September / October 1996

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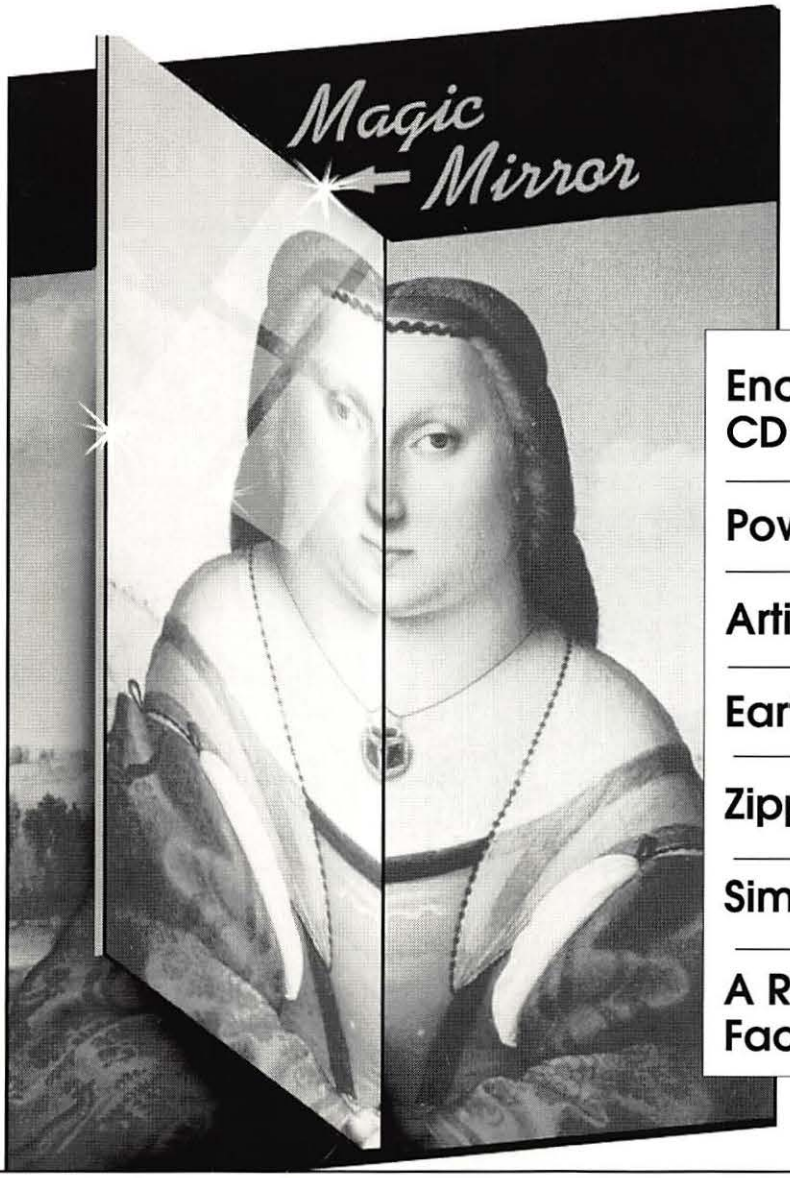
The Journal of Washington Apple Pi, Ltd.

# WASHINGTON APPLE PI

Volume 18, Number 5

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# washington Apple pi general meetings

September 28, 1996
**9 a.m.-11 a.m.**

October 26, 1996
**9 a.m.-11 a.m.**

Nov. 23, 1996
**9 a.m.-11 a.m.**

Dec. 14, 1996
**9 a.m.-2 p.m.**
**Computer Show & Sale**

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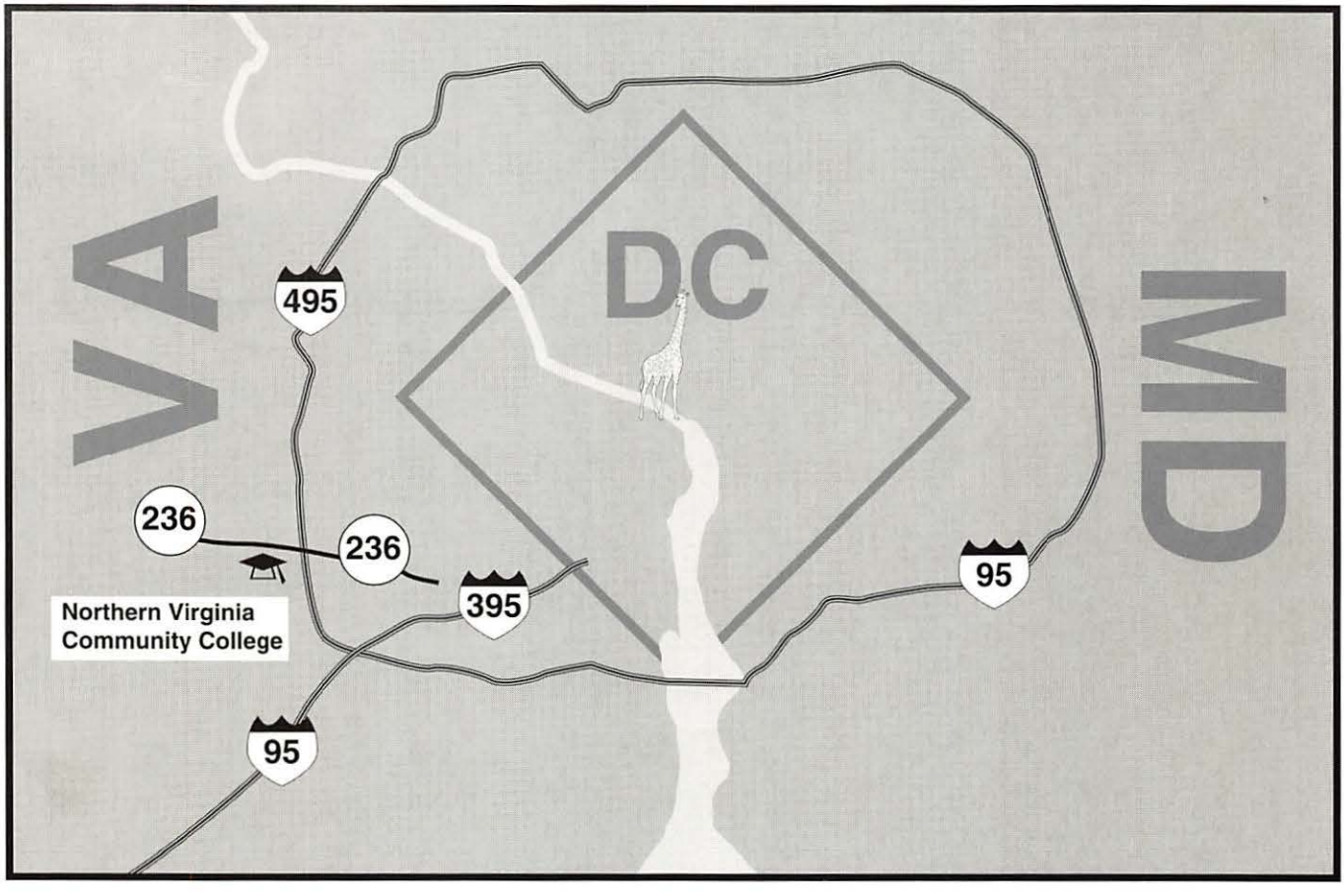

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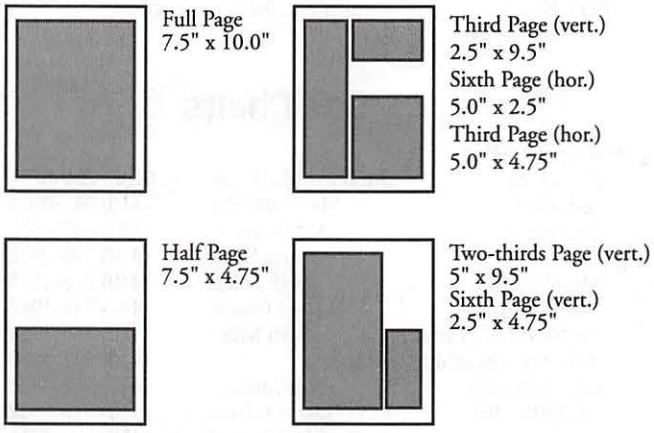


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Jan./Feb. ..... Nov. 24

**Editors' submissions**
Nov./Dec. ..... Oct. 1
Jan./Feb. ..... Dec. 1

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# 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 Avant Garde Demi for headlines, subheads, and emphasis. Charlemagne Bold for drop caps.

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

## Icon Guide

Macintosh
Apple Disk Libraries
Apple II, IIe, & IIGS
Macintosh Disketeria
Apple III (SARA)
General Interest

## Postal Information


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# From the President

MACWORLD IS to the digitally addicted as a national political convention is to the political junkie. You can attend to be engulfed in the swirl and come away with the same sensations that come from a rock concert, or you can go to get something accomplished. MacWorld shows and political conventions are physically challenging events. If you are serious about either, the demands on your time during the short life of one of these events is exhausting. Anyone who asks me how I enjoyed either, with that 'knowing' twinkle in the eye, is not rewarded for the effort. I would tell you that you have got to know what you want to accomplish before arriving or your senses will be overwhelmed and your focus lost.

This year, attendance was way up. The usually carnival atmosphere was in full hype. Unlike a political convention, it is next to impossible to script a Macintosh trade show. People who decided to attend at the last minute found themselves staying 30 plus miles outside the greater Boston area. The Apple software development people, who are most reticent to discuss future plans, opened their screens, albeit partially, to display pieces of System 8, the technology known as OpenDoc, and the parts that run under Open Docs called Live Objects, and Cyberdog, Apple's Internet access tool (which is made up of some 32 Live Objects). Open Docs operating methodology will be integrated into System 8 and will appear as the basis for some new programs and rewrites of older applications. You will read more about it in the coming months.

Each year, we are invited to participate in MacWorld; we have been doing so ever since Dana Schwartz discovered the Macintosh. We are, after all, one of the largest, and the oldest, computer users group in the United States. When I speak on behalf of the user group community, I know I listen. The message I delivered to those who listened along with me was not upbeat. It is not comforting to know that there is no one within Apple to whom the user group community can turn. There is no mechanism available to share information directly; there is no single listing available to us of where other user groups are located; and, unfortunately, there is a belief out there that, unlike cows, we don't have to be fed to be milked. The user group community, whatever its size, represents a significant grass roots resource for Apple Computer, Inc. that has not been adequately fed,

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"Unlike a political convention, it is next to impossible to script a Macintosh trade show. People who decided to attend at the last minute found themselves staying 30 plus miles outside the greater Boston area."

consulted or brought to bear as a support tool for the company. Hopefully the evangelist fervor that has been reawakened by Heidi Rozen, Guy Kawasaki, et al. on the developer side of Apple will be matched by a renewed awareness of user group utility by someone on the consumer side of the company, someone who can act upon that in a manner that will benefit both of us.

While I am talking to show management and user groups, other members of the Pi are contacting vendors whose products you have expressed an interest in learning about or in whose work we believe you should become aware. Future Mac meetings will deal with the ever changing System 7 operating system; the evolving System 8; OpenDocs methodology; new midrange word processors; and, web applications among others. In addition, several hardware vendors expressed interest in showing their new wares to you.

You may have heard that something called "MacWorld Club" was announced at MacWorld. It is the creation of the magazine *MacWorld*. We are waiting for answers to some questions about it that have been raised within the user group community. Once received, we will be in a position to make an evaluation as to whether it is something worth recommending to you. ■

*Lorin Evans*

Washington Apple Pi

Board of Directors Notes

# June 12, 1996 Meeting

**Meeting Summary:**

Directors present: Lawrence Charters, Blake Lange, Dave Weikert, Tom Witte, Dave Ottalini, Don Essick, Dale Smith, Jim Ritz, Lou Dunham, and Lorin Evans. Charles Froehlich was present but, having overdosed on X-Files conspiracy theory, refused to sign in.

Members present: David Harris, Seth Mize

Directors absent: David Mudd, Jon Thomason, Ron Evry.

The outgoing Board of Directors ratified the May 1996 election, then turned the meeting over to the incoming board. Lorin Evans, Pi President, was elected chairman of the board, with Lawrence Charters serving as vice-chair.

Topics of discussion included the May election (very sparse voting), the summer Washington Apple Pi Show and Sale (successful, but more advance effort by volunteers is required for future shows), and MacWorld Boston 1996 (the Pi won't be an exhibitor because of changing, contradictory policies by the exhibitor).

Under New Business, Lorin Evans delivered a "state of the Pi" address, and the Board of Directors divided up duties (see accompanying list).

**Officers**

President, Lorin Evans, lorin.evans@tcs.wap.org

Vice President, Macintosh, Don Essick, don.essick@tcs.wap.org

Vice President, Apple II, Ron Evry, revry@nyx.cs.du.edu

Secretary, Lawrence Charters, lcharters@tcs.wap.org

Treasurer, Charles Froehlich

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Jon Thomason, jonct@tcs.wap.org, Telecommunications Services Officer.

Dave Weikert, dweikert@tcs.wap.org, Macintosh Software Librarian.

Dave Ottalini, dave.ottalini@tcs.wap.org, Apple /// chair, Coordinator of Membership Programs, Publicity Coordinator.

Dale Smith, dales@tcs.wap.org, Apple II guru, telecommunications guru.

Blake Lange, blake.lange@tcs.wap.org, Art Co-Editor for the Journal, Tutorial Coordinator.

Lou Dunham, lou.dunham@tcs.wap.org,

Membership Flyer Distribution Coordinator.

Jim Ritz, jim.ritz@tcs.wap.org, Coordinator of Pi Hotline volunteers, SIG and Slice Coordinator.

David Mudd, david.mudd@tcs.wap.org, Coordinator for Garage Sales (Computer Show and Sale), other exhibitions.

**Other Responsibilities**

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Bill Beavers, bill.beavers@tcs.wap.org, Internet Tutorial Coordinator, Internet Services Coordinator

David Harris, david.harris@tcs.wap.org, contact point for announcements, electronic publicity.

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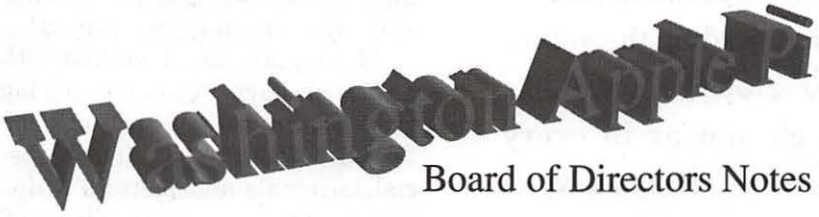


Board of Directors Notes

# July 10, 1996 Meeting

**Meeting Summary** (preliminary; the July minutes have not come up for approval as of this writing):

Directors present: Lorin Evans, Jim Ritz, Tom Witte, Lawrence Charters, Dave Weikert, David Mudd, Charles Froehlich, Blake Lange, Dave Ottalini, Lou Dunham, Don Essick. Jon Thomason was present, but never managed to sign in.

Members present: Henry Ware, Herb Block

Directors absent: Ron Evry, Dale Smith

Under old business, the Board reviewed the division of responsibilities discussed at the previous meeting, and filled in a few holes.

New business began with a discussion of some minor financial matters, and a more wide-ranging discussion of how to improve Pi recruitment (and finances). In the free publicity department, the Pi will offer low-cost diskettes of public domain software in a promotion arranged by *The Washington Post's Fast Forward* magazine in July. The Board also voted for a trial distribution of *Washington Apple Pi Journals* through select local libraries.

The major activity of the evening was a discussion of how to best equip the Pi's tutorial rooms for teaching classes. The Board passed a resolution to bring the matter to the Pi membership at the July General Meeting.

[At the July General Meeting, the membership proposed that up to $12,000 be used to purchase classroom computers for the two tutorial rooms.] ■

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# July General Meeting Report

**Don Essick**
**Vice President, Macintosh**

THINGS WENT much smoother for me this time. In the last episode, you will remember the Be demo fiasco. That is all behind us now. The equipment was all in place, just the date was changed and the change didn't make it into the journal. I'll bet there were some confused Pi members who showed up on 27th to find a cat show in our place. Hope they had fun!

The meeting opened with the usual Questions and Answers as I completed setting up the equipment. Tom Witte did his usual good job with help from various other members. Lawrence Charters, the outgoing VP for Mac was recognized for his long and successful tenure. We then moved on to the club business. The general membership was asked, in accordance with the bylaws, to approve the expenditure of up to $12,000 of the organizations funds to purchase computers for the Pi's tutorial classrooms. This expenditure will allow us to offer more "hands-on" tutorials without requiring attendees to bring their own machines. The motion was approved.

There was also a discussion regarding the Volunteer Hotline numbers which appear in every Journal. The list is woefully out of date and many of the persons listed are no longer living in the area or are no longer Pi members. Please turn to the Hotline page of this or any other Journal. If you have expertise with hardware or software that you are willing to share with other Pi members, please volunteer to have your name listed. You need not be pocket-protector-carrying geek. All you need is a willingness to help a fellow Pi member who is having trouble with a certain piece of hardware or software. Volunteer if you can by posting your name and contact info on the Volunteer board on the TCS.

"There was also a discussion regarding the Volunteer Hotline numbers which appear in every Journal. The list is woefully out of date and many of the persons listed are no longer living in the area or are no longer Pi members. Please turn to the Hotline page of this or any other Journal. If you have expertise with hardware or software that you are willing to share with other Pi members, please volunteer to have your name listed.

The vendor demo was presented by Diehl Graphsoft (http://www.graphsoft.com/) represented by Dan Monaghan and Frank Barult. MiniCad 6, their flagship product is a Computer Aided Design package that works on both the MacOS and Windows.

The package has so many features, it would take hours to show them all, so Frank gave us a quick overview of several pre-drawn examples and modified them using the product's features and tools. If you have ever tried to draw a floor plan or done any mechanical drawing on vellum with a pencil, you can readily appreciate the tool that allows you to draw a wall, window or door with just a mouse click. Even nicer, when you have finished your drawing, you can switch to the 3D view and "walk around" your project!

Many years ago, I worked with a CAD package which ate up a big IBM mainframe just to do only the 2-D part of the process. It used special terminals and plotters which cost more than a car too! MiniCad6 does all of this for less than $600. Unlike most of its competition, it also comes with a host of toolsets for most popular CAD uses, construction, engineering, landscape, train layout, electrical and even cross-stitch at no extra charge.

An integrated database keeps track of the resources used in a drawing, something which assists greatly in doing cost estimates. You can even assign properties to objects which will allow you, for example, to show how plants used in landscaping will look in the first year, after 1 year, after 5 years or 20 years. We also saw a demo of an upcoming feature which will use the database to provide a breakout of all of the parts of a project and provide cutting lists for the carpen-

ters, calculate requirements for wallboard, painting and other tasks. We didn't get a definite answer as to whether this will be an extra cost option. There is also a capability (only on the Mac) to export models to QuickTime to create multimedia presentations. MiniCad6 can import or export files in DXF file format to and from other CAD packages.

Frank also attempted a minidemo of a future product/feature that will support QuickDraw 3D. It didn't work, unfortunately, but it will reportedly allow MiniCad to do 3-D rendering using textures, light sources and all of the other goodies associated with 3D rendering.

Next, we attempted a brief demo of Disk First Aid. This was an impromptu demo and of course it showed. I think maybe we will continue to do these, but with more advance planning and forethought. One option might be a "topic of the month" coordinated with the Disketeria so that you can take home what you see plus other helpful utilities. Your suggestions are welcome to my e-mail address don.essick@tcs.wap.org.

As usual, the meeting concluded with a drawing. The grand prize, a copy of MiniCad6 went to Joanne Newton. Other winners were: American Heritage Talking Dictionary: Sue Ware; America Online T-shirt and Software with 15 free hours: Judy Rumreich, Walter Forlini, Allen Kent; Firefighter CD-ROM game (Simon and Schuster): Stanley Schofield; Hyperstudio CD-ROM: Don Franklin, Charlie Stancil, Rich Shafer, Glenda Finley, Beth Leach; Iomega T-Shirt: Daniel Bairley, User Group Connection Mouse pad: R. B. Birdsong, Todd Haynes, Jan Bailey.

Our sincere thanks to Proxima for providing our projection equipment and to Graphsoft for coming to our meeting. ■

*The editor apologizes for having omitted this April column from the two previous journals.*

## StockSIG April Meeting

**by Morris Pelham**

THE FIRST QUARTER of 1996 has been pretty good to us.

*The Washington Post* reported on Sunday, April 7 that "General equity funds were up on average by 5.66 percent, assuming reinvestment of dividends.... Meanwhile, because of rising interest rates, fixed income funds fell nearly 1 percent in the quarter."

At our April meeting I asked what our profits have been for the first quarter. For our Dow stock portfolios Mark Pankin reports up 6.7%, John Kelley reports up 8.47% and mine is up about 10%. For our Fidelity Select mutual fund portfolios Mark's is up about 3.5% and mine is up about 5%. No miracles so far this year, but pretty good.

John Kelley started "show and tell" for us this month. He has been tracking the Dow stocks that lurk just off our top ten list and buying them when they pop up onto that list, even if only for a day or two. John has been describing this on the TCS recently ( StockSIG Online at C1,B25). John passed out copies of his spreadsheets and explained it all to us.

Mark Pankin continues to research how we can do better with our Dow stocks, and may have found a way. He now runs a "two year combined" portfolio which is now up 11.3% for the first quarter. Mark passed out copies of his spreadsheets and explained it all to us.

Also, Mark with the help of several others has been looking into reports in the *AAII Journal* and elsewhere that there are other, better ways of Beating the Dow than the ways we now use. Mark passed out several charts and a summary showing some of his research on this question. In the end, we continue to believe that what we now do continues to be the best choice, but we also see that it is not the only choice.

Finally, we talked a little about the recent market turmoil, with the Dow dropping 100 points in a day. We are worried about it but not frightened off. No one has sold because of it. Not yet.

Thanks to all!

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

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## StockSIGJuly Meeting

**by Morris Pelham**

IN JULY WE like to look at how we're doing after the first six months of the year.

First, I brought a handout showing the Dow stocks highest and lowest price index each year with the total earnings and total dividends for each year from 1945 to 1995. It is amazing how slowly and steadily the total dividends of the group have grown over the 50 years, compared to the relatively much larger changes up and down in the earnings, and the even larger changes in the stock prices of this group of 30 big companies.

We moved from that to a discussion of the panic in 1987 and the smaller crash in 1990, and how they compare to the current situation. Since 1982 we have been in a bull market, and it hasn't ended yet. But, no guarantees about tomorrow.

Second, I brought a handout showing our Dow stock portfolio for 1996 and the update for the month of July. Our 1996 portfolio now includes 9 Dow stocks. International Paper, Sears, Chevron, General Motors and MMM were bought in December, 1995 and DuPont, General Electric, EKodak and Caterpillar have been added since. Caterpillar was added on July 1. The total cost of all this was $52,875 and these have paid $613 in dividends so far and they would sell for $57,725 if sold on July 1, for a total return of 10.33%.

Our experience is that these portfolios of Dow stocks perform best if held for years, not months.

Third, I brought some handouts showing how our Fidelity Select mutual fund portfolio is doing so far in 1996, and it isn't pretty. It is a mix of small losses and small gains, but overall it looks like a loss for the first six months. We won't know for sure until the last fund, bought on 6/17/96, passes the five week minimum hold period and we know if we have a gain or a loss on it.

Buying one of these funds is like tossing a coin. If you toss a coin just once you will get either a heads or a tails, your actual result is totally random. If you buy just one fund and sell it after just five weeks or so you will get either a gain or a loss, and that is pretty random too. If you toss the coin ten or twenty times your results will begin to approach 50% heads and 50% tails, and your actual results will begin to match the theory. Our short-term buying and selling strategy using these Fidelity Select mutual funds is like that too. After you have bought and sold ten or twenty of them you begin to see if the strategy is working or not. I see problems, and so I am making changes.

Bill Waring brought his first efforts at making use of these Fidelity Select mutual funds and handed copies around. He just bought his first fund, so he had no results to show yet, but we did talk about his implementation of the strategy.

Milton Moss brought a bond ladder strategy, which led to a discussion of asset allocation.

Phil Stewart brought some ideas about implementing a daily version of the Fidelity Select strategy.

Bob Lee didn't bring any handouts, but he did chime in with a little intellectual firepower in support of my position when I needed it.

Thanks to all!

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## StockSIG August Meeting

**by Morris Pelham**

AUGUST IS SUPPOSED to be a slow month, but the stock market has had big moves all summer and so we had lots to talk about.

First, I brought my usual monthly update of our current year Dow stock portfolio. We added one new stock to the 1996 portfolio in August, AT&T at $54 1/8. I also brought a handout showing for the week ended July 22 what happened to all the Dow stocks. That was the week that the Dow index acted like it was tied to a bungee cord. Two of the 30 Dow stocks hit new 52-week lows during that week, and 21 of them finished the week lower, but 8 finished the week higher than they started. Like a mass bungee jump with 30 participants, some came back up and some didn't.

Second, I brought a handout showing our Dow stock portfolio results for 1995. Our 1995 portfolio "bought" ten Dow stocks from December 1994 to November 1995, plus two distributions. As of July 1, 1996 this portfolio of 12 stocks had cost $53,925, had paid back $1,795.82 of dividends, and the stocks were worth $80,016.88, for a total cash back of $81,812.70 or a total return of 51.72%.

So, our 1996 portfolio of Dow stocks has a total return of 10.33% and our 1995 portfolio of Dow stocks has a total return of 51.72%, both to July 1, 1996. Not bad.

Third, I brought some handouts showing how our Fidelity Select mutual funds portfolio is doing so far in 1996. We have a loss.

In the first six months of 1996 this strategy has purchased 21 of the "best performing" Fidelity Select mutual funds at a cost of $84,395.48 and sold all of them

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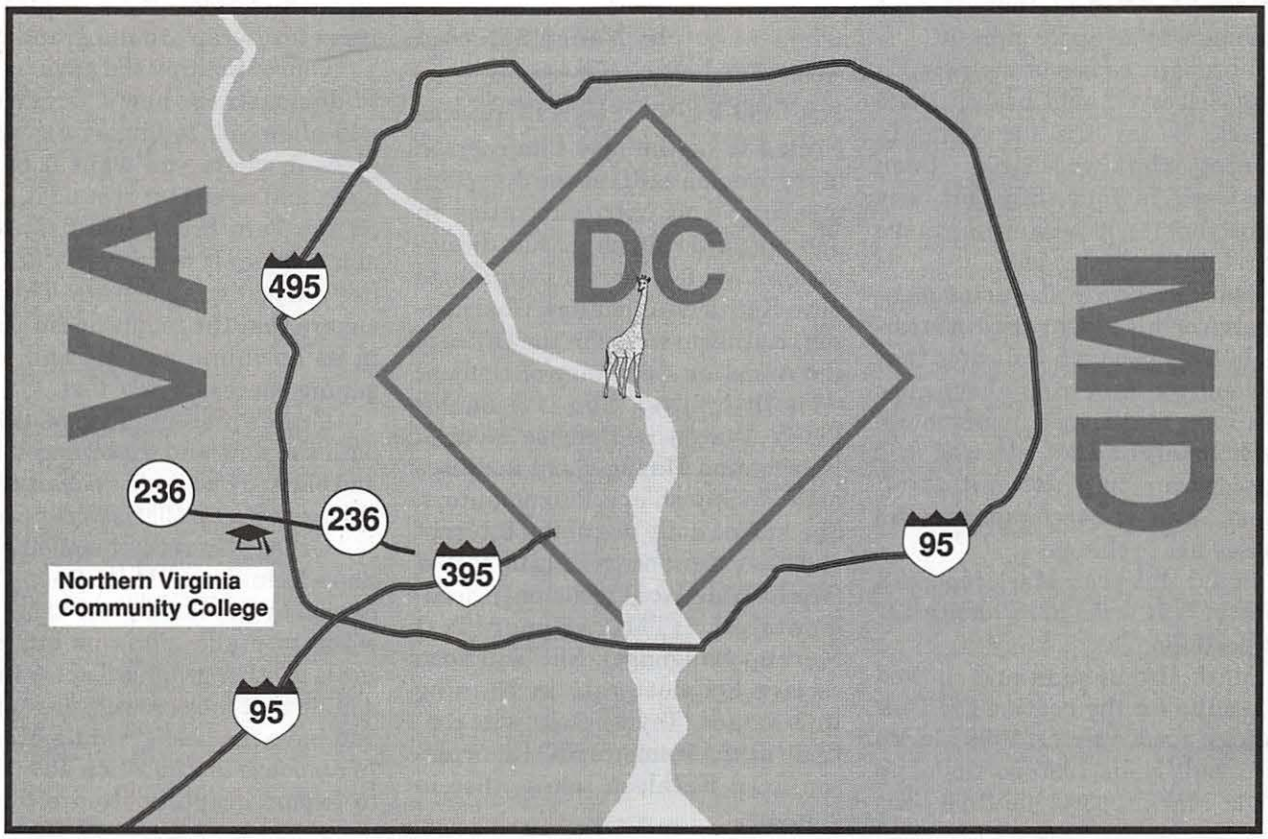

after a minimum of five to sixteen weeks for a total of $82,689.37, or only 97.98% of the cash paid in.

