaced with generic icons. Restart for changes to take effect. For System 6.0.4 and later.

DisKeeper v1.9.sit: By J. Geagan. A very handy disk management utility that lists all files and possible file anomalies such as identical files, files of zero length, empty folders, etc. You also have the ability to move such files to a DisKeeper Trash folder for later removal (or other operations).

Easy Errors 1.1 f.sit: By Dave Rubinic. When you get an error number, type the number in, and the program displays (if available) the result code word and a longer description.

Font/DA Mover 4.1.sit: By Apple Computer, Inc. Create suitcases and move fonts and DAs from suitcase to suitcase. Reconciles font ID conflicts when all fonts are moved into the same suitcase.

GURU 1.0.8 f.sit: By Newer Technology. Test memory and show memory and other characteristics of different Mac models.

LaserWriter Utility 7.6.2.sit: By Apple Computer, Inc. Initialize the LaserWriter printer HD and reset printer. Permits printer calibration



and configure communications on supported printers.

Disk #20.03A
TROUBLESHOOTING AIDS - GOODIES

LaserTools 1.1 f.sit By F. Scott Danby. Tests laser printer linearity and cleans input guides and toner path with blank sheets. *Shareware* — \$5.

Mac Memory Guide 6th Edition.sit: By Connectix Corp. An excellent reference for Mac memory configurations as well as descriptions of RAM, ROM, VRAM and virtual memory.

MacCheck 1.0.5 f.sit: By Apple Computer, Inc. A general purpose hardware and software testing and profiling. The last version released by Apple prior to their development and marketing of Apple Personal Diagnostics. This is an unsupported application. For System 7 and later.

MacErrors 1.2.1 f.sit By Marty Wachter. Ever wondered what an "error type -34" means? Well, now you can find out using this handy utility.

PaperClip 1.0 f.sit By Ben Hellstom. A next-to-last resort for ejecting floppy disks when the drive-1 floppy cannot be ejected within the Finder or another application.

RAM Check 2.0 f.sit: By ProVUE Development. Tests RAM not otherwise occupied by booted. Best for Systems 6.0.8 & earlier as it opens with a blank initial screen in later Systems (click to continue).

SIMM Stack 4.5.1.sit: By Apple Computer. A HyperCard stack that provides the SIMM (Single Inline Memory Module) configurations of the majority of Macs. A logic board layout, memory alternatives, memory speed and other pertinent data are shown for each computer. Requires current version of HyperCard or HyperCard Player 2.2 or later.

Disk #20.04A
TROUBLESHOOTING AIDS - GOODIES

SCSI Evaluator 1.07.sit: By William A. Long. Tests the performance of any Small Computer System Interface (SCSI) device. Tests include read and write seek times and data

transfer (Kbits/sec.) rate. Note the author's caution "Joy riding with SCSI Evaluator can be dangerous!" *Shareware* — \$20.

Speedometer 4.0.1 f.sit: By Scott Berfield. A system information and performance testing program for the Macintosh family of computers. Various tests are available; the central one is designed to give a performance rating for the system as a whole. Intended to help you understand and tune the performance of your computer and to give you some basis for comparing different systems. *Shareware* — \$30.

System Errors 7.0.1.sit: By Pete Corlis. A stand-alone document which sets out the host of error codes which System 7 can generate. For System 7 and later.

TattleTech 2.12 f.sit: By John Mancino. Collects very complete information about your computer and its system related software. You may view information on screen by category, print it, write to a standard text file in standard or a special Bug Report format, or output it in database readable format. Requires System 6.0.4 and later; Mac Plus and later. *Shareware* — \$15 (level 1) or \$30 (level 2).

Test Pattern Generator 1.0.6 f.sit: By Larry Pina. Run this program after installing screen and memory upgrades to test screen alignment. *Shareware* — \$20.

Disk #21.01
LAN TOOLS

AboutThatMac 2.0 f.sit: By Celera Software. Place the background-only application in the Extensions folder of one Mac, and use the viewer application on the other Mac to display performance and memory use of the first Mac using Program Linking. For System 7.0 and later. *Shareware* — \$25 for application, \$10 for each client.

ATMap 0.1b7 f.sit: By Ragnar Sunblad. This utility will map an AppleTalk network, including routers and other communications links. It is a work-in-process that the author intends to update. For System 6.0.7 and later.

AutoClock 1.4.4 f.sit: By Jean-Pierre Gachen. An application and a system extension that keeps your Macintosh's clock correct by calling a time server in Washington DC. For System 6.0.5 or later, including system 7.0.