No investment strategy should produce losses after being given enough time to succeed. If it does, something is wrong and something needs to change.

So I have changed a few things. Looking back over the last three years that we have been watching other people use this strategy with real money, we see that this strategy produced a small profit in 1994, a large, "miracle" profit in 1995, and losses so far in 1996. We know that 1995 had a strong trend up in the tech stocks, and that produced most of the large profit. So, maybe we need to wait for a strong trend up?

I think so, and so I am going to do that and make some other, smaller changes and call my new strategy the Fidelity Select version 2. Other people here at StockSIG may choose to stick with the original or to make different changes, as they see fit. After all, there is more than one way to make a profit.

I brought copies of my new Fidelity Select v 2 and passed them around. So far it is succeeding in avoiding what would have been more losses in June, July and early August, but it will take awhile to see if it really is a better idea.

Mark Pankin is also doing more research on his Fidelity Select strategy, but his research indicates that he should continue to do what he has been doing for the last year or more. Mark brought and showed his backtest for two alternate "sell rules", and showed us why he chooses not to change.

So far this year, Mark reports a profit of 5.34% for his Fidelity Select portfolio.

Mark also brought and showed his results for the beating the Dow strategy. As of July 31, 1996 Mark's best result is his 1995 portfolio, up 15.3%. Mark reports his 1996 portfolio is up 7.8%.

Bob Pallaron didn't bring any handouts, but he told us that he has sold his Woolworth position and that it was nearly a double. Bob may now stop asking "Has everybody bought enough Woolworth yet?"

Several people at the meeting report using and liking eTrade, which charges $15 per trade.

Finally, Mark Pankin reports he now has his own page on the World Wide Web, and I think the address is: WWW.DCEZ.com/~MDP.

Thanks to all!

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

## Women's SIG Notes

**by Nancy Seferian**

KATHLEEN CHARTERS was elected to be the new Chairperson of the Women's SIG at the July 25th meeting, and will take office in January after finishing her dissertation. We feel very fortunate to have Kathleen as our new Chairperson. Kathleen works in the Office of the Assistant Secretary of Defense (Health Affairs). She is a Senior Policy Analyst in Defense Medical Information Management and uses both Macintosh and PC computers. She makes daily use of the Internet and has experience setting up WWW (World Wide Web) home page documents in HTML (Hyper Test Markup Language). She will soon receive her doctorate in Nursing Informatics. Tayloe Ross will continue as the Women's SIG Chairperson until Kathleen takes office in January.

Grace Gallager did double duty at this meeting which began, as usual, with a dinner she created for us, a low calorie affair with an occasional high calorie surprise like her homemade sticky buns. The dinner of the night, all for the usual $2.00 donation, included a shrimp salad, pasta salad, chicken salad, and a jello fruit salad attractively presented with kale around each, and was accompanied by some wonderful desserts. During dinner we took the opportunity to catch up on each other's latest computer and other projects.

After dinner Grace introduced us to the new ClarisWorks 4.0. She began by showing us the on-line tutorial for ClarisWorks, detailed the program's new features, and explained the major differences between version 3 and 4. One of the highlights of the new version is that it allows the user to create styles for documents, thus cutting down enormously on the amount of time required to format pages. It also features text wrap around graphics.

One of the tips she gave us was to demonstrate how ClarisWorks will allow you to import a graphic, place it where you want it on the page, and wrap text around it. Click on the Paintbrush tool first to be able to place it where you want and use the text wrap feature. This will ensure that the image doesn't come in as an inline graphic and leave gaping spaces in your text.

Grace's presentation had tips for both the new and experienced user and elicited quite a few oohs and ahs at how powerful ClarisWorks can be.

Grace also recommended Print Shop Deluxe and Print Shop Companion by Broderbund for users who want to make signs or business cards or other graphic display items, adding that they are very easy to use and have the best graphics around. In response to a question about how to export graphics from either of

> "Grace also recommended Print Shop Deluxe and Print Shop Companion by Broderbund for users who want to make signs or business cards or other graphic display items, adding that they are very easy to use and have the best graphics around."

those programs into another application she said to go to the Exporter menu item, select the graphic you want in the dialog box, and save it as a PICT, EPS or AI file to your desktop or the folder you've chosen. Then it will be ready to import into another application.

Our Women's SIG meetings continue to be every other month on the fourth Thursday of the month. Our September 26th meeting will feature FileMaker Pro. Please note, though, that the meeting in November will be on the *third* Thursday instead of the fourth because of Thanksgiving. The demonstration for the November 21st meeting is entitled "Writing Your Own Home Page." Glenda Adams and Lykara Charters will share their experiences and information about writing Web pages and show us how to do it.

In addition, an upcoming Women's SIG meeting will feature genealogy applications and a list of WEB sites where you can find information for your research. Some of our members will share their work on their own family histories and the applications they used.

The Women's SIG Directory is almost completed. Glenda Adams is putting the finishing touches on it; Grace is going to make the copies, and Mary Keene will administer the saddle stitching. Look for it soon.

Future projects include plans for outreach to women's communities and to have a round table discussion on women's WEB sites for groups such as Hispanic, Afro-American, Lesbian, Asian-American and other communities. Bring your ideas on how we can bring in new members from all areas of our community.

Sometimes when I talk to a new WAP member who is a woman and a novice computer user about coming to one of our Women's SIG meetings she says she couldn't possibly come because everyone else would know more than she, and she would feel intimidated. They couldn't be more wrong. Our members are a diverse group which consists of teachers, a professional singer, artists, desktop publishers, a researcher, an occupational therapist, a chemist, a quilt maker, writers, a dermatologist, homemakers and a wellness educator, to mention a few. The ages of our members range from elementary school age to grandmothers. Our bonds are that we are women and computer users of all levels of expertise from novice to experienced. Our interests range from genealogy, data bases, word processing, graphics, the Internet and writing Web pages to balancing our checkbook, keeping track of our family activities on our computer calendar, writing letters and sending e-mail.

We would love it if you would join us at our next meeting. If you can attend please R.S.V.P. to Grace Gallager (703) 222-4570 (Metro) so we can plan for dinner, which is still only $2.00. 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. ■

# Encyclopaedia Britannica CD-ROM 2.0:

## Forget the movie, buy the book

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SOME INVESTMENTS are so stunningly bad that it takes some time to fully comprehend the magnitude of the error. Having invested tens of billions of dollars on the B-2 bomber, the U.S. Air Force, for example, has been quite shy about admitting the planes do very little, and cost so much that they are too valuable to actually be risked in battle. There is a certain charming irony in producing weapons of war so precious they must be sheltered, even guarded, against actual use, though the charm wears off a bit when you think about the price tag.

But if time offers perspective, it also offers amnesia: we actively strive to forget the bad. Which makes it all the more important to admit mistakes as soon as possible, and the *Encyclopaedia Britannica CD-ROM 2.0* (referred to hereafter as *EBCD*) is a mistake. Like the B-2, it is way too expensive, it has ridiculous design and performance limitations, it fails to live up to its hype, and it can't be used as intended. Unlike the B-2, it costs "just" $1,000.00.

### Silly Stupidities

*EBCD* comes in a large box containing the CD-ROM itself, a wire-bound booklet of instructions on how to install it (all but a few pages are devoted to Windows 3.1; the Mac instructions are of the usual "just stick it in and run it" variety), a videotape, and a dongle.

For those unfamiliar with the term, a dongle is a copy-protection device. In the PC world, these are gizmos you insert into the parallel printer port. When the copy-protected software is launched, it immediately checks for the presence of the dongle; if it finds it, all is well. If it doesn't find the dongle, the program quits, possibly displaying some ominous message first. If you had six copy-protected programs, you'd have to have six dongles sticking out of the printer port in a lengthy, awkward daisy-chain.

Dongles are rare in the Mac world, but also a bit more elegant.

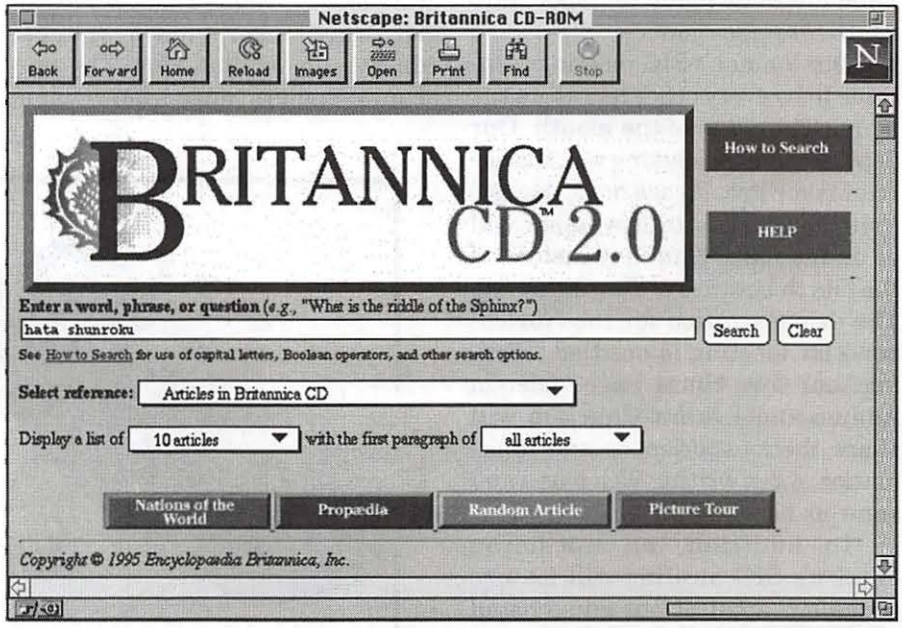


**Fig. 1.** After the *EBCD* launcher fires up *Netscape*, you are presented with this opening screen. You can immediately type something into the search engine ("Enter a word, phrase or question") and be off and running; in this case, we are looking for Hata Shunroku, a Japanese general. If you need help figuring out how to use the search engine, buttons and links provide on-line assistance. The "Select Reference" pop-up allows you to switch over to the *Merriam Webster Collegiate Dictionary*. Down at the bottom, the Nations of the World button brings up a political atlas, and the Propaedia button brings up an "outline of knowledge," which is exactly that: an awesome outline of essentially all human knowledge. Most curious are the (useless) Random Article button, which takes you to some place at random, and the Picture Tour, another useless option which displays the sparse, uninspiring graphics on the disc in no particular order, and with no context. One minute you can be looking at a molecule of — something — and another minute a cross section of an unidentified machine.

The Mac dongle used by Britannica looks like a very short keyboard or mouse cable, less than six inches long, with a big bulge in it. You insert it anywhere in the ADB (Apple Desktop Bus) chain — into the keyboard, into the mouse, into the back of the machine — it doesn't matter. Nor does it interfere with anything else the Mac is doing.

It also doesn't make much sense, either: copy-protecting a CD-ROM is silly. Nevertheless, Britannica is paranoid "hackers" will start making millions of copies, oblivious to the fact that this would suck up the entire world's supply of hard disks and floppy disks in the process. As a general rule, I refuse to buy copy-protected software but, as the dongle does not require *any* special software on the computer, this seemed not so much an exception as just an annoyance, so I ignored it.

Britannica's videotape presumably has pointers on how to use the CD-ROM. I don't know – it was defective. After a couple calls to Britannica, I decided I didn't really care about the videotape, and never did learn what it was supposed to contain.

Installation of the CD itself was unremarkable. Running an installer directly off the *EBCD* placed roughly 10 megabytes of "stuff" on the Mac's hard drive. Britannica doesn't explain what the installer is installing, or why, but it didn't seem to harm anything. Looking at this folder later, most of the contents proved to be a massive collection of tiny JPEG graphics of superscripted numbers (for footnotes), accented letters and special typography.

### Difficult to Use

I first tried *EBCD* on a Mac IIsi with 17 megabytes of RAM, System 7.5.1, and a 240 megabyte hard drive, using an Apple CD300 double-speed CD-ROM drive. The documentation recommends a Mac IIci with 8 megabytes of RAM, so this seemed like a reasonable fit.

If you haven't read the documentation, launching *EBCD* the first time will be a shock: you are handed off to a very slightly customized version of *Netscape 1.0*. How it works: you double-click on an icon showing the Encyclopaedia Britannica logo. This is an application that apparently does nothing but launch *Netscape*, which in turn reads several small image files the installer placed on your hard drive, then reads the "home" page on the CD-ROM. In other words, *Encyclopaedia Britannica CD-ROM 2.0* consists of nothing but thousands of indexed HTML (HyperText Markup Language) pages permanently sealed in a CD-ROM.

*Netscape*, of course, is a World Wide Web client, not an encyclopedia.

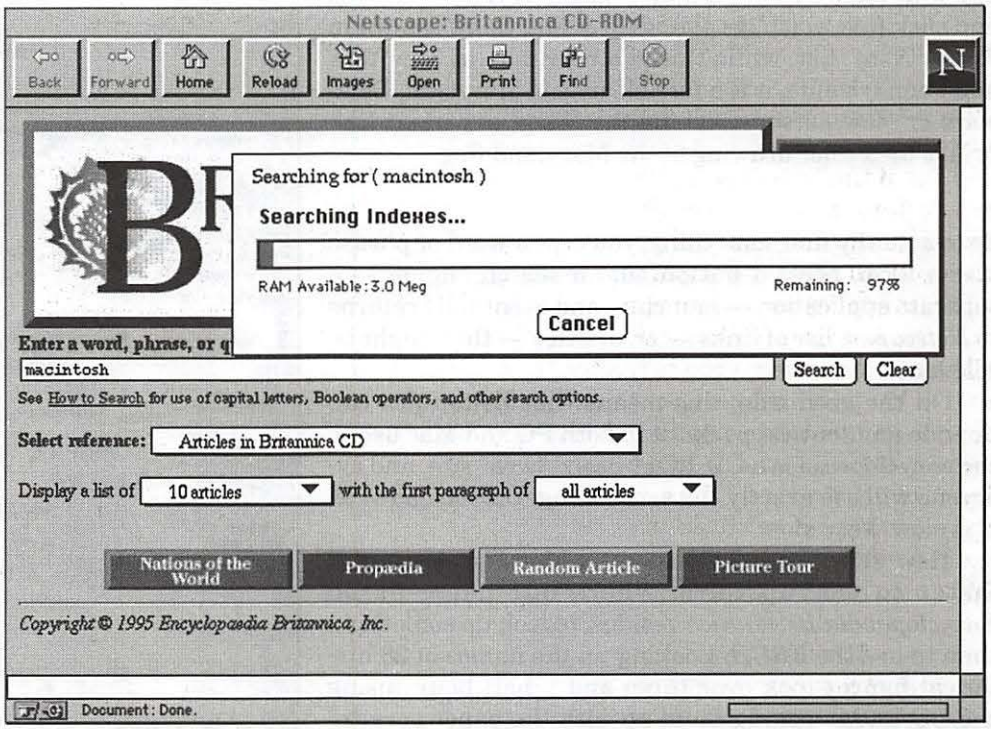


Fig. 2. After entering something you'd like to look up, *Netscape* launches the *EBCD* search engine — a separate application — which records its progress with this thermometer bar. It can take several minutes to complete a search (see article for details).

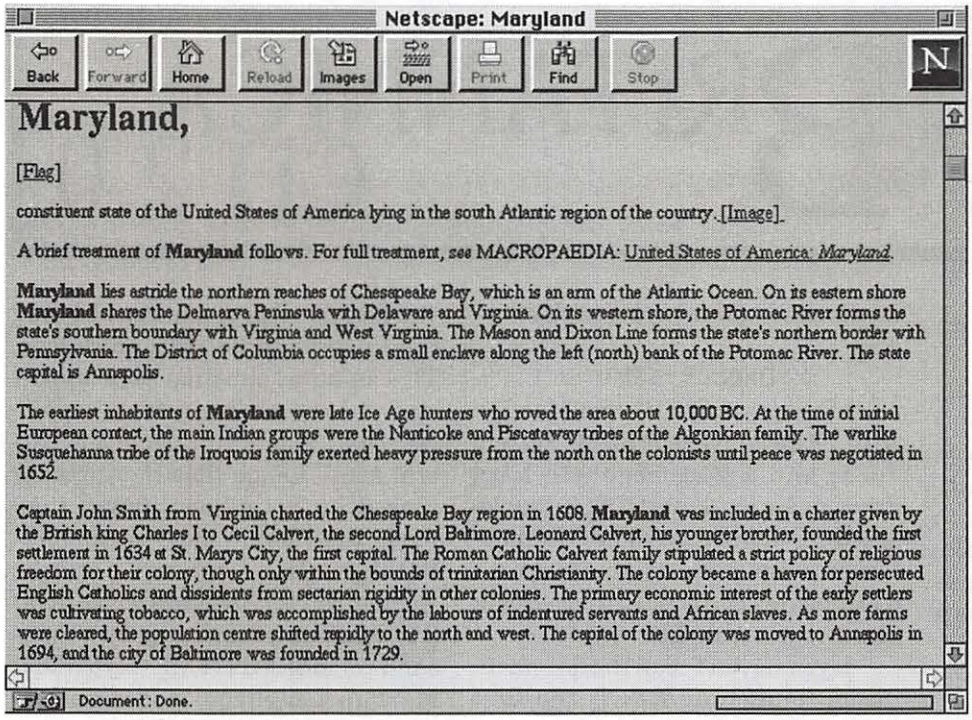


**Fig. 3.** A search for Maryland will turn up this entry for the State of Maryland, covering its history, culture, politics, geography, economy, etc. At the top of the entry will be a bracketed hypertext link, [Image]. If you are curious and click this, you'll get the "map of Maryland" shown in Fig. 4. Note that, while this is a poor map of New York and Pennsylvania, it is a terrible map of Maryland, Delaware or New Jersey. Clicking the [Flag] hypertext link brings up a color drawing of the Maryland flag.

So to actually find something, you type a word or phrase into a form, press a button, and a search engine — a separate application — launches, and eventually returns to *Netscape* a list of links — er, articles — that might be relevant.

On the good side, this means that Britannica can provide an identical package to both PC and Mac users: the encyclopedia is a CD-ROM-based "web" site, and everyone will see exactly the same thing. On the bad side, it is slow. Very slow.

How slow? In tests done on a Mac IIsi, I found it faster to run upstairs, where our paper-based *Encyclopaedia Britannica* resides, to look up something than to use the *EBCD*. Looking up the names of 28 historical figures took over three and a half hours using the CD-ROM; looking them up with the paper encyclopedia took slightly over 30 minutes. While Britannica claims the CD contains every word of the paper set, this test did reveal a significant difference: the paper-based encyclopedia contains far more illustrations.

Curious, I moved the *EBCD* to a faster machine, a Macintosh IIfx (twice the speed of a IIsi), with 20 megabytes of RAM. There may have been a slight increase in speed, but it wasn't noteworthy.

On the other hand, this move did lead to a spectacular error. The Mac IIfx is used for, among other things, surfing the Internet via modem, using [at the time] *Netscape 1.1*. One evening I fired up *EBCD* to look up information on some topic. *EBCD* loaded, a search term was entered —

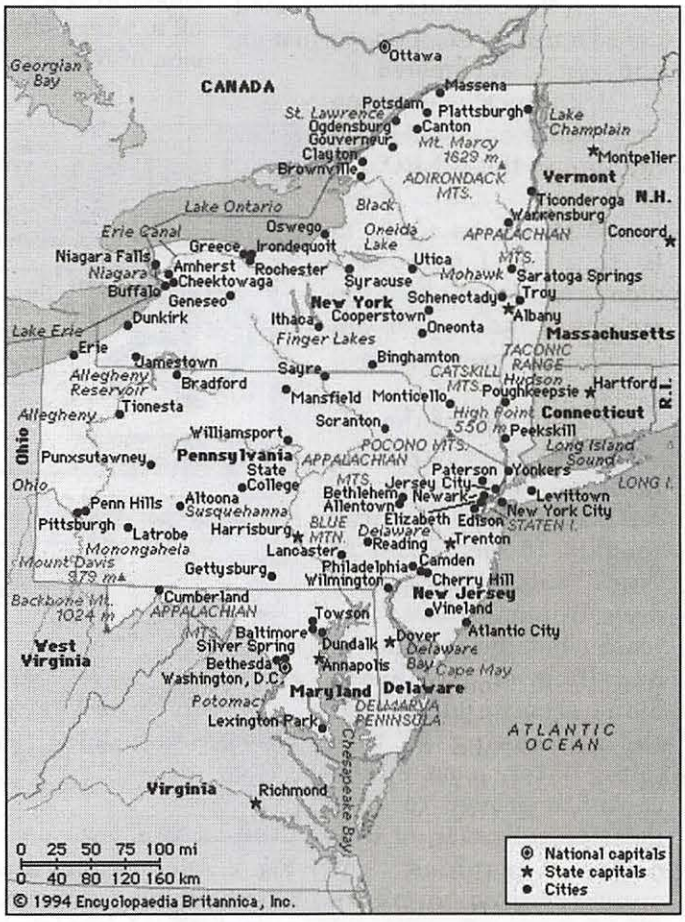


*Fig. 4*

but then nothing seemed to happen, for minutes. I quit the *Netscape 1.0* application used by *EBCD* and decided to dial into the Internet. After several minutes of cybersurfing with *Netscape 1.1*, the keyboard seemed to freeze, the *EBCD* search engine popped up and, after a couple more minutes, *EBCD's* copy of *Netscape 1.0* appeared with an error saying it couldn't make a network connection. At that point I was running *FreePPP*, *Netscape 1.0*, *Netscape 1.1*, and the *EBCD* search engine, and my Internet connection had died.

I quit and read a book.

### Difficult to Buy

On the good side, the *EBCD* is so difficult to buy that you'll never fall victim of making an impulse purchase. Britannica contacted us in early 1995 to tell us we'd "won" a free set of reference books in a drawing (a drawing I don't recall having entered). The gentleman who "delivered" the books just happened to also sell the standard, paper-based *Encyclopaedia Britannica,* and was disappointed we already owned a set. But we mentioned we'd *really* like to have it on CD-ROM, so he disappeared and...

A few days later he returned with *Encyclopaedia Britannica CD-ROM 1.0.* He proudly pointed out it worked on both Macs and PCs, and invited us to take it for a spin. I did. He was wrong: it was an ordinary Windows 3.1 package. He seemed genuinely puzzled and embarrassed, and I concluded he a) didn't know much about computers and b) it wasn't worth the effort to educate him. I briefly considered trying to run it under *SoftWindows*, but there is no place to plug in a PC-style dongle on a Mac. (Reason # 23,414 for owning a Mac.)

In mid-summer 1995 the salesman called with the "good news" that a new version of the CD-ROM would be published in July, and because we were good customers, etc., we could get it at an outstanding discounted rate of only $499. Naturally, we could cancel out of this if the CD-ROM "wasn't everything you were expecting." I ordered a copy.

It did not arrive in July, nor did it arrive in August — but the billing statements did. By the time it did arrive, in late September, the billing statements were replaced by mildly threatening collection notices,

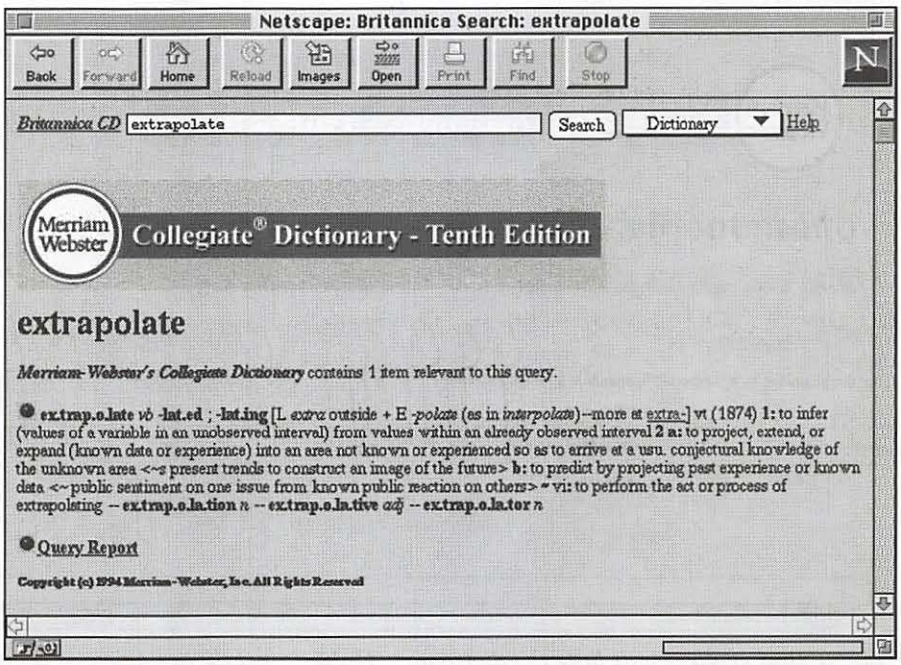


Fig. 5. One of the alleged "bonus" features of the *EBCD* is the *Merriam Webster Collegiate Dictionary, 10th ed.* If you happen to spell a word correctly, the dictionary presents a complete definition of the word. Unlike the paper-based dictionary, no diagrams or figures are included.

demanding we submit payment for goods not yet delivered. In spite of the fact that no one at Britannica would admit to being in charge of billing, or of having the power to correct this problem, the notices stopped coming — about the same time the *EBCD 2.0* arrived.

The "special deal" also proved to be deceptive: during the winter a couple high-end specialty mail order catalogs offered *EBCD* for the same price: $499. Earlier this year my credit union also offered *EBCD* — for $499. But if you call Britannica on the phone they will insist that a "representative" come to your home, and also insist the price is $995.

I ended up returning the package after using it extensively for a month. Calling Britannica to notify them it was being returned, the customer representative sounded depressed. I asked if they wanted a reason for the return and was told, "No, that's not necessary. Nobody seems to like this product."

Since returning the package, I've acquired a Power Macintosh 7200/75, with a quadruple-speed CD-ROM drive. I've idly wondered how *EBCD* would perform on this machine. I've also idly wondered what I'd do if I won the state lottery, but I've never purchased a lottery ticket.

And doubt I ever will. ■

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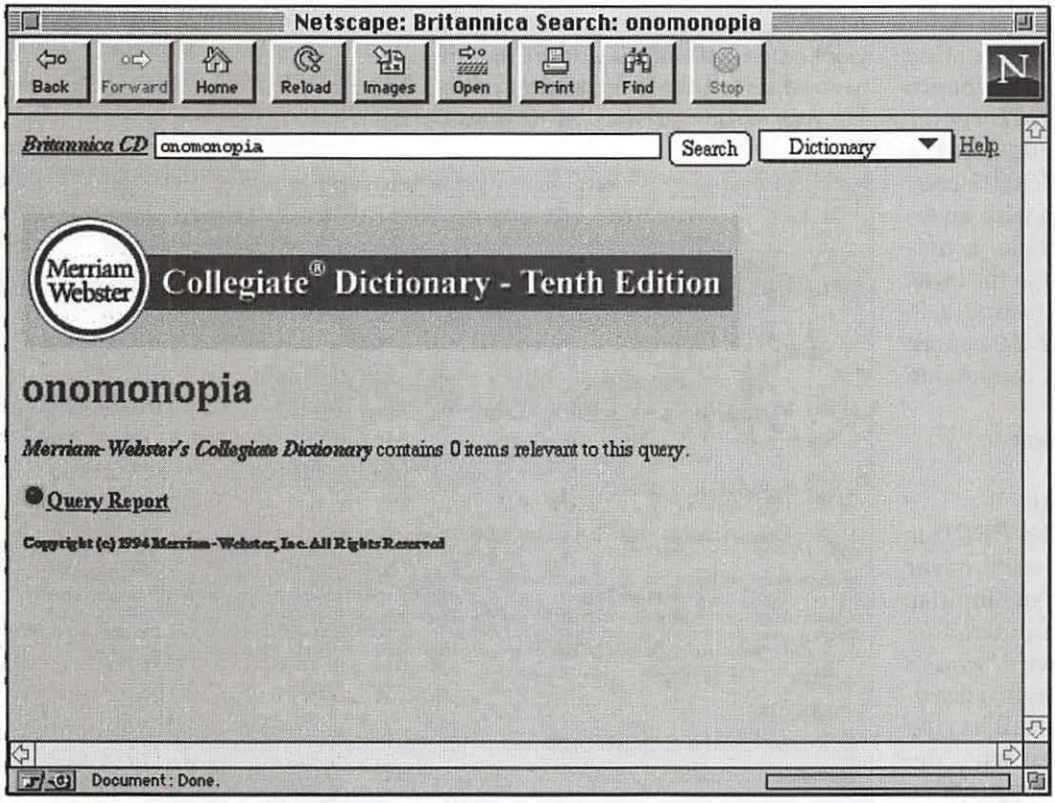


*Fig. 6. Bad spellers will hate the dictionary. Unlike most dictionaries, or even a paper-based dictionary, you are stuck if you misspell something; there is no scrolling list of words that sound or look like what you want, and of course there are no pages to flip back and forth, hoping to zero in on the correct word. Note, however, that the non-result is still, strangely enough, copyrighted.*

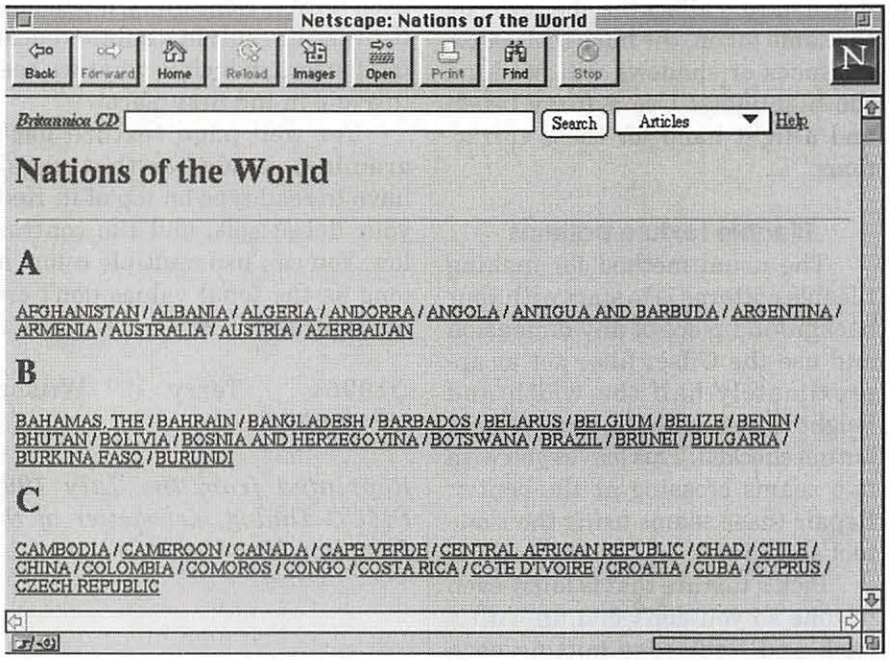


Fig. 7. Another *EBCD* "bonus" is Nations of the World, an electronic political atlas. But it is just a political atlas; it is entirely text-based. While it would seem like a Good Idea to have, perhaps, a map of the world as a launching point ("click on the country to see more information"), the user is presented instead with this unattractive alphabetical listing of country names. If you don't happen to notice that Ivory Coast is under Côte d'Ivoire, even the alphabetical listing will give you trouble.

# Terryfic Tips
# Low Res Photoshop

**by Terry Wilson, PMUG Dialog editor**

AS MORE AND more graphic artists are moving toward web page design, you can hear a collective sigh of relief as we get comfortable with 100K RGB 72 dpi Photoshop files designed for viewing on screen, and move away from unwieldy 25MB CMYK 300dpi files destined for neg output and ultimately the printing press. Suddenly my aging IIfx seems almost adequate! In addition, creating graphics for the screen is much more forgiving than expensive 4-color print work, because what you see is truly what you get — it goes no further than a computer screen.

However, besides working with a reduced resolution, we are also working with less than perfect input methods, like digital cameras, video captures, and desktop scans that need a little work. Although this set of tips is written with the low resolution world in mind, they are still applicable to high end work.

## General

When dragging a tool around the image, take baby steps. This way, if you have to undo a misstep, you won't undo such a big chunk of changes.

The number keys directly control the percentage of all the tools, with 1 = 10%, 2 = 20%, and so forth up to 0 = 100%, saving your mouse a trip to the options palette.

The option key will toggle the blur/sharpen and dodge/burn tools temporarily (the palette won't show it).

While in image editing dialog boxes like Contrast/Brightness, Levels, Curves, and so forth, you can indeed zoom (command-spacebar-click and option-command-spacebar-click) and scroll the image in the main window to check your adjustments.

## Color

When doing artwork from scratch, change your color palette from RGB to HSB and see how you like it. HSB is Hue, Saturation and Brightness, and this way you can pick a color, and adjust the intensity, darkness and lightness. When making shadows, you can work from a color rather than just picking black for a richer overall piece of art. Just give it a try; it makes more sense than RGB.

A quick and dirty way to get an alternative color scheme for a piece of art is to use Hue/Saturation in the Adjust menu. Slide the Hue bar to shift the colors until you get something you like. All the colors will keep their relative positions, so you don't lose contrasting hues. You may have to play with the saturation slider, as this method tends to blow some colors out.

### Scanning and video captures

When scanning something with printing on the other side, instead of closing the white scanner lid, lay a black or very dark piece of paper or cardboard on top to keep the second side from showing through.

Normally you use the Despeckle filter to get rid of moire patterns that result from scanning printed photos, but use it with discretion. It will throw off the sharpness of the whole image. Sometimes a few local touch ups with the blur tool is a better solution. Or, scan high, blur a bit if need be, and resize down to a lower resolution.

Video and digital captures can give rise to some garish color contamination. My favorite way of dealing with this is to use the airbrush on a medium setting (50%), set to the Color mode. Use the eyedropper to sample a color that the area should match, and touch up the image with a fuzzy brush. If the overall color is too garish, use Adjust Hue/Saturation and try reducing the saturation 5 or 10 percent.

To get rid of video scan lines, Photoshop has a filter called Deinterlace under the Video filter. But this degrades the whole image in its attempt to average out the lines. Like moires, you probably will have better luck using the blur tool on the few noticeable areas only.

Try to minimize video scan lines in the first place by capturing your stills at a point where the motion reverses, like when the dog's tail is just starting to wag the other way.

### Enhancing Detail

To bring out details, the sharpening tool will tend to degrade your image. Instead, use the dodge and burn tools, set at a low to medium percentage. The idea is to build contrast, which will do a fine job of enhancing detail. With the dodge (lightening) tool set for highlights, it will hardly affect the shadows; by the same token, the burn tool set for midtones or shadows will not hurt the highlights. Use a fuzzy brush and a light hand for these corrections.

### Tileable texture patterns

The usual method for making tileable patterns is to start with your background piece of any dimension and use the Offset filter set at approximately half the width and height values, with the wrap around button checked. This leaves you with two seams crossing at the center. Repair these seams using the clone tool and save.

Pick a texture that is fairly even in tone so you don't end up with a dark and light edge butting each other at your seam. Not only is contrast hard to clone away, it will most likely still result in a subtle repeating pattern, which is what we seek to avoid in the first place!

For web page texture backgrounds, remember that people have to read type on top of it. Keep your detail soft, and the contrast low. You can use multiple colors as long as the tonal values don't create contrast. ■

©1996 Terry Wilson, terryw6@aol.com

*Reprinted from the July 1996 PMUG Dialog, newsletter of the Princeton Mac User's Group.*

# Font Box 1.7.1 by Insider Software

**reviewed by Elizabeth Roman**

THIS UTILITY affects your font organization. It goes about this in several ways. First, it has the ability to identify and repair corrupt fonts, and eliminate duplicate fonts (recognized by the name and associated ID number) as well as identified duplicates between TrueType and Type1 PostScript fonts. And, Font Box will create, maintain and organize your font library so fonts are able to be located more easily.

Installation is simple from the supplied disk. The recommended RAM is 2000k for up to 2500 fonts. The program can be ordered in 3 levels: Personal/ Preferred/ or the Professional Edition. The Personal level allows up to 250 fonts to be analyzed, Preferred analyzes an unlimited amount on local volumes, while the Professional Edition analyzes an unlimited amount on local and network volumes. The 8 pages of literature accompanying this program explain the program's capabilities and their importance. Also, insightful information is offered in reference to the problems that cause font corruption and the affect that corrupted fonts can cause. Additionally, a 10 page instruction book comes on the disk and explains in detail each menu that you will come across.

Upon my successful installation on my 9500/120, containing over 500 fonts, and using the Preferred edition, I ran into error after error. Their technical support is long distance, California. I began to form a personal relationship with my tech Rio. My first problem was my selection of conflicting options(a sort of stay put / move me option). Rio told me this will be corrected in their next version, only allowing you to select one or the other. Next, I toggled back and forth with two identified errors (ID-43, Location 301 and RR-Couldn't copy the printerx) occurring each time. After several attempts to correct these errors confronting me with failure, I ended the personal pain I was causing my system as well as my mind. Upon analyzing the results, I noticed my fonts had been reorganized into individual folders and suitcases containing their families (an option I had chosen) but, not having successfully run the program, I was clueless as to what it had not yet done.

FontBox 1.7.1 offers good options on the organization possibilities of fonts, and it is very easy to use. The concept is wonderful, and this program is something that is appreciated and needed considering the unexpected supply of fonts that accompany new installations, and the non-existent ability to identify a corrupted file. For these features I am most impressed and appreciative. However, in my opinion, the program is not fully ready for the market. Even though it promises big, it can also fail big.

*[Elizabeth Roman is a graphic designer by trade, and newsletter designer for the Seeds & Stems. She has a good bit of experience working with fonts in her trade and was the logical choice for reviewing this software for us. - ed of Seeds & Stems.]*
*—The above article from Maryland Apple Corps.*

# Desktop Printing 2.0: Menu Visable but Isn't Functional

### Topic

AFTER MOVING a desktop printer into a closed folder, the Printing menu stays active, yet none of the functions in the menu work. All of the options remain bold in the menu, yet if you select any of them, nothing happens. I then opened the folder that contains the desktop printer. The icon for the desktop printer is still hilighted. I tried selecting the options in the printing menu and they still would not do anything. I clicked on another icon in the folder the same folder. That icon became hilighted, but the desktop printer icon also remained hilighted as if the shift key were down. When I clicked on a third icon, it became hilighted and the other two went back to normal. At this time, I could click on the desktop printer and all of the functions in the printing menu worked as expected.

### Discussion

This has been reproduced and reported to the engineering team. The quick workaround as you outlined is to make certain that if a desktop printer (or printers) is placed into a folder, you must open that folder and select the desktop printer you want to use in order for the Printing menu to work correctly. ■

*Our thanks to Apple Comuter, Inc. This article from The Information Alley ©1996.*

### ClarisWorks 3.0 tip

While typing my review of Earth Explorer, I used the abbreviation "EE" intending to do a "find/change" afterward to insert the full name. I finished typing and ran "document spelling". At the first instance of "EE", I typed "Earth Explorer". As ClarisWorks checked spelling in the rest of the document, it changed "EE" to "Earth Explorer" each time it was encountered. A few times I had used "ee" instead of "EE". Only the times, spell checker found an exact replica of the first correction did it automatically correct the subsequent entries

In many instances, this trick may be faster than using a macro. Try it! —*M.K.*

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# PowerCenter 120: PowerPC 604 at a Bargain Price

by Paul Chernoff, © 1996 Paul Chernoff

POWER COMPUTING is offering a fast Macintosh clone for under $2,000. Sometimes you just need a faster computer to make computing fun all over again. While I expected my new PowerCenter 120 (PC120) to outpace my IIsi, I was pleased by how much faster it was than the PowerMac 7100/66av I use at work. The PowerCenter 120 is a solid Macintosh clone that offers enough expandability to ensure a long life.

### Using It

Hey, it's a Mac. It's not as nice looking as one made by Apple, but that's not important. The screen contents are the same as on any other Mac. It runs Macintosh software. And it runs it fast for a reasonable price.

Setting up the PC120 was as simple as setting up a real Mac. A first-time buyer should have no problem putting together a PowerCenter machine. The instructions covered all of my questions. As with a real Mac, setting up the computer is "plug and play." Only the basic software is installed. I consider this a positive because a new Mac user could be overwhelmed by the additional options, especially with *NOW Utilities,* which expand the operating system itself.

After connecting the monitor, keyboard, and mouse to the CPU, I checked that the system worked. I then installed and tested additional RAM. It was simple. I then repartitioned the hard disk. Just as with authentic Apple PowerMacs, you can boot the system from the CD-ROM drive. All system software and most bundled software were on this disk. I used the bundled *Hard Disk Toolkit PE* to repartition the hard disk and then installed system software and applications.

I used *MacBench* to test my system and to compare it to other models. I was impressed with the results. It bested the PowerMacintosh 8500/120 in every test except for the publishing disk mix. Of course, it easily outran my old IIsi despite the IIsi's accelerated graphics and cache cards. Don't laugh: the IIsi beat a PowerMac 6100/60 in CD-ROM speed tests.

In the real world, my PC120 is fast, much faster than my PowerMac 7100/66av at work. Even *SoftWindows 2.0,* while still too slow for running multimedia software, can be useful. While its 120Mhz 604 chip might be in the slowest Mac business systems by the end of the year, the PC120 will meet my needs for a long time. It is certainly fast enough for database development and basic multimedia.

Speed makes a qualitative difference. The PC120's quick response makes the computer a pleasure to use, and I can now run software that was too much for my IIsi. For example, while *VideoShop* could run on my IIsi, it was so slow as to be pointless. Various new technologies, such as *QuickDraw 3D,* require the PowerPC chip. And the speed encourages me to experiment.

CD-ROM products run like a charm on the PC120. I have run a number of older CD-ROM titles including *Iron Helix, A Hard Day's Night, Comic Book Confidential,* and *Criterion Goes to the Movies.* No more watch icons telling me to wait for the next process, and QuickTime movies on CD-ROM play smoothly. And don't forget the Internet. Even before replacing my 14.4 modem with a 28.8 model, I noticed improved Web performance over my IIsi. With a 28.8 modem, I am finding Web access to be fast enough to be useful.

In addition to speed, the PC120 is very stable, more stable than my IIsi. Credit goes both to Apple and Power Computing for its virtues. The PowerCenter depends upon the Macintosh Operating System (Mac OS) and is based on the PowerMac 7200. The modifications made to Apple's design by Power Computing seem to have caused no problems and are in many ways invisible.

### Shopping for a New Computer

I had been shopping for a new Mac for the past year. I first set my sights on the PowerMac 8500 and, later, the 7600. Both share my criteria of price, quality, 3 PCI slots, a way to replace the CPU, and a PowerPC 604 chip. On April 26, I read that Power Computing was releasing new Mac clones. One new model, the PowerCenter 120, met my criteria for under $2,000. The following Monday, I visited the Power Computing Web page, **http://www.powercc.com,** to get pricing for the new models. After musing about it overnight, I decided that the price was right and ordered my PowerCenter 120.

The key to my purchase was the PowerCenter's price. I accept the fact that a computer loses its resale value quickly these days. Computer technology is advancing faster than when I bought my IIsi almost 6 years ago. I know that 200Mhz PowerPC 604e chips are due by the end of the year and that the PPCP platform is promising new advances at lower prices. But I would not get the benefits of a new computer until I bought one.

### What I Bought

Being on a strict budget, I decided to save money whenever possible. I selected the low-profile case rather than the desktop case to save $100. I accepted the minimum configuration of 8MB RAM and bought an additional 16MB elsewhere. Power Computing does not offer the best RAM prices, so I am thankful that it offers a configuration with minimal RAM.

I didn't skimp on the hard disk because it can be replaced but not upgraded. The 1 GB drive made sense because it is faster and larger than the less expensive 850MB drive. I also bought 2MB video RAM because it offers faster graphics and more colors on a 17-inch monitor than 1MB.

Standard items include the keyboard, mouse, quad-speed CD-ROM drive, software (described below), 512K L2 cache, and 1-year off-site warranty.

### The Wait

When I ordered my computer, I was offered either a standard configuration in one day *or* a custom configuration in 7 business days. I choose the latter for the faster hard disk. Power Computing is aiming to shorten the time for a custom configuration to 2 business days.

I ended up waiting 8 business days. When I ordered, there was a parts shortage. I called Power Computing every few days to check the status and was informed of the delay. One salesperson I talked to on the 7th day said he would move my order to the front of the line, and my computer arrived the next day.

Ironically, my RAM and monitor, both ordered elsewhere, arrived before the computer. I was able to use the new monitor with my IIsi, but the RAM sat in a bag awaiting the computer.

### Bundled Software

Power Computing boasts of valuable bundled software. The claim that it has a value of $1,200 is inflated. This figure is based on list prices and assumes that you can use all of the software. First-time computer buyers benefit the most from the bundle, but most people replac-


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ing their computers probably have the software they want.

Just as many book clubs do their own printings to control costs, Power Computing has repackaged all of the included software. Most of the software is on a single CD-ROM, and almost all documentation is online with no printed literature.

The essential software comes from Apple and FWB. The bundle includes all standard software included with Apple's systems including software for Apple's now-defunct eWorld. Version 7.5.3L of the Macintosh Operating System (Mac OS) shipped with my computer. Because Apple's formatting and CD-ROM software will not work with Macintosh clones, Power Computing includes FWB's *Hard Disk Toolkit PE* and *CD-ROM Toolkit*. The FWB company's products replace Apple's hard disk and CD-ROM drivers and provide very good performance. For some reason, the extensions and control panel that are included with *Hard Disk Toolkit* were missing from the package. Unlike the other bundled software, these essentials are documented in print. The FWB manuals are included in the *User's Guide*, and System 7.5 is covered both in the *User's Guide* and Bob LeVitus' *System 7.5 for Dummies.*

Bundled office software includes *ClarisWorks 4.0v4, Nisus Writer 4.0, Quicken SE, NOW Utilities 6.0, NOW Up-to-Date 3.51, NOW Contact 3.51,* and the *Bitstream® Creative Collection* of 250 fonts. *Quicken SE* deserves a special note because it is a limited version of *Quicken 6*. It comes with a slim manual and a coupon with a $10 or $20 rebate for *Quicken 6* or *Quicken 6 Deluxe*. It lacks many features of the regular and deluxe editions, most notably budgeting, but makes a good electronic checkbook. Most of the other bundled software does not include paper manuals, and *NOW Up-to-Date* is lacking on-disk documentation.

Home software products include *Grolier's Multimedia Encyclopedia, The Animals 2.0, Mindscape U.S. Atlas,* and *Mindscape World Atlas. The Animals* is the best designed of the lot, but I don't see myself using any of them frequently. Each comes on its own CD-ROM.

And no computer is complete without CompuServe and America On-Line starter kits. Considering the number of floppies and CD-ROMs I get from both services, I consider this software to be of no value. But it can be nice for a first-time computer owner who wants to try out the online world.

> "Being on a strict budget, I decided to save money whenever possible. I selected the low-profile case rather than the desktop case to save $100. I accepted the minimum configuration of 8MB RAM and bought an additional 16MB elsewhere."

### Rounding Out the Package

The included keyboard is nice, but I found it mushy compared to my old Apple Extended Keyboard II. It follows the same layout as the Extended Keyboard and AppleDesign keyboards with some minor modifications. In contrast, I like the Power Computing mouse better than Apple's. I kept my old keyboard and sold the Power Computing one with my IIsi.

The PowerCenter *User's Guide* covers the computer hardware and how to start it. Basic assembly, getting started with the Mac OS, hardware upgrades, connecting peripheral devices, safety and health information, troubleshooting, installing system software, technical information and regulatory information are included. In addition, the manuals for *Hard Disk TookKit* and *CD-ROM ToolKit* and a printout of the Bitstream fonts are bound into the *User's Guide.*

*Macintosh System 7.5 for Dummies* by Bob LeVitus, who recently left his evangelist position at Power Computing, is also included. It improves on the *User's Guide* by telling what you can do with the computer and how much fun it should be. It provides lots of information on System 7.5 but does not cover 7.5.3. While providing a good overview of the Mac, it is not current and does not cover integrating all of the bundled software.

But learning to use the computer for a newcomer is left to Apple's tutorial written in Apple Guide, the Macintosh help system. I wish Power Computing had made this more obvious for the first-time computer user.

### Comparing the PowerCenter to PowerMacs

The PC120 can be compared to Apple's PowerMacintosh 7600/120. They share the same CPU and are in the same power class. The 7600 offers additional features and a more accessible design at a higher price. A summary of the differences is included in Table 1.

The PowerCenter's lower cost partly stems from the use of standard computer parts whenever possible. Apple's PowerMac 7600 gains some advantages by not being built like a Windows/Intel (WinTel) computer. For example, while Power Computing provides a power socket for the monitor, this socket is always on, so after shutting down the computer, you have to manually turn off the monitor. Most Apple Macintoshes automatically cut off power to the monitor when the computer is off. We Mac

users are quite spoiled and forget that Apple sometimes provides extra elegance.

The PowerMac 7600's case can be opened without removing any screws. All of its parts are easy to reach, replace, and upgrade. In contrast, the PowerCenter low-profile case is similar to that of standard PC computers. Three screws secure the top, and the insides are cramped. RAM and VRAM are easy to install but replacing the L2 cache requires removing the CPU daughtercard. Replacing the CD-ROM and the hard disk looks daunting. I am experienced with opening Macs and PCs, so extra accessibility is not worth the extra cost to me, but it might be to others.

The 7600 offers additional features: video in, RCA jacks for audio input and output, twice as much RAM capacity, interleaved memory for improved performance, and 2 SCSI buses. On the other hand, the PowerCenter can still hold 256 MB RAM if you use the largest DIMMs available, and its 512K L2 cache allows it to outperform the 7600 in many cases. The 7600's advantages will probably be unimportant to the average business and home user.

Both the 7600 and PowerCenter put the CPU on a daughtercard, allowing for easy upgrades. The 7600 uses the "standard" PowerPC daughtercard found in the 7500, 8500, and 9500 PowerMacs and Power Computing's now-defunct PowerWave line. In contrast, the PowerCenter CPU daughtercard is Power Computing's own design, so choices for upgrades might be more limited in the future.

Power Computing's standard warranty is inferior to Apple's. Power Computing offers a 1-year off-site warranty. You must keep the original box for mailing back to Power Computing. A 1- or 2-year, on-site warranty is available at an extra cost. Apple's standard warranty is 1-year, on-site.

The PowerCenter offers advantages. Its main advantages are price and configuration options. The PowerCenter can also accept a faster processor than the PowerMac 7600/120. You can order a custom computer from Power Computing rather than be limited to a few standard configurations. Power Computing also bundles a keyboard and software with all of its computers.

Power Computing offers more options. Some options include a Global Village Platinum modem and Internet package for $195, a full-size case for an additional $100 (a tower-case option might be available by now), internal zip drive (requires the

| Attribute | PowerCenter 120 | PowerMac 7600/120 |
|---|---|---|
| *CPU* | PPC 604/120 | PPC 604/120 |
| *RAM (min. configuration)* | 8MB | 16MB |
| *Number of DIMM slots* | 4 | 8 (interleaved) |
| *Bundled software* | Yes | No |
| *Bundled keyboard* | Yes | No |
| *Video-in port* | No | Yes |
| *Audio ports* | Standard Macintosh microphone and speaker/headphone jacks | Standard Macintosh jacks and RCA jacks |
| *L2 Cache* | 512K | 256K |
| *Hard disk (min.)* | 850MB | 1.2GB |
| *Number of SCSI buses* | 1 | 2 |
| *SCSI speed* | 5 mps | 5 and 10 mps |

*Table 1 – Comparison of PowerCenter 120 and PowerMac 7600/120*

full-size case), speakers, monitors, video cards, extra software, better hard disks, and faster (6- and 8-speed) CD-ROM drives. Power Computing also offers additional preconfigured packages including AV bundles.

The base price of a PowerCenter 120 with 8MB RAM, 1MB VRAM, a 850MB hard disk, a 512K L2 cache, and a 4-speed CD-ROM is $1,859 plus $50 for FedEx overnight shipping. I ordered my computer with 2MB VRAM and a 1 GB hard disk for $2,050 plus $50 shipping. So for $2,100, I got the configuration I wanted with no additional unwanted features and had enough money left over to buy a 17-inch monitor, v.34 modem, stereo speakers, and a 16MB DIMM. If I had bought a PowerMac 7600, I would have had less money for peripherals.

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### Support

Power Computing gets a mixed review on support. I could be entirely positive if I was not put on hold for so long while waiting for a support representative.

My first positive encounter was with the PowerCenter's L2 cache. *MacWeek's* initial review of the PowerCenter 120 found the PowerCenter to be a notch below the PowerMac 7600 in speed. Power Computing responded by upgrading the PowerCenter's 256K L2 cache cards to 512K cards. This boosted the raw performance of the 120 over the 7600, although the 120 still trailed a little in some tests. I performed my own tests with *MacBench* and found significant speed improvements after upgrading the cache. I do not know if I would have received this upgrade had I not notified Power Computing.

My other encounter with customer support was over the price. When my credit card bill arrived, I was surprised to be overcharged by $195. This overcharge was probably from having originally ordered the computer with a modem and then canceling the modem order the next day. Power Computing did credit my credit card account within a week of notification.

Support is also available through e-mail, and Power Computing has its own forum on CompuServe.

### Where to Get Information & Buy

The best place for information on Power Computing models is Power Computing's Web page, **www.powercc.com.** On this page, you can find information on the company and all models. In addition, you can go to its excellent Build Your Own Box page. Here you can assemble different custom configurations and have the Web server calculate the cost and come up with an order summary. The only thing missing from the Web page is an **order** button. You still need to call up Power Computing and order from a salesperson. The Build Your Own Box page does not include any special promotions.

Power Computing computers are also available from mail order and retail stores. You might be able to get cheaper shipping charges or a discount if you have a corporate account, but you cannot make a custom order that way.

### Conclusion: I Love It

After over a month, I am very happy with the PowerCenter 120. It is fast, stable, and well-built. The PowerCenter is inexpensive without being cheap. While missing some of the nice features of the PowerMac 7600, it shares the important one: it runs Macintosh software. The PowerCenter provides affordable high-power computing today and hopefully will become both more affordable and powerful in future releases.

**Note:** by the time this article is published Apple will have replaced the PowerMac 7600/120 with the PowerMac 7600/132 and Power Computing will have discontinuted the PowerCenter 120 and have lowered the price of the base PowerCenter 132 to $1,895.