LanSatellite 1.0.5 f.sit: By Trygve Isaacson. An application for viewing, monitoring, and graphically mapping your AppleTalk network and its devices. LanSatellite documents store information about the network devices. You can print the data in list or icon format, and can export it as tab-delimited text. LanSatellite can also help alert you to network problems such as devices disappearing from the network. *Shareware* — \$20.

Disk #21.02
LAN TOOLS

Apple LAN Utility 1.0b2 f.sit By Mark Rustad, Apple Computer Inc. An unsupported utility from Apple that lets you obtain the burned-in address without connecting to a network and to override the address when necessary. Does not require connection to the LAN. Handles all Apple ethernet and token ring interfaces, whether built-in or on cards. Also can set the speed for token ring interfaces that are software selectable.

ClockSync 0.9.0 f.sit: By Jeremy Kezer. Synchronize all of the clocks on Mac on an AppleTalk network. Requires System 6.0.8 or later. *Shareware* — \$5.

ClockSynch Program.sit: By Dave Winer. Adjust the system clock of a "servant" Macintosh to be the same as a "master" Macintosh.

InterMapper 1.0a34.sit: A tool for mapping networks. It's kind of a cross between, say, MacDraw and Trawl, or Canvas and Inter*Poll. In order to see it operate, set your Mac's date to 3/1/95 or earlier.

LanTest 1.1 f.sit By HELIOS Software. Test your network's efficiency (LocalTalk, Ethertalk, or TokenRing) with this utility. It copies files from one Mac to another to test transfer rate.



MacPing 3.0 Demo f.sit: By Rich Brown, Brian Xiaoxia Ye and Bill Fisher. Test your AppleTalk and IP network devices. This demo version is identical to the standard MacPing 3.0 except that it will only operate for four weeks after you first run it and is limited to testing up to five AppleTalk zones. For System 6.0.5 and later.

**Disk #21.03
LAN TOOLS**

Network Time 2.0 f.sit: By Pete Resnick. A utility to synchronize all of a network's Macs to a central time server using MacTCP. Requires System 6.0.5 or later and MacTCP 1.1 or later. **Shareware - \$5.**

RevRdist 1.4.0 f.sit: By Dale Talcott. Synchronizes remote Macs local software to that of the Server. Very useful for updating the software on any remote Mac in any lab or office setting. This program will require some time to master. System 6 and 7 versions included.

Shutdown Remote 1.0.2 f.sit: By Lewis Anderson. Restart or shutdown a Macintosh over a network. First intended to be used with ARA servers that activate with a phone call, but will work on any networked Macintosh running System 7 (which is required). **Shareware - \$1.**

Trawl 1.02 f.sit: By Michael Lowe. A cleverly named network management utility that "trawls"

your network and maps out all devices it finds, including computers, printers, routers and other strange things. It gives the network number, node number and, when possible, device type of everything it finds. You can list things by icon or by name and ping items. **Shareware - \$10.**

Who's There f.sit: By Kevin W. Ramer. Lists all the people, machines, printers and processes on your network. You access it via the Chooser.

**Disk #26.17B
ANTI-VIRUS SOFTWARE AND
UPDATES**

Do you have the latest in virus protection? This disk contains the superb free anti-virus software Disinfectant 3.6 and GateKeeper 1.3. For those who prefer to use commercial anti-virus software, this disk contains the latest updates for SAM and Central Point Anti-Virus. Additional files include a Virus Reference HyperCard stack.

**Disk #26.36A
QUARKXPRESS 3.31r2->3.31r5**

Upgrade QuarkXPress 3.31r2 to 3.31r5. Release 5 includes several new bug fixes. Updaters included for PowerMac and 680X0 Macs.

**Disk #26.37A
ATM 3.8.2, RAMDBLR 1.5.2
&PM 5 FILTERS**

Adobe Type Manager f: Upgrade

Adobe Type Manager 3.8 or 3.8.1 to 3.8.2; not for other versions of ATM. Separate Updaters provided for PowerMac and Fat Binary configurations (combined code for PowerMac and 68K Macs).

RAM Doubler 1.5.2 Update f: Updates RAM Doubler to version 1.5.2. This upgrade fixes problems with PowerMacs and PowerMac 603 processors as well as a number of other nasty bugs.

WP 3.1 -> PM5 Import f: Provides a filter for importing Macintosh WordPerfect 3.0 and 3.1 files into PageMaker 5.0.

WP 6.1 -> PM5 Import f: Provides a filter for importing WordPerfect 6.0 (for DOS) and 6.1 (for Windows) files into PageMaker 5.0.