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*Paul Chernoff is the Director of IS at Enteractive, Inc., and a Macophile since 1985.*

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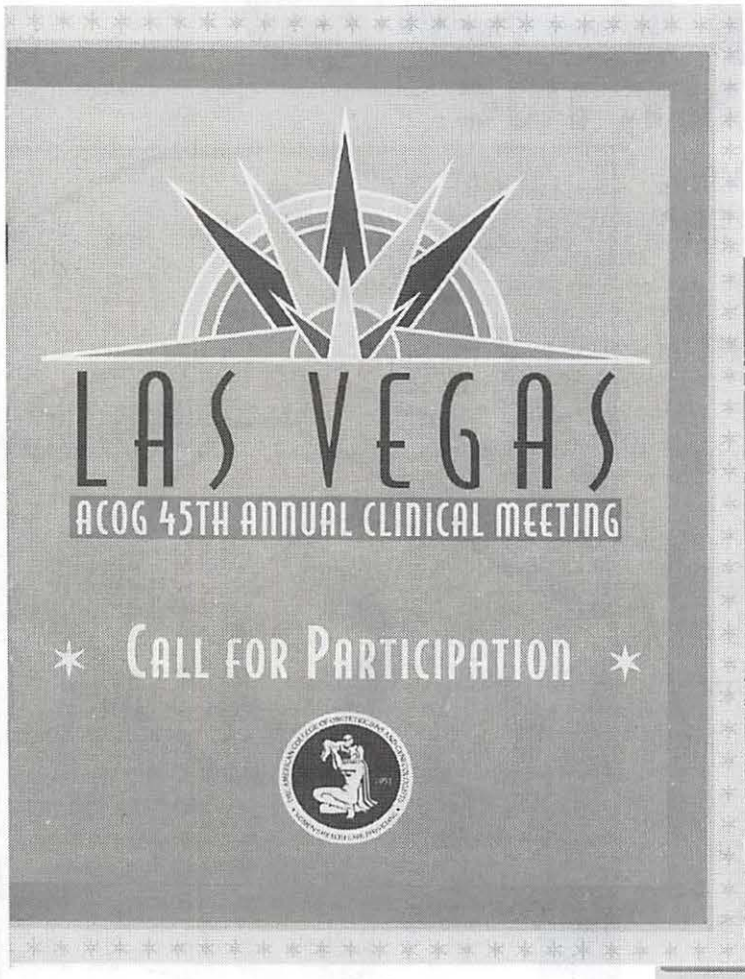
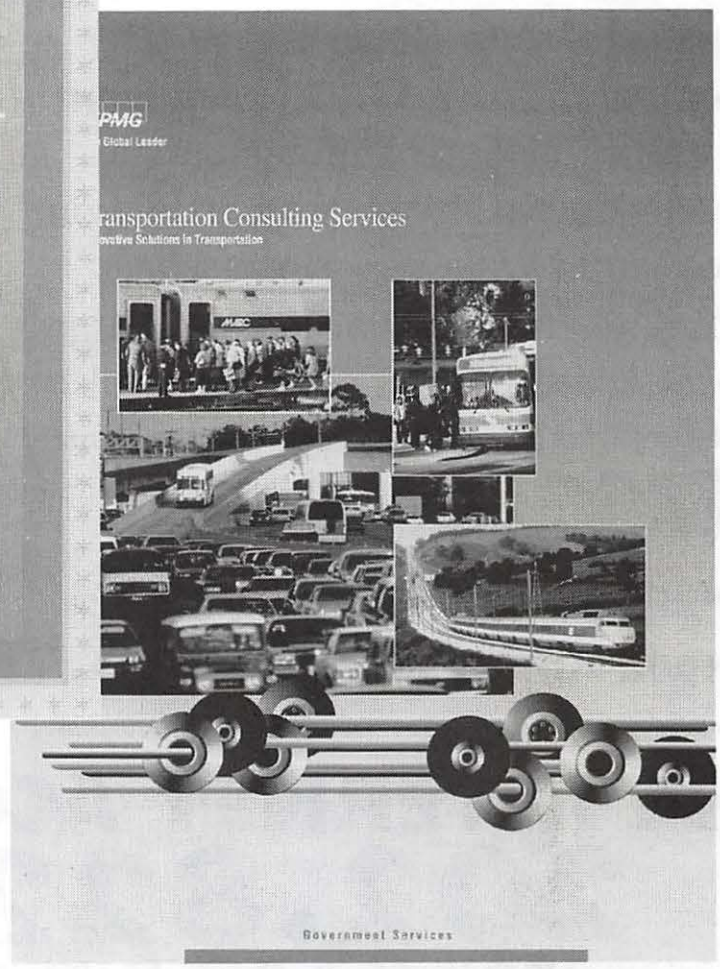
# Artist on exhibit

**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.***

Susan Sharp has had a graphics design business, Sharp & Co., since 1982, following a partnership that dates back to 1977. A Washington, D.C. area native she graduated from American University with a Bachelor of Arts in Graphics Design. She backed into this degree by knowing how to work the system at AU which offers its best courses only to those who are majoring in that field. So she changed majors several times so she could take the better classes. During her junior year she wanted a pho-



tography course which required one be majoring in Communications or in Graphics Arts. Now it is a matter of history.

Susan actually hates computers and doesn't really care which operating system is used. She looks askance at those whose feelings about which computer to use border on religious. She sees the business of design as one of solving problems and people solve problems, not computers. Since the advent of computers, however, she sees herself having to solve both design problems **and** computer problems. Like many other graphic artists I have talked to, she doesn't do design concept development on the computer. She finds that one can't do concept and figure out the computer at the same time; her experience is that when one designs on the computer one creates a computer design.

Howard Hughes Medical Institute

Meeting the Challenges of Science Education Reform

Precollege Science Education Program Directors Meeting
September 11–13, 1995

Precollege Science Education Program
Office of Grants and Special Programs

Intelligent Transportation Systems
THE FACTS

April 1996

## WHAT ARE THE BENEFITS OF THE TRANSIT COMPONENTS OF ITS?

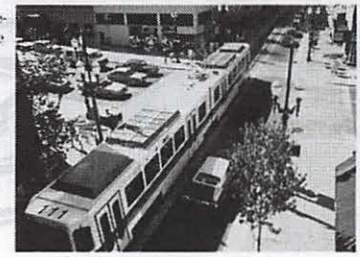
The transportation community has turned to the deployment of Intelligent Transportation Systems (ITS) to increase the efficiency of existing highway, transit, and rail systems. ITS uses advanced electronics and information technologies to improve the performance of vehicles, highways, and transit systems. ITS provides a variety of products and services in metropolitan and rural areas that include the following elements:

traffic signal control
freeway management
transit management
incident management
electronic fare payment
electronic toll collections
multimodal traveler information
emergency response management
railroad grade crossing control

Of these, transit management and electronic fare collections exclusively relate to transit. Multimodal traveler information is shared with highways while the others are exclusively highways. As ITS moves from research, prototyping, and pilot projects into routine usage, decision-makers at the corporate, state, regional, and local levels seek reliable information about the contribution that ITS products can make toward meeting the demand for safe and efficient movement of people and goods.

Significant results have already been recorded in areas such as accident reduction, time savings, transit customer service, roadway capacity, emission reduction, fuel consumption, and vehicle stops. And this is only the beginning.

Greater benefits are predicted with more extensive deployment of more mature products. The Intelligent Transportation Infrastructure (ITI), recently initiated by the Secretary of Transportation and introduced as "Operation Timesaver," will electronically link the individual systems, sharing data so that better travel decisions encompassing all



Susan feels sorry for designers that are coming up now. She sees many people buying computers and graphics software and calling themselves designers without any of the arts training that has characterized the field in the past. She compares this to someone who paints by numbers calling themselves an artist; why should someone who uses computer templates call themselves a designer?

A review of some of the publications Susan and company have produced gives the impression of total professionalism, a strong corporate look. Layouts are tight, printing flawless, and difficult products made to look easy.

Sharp & Co. is a rarity in the graphic arts community these days; it is a completely WindowsOS not MacOS office. I asked Susan how this came about. Back in 1986 when she purchased her system there were two considerations. The first was the difficulty of document conversion at that time. Most of her customers were using PC's which made exchanging files less problematic. The two most feared words in her office at time were "disk conversion." The second issue was that her work primarily consisted of long technical manuals and the only program available at that time that did a good job with long document production was Xerox's Ventura Publisher which was only available for the PC platform.

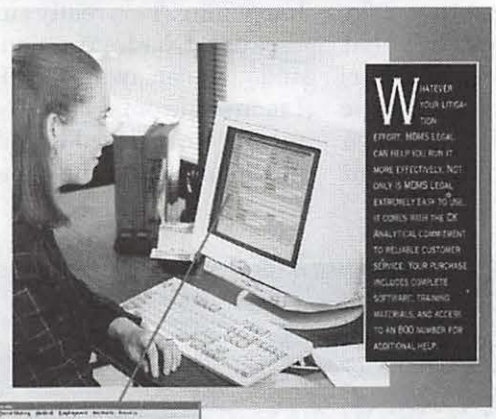
Three years ago she considered switching to the

MacOS but didn't make the change. She now feels that it might have been better to do so. The reason is that the market has changed. Back in 1993 almost all of the high resolution output was being done by service bureaus which were equipped to accommodate files produced on PC's. Since then individual printers have found it profitable to bring that pre-press work in-house but the vast majority are MacOS only operations who have minimal capability to work with files completed on PC's. Susan says, however, this is not a huge problem. All one has to do is find printers one can work with.

The process Susan uses for production would be good no matter which computer platform one is using. Each job is regarded as an exciting new challenge. Her philosophy is that the person with the best equipment should have the most control. The technical issues are different each time. She meets with the printer at the beginning of each job to decide the best way to handle the production. And before the job goes to press she **always** sees blueline proofs to make sure nothing has been lost in the prepress process. ■


**Imagine assembling and analyzing** thousands of medical records for your case with a few keystrokes. Think how helpful it would be to have an assistant automatically compile sophisticated reports and graphics alerting you to crucial information in individual or combined litigant histories. Picture having the time to use this information to plan effective strategies in your cases, allowing you to take on more cases and handle them more efficiently.

Wouldn't it be a pleasure to get those results in less time and at a lower cost? That's why you need MDMS Legal™ on your litigation team.




### WHAT IS MDMS LEGAL?

MDMS Legal is a simple, object-oriented, secure, portable, cross-platform, high-performance, multi-threaded, client-server program designed to support the collection, presentation, and analysis of litigant medical and historical data.

### WHAT CAN MDMS LEGAL DO FOR ME?

MDMS Legal stores the details of individual medical, employment, and other records on site in an industrial strength relational database, making quick, reliable retrieval of information a snap, whether that information is for one litigant or thousands.

### YES, BUT HOW CAN I SEE THAT INFORMATION?

Since different cases demand different types of reports, MDMS Legal allows you to produce reports and graphs of the critical data that can affect the outcome of the case.

By reporting on litigant medical, employment, and lifestyle information, MDMS Legal shows relationships that may previously have gone undetected.

### HOW CAN I USE THIS INFORMATION?

The information provided by MDMS Legal allows quick and accurate evaluation of cases, increasing your ability to implement effective strategies early in the litigation process.

Concise information allows you to work more closely and effectively with your experts, reducing the time required to complete their work.

Your experts will have early access to a wide range of information to give you an edge that may allow you to win the case.

Collection of litigant information in a powerful relational database occurs within the program at your site.

### WHERE CAN I USE MDMS LEGAL?

MDMS Legal eliminates the problem of information mobility.

Whether you're at a deposition, in the courtroom, in your office, on a plane, or at home, you can run MDMS Legal. MDMS Legal runs on most PC's, including laptops, replacing bulky paper medical and employment records.

As a cross-platform product, MDMS Legal runs on Windows 3.1, Windows 95, Windows NT, OS/2, or AIX, and its database engine can be DB/2 Version 2, SQL Server, or Oracle.

Because of its client-server design, MDMS Legal is particularly well-suited for use in class action litigation and large medically related cases where the sheer volume of paperwork can quickly bog down your organization.

### THE CK ANALYTICAL COMMITMENT: RELIABLE SOFTWARE, RELIABLE CUSTOMER SERVICE

CK Analytical Services provides more than just an easy-to-use software package. Purchase includes training, manuals, and access to an 800 number for additional help. For more information about this remarkable software, call CK Analytical Services at 1-301-230-2523 or 1-800-659-8925.

*Software Review*

# Earth Explorer

review by Mary Keene

EARTH EXPLORER is a comprehensive, challenging reference work on the environment for 6th through 9th graders. ("EE"'s teacher manual definition). My definition: an old Indian proverb says "if you give a man a fish, you feed him for a day. If you teach a man to fish, you feed him for a lifetime." In my opinion, "EE" teaches children to fish. It presents information and data in many different ways and then asks the student to do things with that information which teaches him (her) other things, including good logic and relational skills that can last a lifetime. With an eye to the present and to the future, "EE" uses lessons about environmental issues that will affect our planet within the lifetime of the children who use this application.

### Introduction

When I first opened this application and clicked on the "introduction" button the dialog "balloons" opened and closed so fast I barely even realized what was happening. This really surprised me because I had skimmed it earlier and not been aware of this problem. I moused around a bit checking the menus etc. I closed it and opened it again and found the same problem.

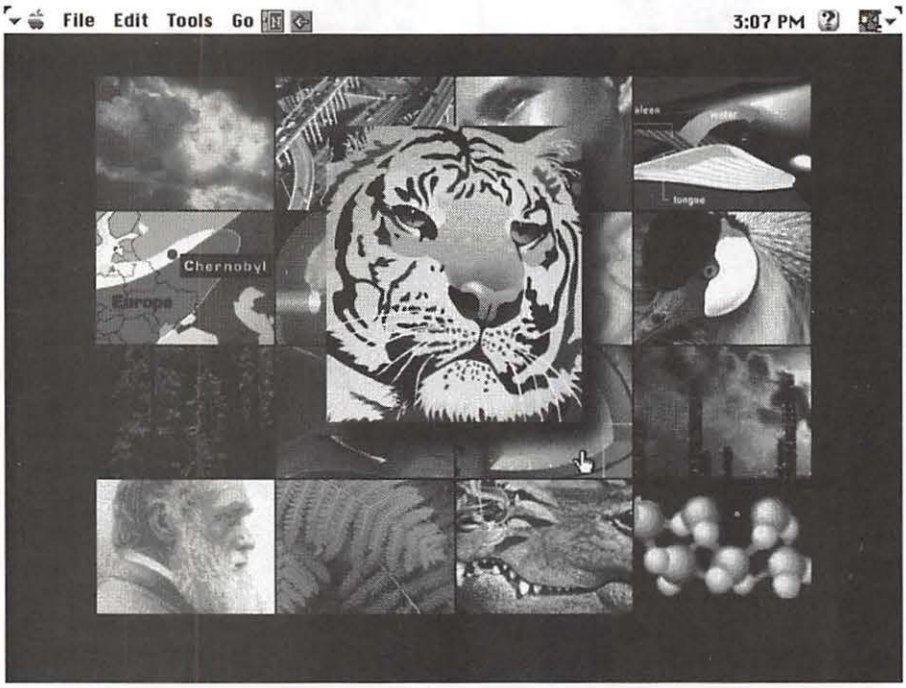



*Figure 1. Earth Explorer opening screen collage*

I went to the manual and it said that the introduction would be read out. That's when I realized I had the sound turned off. I used the Earth Explorer's tool menu to turn my sound on and the introduction balloons worked properly.

### Manual

Earth Explorer's manual is well written. It is precise and accurate. The manual is not really needed. The application is intuitive and easy to explore. It feels like the author sat at the keyboard and tried each sentence to be sure it was properly placed and then had a computer illiterate sit at the keyboard alone with the manual and application. Neither the manual or the application have a specific agenda so there is no need to do anything "right." Just start mousing and clicking. Have fun!

### Program Elements

The application opens on a photo collage (*Figure 1*). The next screen is the "Home" screen (*Figure 2*). The "Home" screen is further divided into "Articles," "Hot Topics," "Explore" and "Data Sets." (*Figure 2*) These categories are further divided into the last major subdivisions (*Figures 5, 6,7, and 8*).

There is a lot of information in "EE". All of it interesting and informative. A lot of thought went into how to present the information and keep it interesting to the user. No two sections are presented in exactly the same way. There is always a new twist of some sort.

The artwork, photos and animations are great. The sound is little disappointing. The narrator's voice is somewhat cartoonish. and gender neutral. In places, it is scratchy. The sound volume is somewhat uneven between sections—some are louder than others.

Since this application is based

*Figure 2. "Home" screen*

on HyperCard stacks, *everything* is linked to *everything* else. Navigating is easy and there are always at least two different ways to navigate. Most of the time there are 3 (or more): the window menu bar, the application navigation bar and at least one "Link" button. Some screens will have more than one "Link" button. The "Help" screen (*Figure 2*) is graphical. It shows a "Map" screen and labels all the elements in the screen. The "Map" and "Help" screens are dynamic. They update or change each time you select a new area. The "Map" screen is a graphical type bookmark showing where you are in relation to the application elements and showing the route you used. It also "maps" out the many options you have for your next selection.

The application targets kids age 10 and up. It is well written using simple elements. (Do not confuse simple elements with simplified. This application does not talk down to kids.) The text has glossary links for selected words. Some of the text is read by the narrator but there are a lot of places where the user must do his own reading. Parents should be nearby to help younger children with the reading portions. It is a good application for parent/child interaction because it is easy enough for the child to understand but interesting enough to maintain the parent's interest as well. Children old enough to read it alone, will have many items to choose from but I'm not sure how long it will be attractive after all the elements have been thoroughly explored.

### "Articles"

In the "Articles" section, the emphasis is on "book" type information and reading. Each "page" has a text section, a "Media" section, and a "Link" section. There is a browser button under the picture in the media section. You can explore all the media elements at will or you can open them on cue from the text. The media section contains pictures with quote overlays, slide shows, movies, "puzzlers" and photos. The media used is excellent. The bottom grid squares are "Link" buttons to take you to related areas. Clicking on a button will reveal a menu to choose from.

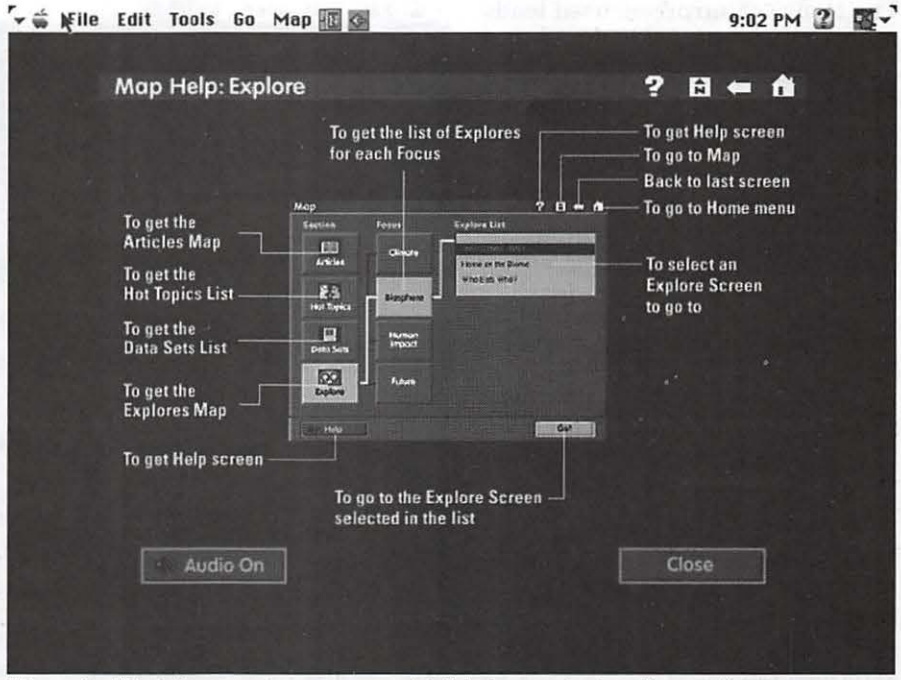



*Figure 3. "Help" screen (screen map with labels attached to elements)*

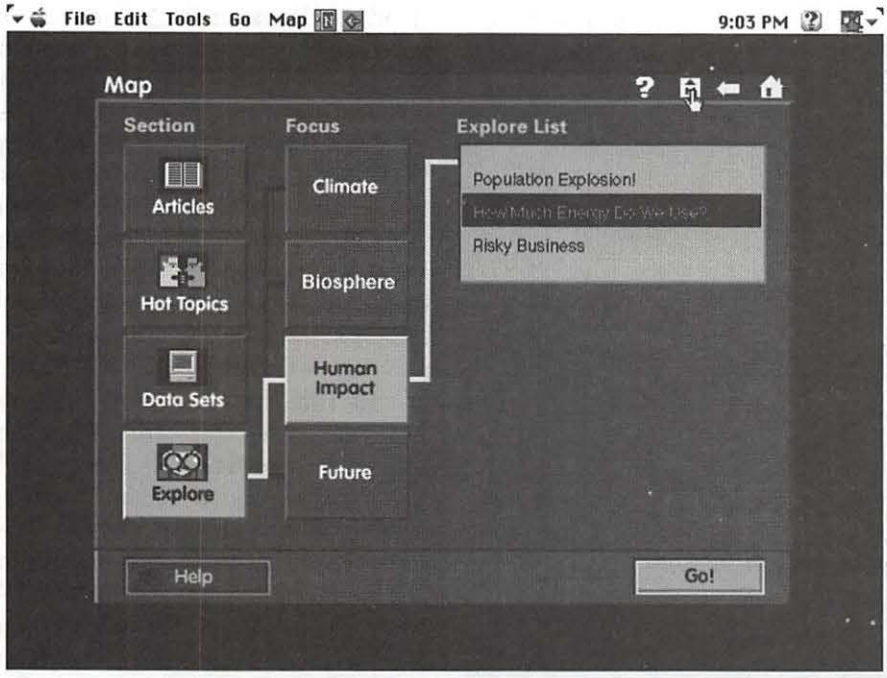



*Figure 4. "Map" screen (navigation buttons to use in the current section)*

### "Explore"

In this section, the opening screen is cartoon type artwork. Hidden within the cartoon are several audio or visual "surprises" for inquisitive users to discover. The choice of surprises used leads me to think the designers and programmers had more than a little bit of fun with this part of the application. There is a great sense of humor in unexpected places in this application. Large numbers on the left side provide sequential information about the task. This helps reinforce the skill of marshaling thoughts, facts, and goals in order to create results.

Each subtopic in the Explore section uses a different mechanism to engage the user's interest. One Topic presents artwork with various objects scattered around. Mouse clicks reveal the objects relationship to the art. Dialog boxes provide additional information. Another Topic shows artwork and gives you a task to perform. As a result, the art elements in the artwork change their relationship, their appearance or their function. Dialog boxes fill in additional data to understand these results. The use of this type of interactive media makes it very easy to teach complex concepts very quickly. Since it is on CD-ROM, it can be accessed at will to encourage memory retention. Many of these concepts can be steps in learning more advanced concepts.

### "Hot Topics"

This section is especially good for the older user. Each topic opens with artwork related to the subject. Mousing and clicking reveals " pop up surprises" and a brief statement summarizing the issue to be discussed. In the next screen, a story explains the conflict and its opposing side. (You must read "The Story" before you can play the game.) After you read the story you get a screen with 12 people who have different opinions about the issue. The user must align the arguments as "Pro" or "Con" and then prioritize them on the basis of strength or merit in addressing the issue. After the choices are made, you are given a

*Figure 5. Home' "Articles" menu (First of 4 major divisions)*

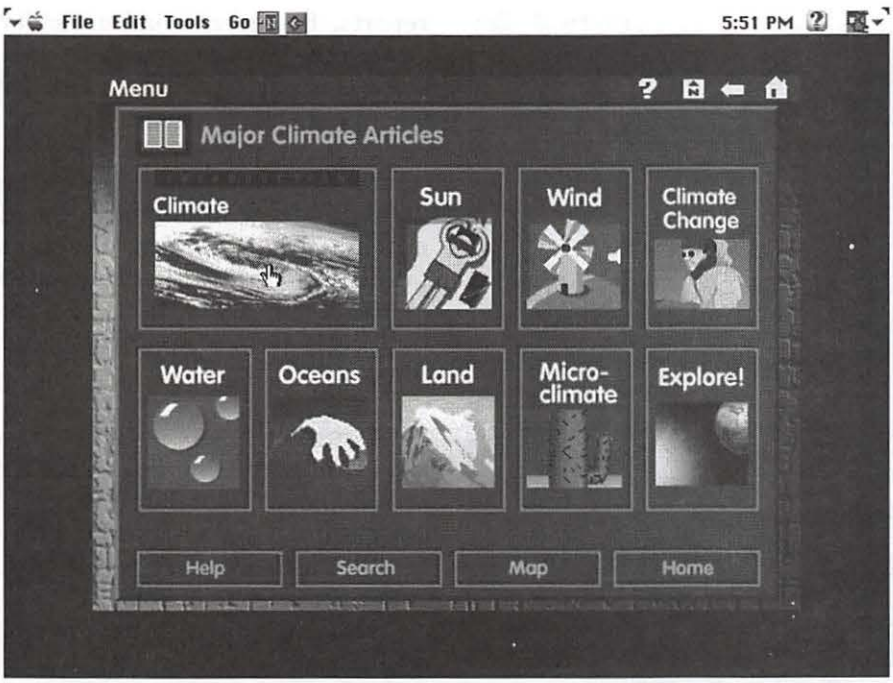



*Figure 5.a Home'Articles'Climate'"Major Climate Articles"*

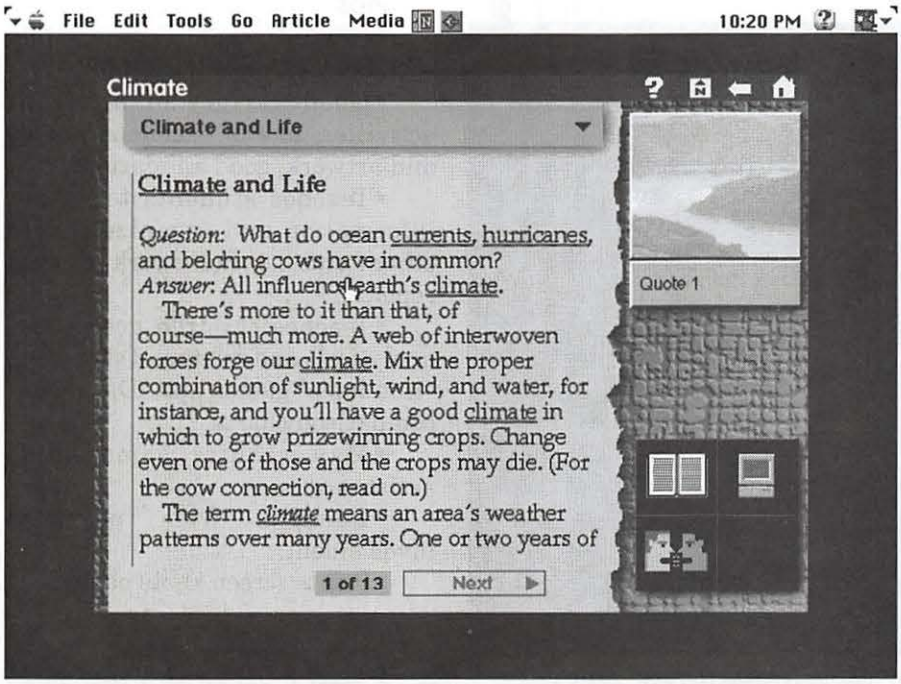



*Figure 5.a.1 Home'Articles'Climate'Major Climate Articles—> "Climate and Life"*

status report on how you did. If you make errors, the wrong choices are disclosed and you are encouraged to try again to select a better choice. This time, additional data is provided to help you learn what makes this argument stronger. The comparative and relational analysis that must be used to play these games are challenging enough for many adults. This can be a useful tool to teach children and teens the "process" of assigning merit and priority which can carry over into their everyday life. It would be a good section for the user to go through once a month or so to hone these skills. When a child needs to make a decision, no matter how minor, he can set out the elements using this section as a model and reach his decision using the same analytical skills. It takes longer to arrive at decisions, but the decisions are more likely to be better choices.

### "Data Sets"

This section provides a data base of useful or interesting facts that alone are mildly interesting. However, the facts are grouped into sets of related topics which have at least one common denominator. Then the facts are arranged in this relational manner.The section becomes interactive because the user "mouses" around and "discovers" exactly how the separate facts can be woven together for comparison and contrast which makes them easier to remember.This section is an excellent example of how creating a story to contain diverse elements makes it easier to remember or memorize otherwise unrelated or dry facts. Charts, graphs, pictures and scrolling text are the devices used in this section.

Used together or separately, Hot Topics and Data Sets can be used with the older child or teen to teach many logic skills that can be applied to everyday life. These skills can be important aids in learning how to study better and think through test questions. These "neutral" or objective logic skills can be used at any age in almost every situation. I call them "neutral" logic skills because there is no penalty or consequences suffered in the learning process. There is no labeling as to whether the child has good or bad skills, good or bad

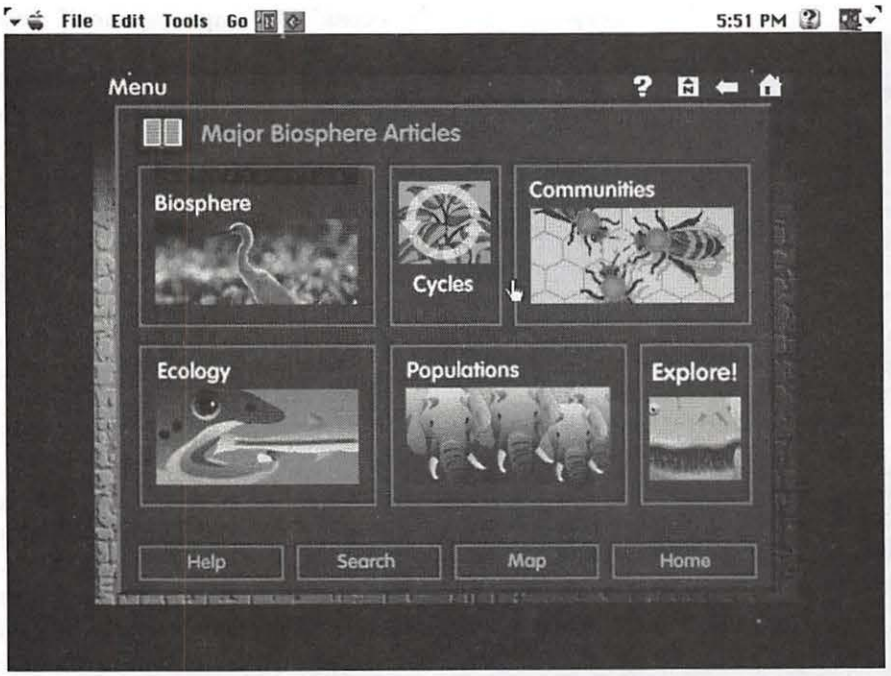



*Figure 5.b Home'Articles'Biosphere'"Major Biosphere Articles"*

*Figure 5.c Home'Articles'Human Impact'"Major Human Impact" Articles*

judgment. There are no penalties or consequences to influence the choices. It is probably as neutral a situation as it is possible to create.

### Printing

There is a print text and print graphic option in the menu bar. When print works, it creates great output which could be incorporated into homework assignments or reports. However, I had difficulty getting the print command to work. (type 11 bombs or failure to transfer the typeset text to the printer). Strangely, the print graphic command printed easier (and on the 2500k memory allotment!). I had much trouble getting the text printed even with memory increased to 5000k. The article that did print had great formatting and presentation.

### Cons

- Difficult to print text except for screen shots. Great output when it does print. One article did print readily, others didn't, even with RAM increased to 5000k
- Sound quality uneven and scratchy at times.
- May require adult assistance

### Pros

- Printed graphic immediately without coaxing using 2500K.
- Good variety of different activities, lots of excellent photos and artwork, good animations.
- Teaches students to gather information and organize it into other forms, i.e., homework or group reports.
- Teaches children good logic, analytical , and relational skills, i.e., "Hot Topic" games and "Data Sets" comparison charts.
- May require some adult assistance.
- Benefits from parental involvement.
- Prints screen shots easily.

### Access time

I used a 6115with 24mb RAM with the minimum installation, a 2x cd-rom and a Color StyleWriter 2400. I tested with the default of 2500K minimum Ram. At 2500k, average access time to enter new areas was 12 seconds. To navigate backwards took 7 seconds average. When I increased memory allocation

to 5000k (use get info window), access time was reduced to 9 seconds. average for new and 6 seconds for backwards. During access, a small photo pops up with a inanimate clock. The photos are different for each button used.

*Figure 5.d Home'Articles'Future'"Major Future* Articles"

*Figure 6 Home'"Explore" menu (Second of 4 major divisions)*

### Easter Egg

Anytime you see the "Earth" photo in the Lower left corner, click and hold to see credits for the item on the monitor.

### History

Earth Explorer is an interdisciplinary reference on the environment that was one of the early applications developed by the Sonic Images Division of Enteractive, Inc. in cooperation with the American Association for the Advancement of Science (AAAS). Funding was provided by the National Science Foundation. The Application's goal was to capture students' interest in science and teach the scientific process and its associated habits of mind (from EE teacher's manual).

After development, it was offered for outside publication. Apple acquired "EE" and packaged it for inclusion in their software bundles especially the education bundles and the teacher's package. When Apple encountered difficulties with its software publication division, Apple offered to sell "EE" back to Enteractive, Inc. The offer was accepted and Enteractive is now the publisher. During its life with Apple, several minor changes have been made to the application so it would be more compatible with the faster computers and cd-roms. Now that it belongs to Enteractive again, the packaging is getting a "make over" to reflect the new ownership. The Education version will be distributed by Sunburst, Inc., and Enteractive will distribute the home version. Fall is the projected release date for the Enteractive version of "EE". As of deadline time, the home version will retail for under $50 and the Education version price is to be determined.

### "All roads lead to Rome"

In the early days of computing,

algorithms were used to be sure that all loops and ends were closed and to test the program pathways. It appears that Enteractive, Inc. still finds that is the best way to design software. Every element in this application links to every other element at least once and frequently there are multiple links. With the exception of the sound, I feel this application predicts the quality and attention to details that characterize the later Enteractive software I have used. Much of the "innards" and "guts" of the application are also available for inquisitive parents and children to poke and peek into.

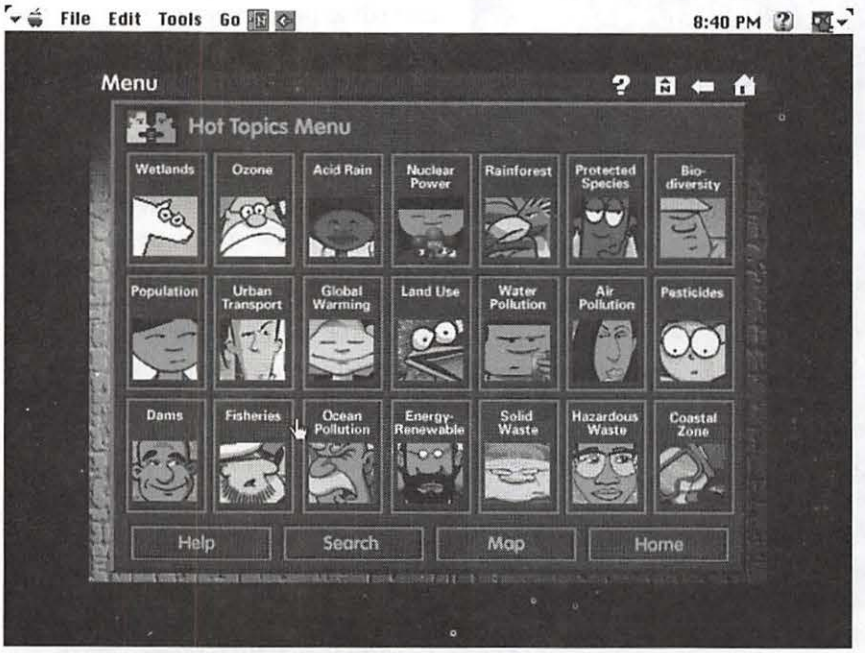



*Figure 7 Home' "Hot Topics" menu (Third of 4 major divisions)*

*Figure 8 Home' "Data Set" menu (Fourth of 4 major divisions)*

**Requirements**

- 68030 processor or later including Power Mac
- 5MB RAM
- system 7.0.1 or greater
- 12 inch or larger monitor with 256 color display minimum
- CD-ROM (2x for best results)
- printer (optional)
- 1.5 MB (minimum install) or 20MB of hard disk space (full install).

**Enteractive, Inc.**
Corporate Offices
Customer Service Dept.
110 West 40th Street
New York, NY 10018
1-800-433-4464 (Sales)
1-800-452-9999 (Phone Directory Recording)
212-221-6559 Corporate Offices
Re-release date: Fall '96
Suggested retail sales price: under $50 (home version) Education version to be determined.

**Local offices (Tech Support)**
Enteractive, Inc. Sonic Images Division
4590 MacArthur Blvd. N.W.
Washington, D.C. 20007
202-337-3657
Mary Keene
email: elmer.keene@tcs.wap.org

**Note to Educators**
*I received the Education version of this application too late to be included in this review. It will be in the next issue. The quick look I got at the Teacher's Manual looks like it will be an excellent teaching tool.*

# Zippy Graphics and Art: Count in the Hundreds

by Carol O'Connor

A HUNDRED artists at a hundred computers, for a hundred hours can turn out hundreds of images with no resemblance to each other at all. They would reflect the preoccupations and concerns of the artists and not those of the computer programmers who made the application.

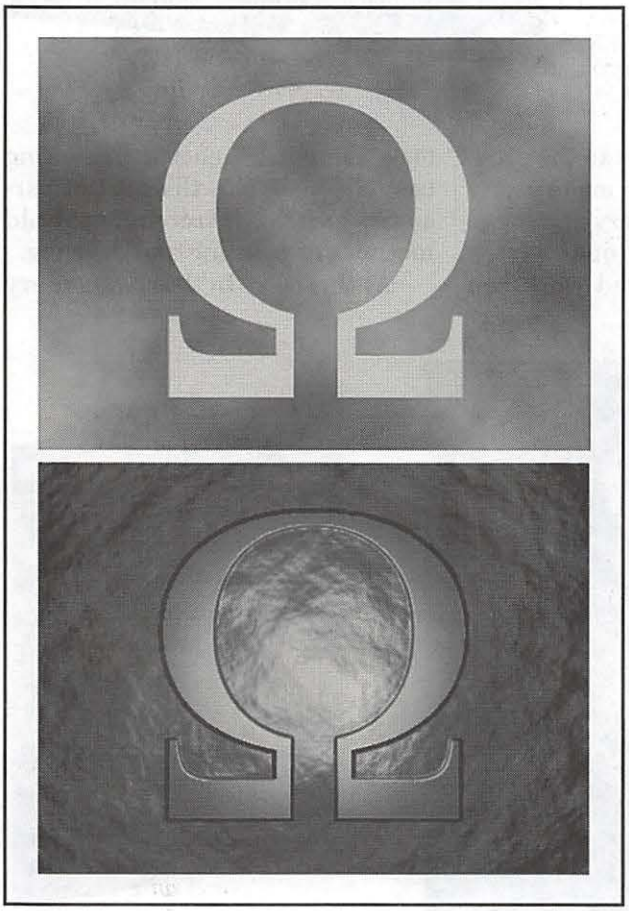
Once upon a time, this was not possible. Computer graphics packages were not deep enough or flexible enough to be truely expressive. In recent years, sophisticated applications have made it possible to be infinitely creative.

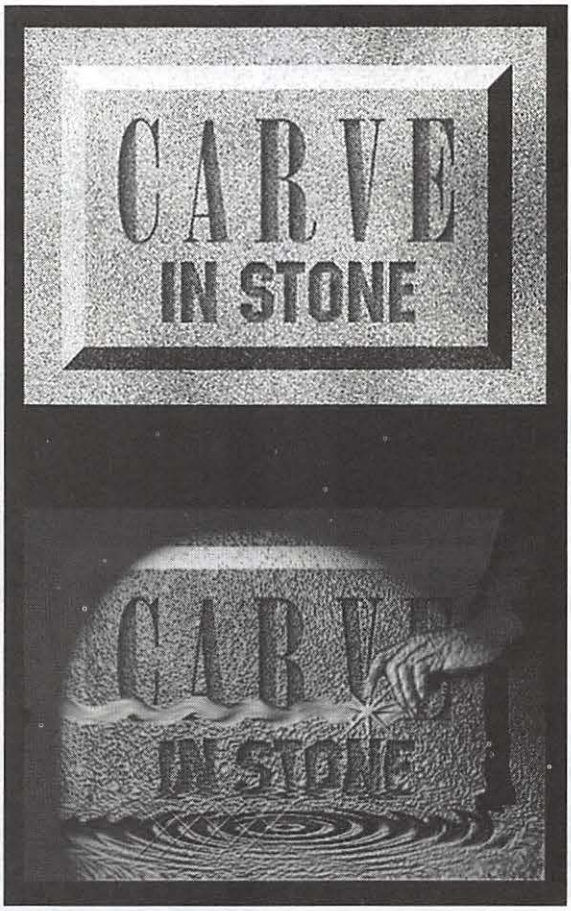
Creative with filters? Computer generated art is easily recognized. Or is it? I have hundreds of files with zippy graphics effects produced in both vector and bit-mapped modes. These effects were fun to create and most gratifying to teach. They were unique, too, a lot of them. The fun lay in the technology. One "Wow" after another.

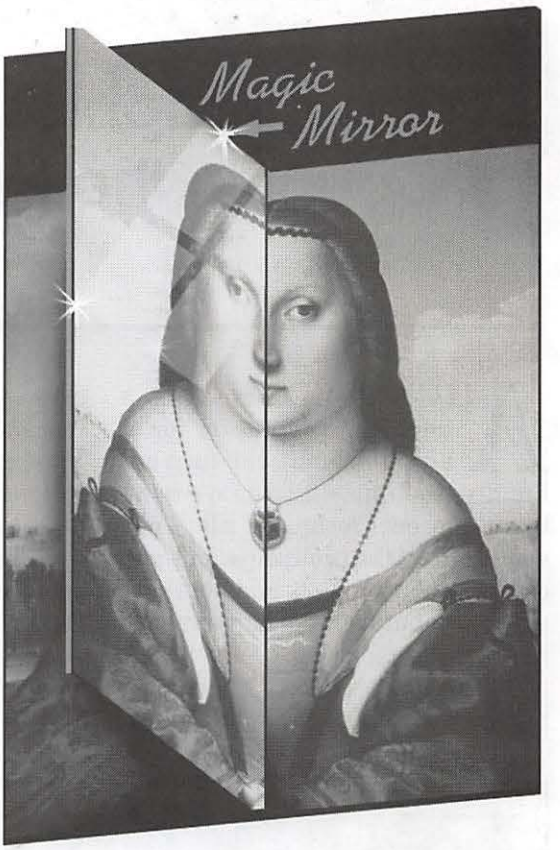
I do not have hundreds of files which explore the world outside or inside myself. I do not have hundreds of images which reveal the meanderings of my soul, even if anyone wanted to see them. I do not have time, I tell myself, to compose the kind of images I wanted to make when I was in art school many years ago. It seems to me, I must soon do that or shrivel up and turn brown, like cut grass.

Computer generated graphic zingers are nice, but it always nags me, "To what end and to what purpose am I doing this?" Having fun remains a good reason to do anything. But not good enough.

Looking at computer generated



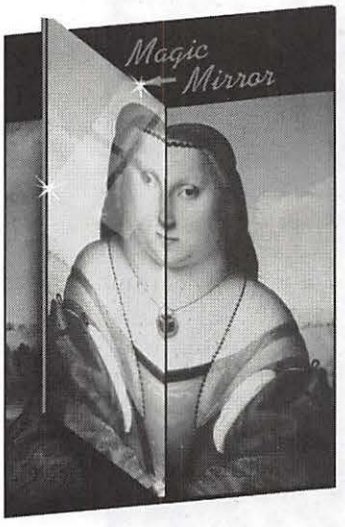


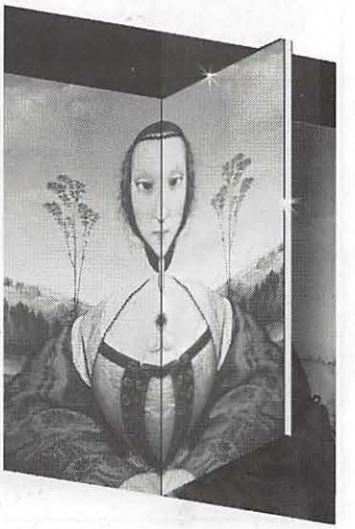



art in magazines and newspapers, it is interesting to see how often the artists use certain techniques I know how to do, to get the effect they are after. In the last five years or so, it is more often the case that the work I see is more clever, witty, or even more thoughtful and insightful than a few years before. I also notice the lack of those qualities in otherwise technically proficient work.

There is a newness to the problem. The computer can make poorly conceived work look very attractive in the first viewing of it. Some thoughtfully assembled work can look "computer" generated, inviting easy dismissal on the part of persons who hold the torch for the old methods of painting and drawing.

At this point in the commentary





I feel compelled to stop because whole chapters would be required to continue.

What appears then, in this article, is something I usually

What appears then, in this article, is something I usually refrain from doing, a discourse, with examples, of a creative *process* rather than a "How To" of technical stuff.

## Portrait by Raphael

### The magic mirror

I use a small hand mirror with almost every image which interests me. I hold the frameless mirror on the picture and move it about at right angles to the page. It is amusing to see new images come out of the conventional ones.

The results are often merely comical, but sometimes a more powerful visual image appears like magic. The exercise is a kind of creative jump start.

### The magic mirror game on a portrait by Raphael.

The three quarter view of the lady painted by Raphael makes two images, one robust and powerful, suggesting the broad prow of a ship, the other pinched and delicate, suggesting something almost mystical.

These finished images reproduced with this article came about by a simple copy-and-flip dividing the woman at a point between her eyes. The broad side of her face, when duplicated, became the Amazonian woman. Doing the same thing to the narrow side of her face resulted in a head without a body suspended in the clouds.

The first figure is a powerful graphic which can stand by itself without adding anything.

The second figure, the floating head, required more comment visually, to my way of thinking. It was easy to fill the space below her head with Magic Stamp reproductions of the landscape. I tinkered some more and said, "Enough". I'm not sure I like the result entirely but it was fun to work with. A bit overwrought? Maybe.

I duplicated the entire layer and flipped it vertically. When I reduced the opacity I could see underneath. Without very much difficulty I found the shapes I wanted to keep, and selected them. I deled the inverse of the selection, leaving only the petals at the top of the composited flower. I returned those to full opacity and felt satisfied. For the moment.

### Art and apples

When apples fall from the tree, we search out the most satisfying to eat, looking for bruises and worm holes before biting the fruit. Rarely do we get the perfect apple from the ground, but that doesn't spoil the pleasure of eating around the fault and tossing the core. I feel that way about some of the images which collect on my desktop. Enjoy the good parts and at some point toss the other files into the Trash. ■

## Creative Exercise with a Flower

### I added a spotlight

The flower is exquisite without any comment, but I was drawn to its center. Following impulse I applied the lighting effects filter as a spotlight. The result would compel the viewer, I hoped, to follow my vision into the center.

### Then I added hands

I thought the hands would comment upon the reproductive parts of the flower. Hands, I intended, would convey something about life, beauty, value, fragility and delicacy. The hands come from a portrait by Raphael, but I copied only one hand, then carefully trimmed, duplicated and flipped it to make the pair you see in the example.

### Petals at the top to frame the center

Something more was needed to make me happy with the image, so

# SimpleCard—Simply Phenomenal

**by Phil Shapiro**

EVERY ONCE IN a while a new computer program comes along that changes everything. SimpleCard, a color shareware multimedia program for the Macintosh, has the potential for turning things completely upside down.

Created in 1995 by Niklas Frykholm, a whiz college student from Sweden, SimpleCard allows any System 7 Mac user to inexpensively create presentations, "stacks," that mix graphics, text, and recorded sound. Loosely modeled on Apple's own HyperCard program, SimpleCard allows for the creation of buttons that can link from card to card, and from stack to stack.

On first appearance, SimpleCard's power may not jump out at you. But SimpleCard's lean menus conceal the program's true power. SimpleCard allows you to present whatever pictures, sounds, and words you wish to combine together. The pictures could be photos, maps, illustrations, diagrams, or whimsical doodles. The sounds could be recorded voice, music, or other sound effects. And the words can be any words that spring to mind.

In some ways SimpleCard reminds me of the wildly popular HyperStudio program, a commercial multimedia construction kit that is enthusiastically used in schools around the country. Unlike HyperStudio, SimpleCard provides no screen wipes, no Quicktime capability, and few of the other enhancements that make HyperStudio so popular. But SimpleCard's stark simplicity is also its great strength. Unlike other multimedia construction programs, SimpleCard forces you to concentrate on content since it offers few of the extra bells and whistles of other programs.

How do you create stacks with SimpleCard? Since the program contains no drawing tools (or text tools) of its own, you need to create the cards of your stacks in a separate program, and then copy-and-paste them into SimpleCard.

The program I find most useful for assembling cards for my SimpleCard stacks is ClarisWorks, specifically the draw program in ClarisWorks. ClarisWorks is a program that ships for free with every Performa computer sold. There are literally several million copies of ClarisWorks in use today. (Possibly upwards of 8 to 10 million copies of the program in use.)

The ClarisWorks draw program allows you to easily manipulate draw objects on your screen. The draw objects can be circles, squares, ovals, rectangles, and lines from the ClarisWorks program itself. The objects in a draw program can also be scanned photographs, maps, or any other graphics object.

Draw objects can also be large background colors, giving you the capability of defining the background color of the cards in your SimpleCard stacks. ClarisWorks also gives you the choice of choosing text colors, and the background colors for text objects, allowing for color text boxes to appear in your SimpleCard stacks.

Used together, ClarisWorks and SimpleCard are potent storytelling tools. For the grand sum of $5 (the requested shareware fee for SimpleCard), about 10 million Macintosh users can become stack producers, multimedia documentary producers, electronic storytellers.

Incidentally, ClarisWorks is not the only program from which you can copy-and-paste graphics from. You can copy-and-paste graphics and text from any Macintosh graphics program. Macromedia Freehand, Adobe Illustrator, Adobe Photoshop, and any other program that manipulates Mac graphics can serve as building tools for SimpleCard stacks.

How do you link two cards in SimpleCard? The process is simplicity itself. While holding down the command key and dragging the mouse diagonally across the screen, you can indicate any size rectangular area as a button. When you release the mouse, SimpleCard prompts you to tell it the name (or number) of the card you want to link to.

Within four or five seconds you can link any two cards. Linking stacks (for larger multimedia presentations) can be accomplished with just a few extra steps.

The power of SimpleCard became clear to me last week when I had the chance to create a freeware multimedia documentary about the life and work of Margie Wilber, an inspiring Washington DC resident who has been a tireless youth advocate for over 30 years. Combining scanned photographs, scrapbook writings, and recorded voice into a single stack gave me a renewed appreciation of the kinds of stories that can be told using SimpleCard.

After all, human beings are storytelling animals. And there are so many important stories in our world that remain to be told.

To help others learn about the potential uses of SimpleCard, a friend and I recently created a seventy minute freeware videotape titled, "SimpleCard Explained." This video may be obtained for $6 (including postage), from the address below. In the spirit of sharing, the video itself may be freely reproduced.

To help celebrate SimpleCard creations, I've set up a SimpleCard Fan Club home page as part of my own web page. The SimpleCard Fan Club home page will have links to some of the best SimpleCard stacks on the web (and within Macintosh ftp file sites on the Internet).

### Grateful thanks

Grateful thanks are owed to Niklas Frykholm, who has also created a bunch of other excellent Mac shareware. (You can visit his home page on the web to learn about his latest creative programming work.) Thanks are owed to my good friend Ron Evry (pronounced "Eevry") who casually suggested last month, "Phil, you ought to take a look at SimpleCard sometime." Ron is one of the most creative people around, always coming up with imaginative ways of using software and the Net.

A very big thanks is owed to Jennifer Elsea, the person who made the freeware SimpleCard Explained video happen. When I suggested the project to her three weeks ago, she cheerfully chimed in, "Sure. Let's do it."

### Where to Get Copies of SimpleCard

A copy of SimpleCard comes with the freeware "SimpleCard Explained" video I'm distributing. You can also download SimpleCard from America Online and various places on the web. (To download from America Online, use the keyword "quickfinder" to get to the Mac file libraries. Then just search for "SimpleCard" (without the quotes).)

### Technical Characteristics of SimpleCard

This article would not be complete without a brief summary of the technical characteristics of SimpleCard. The SimpleCard program itself is about 50 kilobytes in size. Accompanying the program is an explanatory stack, SimpleGuide, which is 50 kilobytes in size, too. You can copy SimpleCard and SimpleGuide onto a high density floppy disk and still have over a megabyte of free space for your own stack(s). And for a reason I haven't quite figured out yet, some SimpleCard stacks can be compressed as if they were loose bundles of feathers. One 400 kilobyte stack I created was compressed to 20 kilobytes by Stuffit Lite.

I can't wait to see what other people will make with SimpleCard. This is a program that offers wide open possibilities. ■

*The author works as a freelance writer, web page developer, and Apple II / Macintosh educational technology consultant. He can be reached at: 5201 Chevy Chase Pkwy. NW, Washington DC, 20015-1747. pshapiro@his.com http://www.his.com/~pshapiro/*

pshapiro@aol.com (alternate email address)

*If you've made some high quality SimpleCard stacks, I'd love to see them. Please do not send them as attached files to email. I much prefer receiving stacks on disk, via regular postal "snail mail." Please remember to include your email address somewhere within the stack (preferably on the title card).*

*To see a list of the freeware SimpleCard stacks I've uploaded to AOL, you can search the Mac file libraries using my user name, "pshapiro". To get to the Mac file libraries search screen on AOL, use the keyword "quickfinder".*

*To help distribute the freeware SimpleCard stacks I've created, I've assembled them together onto an Iomega Zip disk. Interested persons can obtain a copy of this disk by sending a Mac formatted Zip disk, along with a return postage paid envelope, to: Phil Shapiro, 5201 Chevy Chase Pkwy. NW, Washington DC 20015-1747.*

*You can also find copies of the SimpleCard stacks I've made in the education folder of the Info-Mac archives. Also, it's quite conceivable that the Info-Mac administrators might create a separate folder for SimpleCard, within the education folder of Info-Mac.*

# A Review of The World Factbook

## 1996 Edition, Version 1.00

**review by Herbert Block**

ONE OF THE early digests of world-wide geographic and demographic information made available to the public was the statistical and expository data which the CIA had gathered over the years on most of the countries in the world. In addition, for

some years the State Department made available to people planning foreign travel "Travel Advisories" covering such subjects as: entry requirements, health precautions, personal safety suggestions, etc. An assortment of other related statistical and narrative material was also available in a variety of public references.

Publishers of encyclopedias managed to sort out and combine much of the data in one reference. The encyclopedias were helpful, but gaps existed. Typically, encyclopedias deal more with personalities, history, the largest or most significant cities, narratives, etc. Thus, if a person wanted to obtain more details about a specific country, a trip to the public library and its reference shelves would be in order. There was a need to concentrate into one publication much of the available miscellany of data on each of the many countries in the world.

A software company by the unusual name of Wayzata Technology, Inc. has filled that gap. It gathered together on one fully packed "CD" a commendable accumulation of data on 266 countries in existence as of 1995—including those countries of the former Yugoslavia currently on the edges of actuality. Wayzata's CD titled: "The World Factbook, 1996 Edition" is a grand compilation of CIA intelligence data, State Department advisories, economic/business data, demographics, human rights findings, and background specifics such as tables and bar charts of comparative standings with other countries/regions. Also included are: 23 colorful regional maps, over 20 quick time movies, some with sound, and over 200 photographs from selected countries. Particularly unique are the profiles and events of 77 terrorists groups. Additionally, the material is brightened with sounds and pronunciations in the country's tongue. Each time a country is selected for viewing, the country's name is pronounced. Available is the pronunciation of a number of basic phrases such as hello, good morning, etc. Most important, much of the data on a particular country including maps can be printed into helpful packets.