**APPLE SYSTEM SOFTWARE
QUICKDRAW GX 1.1.2**

Installs QuickDraw GX version 1.1.2 to provide enhanced printing and graphics capabilities and adds document portability features. Four 1.44M disks with installer.

**APPLE SYSTEM SOFTWARE
NETWORK SOFTWARE INSTALLER ZM-
1.5.1**

Fixes bugs and improves performance of networked Macs, especially on ethernet. In addition, a new software LaserWriter Bridge Control Panel is provided for activating the LocalTalk port while ethernet or token ring is in use. One 1.44M disk with installer.

Please write disk numbers on a separate sheet of paper and include them with your order.

<p><i>Mail this form with your check to:</i> Disk Library, Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852</p>			<p>Are you a member of Washington Apple Pi, Ltd.? Y/N___ If yes, member number _____. <i>All payments must be in U.S. funds drawn against U.S. Banking institutions. Non-members add \$3.00 per disk to listed prices.</i></p>		
# of disks	Member Price	Extended	<p>_____</p> <p>Name</p> <p>_____</p> <p>Box Number, Apt., Suite</p> <p>_____</p> <p>Street Address</p> <p>_____</p> <p>City _____ State _____ Zip _____</p> <p>_____</p> <p>Day tele. _____ Evening tele. _____</p>		
3.5" Singles					
___ 4 or less @	\$4.00	_____			
___ 5 or more @	\$3.50	_____			
___ sets (as marked)	\$ (above)	_____			
5.25" Singles					
___ 4 or less @	\$2.00	_____			
___ 5 or more @	\$1.75	_____			
___ sets (as marked)	\$ (above)	_____			
+postage \$1.00/disk					
maximum \$5.00					
Total Amount Due:		_____			



Macintosh Library Order Form

New disks in this issue!

- QuickDraw GX 1.1.2- 4 disks[†]
- Network Software Installer 1.5.1[†]
- AntiVirus Utils - 1.02M, 1.03M, 26.17B
- QuarkXpress Update 3.31r2->r5 - 26.36A
- Adobe Type Mgr. Update 26.37A
- Troubleshooting Tools - 4 disks; \$15
- LAN Tools - 3 disks; \$12

Disketeria ValuPaks[†]

- Best of the Pi, 15 disks; \$30
- PostScript Fonts 1, 14 disks; \$30
- PostScript Fonts 2, 5 disks; \$10
- TrueType Fonts 1, 9 disks; \$20
- TrueType Fonts 2, 4 disks; \$10
- Internet Starter Kit, 4 disks; \$15[†]
- Calc/Clock Utils, 5 disks; \$15
- Pers Management Utils, 5 disks; \$15
- System Utilities 4, 5 disks; \$15
- Fun/Games 1, 10 disks; \$25
- Fun/Games 2, 10 disks; \$25[†]
- TroubleShooting Utils, 4 disks; \$15
- LAN Tools, 3 disks; \$12
- PowerBook/Duo Utils, 4 disks; \$15[†]

Apple System Software

- HyperCard 2.0 - 5 disk set; \$15
- System 6.0.3 - 4 disks; \$15
- System 6.0.5 - 4 disks; \$15
- System 6.0.8 - 4 disks; \$15
- System 7.0 - 8 disks; \$20
- System 7.0.1 - 6 disks; \$20[†]
- System 7/7.0.1 Tune-Up \$4
- System 7.1 Updater 3.0 - 2 disks; \$8[†]
- System 7.1 Updater 3.0 (800K); \$4
- System 7.5 Updater 1.0 - 4 disks; \$15[†]
- QuickDraw GX 1.1.2- 4 disks; \$15[†]
- QuickTime 1.6.2; \$4[†]
- LaserWriter 8.2 - 2 disks; \$8
- LaserWriter 8.2.2 (no installer); \$4
- Network Software Installer 1.5.1; \$4[†]
- TrueType Fonts & Software; \$8
- Basic Connectivity Set 1.1.1; \$4
- Express Modem; \$4[†]
- GeoPort; \$4[†]
- Display Software; \$4
- CD ROM Setup; \$4
- Comm 1 (CTB); \$4
- AppleShare 4 Tune-Up; \$4
- AtEase Updater 2.01; \$4
- StyleWriter II; 4 disks; \$15
- IIfx Installer; \$4
- Monitor Energy Star; \$4
- LW Pro Tune-Up; \$4
- Network Access (universal boot); \$4[†]
- Video Software Installer; \$4[†]