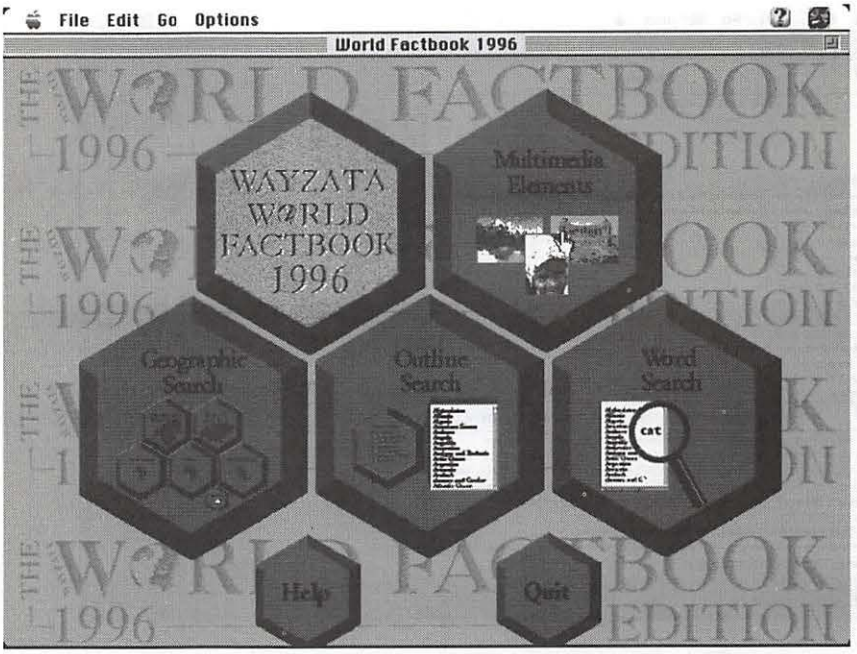


*Figure 1.*

Compiling a variety of miscellaneous data on over 266 separate nations is just the first step for a software company. Programing the data and making it user friendly is the key to its universal acceptance. The Wayzata programmers did a most commendable job in that regard. When the CD opens, the viewer is shown an unique "Menu". It is not the usual simple listing of alternative approaches to data. Instead, the menu layout consists of five large hexagons followed by two smaller hexagons (see *Figure 1*). One of the small hexagons is titled "Help" and the other "Quit." Four of the large hexagons provides entry into a listing of available subject areas, pertinent to a country, as follows:

**Multimedia**: Photographs; Movies; Flags; Maps; Regional Maps; Charts; and Languages.

**Geographic search**: North and Central America; Europe/Asia; South America; Australia/Oceania; Antarctica

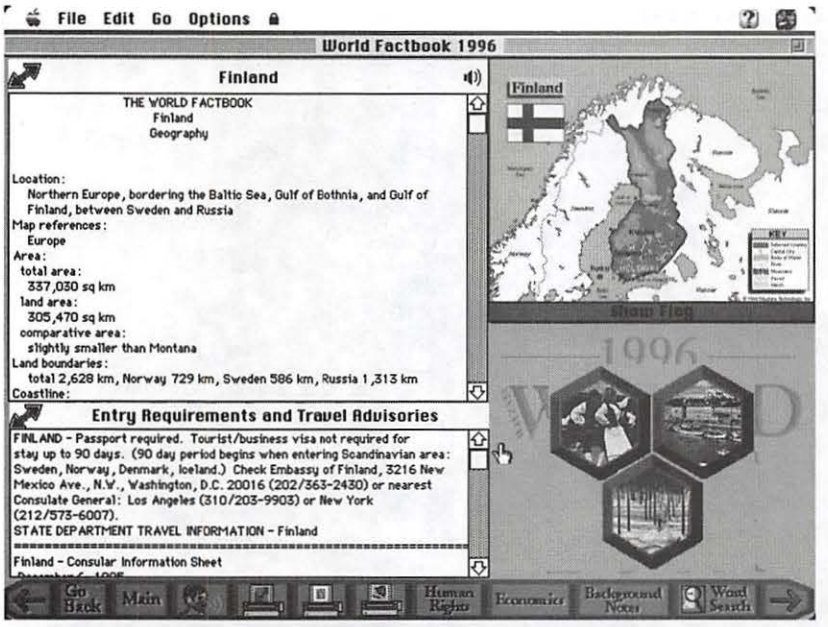
**Online Search**—direct access to: a named country; travel topics; charts; terrorist groups; or appendices.

**Word Search**—quickly locates text portions in which the word appears.

When a country has been selected, by clicking Online Search, the screen opens into a fourfold spread.

The upper left quarter contains a run of basic CIA type data, about the country. For example Geography, people, government, demographics, economy, transportation, communications, military forces.

The lower quarter contains the country's travel-entry (passport, visas, etc.) requirements and the State Department's advisories.




The upper right quarter of the screen contains a really quality color map of the country and its surrounding neighbors, waters, etc. By clicking the map, it immediately enlarges to the full screen, thus permitting a better view of detail.

The lower right quarter will open for Photos or video clips if available for the subject country.

At the top of the Screen are Four Headings: File, Edit, Go, and Preference. The "Go" heading is used the most since it permits going quickly into alternative fields

Across the bottom of the screen are the following action headers: Three Print Icons; one to print maps, one to print text; an Icon shaped human head which activates the country's language, and three lettered buttons as follows: Human Rights, Economics, Background.

I thought that the best way to really evaluate the World Factbook would be to array it against an encyclopedia's findings on the same country. I selected a not too well known, but sizable country to compare the two reference CD's: **Indonesia.**

Groliers' encyclopedia, 1996 gave me five printed pages on Indonesia and it displayed an excellent map of the country and its surroundings. For the most part the material was presented in a narrative style and, as typical, it highlighted in light color the key to other references of interest, for example, the names of cities, or personages. This is good since it permits a cross-detailed follow up if a person so desires.

The World Factbook, on the other hand gave me the following on Indonesia:

**Nine pages** of basic facts covering geography, government, communications, etc. The data was presented in outline form rather than narrative so one could quickly scan through to find a particular item of interest, e.g. ethnic divisions in percentages, or the basis of the legal system.

**Three pages** of "Entry Requirements" and travel advisories from the State Department

**Nine pages** on Indonesia's "Economic and Business" situation as reported by the State Department.

**Ten pages** on "Human Rights" as currently found in Indonesia as reported by the State Department.

I also could have checked further material on Indonesia in the Appendix and on the well-developed material on world wide "Terrorism."

All in all I found the material and its programming both highly useful and creditable. I missed not having a manual; none is provided. Apparently the programmers felt that the program was sufficiently self enacting. For the most part that is correct. After about one hour of tooling through, one does know how everything comes into play. However, I still don't know what the third Print Icon on the bottom of the screen will accomplish when it is clicked. I tried, but got no response.

The other thing that initially bothered me was the failure of the program to properly "open." It kept telling me that the "Menu" was missing. Of course I called the assigned 800 number and after about an hour of failure to get through other than calling long distance at my expense, I reached Wayzata via the Internet. Sure enough the first thing on the Internet was an opportunity to download a correction to the Macintosh version of the World Fact Book. It took three attempts, but I finally obtained the correction and placed it into my system.

I liked The World Factbook, but, Wayzata should recall this program for the correction I subsequently obtained. Purchasers should be able to proceed with the program unfrustrated by hangups and impossible 800 numbers. ■

**Basic Data**
The World Factbook
1996 Edition Version 1.00
Price $25.00
Wayzata Technology, Inc.
21 Northeast Fourth St.
Grand Rapids, Minnesota 55744
Tel: 800-377-7321
http://www.wayzata.com

# 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
**—Home Accountant**
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
**—Apple SSC**
Bernie Benson (301) 951-5294
**—AppleWorks**
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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
**—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

#### Hard Disks

**—Corvus**
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
**—Sider**
Otis Greever (615) 638-1525

#### Languages

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Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
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**—Pascal**
Michael Hartman (301) 445-1583

#### Operating Systems

**—Print Shop**
Thomas O'Hagan (301) 593-9683

#### Spreadsheets

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Walt Francis (202) 966-5742
**—MagicCalc/SuperCalc2.0**
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Allan Levy (301) 340-7839
Ken DeVito (703) 960-0786
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#### Cross-Platform Translation

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#### Word Processors

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**—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**
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**—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
**—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
**—Multiscribe GS**
Ray Settle (301) 647-9192

### Telecommunicatons (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

**—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

*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.*

# September 1996

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|---|---|---|---|---|---|
| 1 | Labor Day 2<br>Office Closed | 3 | 4<br>Mac Programmers' SIG | 5<br>Columbia Slice | 6 | 7 |
| 8 | 9<br>*Intro to the Mac–Part 1* | 10<br>QuickTime SIG | 11<br>DB SIG<br>WAP BoD | 12<br>Stock SIG | 13 | 14<br>Frederick Slice |
| 15 | 16<br>*Intro to the Mac–Part 2* | 17 | 18<br>Excel SIG | 19<br>PI SIG | 20 | 21<br>Annapolis Slice |
| 22 | 23<br>*Intro to the Mac–Part 3* | 24 | Retired 25<br>SIG<br>*Maintaining Your Mac* | 26<br>Women's SIG | 27 | NoVa ComCol 28<br>WAP General Meeting |
| 29 | 30 | | | | | |

# October 1996

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<br>Mac Programmers' SIG | 3<br>Columbia Slice | 4 | 5 |
| 6 | 7 | 8<br>QuickTime SIG | 9<br>WAP BoD | 10<br>Stock SIG | 11 | 12<br>Frederick Slice |
| 13 | 14<br>*Intro to the Mac–Part 1* | 15 | 16<br>Excel SIG | 17<br>PI SIG | 18 | 19<br>Annapolis Slice |
| 20 | 21<br>*Intro to the Mac–Part 2* | 22 | Retired 23<br>SIG<br>*Maintaining Your Mac* | 24 | 25 | NoVa ComCol 26<br>WAP General Meeting |
| 27 | 28<br>*Intro to the Mac–Part 3* | 29 | 30 | 31 | | |

*See page 3 for journal deadlines.*

# Meeting Notices

*Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal. Calendar events in italics are tutorials, workshops or seminars.*

### Annapolis Slice
3rd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd. (off Rt. 2), Severna Park, MD
Answering Machine: (410) 280-8756
CrabApple BBS: (410) 315-8532

### Apple III SIG
Quarterly on 2nd Saturday; 10:00 AM; WAP Office.

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

### DataBases (Mac) SIG
Volunteers needed to restart this SIG

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

### Frederick Slice
General meeting time, 2nd Saturday; 10:00 AM; United Methodist Church; 22 Main Street in Walkersville.

### Game SIG
1st Thursday; 7:30 PM; Call for location.

### Mac Programmers' SIG
1st Wednesday; 7:30 PM; WAP office.

### Newton Developers' SIG
Call Ed Palaszynski for meeting news—
301-963-5841

### NoVa Education (Ed) SIG
Last Wednesday; 7:30 PM; Walnut Hill Ctr., 7423 Camp Alger Ave., Falls Church, VA.

### Programmer's Interface (PI) SIG
Meetings are announced on the Announcements Board of the TCS. Call Gerry Wright at (301) 422-4286 for details.

### QuickTime SIG
2nd Tuesday of each month; 7:30 PM; WAP office.

### Retired SIG
4th Wednesday of each month; 11 AM to 2 PM; each meeting will have a topic, but be run informally. WAP office.

### Stock SIG
2nd Thursday; 7:30 PM; WAP Office. (Morris Pelham who chairs StockSIG is Sysop of Investment/StockSIG board on the TCS. Contact him on that board.)

### Telecomm SIG
1st Tuesday; 7:00 PM; WAP office.

### WAP Garage Sale
June and December *(see page 11 for December date and details)*

### WAP General Meeting
4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium. December is the Garage Sale.

### Women's SIG
**Upcoming dates: Sept. 26, Nov. 21.** At the Pi Office at 6:00 PM dinner ($2) followed by 7:00 PM meeting/presentation. Call SIG chair, Tayloe Ross (202) 293-7444 for details.

**Notice:** Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267 or Beth Medlin at the WAP Office (301) 984-0300.

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

## 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
**—FoxPro**
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

### Graphics
**—General**
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
**—Adobe Illustrator**
Ling Wong (703) 803-9109
**—Aldus FreeHand**
Nancy Seferian (202) 333-0126
**—Canvas**
Bill Baldridge (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 Cavanuagh (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
**—IIe 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
Harold Polk (Frederick) 662-6399 A2
Ken Carter 834-6515 A2, GS
Scott Galbraith (Montrovia) 865-3035 A2, GS
J. Russell Robinson (Hagerstown) 739-6030 Mac

## Annapolis Slice Help Line

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

**Mac**

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

<B> ..... 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
<B> ..... 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
<B> ..... 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

<B> ..... 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.*

# 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.

### 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 #M090996 for September) (Course #M101496 for October)**
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

## 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:** $35.00 per class for members and $50 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 class is scheduled. The only exception to this is a cancellation due to illness.

**September and October Tutorials are the 4 basic ones *as well as many others!!!***
**The 3-part class must be taken as a 3-part class. All 3 parts must be taken in one month.**

**—Intro to Mac 1** 09/09/96 (M090996) or 10/14/96 (M101496)

**—Intro to Mac 2** 09/16/96 (M091696) or 10/21/96 (M102196)

**—Intro to Mac 3** 09/23/96 (M092396) or 10/28/96 (M102896)

**—Maintaining the Mac** 09/25/96 (M092596) or

10/23/96 (M102396)

and software work. You'll also learn why the Macintosh user interface is consistent across all applications and how this makes learning and using software easier.

**Materials required:** Your Macintosh, HD drive, start-up disk, and an unformatted DSDD 800k disk.
**Date: Sept. 9, 7-10 p.m,**
**Oct. 14, 7-10 p.m.**

### Introduction to the Macintosh, Part II (Course #M091696 for September) (Course #M102196 for October)

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: Sept. 16, 7-10 p.m,**
**Oct. 21, 7-10 p.m.**

### Introduction to the Macintosh, Part III (Course #M092396 for September) (Course #M102896 for October)

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: Sept. 23, 7-10 p.m,**
**Oct. 28, 7-10 p.m.**

### Maintaining Your Macintosh (Course #M092596 for September) (Course #M102396 for October)

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: Sept. 25, 7-10 p.m,**
**Oct. 23, 7-10 p.m.** ■

***See following pages for descriptions of other tutorials available!!***

## Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852
301-984-0300

Name _____

Address _____

City/State/Zip _____

Phone (day)_____ (evening)_____

Member Number _____ Non-member _____

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

☐ Check/Money Order ☐ Credit Card

Card Number _____

Card Expiration_____ Signature_____

Can you bring your own computer to the class? ☐ Yes ☐ No

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

Class #1_____

Class #2_____

Class #3_____

Class #4_____

Class #5_____

Class #6_____

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

### Basic Adobe Illustrator Techniques

This is an introductory class covering fundamental material, but the class will deliver enough glitzy stuff to let the student get a decent little early-portfolio started. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Illustrator goodies, including reviews of some material presented in this class.

**Date:** Call office for dates.

### Advanced Photoshop Techniques

This is an advanced class. Subjects covered will include working with layers and channels. Reading and manipulating histograms, levels controls and other delicate global controls to enhance your image. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including tips about using filters for special effects.

**Date:** Call office for dates

### Advanced Adobe Illustrator Techniques

This is an advanced class. Subjects covered will include working with layers and using a wide range of filters. Learn to use some special type techniques. Understand Pathfinder and make masks and complex gradients. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including review of some material presented in this class.

**Date:** Call office for dates ■

### Introduction to ClarisWorks

This class will introduce the student to the integrated modules of ClarisWorks. The course will begin with an introduction to the fundamentals of the ClarisWorks environment: the window layout, the help menu, and the universal commands. Each of the six modules: Text, Draw, Paint, Spreadsheet, Database, & Communications will be treated separately but the emphasis will be on text and draw documents. The course will conclude with an examination of some basic integrated applications. Students should come with a basic familiarity with the Macintosh environment.

**Dates:** Sept. 21, 9am to noon, Oct. 19, 9am until noon.

### Intermediate ClarisWorks

A class for those who have some experience with ClarisWorks. This class will focus on the word processor and integrating the other tools into the word processor. Integrating the elements together: combining the parts in multi-column documents and documents with multiple elements, for example: newsletters, tables, bulleted lists, outlines, mail merge, etc.

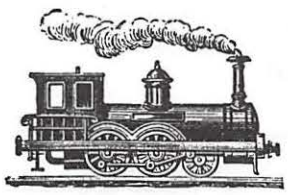
**Dates:** Sept. 21, 12:30-3:30pm, Oct. 19, 12:30-3:30pm.

### Introduction to PageMaker

This course is for new users of PageMaker. It will cover use of the various tools in the tools palette, the commands in the pull-down menus, and the control palette. You will learn how to create pages, bring in various text and graphics and do page layout. Before coming to this class students should have some experience using the Macintosh.

**Dates:** September 24, October 29, from 7-10p.m.

**See notice on page 55. Learn to use the TCS!!**



## Internet Tutorials

There are no materials required for these classes, however you are welcome to bring your computer if you like. Pi members with Explorer level service will be given preference when signing up for Explorer classes. The Internet Basics class is open to all.

### Introduction to Internet

A light introduction to the Internet with emphasis on how to use the Netscape Web browser and the Eudora Light e-mailer.

**Date:** Call office for dates

### Internet

A thorough introduction to the features and services of the Internet. Detailed demonstrations of the major Internet applications for the Macintosh. (2 parts)

**Date:** Call office for dates

### HTML Part 1—The basics

Internet; What it is and how it works; What you need to worry about (i.e. bandwidth, standards); What you need from ISP; FTP Tools (Fetch & Anarchic) Documents (Format & Content); Images (Colors on different platforms & How to make smaller—GIF / JPEG / Transparency); HTML (What it is—Tags & Browsers & Endless change—striving to include formatting information and action, HTML editors, testing, how to learn more from others, Web sources for more information).

**Date:** Call office for dates

### HTML Part 2—Beyond the basics

Prior to class student must make and submit 2 sample Web pages for class review.

HTML (document layout, file management issues, Using CGI scripts, Testing, Getting noticed); Using enhanced functions (Sound, Animation GIFS, Movies, other bells and whistles).

**Date:** Call office for dates ■

# Computers Can Be an Excellent Hobby

by Lisette Rook

I ALWAYS THOUGHT with awe and fear about computers. But in the back of my mind I admired what they seem to accomplish. I thought I was too dumb to learn. Eventually I had the chance to work as a volunteer for the American Cancer Society, and the reason I accepted the offer is that I would be working with a computer. It was rather easy, an IBM with a special program to answer multiple questions for cancer victims. Unfortunately this department of the American Cancer Society was moved to Richmond, so I lost the use of the computer. And this is when I really thought about learning more.

I took a course with SeniorNet in the Mazza Gallery, but I found the course wasn't to my liking. Then I really thought that if all those people were using computers, why not me. My grandson (a young lawyer) is a whiz with Macs and while he was visiting last October we went shopping and looked at different Macs. I had no idea what RAM or byte or memory meant, but he picked what I should have and since I was going to Europe I thought I would buy the computer on my return. Right after Christmas my daughter and I went to MacUgrades, in Bethesda, and I bought a Performa 6300.

At first I was afraid to touch it, but I started reading the manuals and also bought a very good book called *Mac for Dummies*. I found this book to be a very good guide. It gives you all kind of tricks you find nowhere else. I had heard that my grandson had been a member of Washington Apple Pi, so I called the WAP office to find someone to tutor me. My great luck was to meet Phil Shapiro. Without him I would not be where I am today. He has helped me a great deal and has taken my fears away. He has been so nice even when I telephone and e-mail him several times a day with questions.

I am at the point now where I can do almost anything with my Mac. Last week I developed a personal web page for myself. I use my Heller Internet Services account to travel the Internet, go to the French Internet a lot, and read the French newspapers. (I grew up in France and came to the United States during World War II.)

This computer has taken a big place in my everyday life. I sometimes get up in the middle of the night when I have an idea about something. I love experimenting and exploring the different software programs I use on my Mac. Sometimes it becomes very frustrating, but there is no greater joy than figuring out how to do something that you didn't know how to do before.

Throughout my life I've enjoyed figuring out things. In high school, geometry was one of my favorite subjects. I often enjoy fixing electrical appliances for friends. The challenge of figuring out why something doesn't work is something I love to throw myself into.

I will add that I have met a lot of nice people through e-mail. It is always exciting to find out who has written to me. Also, when I have posed a technical question on the Internet, I have had so many people responding from all over, including such exotic places as Belgium, Sweden, and Fairfax, Virginia.

I also carried on e-mail correspondence with college-age French students, never letting them know that I was an older woman having a lot of fun writing to them and hearing back. I got started by putting a short e-mail message on the French Internet.

One of the things I've found to be most interesting about surfing the web is MacroMedia's Shockwave plug-in. If you'd like a real laugh, check out "Bill's Page," at http://www.mbinter.com/bill/billhub.htm

And so I will go forward and try to learn more and more. There is no end to the technology which is in its infancy now. I hope I live long enough to learn much more. ■

http://members.aol.com/lisrook/
lisrook@his.com

*(Lisette Rook studied science in college and worked in the medical field throughout her life. Her hobbies include traveling, reading, swimming, cooking, being mischievous, and answering email.)*

**Learn how to use the TCS!**

*Learn how to configure ZTerm, long on to the TCS and send / receive Internet e-mail. You'll also learn how to navigate around the TCS's conference system, read / enter messages and download files.*

*Space is limited—call the Pi office for details at (301) 984-0300.*

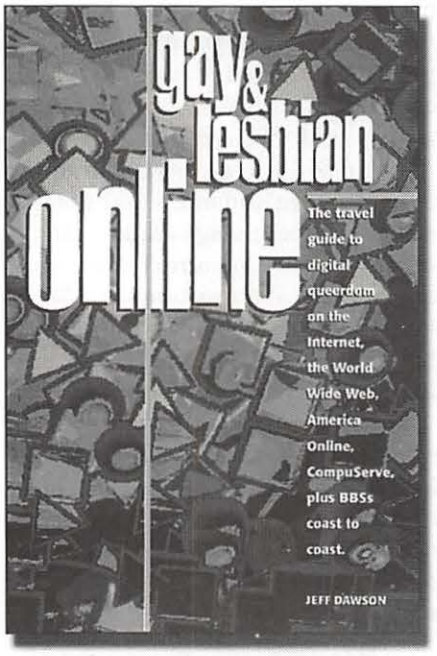
# Review—gay & lesbian online

**"... the travel guide to digital queerdom on the Internet, the World Wide Web, America Online, CompuServe, plus BBSs coast to coast."**

**by Etana Finkler**

THE TRICK TO WEB surfing is to find what you're looking for quickly, and get out...or it'll soon be 3 a.m. before you log off, and you're tired at your job and unavailable to family and friends. But finding what you want can often be difficult—let alone finding what you weren't aware existed...but are thrilled to find exists on the net.

*gay & lesbian online,* by Jeff Dawson, is the first online travel guide I have read, and it is great to have resources/"travel guides" to the Internet like this. Specifically, *gay & lesbian online* is written and organized exceptionally well, with over 75 chapters, with thousands of URL addresses of websites. Covering the broad range of interests of gay and lesbian culture, chapters include titles specific to gay and lesbian culture, as well as broader interests that many gays and lesbians might have. To name some: Activism; African-American; AIDS and HIV; Art; Bears; Bed and Breakfasts; Breast Cancer; City Guides; Collectibles and Antiques; Colleges and Universities Lesbigay; Cowboys and Cowgirls; CyberQueer Lounge; Domestic Partners and Same-Sex Marriage; Gardening; Geek Girl; Homophobia; Hospice and Support; International Queers; Job Search; Madonna's Army; Cafes, Lounges, and Rooms; News; Opera; Gay and Lesbian Religion; Safer Sex; The Radical Right; Travel; Wigstock; and Women's Groups.




As you can see, the list is both specific and broad, serious and light, with as much diversity as there is in the gay and lesbian culture, or, for that matter, any specific culture.

Each chapter has some orientation paragraphs so you get an overview of the topic and where to begin. Also here, the author has written-up a few noteworthy or playful home pages. There is also a discussion on the difference of services and visibility for gays and lesbians on America Online versus Compuserve, and the availability of other BBSs. The two great search engines are the QRD and the QIS; there is also the All-in-One Search Page, custom lists, gay searches, home page hot lists, as well as the usual search engines Yahoo, Lycos, etc.

The QIS is maintained by volunteer Berkeley students, is jam-packed with an enormous sprawl bulging with links. It is well-organized, but not especially attractive and is overwhelming.

The Queer Resource Directory (QRD), began in 1991 as a archive for Queer Nation, and today over 150,000 people download files each month. It is the crossroads for everything queer except erotica. They have a clear agenda: "... goal... to contain every scrap of knowledge which has been used in or is part of the struggle for full equality. We hope you are able to... broaden your horizons and enrich your experience in ways you had not expected." The author adds, "This bunch is idealistic yet completely cognizant of the fragility and restricted nature of queer rights. Their work is important and they're brave enough to say so." The site is free and supported by volunteers.

The web continues to be the exciting, democratic, creative event of the decade. Digital Queers SF said, online "was a way to connect with other queer folk around the globe who shared our particular vision, our goal of a global queer community more intricately connected, more quickly and better informed, more cohesive than at any point in the history of our struggle." A struggle for full equality... on the web and among people.

**Queer Infoservers (QIS)**
http://www.infoqueer.org/queer/qis/

**Queer Resource Directory (QRD)**
http://www.qrd.org/qrd/electronic/internet.services.list

**David Casti's Religious Reich Watch Page**
http://www.casti.com/QRD/www/RRR/rrrpage.html

***gay & lesbian online***
**by Jeff Dawson, $15.95**
**Peachpit Press,**
**2414 6th St.,**
**Berkeley, CA 94710**
**800/283-9444**
**http://www.peachpit.com**

# The Schoolhouse News

**The Newsletter of the Electronic SchoolHouse (keyword ESH on AOL)**

*"Computers can be a hub for interdisciplinary projects, a hearth for cooperative learning, and a bridge to people around the world, only when we learn to use them that way."*

—Rizbuth

••••21st Century Teachers ••••
•••ScrapBook Writing Project Classic•••
•••ScrapBook Writing Project Web Edition•••
•••Authors in Residence•••
•••News Bureau Olympic Contest•••
•••Relcom & Balalaika from Russia with Love•••
•••Backpack Buddies•••
•••Portfolios for Employment•••
•••Hands Across the Land•••
•••Lost Civilizations•••
•••Tips from Our Friends•••
D.R.E.A.M Team for AIDS Ed Reform
•••MacWorld in Review Chat•••

## DEAR SCHOOLHOUSE FRIENDS,

This newsletter is long overdue, and each day more of you write and ask about the Electronic SchoolHouse (keyword ESH) in the year ahead. While the front rooms of ESH have been quiet, back in the workshops and stacks, everyone has been busy. Mark August 12th on your calendar. That is the day that a wholly new ESH will magically appear.

New ESH: Even as you read, our producers at AOL are turning our plans into real windows, ESH staff are cleaning out the old message boards and building our new ones, the Schoolhouse News Bureau and the Authors in Residence staff are firming up schedules, ESH Dave is leading the renovations online and ESH Leni is at work on our new web site. We are also welcoming a new member of our staff, ESH Joel who is gearing up to provide new Web Hot Links to educational web sites each week. Throughout the summer I have been receiving information from teachers who are making plans to moderate projects in the year ahead. The ACLU's project HipHop has already received much attention. Right now, in addition to items above, I have word that the following veteran projects will be back again:

National Student Research Center
BookShare
Backpack Buddies
ABC of the Fifty States
Season Stories
Online Math Games
ScrapBook Writing Project
Geography Detectives
Lost Civilizations
ESP for Students at Risk
Portfolio Palace
Westward Ho!
Math Talk
World Wide Word Web for Foreign Lang. Classes
The Read-In
The Great American Quilt Quest
Hands Across the Land
State to State
SWOOP
SUNDAY PROJECT CHATS (starting Aug 11)
TWICE WEEKLY GRANT CHATS
NIGHTLY INFORMAL CHATTING

Other new and interesting projects are also in planning. Specifics are not available for all of these yet, but begin checking ESH on August 12th, or, if you have contributions of your own, contact me by e-mail (ESHTooter@AOL.com) now to discuss how you can become part of the excitement. Give special attention to the 21st Century Teacher initiative discussed below. Whether on AOL or on the web, ESH provides many ways to fulfill your commitment to being a 21st Century Teacher.