00.XX - Pi Library

- .01 Mac Disketeria Catalog
- .02 New Member Sampler & Catalog

1.XX - Anti-Virus Utilities

- .01G — .02M — .03M

2.XX - Desk Accessories

- 8 disk set; \$24

- .01E — .02E — .03E — .04E
- .05E — .06E — .07E — .08E

4.XX Function Keys (F Keys)

- .01A — .02A

5.XX - ImageWriter Fonts

- .01A — .02A — .03A — .04A

6.XX - PostScript Fonts

- .01B — .02B — .03B — .04B
- .05B — .06B — .07B — .08B
- .09B — .10B — .11B — .12B
- .13B — .14B — .15B — .16B
- .17B — .18B — .19B

7.XX - TrueType Fonts

- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10A — .11A — .12A
- .13A

8.XX - Graphics

- 13 disk set; \$39
- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10B — .11B — .12A
- .13[†]

9.XX - INITs & cdevs

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- .05C — .06C — .07C — .08C
- .09C — .10C — .11C — .12C
- .13C — .14C — .15C — .16C

11.XX - Paintings (MacPaint)

- 5 disk set; \$15
- .01 — .02 — .03 — .04
- .05

12.XX - Digitized Sounds

- 9 disk set; \$27
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- .05B — .06B — .07B — .08B
- .09B

13.XX - Telecommunications

- .01C — .02C — .03C — .04C
- .05C — .06C

14.XX - Programmer/Hacker

- .01C — .02B

15.XX - Miscellaneous Utils

- .01C — .02C — .03C — .04C
- .05C — .06C — .07C — .08C
- .09C — .10C — .11C — .12C
- .13C — .14C — .15C

16.XX - System Utilities

- .01E — .02E — .03E — .04E
- .05E — .06E — .07E — .08E
- .09E — .10E — .11E — .12E
- .13E — .14E — .15E — .16E
- .17E — .18E — .19E — .20E

17.XX - Word Processing Utils

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- .05C — .06C — .07C

18.XX - Internet Series

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- .05[†] — .06[†]

19.XX - QuickTime Series

- .01[†] — .02[†] — .03[†] — .04[†]

20.XX - Mac Troubleshooting

- .01A — .02A — .03A — .04A

21.XX - LAN Tools

- .01 — .02 — .03

22.XX - Fun & Games Series

- .01 — .02 — .03 — .04
- .05 — .06 — .07 — .08
- .09 — .10 — .11[†] — .12[†]
- .13[†] — .14[†] — .15[†] — .16[†]
- .17[†] — .18[†] — .19[†] — .20[†]

23.XX - PowerBook/Duo Series

- .01C — .02C — .03C — .04C

26.XX - Update Series

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- .04A - Desktop Publishing, 1 disk; \$4
- .05A - QuarkXPress, 1 disk; \$4
- .07B - HP DeskWriter 6.0, 1 disk; \$4
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[†] all files compressed
[‡] on 1.44 Meg diskette(s)

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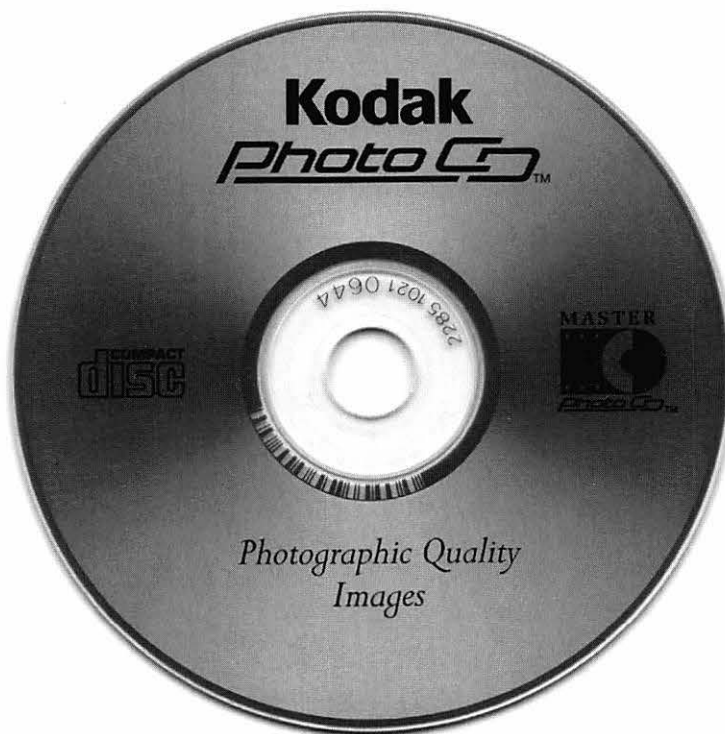
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