NEW AOL v.3: As ESH goes through a major renovation, AOL has undergone a transformation of its own. Version 3 of AOL is a complete rewrite with many new features. Windows users are already discovering the rich new tools of the rewrite, and rumor has it that the PowerMac native Mac version is due out soon. In addition to allowing use of a first-rate web browser, the new AOL will allow the ESH staff & everyone to provide a much richer collection of web hot links. You can see these already in use by visiting the Olympic page in the Schoolhouse News Bureau (in ESH PROJECT GALLERIES). How would you like an online spell checker? How would you like it if you didn't have to wait for the "new art"? We are wondering how the new "Buddy" feature might make online class links easier and more collaborative.

Many classes have discovered the magic of finding a

partner class is online and can chat for a moment. Imagine setting up a Buddy list for the projects your classes join. Then, as soon as you come online, you can see which partner classes are also online. How else can buddy lists be used in class projects?

These new features only scratch the surface of what is coming. If AOL v.3 is on view at MacWorld next week, we'll tell you about it at the August 11th ESH Project Chat (see entry below).

And now, the projects! Additional specifics will be posted online beginning August 12th:

### 21st Century Teachers

If you're here, you're already a twenty-first century teacher. Make sure you're also a 21st Century Teacher. This program complements the hardware goals of Net Day'96 with an equal effort aimed at professional growth.

21st Century Teachers are pioneers in using technology to enhance teaching and learning -- from the English teacher who develops professional networks online to share innovative curriculum ideas with colleagues, to the science teacher who helps students access up-to-the-minute science information from around the world over the Internet, to the third grade teacher aide who uses multimedia technologies to create exciting learning opportunities. 21st Century Teachers challenges every teacher to help build 21st century schools by committing to four actions:

- To Build their own expertise in using new learning technologies
- To Share their expertise and experience with colleagues
- To Use their expertise with students as part of the daily learning process
- To Work to make classroom technology available to all students and teachers.

You can commit to the four actions of a 21st Century Teacher by visiting the web site at: http://www.21ct.org

Read about this effort and commit yourself to it by registering at the site.

21st Century Teachers is a joint undertaking by several leading educational organizations to encourage, recognize, and support educators who are developing skills in new technologies and using them in innovative ways with students and colleagues. This initiative is in support of the "teacher development" pillar of President Clinton's Educational Technology Initiative.

### Students Writing for ScrapBook Classic

The award winning ScrapBook Writing Project will be back in ESH in its classic form for its 8th season on AOL. This is the project where students write and exchange essays on a person, place, treasure, or tradition of their community. Consistent with our attempts to get classes to focus their completed chapter of ScrapBook essays around a theme, we are inviting classes to contribute essays about their community which explore the topic, EDUCATION AS IT WAS, AS IT IS, AND AS IT WILL BE. This is a rich topic that opens itself up to anecdotes of personal experience, local historic research, interviews with senior citizens, mathematical comparisons, photo journalism, and much more. As always, the theme is optional. All that we ask is that all schools stick to the basic theme of their community's people, places, treasures, or traditions.

### Students Writing for for the New ScrapBook Web Edition

Looking for a project to engage students in building web pages? In place of our fourth (spring) ScrapBook session, this year we are inviting schools to participate in a special ScrapBook Web Edition. The web edition will be open to classes on AOL as well as classes anywhere on the net. This is a great project for classes who have some experience using html to build web pages, but it can also ideal for adventurous teachers who are ready to learn with their students how to put a web page together. And if you have no internet provider beyond AOL, don't fret. You can build your ScrapBook pages right here on AOL. Check at keyword MY PLACE for information on how to do it. Join our Spring ScrapBook Web Edition to sharpen your html skills in company with others. Let AOL and ESH help you learn.

We'll tell you more later, but the basic idea is that each class will create a page or series of three pages that focus on the theme we have just described, EDUCATION AS IT WAS, AS IT IS, AND AS IT WILL BE. Each entry will include at least three photos and essays exploring the theme. Consider doing this in collaborative groups. Those who use this theme while participating in earlier ScrapBook sessions may wish to mine their earlier work for material to publish collaboratively on their Scrap Page.

All finished pages that are mounted at a site on the web will be linked to a map, our "Web Center" for the project. Spread the word. Tell your friends outside of AOL to contact ESHTooter@AOL.com for details about participating.

### AUTHORS IN RESIDENCE

Many thanks to JackieK who, with the help of ESH Kath, began the ESH Authors in Residence program last year. AIR will be back again this year under the direction of JoanHolub and ESHKath. Joan has been busy through the summer, working out schedules with our

guest authors and illustrators. The project will occupy a feature position in the new PROJECTS & ADVENTURE area when ESH reopens on the 12th. As last year, Joan has put together a schedule with at least two authors or illustrators taking up residence in ESH each month. They will be available to share ideas with your classes and answer their questions via our BookShare board or to arrange special online meetings with your classes. Get ready to check the AIR area in August so you can plan on books you may want to read in September.

### NEWS BUREAU OLYMPIC CONTEST

The Schoolhouse News Bureau is not waiting for August 12th to begin their Olympic Contest. The Electronic Schoolhouse's Student News Bureau is seeking Olympic reporters from your school now. ESH Legs2 and ESH Roger would like to invite you and your student reporters to contribute their stories and photos related to the Olympics including the Torch Relay to the News Bureau library. Free online hours will be awarded to reporters (or their schools) who win the coveted bronze, silver, and gold awards in either the article or photo competitions.

The deadline for submissions is October 4th. Details can be found in the News Bureau section of the ESH PROJECT GALLERIES. Watch for the News Bureau to appear as a feature area in the new ESH.

### POSTCARD GEOGRAPHY!

Postcard Geography is again being offered to classes all over the world via America Online and the internet! Be prepared to receive and send hundreds of cards!!! In this simple project, your class commits to exchanging picture postcards (purchased or computer/handmade) with all other participating classes. A database of participating classes will be generated and posted in the library of the Electronic Schoolhouse, America Online, and on the ESH Website. That's all there is to it, but the teaching possibilities are countless! Simple but wonderful, as past participants will attest...watch for the 96-97 project posting in QUICK PROJECTS and SIGN UP!

### FROM RUSSIA WITH LOVE!

RELCOM: From ESH Joe, moderator of the Bering Bridge area of ESH, I pass along the following request:

"In your next informational you might add that I have just updated the Relcom node list with the very latest. Relcom is the single largest commercial network in Russia covering all of the FSU republics as well. There are nodes in places even the locals can't pronounce! The node addresses are the "postmasters" of the nodes, so if anybody needs connections in say, Arzamas, Khmelnitskiy, Tashkent or Semipalatinsk, they can write the postmaster for help. Or me! Also, I have posted a letter from a high school graduate in Armenia who wants to study in America." You can find all of this by visiting the Bering Bridge Board in ESH. The Relcom list is posted in a folder entitled RUSSIAN E-MAIL ADDRESSES.

BALALAIKA: ESH Joe also asks us to welcome the musical group Zhuravushka. They have just spent 2 weeks visiting Chugiak, Alaska, performing at many places in Chugiak, Eagle River and Anchorage. Now they have returned to Russia, but Joe has uploaded a very special document to let us see them and hear them play their balalaikas. Download the file now from the Bering Bridge Library in the PROJECT LIBRARIES of ESH.

### BACKPACK BUDDIES '96

The Backpack Buddies USA Project will return for the 1996 school year. Backpack Buddies is an excellent way to learn about our 50 states and to share information with other K-8 classes around the United States.

The project is run by a 4th grade class from Rutland Town, Vermont. This year they will again mail out 30-50 stuffed animals to classrooms across America to learn about different states and regions in the United States. A Backpack Buddy will be sent to your class outfitted with a backpack containing a travel journal for you and your students to write in, information about VT, brochures, and VT products. When our buddy visits your class your students will learn some things about VT, and you and your students can write in his journal telling about his/her adventures while staying with you.

To learn more about the Backpack Buddy project and to register, watch ESH on August 12th for details.

### PORTFOLIOS FOR EMPLOYMENT

MartinKim, is back with more on portfolios. This time he has given us a different twist to the theme. Teachers, Counselors, Support Staff, and Administrators looking for employment opportunities may want to consider using a portfolio in their job search. Not only are portfolios mandated for students in the K-12 system and college, but increasingly professors and public school staff are being asked to bring portfolios to either job interviews, employee evaluations, and tenure review committees. You don't want to be caught unprepared now do you? And if you want to make a splash in your next interview or evaluation, then you may want to get a jump on the competition and bring along a portfolio on your own.

Now there's a place to get help, share your experiences, and find out more about job search portfolios.

Typical questions and topics discussed in the past include:
* What should I put in my portfolio?
* How portfolios are being used to evaluate staff?
* Observations about using a portfolio to get into teaching or to make a career change out of teacher?
* Tips about using portfolios in interviews

This board is being run by Martin Kimeldorf. He has written career books for both students and adults, has recently finished a new work about job search portfolios for adults. He is offering to share his expertise through this bulletin board, located in the Electronic School House on America Online. Even if you are not in education, feel free to contribute ideas and questions since portfolios are becoming a new creative tool in today's mainstream labor market.

You can find this discussion in a folder entitled JOB SEARCH PORTFOLIOS. It is currently in the SCHOOL TO SCHOOL area on the **PROJECT PLANNING & LINKS** bulletin board, and it will be moved to the new ESH on August 12th.

### HANDS ACROSS THE LAND

SuzyQ17926 will be back again to take HANDS ACROSS THE LAND into its second season in ESH. Imagine two schools from different areas reaching out to each other in a sharing of creative, cultural exchanges through art, songs, videos, recipes, etc. The program is brought to life as each school exchanges stuffed mascots. These mascots take on their own persona as the children's imaginations soar. Join Hands Across the Land and begin a journey with your Sister School that will generate a desire in your class to explore the multicultural world around them . The project hopes to reach students and help them to become involved in the world's happenings, and to help them discover that they CAN make a difference.

### LOST CIVILIZATIONS

Last year ESH Laurie and her classes in Greenville and Luthersville, Georgia, created a wonderful new project. Together with Friar4 from Shepaug School in Washington, CT, and MMS TAG from Memorial School in Middlebury, Connecticut, the project has now been piloted through year one.

Potentially interdisciplinary in nature, it will appeal to MultiMedia enthusiasts and those looking to learn more. You may want to put it into your plans for next year.

In "Lost Civilizations," classes create pretend civilizations, and produce a multimedia hyperstack through which other classes can explore the ruins and unearth lost artifacts and treasures.

Each culture, or civilization, is based on a set of values. An outline that is adapted from Interact's DIG Simulation is used (with their permission) and can be downloaded from the Project Lessons and Resources Library in the ESH Project Libraries. Creativity is stressed, in fact, encouraged. The more creative the culture, the more fun the project!

Last year's HyperStudio stacks have been collected in Auntie's ESH Gallery Library. Building on last year's success, Laurie is hoping to have a new edition of the project running later this year.

### Tips from Our Friends

**Dream Team for AIDS Education Reform**

DREAM Team (Daring to Reform Education on AIDS Matters): A team of students has authored a Congressional Resolution asking the Congress to nurture innovative ideas to better educate the teens of America. This resolution became a record of Congress on 1-26-96. Sympathetic educators are urged to JOIN IN! DREAM team recommends conducting a Signature drive at your school. You can check it out at: http://www.leominster.com/aids

If you like the idea, and want to participate or share activities that your school is doing to help resolve the AIDS crisis, email health education teacher, Rick Marchand:
Marchands@aol.com
Shrewsbury High School
Shrewsbury, MA 01545.

### •••Sunday Chat: MacWorld in Review•••

A new season of education chats will begin on August 11th, with a review of great things found at the Boston MacWorld Conference (August 10th through 12th). If you can't get there, stop by the chat to find out what happened. If you were there, bring your tips and share with others. As always, EDUBard is our host, and he will be giving away a free online hour to someone present at the end of the chat...

DATE: Sunday, August 11, 1996
TIME 8:30 to 9:30 ET
PLACE: The Schoolroom in ESH
*[Editor: I will try to get the dates for the next few meetings and publish them in the November/December journal.]*

Until next time,
Leni, Kath, David, Sandy, Brandy, Nina, Ragen, Harry, Penny, Auntie, Laurie, Joe, Roger, Legs, Dan, Diane, Mike, Buck, JimJ, Kris, Joel, Bard, Toot, and all the evening chat hosts. ■

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# How To...?

by J. Michael Rowland

THESE FirstClass BBSs all run a TCP/IP gateway that allows users to connect via the Internet. You must have TCP/IP access through an Internet service provider. A SLIP or PPP account works fine.

FirstClass is "client/server" software. That is, a "client" program is run by the user, to connect to a BBS host running the server. The FirstClass Client software is available free of charge, in both Macintosh and Windows versions. You will need Client version 2.7 for Mac.

Inside the FirstClass Client 2.7 folder, there is a folder named Settings, containing several "settings" files. Look for the one named "SoftArc Online via Internet." Since this settings file has been pre-configured for TCP/IP traffic, we will use it as a template. So, the first step is to duplicate this file and rename it something appropriate. Let's say we want to visit BEST Online, in Alberta, Canada. Duplicating the file and renaming it "BEST Online," we then double-click it to launch FirstClass. The next thing we see is the Login screen. We click on the SetUp button to take us to the first of two setup windows. We notice that the "Connect Via" popup menu at the top of the window is set to "TCP-IP WAN.FCP" (the FirstClass protocol that the Client uses to connect via TCP/IP). The only other thing of interest in this window is the Server field, which holds the IP address for SoftArc Online. We replace it with the string of numbers from the accompanying table that represents the IP address of BEST Online: 198.161.97.63 (for the BBSs in this chart that do not list an IP address, the Domain Name can be entered in the Server field instead).

The only other setting we need to concern ourselves with is the Port, which should be either 3000 or 3004. Clicking on the Setup button near the top of the window takes us to the second setup window, where we can check the "advanccd settings." We see that the Port number is already set to 3004. We close both these windows by clicking the Save buttons (if we know what User ID and Password we intend to use when we log in, we can enter these in the appropriate fields before closing). All that remains is to open a SLIP or PPP connection in our usual way, then when the connection has been established, click the Login button to take us to BEST Online. If this is our first visit to BEST, we will be presented with an autoregister form to fill out, where we enter our chosen User ID and Password, among other things. The BBSs listed at the bottom of this chart do not allow users to autoregister; instead, new callers must login using the ID and Password given in the rightmost column.

**These FirstClass bulletin boards can be accessed via your Internet service provider and your SLIP or PPP connection. This list was compiled and is maintained by Dan Broberg. This version was last updated in December, 1995. Dan_Broberg@tcm.mn.org via Internet.**

| Board Name | Domain | I.P. Address | Port | Location |
|---|---|---|---|---|
| AMDA | allinz.uni-linz.ac.at | 140.78.5.56 | 3000 | Austria |
| AMUG (Atlanta) | fc.atlmug.org | none posted | 3004 | Atlanta, GA |
| BEST Online | ml.celcorp.com | 198.161.97.63 | 3004 | Alberta, Canada |
| Bitstream Underground | bitstream.mpls .mn.us | 204.73.77.17 | 3004 | Minneapolis, MN |
| BlackBoard | bboard.blackbox.or.at | 193.170.155.5 | 3000 | Vienna, Austria |
| California Lip Service | lips.com | 204 31.61.42 | 3000 | CA |
| Calpark | calpark.crai.it | 138.41.202.243 | 3004 | |
| CyberDen | cyberden.com | 204.182,11.180 | 3000 | San Rafael, CA |
| DesignOnline | fcserver.dol.com | 204.95.49.2 | 3000 | Chicago, IL |
| DigitalNation | dn.csgi.com | 204.91.31.64 | 3004 | (VA) |
| Dimensions Online | fc.nilenet.com | 204.227.31.4 | 3000 | |

| Board Name | Domain | I.P. Address | Port | Location |
|---|---|---|---|---|
| E Street Mail | fc.estreet.com | 204.30.121.20 | 3000 | Denver, Colorado |
| Emigre | | 204.86.239.2 | 3004 | |
| Eureka | fc.eureka.qc.ca | 205.151.56.28 | | |
| Faludi Mail | | 204.182.40.1 | 3000 | |
| The Familar Spirit | tfs.necronomi.com | 198.6.114.252 | 3000 | |
| Finder BBS of Orlando | | 132.170.21.101 | 3000 | Orlando, FL |
| GameNet | | 204.254.224.50 | 3004 | |
| Gay BBS | emerald.route66.net | 198.145.80.4 | 3000 | |
| GNJ Spectrum | gnj.gnj.or.jp | 202.243.53.3 | 3004 | Tokyo |
| Great Lakes Free-Net | fc2.glfn.org | 198.108.144.81 | 3004 | |
| Infinet | shakti.txinfinet.com | 204.96.111.157 | 3000 | Austin, TX |
| LiveWire | | 204 162.28.80 | 3004 | San Jose, CA |
| MacChoice | lt4.lasertone.com | 204.57.240.4 | 3000 | |
| MacEAST | fc.maceast.com | | 3000 | New England |
| MacLair | maclair.computize.com | 199.1.198.31 | 3000 | Austin, TX |
| Magic Online Services | gandalf.magic.mb.ca | 204.112.14.6 | 3000 | |
| MagicVillage | fc.hh.magicvillage.de | 194.120.171.64 | 3004 | Hamburg, Germany |
| Magnet | magnet.at | 193.80.248.21 | 3000 | |
| Manhattan Online | mhtonline.com | 205.160.44.120 | 3004 | |
| Metnet | stevem.opi.mt.gov | 161.7.104.96 | 3000 | |
| Metronet | | 204.112.14.6 | 3000 | |
| Mt. Parnassus | fc.delphic.com | 204.30.14.3 | 3000 | |
| N.E.T. | firstclass.northcoast.com | 199.4.102.21 | 3000 | California |
| NitELifE | nite.intermac.com | | 3004 | |
| NP1.COM | np1.com | 204.139.8.2 | 3000 | |
| nyforestsONLINE | | 149.119.1.25 | 3004 | Syracuse, NY |
| OUTline | fc.out.org | 206.86.61.123 | 3000 | |
| Paradigm Online | paradigmonline.or.jp | 202.33.54.66 | 3000 | |
| Paradise | blkbox.com | 198.64.53.173 | 3000 | |
| Productivity Online | | 198.30.22.11 | 3000 | Cincinnati, Ohio |
| Rete Civica Municipale | ghost.dsi.unimi.it | 149.132.120.68 | 3004 | |
| Skios BBS | | 194.30.20.5 | 3004 | |
| SKYlink | | 194.96.2.67 | 3000 | Vienna, Austria |
| SoftArc Online | | 198.133.37.10 | 3004 | Canada |
| StarNet Online | | 204.178.185.2 | 3000 | |
| T>>l>>Graphique LC | utlglc.upc.qc.ca | 204.19.34.22 | 3004 | |
| Terminus | terminus.interworks-inc.com | 204.57.346.11 | 3000 | Redmond, WA |
| TerraX | terrax.spk.wa.us | 199.79.239.40 | 3000 | |
| TogetherNet/TGF Tech | | 204.97.123.70 | 3000 | |
| TunaNet | tunanet.com | 204.235.81.14 | 3004 | New York, New York |
| TVO Online/ChaiNET | fc.tvo.org | 204.41.126.10 | 3004 | |
| Tyrell BBS | tyrellco.com | 199.1.22.171 | 3000 | |
| UDLA-Puebla (RIA) | ria.pue.udlap.mx | 140.148.1.9 | 3004 | Mexico |
| Ultimate Mac Source (UMS) | umsedm.afternet.com | | 3867 | Edmonton, Alberta |
| Versacom | shakti.versa.com | 204.96.111.93 | 3000 | |
| Virtual Valley Com Net | | 204.162.28.81 | 3004 | San Jose, CA |
| WCA Academy | marathon.wca95.org | 193.45.142.40 | 3000 | |

| Board Name | Domain | I.P. Address | Port | Location | |
|---|---|---|---|---|---|
| *Boards that do not allow autoregistered dialin.* | | | *New users must login as:* | | |
| AMUG (Arizona) | fc.amug.org | 204.62.193.11 | 3000 | AZ | Guest, Guest |
| Computer Soup | Firstclass.LoonLink.com | 204.246.83.3 | 3004 | MN | Guest, Guest |
| Emerald OnRamp | emerald.route66.net | 198.145.80.4 | 3000 | | Blank, Blank |
| IST-Linz | istmail.padl.ac.at | 193.170.67.250 | 3000 | | Guest, Guest |
| LearnLink | | 128.140.49.40 | 3000 | Emory U. | Guest, Guest |
| RSD (Reynolds School Dist) | 198.236.117.11 | 3004 | OR | Visitor, Guest | |

*This article on how to connect via telnet to FirstClass BBSs is from the April 1996 Macintalk, newsletter of Macinteresteds of Nashville, KY.*

# Launch Pad—The Desktop for Kids

**review by Martin Moebus**

"DAD, I THINK I broke the computer."

"What did you do?"

"I put all the files in the Trash."

Has this ever happened to you? (Do you ever want it to happen to you?) Then get Launch Pad—The Desktop for Kids. Launch Pad allows you to protect your computer and files by creating a fun animated desktop for the kids while keeping them out of your areas and files.

When Launch Pad starts, Bingo (your doggie friend) is sitting in his rocket ship car. This is the Launch Base. At the bottom of the screen are the keys to the rocket ships. Clicking on keys (accounts) at the bottom of the screen allows your kids to launch their personalized desk tops. Each child is given access to only those applications and files that you, the parent, want them to use. Access to the whole computer is protected by a grown-up password. However, Launch Pad is fun enough so that adults may want to set up their own accounts as well. (Don't worry—you still have your grown-up password if you need it!) When setting up accounts, Launch Pad even helps you choose which applications your child can access automatically. First you tell Launch Pad your child's age. Then Launch Pad scans your hard drive for applications appropriate for the age. Afterwards, you can customize the list of applications, adding/deleting applications to create a totally unique kid-age appropriate desktop!

If Johnny and Sally want their own "secret" desktops this is not a problem. Launch Pad will allow you to give each kid its own password to keep snooping siblings out of their private areas.

Once Launch Pad starts, six interactive scenes are available for choosing. For instance, my three-year-old likes the underwater scene. The scene has hidden things such as bones for Bingo. By clicking around the scene, various funny things happen. (For example, clicking on the sunken ship shoots a cannon bail that gets eaten by a passing fish.) For the younger kids, just having the scene (and no applications) will keep them busy for hours.

Applications such as paint programs and games are kept in each child's individual car dashboard. Alternatively, the applications may be placed inside of the scene (on top of the sunken ship, for example). If your kid gets bored with one scene, five more are available with themes such as dinosaurs, castles, and even a haunted house.

At the bottom of the screen are the controls of your rocket ship. Applications that you have chosen appear there. Files are saved in the glove compartment. Three applications are also included in Launch Pad and appear on the dash board. A clock helps your child to tell time. By clicking on the clock face the clock tells you the time. A kid calculator is also available for number practice. In addition, a basic tape recorder is available with "kid special effects" such as playing what you say backwards, speaking like a robot or even a bird.

By making the computer fun, your kid will be more motivated to use it. "Sticky Menus" are available for younger users. Instead of having to have to hold down the mouse button when selecting menus, the menus stay open until a choice is made. This is very useful, especially in the beginning stages of learning to use the computer. Launch Pad is meant to be used by kids ages three to ten.

Enough about what Launch Pad does for the kids; what does it do for you? The main thing it does is to protect your computer from accidental deleting of files as well as "screwing up your computer" by changing backgrounds, adding annoying sounds, moving files and the general monkey-business done by all kids, if given the opportunity.

Launch Pad can protect your computer in two ways. The first way is to have Launch Pad come up whenever anyone uses the computer. This way offers the most protection, since only by having the adult password can anyone access the protected areas of your computer. Launch Pad will also protect from some one trying to boot up with extensions off or trying to boot off of a floppy. Even if you pull the plug, Bingo will guard your computer, and Launch Pad will be back on after power up.

The second way is to use Launch Pad as an application. In this way, you must "double click" to start Launch Pad. This method is useful if you have young children who are not old enough to start up the computer themselves. Your computer will not be protected until Launch Pad is run, but if the computer is used mostly by adults, this is a faster way to use it. Once Launch Pad is started, an adult password is still needed, even if the power plug is pulled, so you don' t have to worry. (Good boy Bingo!)

Another nice feature is the ability to limit the sound level of all programs. By simply setting a maximum level, all those noisy games won't seem so bad anymore. If you are afraid your kids will erase their own files, Launch Pad even protects them! Files are not really erased until after seven days, so if Johnny accidentally erases a file and wants it back, it can easily be retrieved!

Launch Pad includes a protection method even if it's not running! If you leave the computer for a user defined amount of time (e.g. one minute) the computer screen automatically locks. The adult password is then needed to gain access. This protects from tikes playing with your files when you get up and get a cup of coffee.

One minor problem was discovered. You can only run one application at a time. Whenever Launch Pad launches a program, you cannot get back to the desktop to launch another one without quitting the first application. (This probably won't affect the kids, but, if you wanted to use it at work, you might have problems if you typically use your computer in a multiple applications at a time environment)

Launch Pad was developed by Berkeley Systems (the Flying Toaster Company who have brought us things like the After Dark screen saver). It is available for both the Macintosh and PCs running under Windows. Both CD-ROM and disk versions are available. It provides a lot of fun for the kids as well as protection for your files. Estimated street price is $30. ■

*From the May 1996 issue of The Pulp, newsletter of the Hartford (CT) User Group Exchange, Inc.*

# ShareDraw: A Poor Man's Illustrator?

**by Peter Hinchliffe**

AS WITH THE first collection of Ian & Stuart's CDs, I considered the latest collection of six disks which I bought at a WAMUG meeting a few months ago to be excellent value. The only slight disappointment was with the documentation (for want of a better word) which came with them—it was no more than a tiny slip of paper outlining the folders in the main directory of each disk, and produced in a font which was highly decorative but only barely legible. And which I promptly lost. [*Ed.—Got something personal against trees huh? I think manuals for most people are no more than expensive shelf decorators. But if you want them—then by all means buy them with real software—the manual is the most expensive part of delivering most software by the way. It's up to ShareWare authors to document their programs with good inbuilt assistance and for users to realise

that online help on the computer is ten times more useful than a note on a page in a manual that may or may not be to hand. ShareWare authors will only do this if we as a user community pay our shareware fees. This thankfully is becoming easier thanks to the Internet. Rant over.]

I found it a little annoying that the CD jewel boxes did not have label inserts, but for a $40 outlay for six CDs, I figured I had already received excellent value. [Ed.—they had numbers on and were colour coded—what more could you want? ;-) ] Since I also have other CD-ROMs in my collection which suffer from the same shortcoming, I decided to set about designing a CD-ROM label template for myself. I used the ClarisWorks Office drawing module, and found it completely up to the task—until I tried to print. I had placed some text on the template so it would print at 90° rotation and appear on the "spine" of the jewel box for quick reference, and it was here I discovered one of the short comings of working with CW Office and my StyleWriter 2400.

Because the program used only QuickDraw routines for its printed output, it was sending high quality TrueType output to the horizontal fonts on the labels, but the text which had been rotated was being printed as very low quality bit maps. I realised that if I was to improve on this I would have to outlay some large money and buy a high end graphics package like Illustrator or Freehand, or buy a LaserWriter, neither of which I was prepared to do for this exercise. [Ed.—No need; CW Office will do this but you have to do it in a particular way for it to work correctly.]

It was then that I discovered a wonderful little program called ShareDraw . This particular gem appeared on the *Macworld* February CD-ROM (UK version), and it is a very full featured object-oriented drawing program. I was instantly sold when I printed one of the sample graphics included with the program, and found that I was looking at high quality rotated text! I immediately set to and started to get into the program to find what it could do, and was very pleasantly surprised.

The first thing I discovered was the interactive online tutorial. This is a superb feature which replaces the normal style of documentation we have come to expect with ShareWare. The tutorial is available all the time, and is every bit as helpful and interactive as the Apple Guide. It is true "learning by doing".[Ed.—It's terrific!]

ShareDraw contains a wealth of features normally found in the more expensive drawing packages. Its text handling facilities are excellent, featuring such things as bind text (flow text along any path), flow text (fill any shape with text), blend (a powerful tool which creates transitions between colours, pen widths and shapes across a range of three or more objects). A particularly useful feature of the program is the fact that objects become surrounded by a shaded bounding box when you move the cursor over them. This is incredibly handy for identifying and selecting objects which are hidden behind others.

Other features include a reasonably flexible gradient editor, scalable rulers which convert between units of measurement, kerning, spreading, and an autosize feature in the line tool which displays a unit measurement in a double-arrowed line drawn between two points, which together with a full range of shape manipulation tools endow the program with some rudimentary CAD facilities. It even supports working in different layers. ShareDraw can import MacPaint, EPSF, PICT and Movie files, and can export to EPSF and PICT. Since I found ShareDraw on a commercial CD-ROM I can't tell you where it can be found online, but being shareware it's sure to be out there somewhere.

Check your favourite FTP sites or BBSes, or see if you can find a newsagent who still has the February copy of UK *Macworld*. Needless to say, I have redesigned my CD-ROM templates with ShareDraw and I'm delighted with the results.

<http://hyperarchive.lcs.mit.edu/HyperArchive/Archive/_Graphic_%26_Sound_Tool/_Graphic/share-draw-201.hqx>

[Ed. Pleased to hear it. I found the above URL for ShareDraw at the HyperArchive. It's reasonably big—about a megabyte—so be prepared to wait awhile. It behaves well, has some really innovative features, and should be on the hard drive of every home user. An example of a program Apple should buy and bundle with every Mac. Its help and tutorials are exemplary.] ■

From the June 1996 electronic issue of the *WAMUG ROM*, at the Western Australia MUG's Web page at:
http://numbat.murdoch.edu.au/wamug/home.html

*[*WAP editor: all editorializing in this article came with it. I have nothing to say here.]*

# Review— FWB Hard Disk ToolKit

by Mark Farley, *CMUG Member*

**FWB's Hard Disk ToolKit 1.8 Delivers Total Control**

YOU USED TO keep a SCSI mounting utility buried deep within your utility folder to hookup an occasional difficult external hard disk. Then came the external drives—every brand SyQuest or optical had their own SCSI mounting software, needing separate folders, just to keep them straight. Some worked, some crashed your machine, some lived in your extension folder, while others stood alone. After a while a SCSI mounting culture developed, and everyone had their favorite SCSI mounter. The arguments started sounding like bickering over Mac versus PC.

Unfortunately those quaint days of single feature SCSI mounter apps are over. New Macs sport two SCSI buses, internal and external. Now you can juggle more than one hard disk, several types of removable media, scanners, back-up drives, CD ROM readers, writers and more. All of us who lived through six SCSI devices know that divining a SCSI conflict is a nightmare. FWB's Hard Disk ToolKit was one of the first to come to the rescue, offering a holistic hard disk and SCSI device management plan. With my first HDT ToolKit I learned the importance of device drivers and the ability to change them. Having all of my drives and devices controlled by one application, one driver, was immediately noticeable throughout my system. I stopped getting those strange inexplicable errors, slow start-ups and non-mounting cartridges. It performed miracles, and I loved it.

The new Hard Disk ToolKit 1.8 still performs all the basic device handling features of its predecessor, but does much more. The first thing worth mentioning is the documentation. Along with the clear and well written manual comes a book, and I mean book, that starts with the basics of hard disk technology and works up to the fine points of disk caching, optimizing, and system wide control. If you're the least bit curious about how all of those whirring disks on your desk talk to each other, this is a great lesson. Easy, optimized menus allow you to configure your SCSI chain in minutes, and layers of menus and interfaces give you control over every aspect of your drive's inner workings. With this kind of control, you can configure your hard disk to work best in your unique environment.

HDT also comes with a component called World Controller that optimizes the drive's true abilities, not just the generic factory presets. These features seem so easy to implement, you begin to wonder if you didn't just buy a load of snake oil. But the proof is in access times, and HDT delivers what it promises.

There are two other new features worth mentioning: Turbo Boot and the dual bus prober. Turbo Boot looks at all of your system extensions and dumps them for faster loading. I noticed increased speed in my start up, and I used Turbo Boot for some time until it conflicted with a seldom used, but important, piece of software. The dual bus support is new in this version, along with PCI Mac support. Apparently, HDT utilizes the fast SCSI and new bus configuration to speed up the machine beyond what an Apple driver can do.

Truthfully, I've only utilized a fraction of the features contained in HDT. I'm waiting for that rainy day to sit down, roll up my sleeves and really get into it. For those of you who like to tinker and finetune, you'll have some trouble getting to the end of HDT's offerings. Unfortunately, the whole package is broken down into about six little applications, so it takes some time to remember which part does what. You spend a lot of time launching, searching, and quitting each file until you stumble on the feature you're looking for. Each file contained in HDT needs your name and serial number, so set aside some time and patience for the original installation.

To a rookie, and even the dauntless pro, a lot of what HDT offers looks pretty intimidating at first glance, but along with fantastic documentation, you get a step-by-step guide to entering the wonderful world of hard disk drivers and SCSI technology. The program is built for layers of control, which makes you comfortable with the changes you make before jumping into the next level. When you look to buy, be aware that there are two releases of HDT. One is a personal version that offers basic hard disk configuration, formatting, partitioning, and password features. If you're looking for total system control, get the full version, which is what I reviewed here.

Raid toolkit, CD-ROM ToolKit, HSM ToolKit, and Hard Disk ToolKit represent FWB's product line designed to speed up your machine and utilize your existing technology and capabilities to the limit. ■

*From the May 1996 issue of Mouse Droppings, newsletter of the Corvallis (Oregon) MUG*

# HELP!

**by Michelle Ross, Scranton MUG, PA**

YOUR COMPUTER is acting up. You've restarted. Run ALL the utilities. The problem stops. You're having problems with your Mac. Your application isn't working properly, or a particular system extension is acting weird. You've restarted your computer with your extensions off, and the problem stops, but you can't work that way. You're at your wits end. What's the problem? HELP!

Suddenly—in a flash—Help!, from Teknosys, to the rescue!

Help! is an application that finds and reports known problems that exist on your Macintosh. It does this by first collecting a profile of the hardware and software information for your Mac, and then cross-referencing this information against a knowledge base of known hardware and software problems.

The result is a report listing which problems were found, how to solve them, and who to contact for additional support.

Help! provides complete descriptions of detected problems along with suggested corrective actions to fix them. Each problem is identified as a warning, a caution, or a note, depending on its severity. The knowledge base contains rules for detecting problems: with system extension conflicts, incompatibilities between hardware and System software, between hardware and applications and between System software and applications, memory problems, damaged files, improperly installed files, duplicate copies of files and multiple System folders or files.

In addition to detecting problems, Help! also allows you to display all the information collected about your system, i.e. installed applications, System extensions, fonts, desk accessories, attached hardware, etc. You can select various standard detail settings for a report or create and customize your own detail settings to display only the topics of information you want to see.

Help! is extremely user friendly. You could quite effectively load the program and use it the first time without ever even opening the manual! Just double click the application icon and you're already half way through! The start-up window only offers you three choices: New Report, Open Report or Quit.
Before Help! can tell you if you have any problems, you need to either create a new report or open an existing one. A report contains a snapshot of your current system profile including information about the hardware and software installed on your hard drive and any existing problems. Clicking the New Report button instructs Help! to collect a profile of your current configuration and check for problems. Help! saves reports to your hard drive upon collection, so you can open them later for further analysis by clicking the Open Report button.

Once clicking the New Report button, Help! will immediately prompt you to name the report. It's best to keep the date and time in your report name to avoid confusion between them later. Click SAVE and Help! begins to compile your report. It may take a few minutes to create the report depending on the size and complexity of your system. While creating the report, Help! displays a progress window showing the steps being performed. When finished, Help! displays the report on your screen. The first page contains a table of contents, listing all the topics displayed in the report. Reports are organized into two main sections: Diagnostic Results and Configuration Information.

The diagnostic section contains problem information about your computer. It uses warning, caution, and note icons to specify the severity of each detected problem. Warning icons identify critical problems which you should address immediately. Caution icons mark non-critical problems which may affect your system's performance in ways that could lead to more serious problems. Note icons are used to identify conditions you should be aware of, but they don't necessarily indicate problems.

The configuration section of the report lists the information from the profile collected for your Macintosh. You can navigate through the contents of your report in a couple of ways. You can scroll through the pages using the scroll bar at the right of the screen, or you can use the Contents pop-up menu. The Contents pop-up menu provides a quick way to navigate through the contents of the report. Selecting a topic takes you directly to that section of the report.

Help! also lets you redesign your report to view only the information you want. You change report detail settings by using the Detail menu. Report detail settings organize information differently, depending upon what you want to see. Help! comes with three standard detail settings: Configuration, Diagnostic and Full. In addition to the detail settings provided, you can create and customize your own detail settings. The Custom Detail Editor lets you select the topics of information

you want to see in your report. When selected, the Custom Detail Editor shows an untitled detail with all report sections included. You can also see other detail settings by selecting them from the Detail menu while the editor is open. Help!'s three standard detail settings (Configuration, Diagnostic and Full) are locked and can't be modified, but you can create and modify your own custom report details. You customize your detail setting by clicking the check boxes of each topic. Only checked topics will appear in the custom report view. When you've finished, Name your setting and just click the Add to Detail Menu button. Your custom settings will appear in the Detail menu.

You can delete custom details by selecting them from the detail menu while in the editor and clicking the Remove from Detail Menu button.

From this point, you can either view your report on screen or print out the report in the detail setting you select. Make sure you have selected the report detail setting you want before you print. For example, you may choose to customize your own detail setting for printing only the areas of the report where problems are occurring so you can refer to the print-out as you are fixing those problems, or just a print-out of the applications you have installed so you can contact vendors for current upgrade information.

Another feature of Help! is its simulation feature. This feature allows you to check in advance for problems which might arise if you were to buy a new Mac, upgrade your System software, install more memory, change your monitor settings, turn on Virtual Memory, etc.

For example: If you're using System software that is older than the most current and you want to check for incompatibilities with current System extensions or applications prior to installing it, you can simulate an upgrade to the new System software. You can select different Macintosh models, System versions, memory configurations, monitor characteristics, co-processors, and System 7 specific features such as Virtual Memory, 32-Bit Addressing and Personal File Sharing.

Simulation is now activated and Help! will analyze your system's profile as if the simulated configuration actually exists. The Help! report will be reprocessed and the contents will be updated with new information.

The preferences window allows you to change Help!'s options. Checking the Create Report at Startup box causes Help! to automatically create a new report at launch without displaying the Help! Reports window. This feature is useful if you would like Help! to automatically create a report every time you start up.

You can also change the appearance of the section titles of a report. The default is Inverted Section Titles where each section title appears as white text in a black background. Click the Inverted Section Titles check box to choose titles that are simply underlined with normal text. Users with ink-jet or dot matrix printers often prefer this style because it saves ink or ribbons and it prints faster.

Teknosys suggests, in order to keep your Macintosh running smoothly and efficiently, you should run Help! on a regular basis. If you frequently add new software or change your system configuration, you may want to use it more often to screen for unforeseen conflicts or corruptions. Since Help! detects potential problems, regular usage can keep many problems from surfacing and causing major headaches.

All levels of Macintosh users can benefit from Help!'s ability to detect configuration problems. New Macintosh users can use Help! to confirm that they have their System software properly configured. It can help prevent innocent mistakes from developing into major problems. Advanced users can use Help!'s ability to investigate system level parameters to detect unknown problems or confirm desired settings or installations. Macintosh support people can use Help! as an inspection tool to quickly gather information on a user's computer for troubleshooting or inventory information. Help! can become the first line of defense for identifying common Mac problems, isolating conflicting software, and providing users with recommendations to resolve potential problems.

It is to your benefit that a subscription to the Update Service offered by Teknosys be purchased to keep the knowledge base current and your reports accurate. Teknosys closely monitors releases of new products and updates, working directly with software developers and large Mac customer sites. They continually update the information in Help!'s knowledge base as new conflicts, incompatibilities, and other configuration problems are discovered. Because of this, the value of the knowledge base increases dramatically over time.

The subscription updates range from the Quarterly (4 updates a year) to Semi-Annual (2 updates a year) and can be purchased for one to three years. The cheapest option is the one-year Semi-Annual for $39 and the most expensive being a three-year Quarterly for $195.

Help! is a fabulous, must have application every Mac enthusiast should own. So easy, it really runs itself. Help! is available through the User Group Connection for $79.00 and earns the user group 250 points. ■

*From the May 1996 SNAC TIME, newsletter of the Southern New Hampshire Apple Core. "This artical (sic) may be used in any User Group Newsletter provided a copy of the newsletter in which the article appears be sent to SMUG, c/o Michelle Ross, 59 Benton Hills, Dalton, PA 18414".*

# Review—Casady & Greene InfoGenie

**by Victor Willem, CMUG Member**
**Harrisburg, PA**

I AM A confessed addict of Casady & Greene's SuperQuickDex II. I thought it was a miracle when I first saw it in its original incarnation as a product called QuickDex and have been amazed every time I open it.

What is this miracle? It is a free form database that mirrors my own habits. I just put in information that I may need and QuickDex (and every subsequent revision) indexes every word so I can find all occurrences of a keyword by searching for it. In many ways it mirrors contemporary search engines on the World Wide Web, except here you search a database of your own making.

QuickDex, the legend goes, was originally a small Bill Atkinson triumph called QuickFile that impressed programmers Casady and Greene. The 1.0 version of QuickDex hit the streets in June, 1987.

The concept is not purely free form chaos. QuickDex presents itself in a card or Rolodex form. I have quite a few master files. My most frequently used, outside of my phone/address file, is my URL listing. It is quite impossible for me to be a cybernaut without QuickDex open for consultation and updating.

Well, now, the miracle has become even more miraculous. Casady & Greene have refined QuickDex into a new product labeled InfoGenie. I couldn't imagine how they could improve my trusted QuickDex, but, boy, did they do just that!

Why? If you read the InfoGenie docs, you will discover an honest revelation that the programmer who coded the original QuickDex was long gone and new programmers had new ideas and that was one reason for a new edition. It is refreshing to read an honest, real world, explanation rather than the advertising hype that coats most product changes.

Having more than one set of eyes on a software program is clearly the way to go. InfoGenie is very much an enhancement of its predecessor. If history wouldn't prove me a fool, I would almost challenge C&G to try to improve its latest release!

InfoGenie is an application that, for me, best resides in the Apple menu. You click the little gold Aladdin's Lamp to find InfoGenie's File menu bar appears at the top of the Finder. Here, a wide variety of functions are controlled, and you specify which database is to be accessed as well as specifying other options.

At the same time, a window appears on the desktop. It features an icon loaded menu bar with easy to decipher images such as "next," "prior," "dial," etc. Just below the menu bar is an empty box area divided into two areas. First is a search box that allows you to put in a keyword to identify record content that is desired. Second is a blank window where matching records are brought for perusal, one at a time.

You can choose to create databases that are free-form, or field-based. Field-based databases, something never available in QuickDex, can have in excess of 32,000 records in them. Free-form can store as many records as fit on available disk space. Similarly, any given record can contain in excess of 32,000 characters.

The icons on the Finder level window trigger short cuts for oft-used functions. For an address manager, the phone icon on the dialog box menu will dial anything that looks like a phone number automatically. Pretty nifty. The little envelope icon will set up a printing template where you can automatically address an envelope to one of the contacts in your address book. Very smooth.

Printing out your database file is a snap. You can print out labels (from a provided Avery template menu or make your own). If you are so inclined, you can print the entire file as a continuous document where records will be separated by a horizontal line. If that isn't satisfactory, you can print each record on a new sheet of paper.

You can sort, and within limits, merge database files. While it was a piece of cake to have InfoGenie import my QuickDex files, InfoGenie supports importing tab-delimited files into a field-based database file. Text and email text files can be imported into InfoGenie free-form database files. InfoGenie exports field-based database files in five ways: tab delimited, free-form, modified field structure file, text, and as a QuickDex card deck. Free-form InfoGenie files can be exported as tab-delimited, field-based, text or QuickDex card deck files.

InfoGenie is very networkable and is sold in five and ten pack versions for those in multiple Mac settings.

For those who never read the manual, a one page Appendix C will

suffice to introduce you to this product. While the street price is around $50, at least one catalog (MacZone) offers a $25 upgrade price from "databases, PIMs, and e-mail programs." Paying $25 for this bit of programming is like paying $25 for a copy of the Gutenberg Bible.

I don't want any reader to think InfoGenie will replace every database manager on the market. It isn't intended to do that. But for the dozens of projects which require "quick" access and recording, this program is remarkable.

InfoGenie is so Macintosh that it is hard to conceive of having a Mac without it. While I loved Casady & Greene's good ol' QuickDex, I lust after InfoGenie. There appears to be no limit to the ways you can use this software magic. ■

From the July 1996 *Mouse Droppings*, newsletter of the Corvallis (OR) Macintosh Users Group (CMUG).

# Review—Microsoft Encarta 96 Encyclopedia

**by R C Dale, CMUG Member**

### Installation

*Encarta 96* comes with a 22 page manual. As a Mac enthusiast, I decided I wouldn't open it unless I was absolutely driven to do so. So in goes the CD, and the windoid tells you what to do. Installation is simple and hitchless. On subsequent visits, however, *Encarta* loaded annoyingly slowly and made me sit through a pretentiously grandiose sound montage that's pretty scratchy and definitely not worth the wait. After a few days, it fixed that by refusing to play any sound at all. It also posted an "error creating annotation file" message every single time I subsequently rebooted.

Once in, however, things improve. The interface is clear and attractive. The first option for approaching the material in the encyclopedia is a built-in finder, "The Pinpointer." A click takes you to a scrolling field containing the titles of 26,386 articles. There's also a little entry field for typing in your own title, if you prefer. The scrolling list is arranged alphabetically, but it alphabetizes on first names as well as last names, so you can look up Bill Gates either under Bill or Gates. I picked an unfamiliar entry, jerboa, and clicked on it. It brought a number of components on screen: a scrolling text field that explained what a jerboa is, a smallish photo of a jerboa's head (it expanded with a click to a full screen photo of the entire little animal, along with another caption), and a button that took me to a list of allied subjects, themselves clickable in hypertext fashion. It was all interactive, well-integrated, intuitive, and easy to use. It was like the well-thought-out HyperCard stack one would hope for in an integrated electronic encyclopedia.

### Mind Maze

If you tire of browsing, *Encarta* throws in a game called Mind Maze. It uses a series of quiz questions to move the player through a maze and find his way out. The quiz questions fall into a dozen different categories arranged in four levels of difficulty, none in truth very difficult. These categories and their questions have nothing whatsoever to do with the graphics used in the maze—a pretty tired set of rooms in a castle, each of which sports a door or two and possibly an inhabitant—so there's no hint of organic integrity between the game's design and its questions. The questions are fairly easy, and the multiple choice answers for the most part logically exclude three out of the four possibilities, giving away the correct answer even if the player doesn't know it: it's the multiple-choice quiz every sophomore prays for when she hasn't mastered the material. The loading time between questions is quite long, and the medieval music playing endlessly keeps breaking up (at least it does on my Performa 630CD, which has never had any trouble playing any other audio CD). Altogether, not a very rewarding experience. It'll probably send you right back to browsing, which is where you should be anyway.

### Languages

The articles on languages vary in their depth and scope. The piece on English, written by one of the greatest authorities on the language, Mario Pei, is exemplary in its concision and penetration. Succinct and erudite at the same time, it synthesizes English's history and linguistic characteristics without indulging in either vulgarization or professional jargon. The makers have given Pei as much space as he needed to cover his subject, and he has reciprocated by not wasting a single word in his treatise. The article features a button that allows the reader to hear the words bough, cough, thorough, thought, through, and rough spoken, illustrating the

pitfalls of spelling in the English language. This is an excellent use of interactive audio for illustrative purposes, especially for non-native English speakers. I was sorry not to find a similar audio exemplification of the Great Vowel Shift in English. It would have been most instructive to actually hear how English vowels were pronounced before this shift occurred.

The unsigned article on the history of French is considerably less complete. It offers no linguistic treatment at all, concentrating instead on the language's history. It does a perfectly adequate job of sketching out the broader lines of the history of French, and given that this encyclopedia is aimed at an English-speaking audience, the disproportion between the brilliant treatment of English and the merely adequate treatment of the other languages covered here is understandable.

Like the *Guinness Encyclopedia* I reviewed in these pages a few months back, *Encarta* features a phrase-speaker, native speakers speaking a few phrases and counting from one to ten in a multitude of languages. Unlike the Guinness version, *Encarta* doesn't embroider or improvise on the translations, however; it delivers exactly what it says it will. It also has a nifty little extra thrown in: a proverb feature: if you click on the American English proverb button, a windoid appears with the proverb handwritten in it, and then Paul speaks it for us. Charles does the same for the British proverb, and so on. For the non-English languages, an English translation is also typed into the windoid for us. Our Canadian cousins will be happy to hear that Encarta provides a French Canadian set of phrases as well as a Metropolitan French set.

The choice of languages treated struck me as well balanced, representative of languages that are both important and interesting to American users of an encyclopedia.

### Cinema

Moving over to the movie section, I experienced pretty bad luck. While I could get around from one topic to another easily enough, nothing else seemed to work very well. What Encarta calls "scenes" from major movies are really nothing but stills, and some of them (e.g. Fred and Ginger) not of very high quality. *Encarta* offers little sound icons for scenes in some films (e.g. Night at the Opera), but nothing happens when you click them. Or at least nothing happened when I clicked them. When I went looking for help, I just got led around in a big circle, and I never found out how it was supposed to work. What's more, the coordination of the various elements of the screens was often way off. For example, as I write this, I'm looking at a screen that consists of three major windows and three or four top bars. The lead titlebar tells me I'm in Motion Pictures, History of. Below that, there's a popdown menu for Views that relates to copying things. Next, there's a bar identifying what's in the window below it, a "Scene from 81/2." To the right of that, there's a text screen devoted to "The development of Color." (Perhaps I should point out to the younger among my readers that Fellini's 81/2 was a bit of a throwback in its day, a film made in b&w well after color had asserted its universal hegemony in cinema.)

The only other thingy on the screen is a useless little floating window marked "Guided Tours" that says we're now looking at "Famous Movies: The Wizard of Oz" and identifies this "scene" as the one in which "Dorothy arrives in the magical land of Oz." There's a scrolling list of the movies available here, and it has grayed out "The Wizard of Oz."

In other words, there's no coordination whatsoever among the three onscreen features. And believe me, I didn't try to fiddle it to make it misbehave. This is just what happened when I chose a new movie. Later, as I scrolled down in the text field, when I came to the section on Postwar Italian Cinema, the picture field popped up a photo of Akira Kurosawa standing in front of a gigantic Oscar. At this point, the selection/identification thingy still thought Dorothy was arriving in Oz. Finding this unintentional montage pretty amusing, I kept on scrolling to see what would come up next. As soon as "Japanese Films" came up in the text window, the picture window dropped Kurosawa and popped up Ingmar Bergman instead. The representative offered for French films was none other than that great Gallic personality, Spike Lee.

OK, so the code writers screwed up here. Let's put that aside and take a look at what the writers did. The main organizing entity of the film section is a long scrolling text field going through the history of cinema from the early inventions leading to the advent of motion pictures on into the major trends, personalities, and events of the art from its inception a hundred years ago up to the present.

The exposition is spare, focussed, purposeful and knowledgeable, scholarly rather than fanzine in its tone, and even-handed in all respects. It expresses a fondness for and devotion to its subject without ever falling into fawning. I saw no errors at all in the whole of the exposition, nor did I see any egregious omissions, although I was surprised to find no mention of Dziga Vertov in the section on Russian silent cinema. The account favored filmography over artistic idiosyncrasy rather too much for me. Thus we got a pretty decent rundown of Hitchcock's films, but only one paragraph on what makes them

Hitchcock's films. The one paragraph was OK—not penetrating anywhere near the core of Hitchcock's essence, mind you—but a hell of a lot better than the totally limp treatment we found in the Guinness encyclopedia. A reader looking to find out why many film fans love Jean Renoir's or Rene Clair's or Fritz Lang's work won't get much help from the exposition here, but at least he'll get a list of films to go looking for to get started. The text is full of hypertext clickers that take us away to separate articles on various luminaries. Bibliographies, however, are often weak or missing altogether.

### Geography

Let's take a spin around the globe. By clicking on a map of the globe, we can "zoom" in on, say, the state of Oregon in the Northwest corner of the US. Here we find a number of towns of interest, virtually all located along the I-5 corridor in the Willamette Valley. (The rest of Oregon is featured on the map but contains no places of interest as far as the articles are concerned.) We can click on a list of available articles: Eugene, Springfield, Albany, Corvallis. Let's try the latter. We learn that it's a city given to the manufacture of business machines, forest products, and processed foods. "The name of the community, which was briefly (1855) the capital of the Oregon Territory, is derived from a Latin word meaning 'heart of the valley'." This quotation elicits two observations. First, the bad grammar it uses states that the name was the capital. Second, there is no Latin word meaning "heart of the valley." Corvallis is macaronic Latin, made-up Latin, made up by someone who wanted to spiff it up to sound as if it meant "heart of the valley" in Latin. So what? Well, so the writing and the research are both sloppy. The entries are perfunctory, written by someone taking them from something like State Chamber of Commerce statistics rather than someone who knows and loves the towns. I didn't find the prospects of reading more than just a few entries at all inviting.

### Interactivity

I can't tell you much about this feature, since it froze up my system every time I tried to use it.

### Specific Articles

As I said in the last review, I made a list of articles I would look for before opening any of the encyclopedias I was to review. To look for them, I first tried the Find Wizard, a finder that froze up my system every time I tried to use it. Later I went to the Find feature on the menubar. This returned me to the Pinpointer, a scrolling clickfield with an attached entry field. This worked quickly and efficiently. I looked up brewing and found a good, concise article on beer and ale brewing that took one through the various steps involved, and gave one an introduction to the vocabulary as well as the process. Although it did not say so, it was definitely describing Industrial beer making of the Budmiller variety, rather than the craft brewing beloved by PNWers. And although the article itself was informative and (within its undeclared perimeters) correct, the attached bibliography was only nominally connected with brewing. In reality, it was devoted to wine, without a single entry on brewing. While the two processes share fermentation as one of their stages, they are not at all the same, and this shoddy shuckoff on the bibliography is a real minus.

A handy windoid featuring related articles offers itself. The list includes "maltese," a word that conjures up falcons and crosses to me, along with "maltase," the sugar that malt produces. To satisfy our curiosity, let's try "maltese." Woops, turns out to be a blunder on somebody's part. It brings up an article on a variety of spaniel. Related to Malta, not malt. Misfiled.

The article on Whisk(e)y, however, delivers a first-class disquisition on the history, manufacture, and vocabulary of that most delectable subject. The bibliography, alas, is the same one attached to beer: a wine bibliography. Nothing to do with distilling. So here I'd give high marks to the article writers, high marks (allowing for a filing error) to the crossfiling feature, and an F to the bibliography compiler.

### Conclusion

*Encarta*'s strong point is its writing, much of which is top-notch—real experts writing on their area of expertise. The Pinpointer finder and Related Areas finder are both very helpful, although the files in the latter still need some combing. Instead of being strong guides to help the curious reader along the path to fuller information, all the bibliographies I saw here were weak or nonexistent. The bells and whistles mostly didn't work on my Performa 630 CD. Although I can go all day long working in PageMaker without incident, *Encarta* froze up every 20 minutes or so. The sound didn't work most of the time; I couldn't get in to see Bill's lab collection of European art, and I got very tired of rebooting all the time.

Until Microsoft fixes the problems, I would only give *Encarta 96* to somebody I wanted to bedevil. If the glitches are ever removed, it would make a nice, useful, well-written gift. ■

From the July 1996 *Mouse Droppings*, newsletter of the Corvallis (OR) Macintosh Users Group (CMUG).

# KansasFest 96

by Geoff Weiss

*KansasFest is the annual conference for the Apple II faithful. Held at Avila College in Kansas City, MO, it is the summer gathering spot for developers, dealers and serious users of Apple II computers. Last year, our reporter Seth Mize attended and wrote for the Journal on his adventures. This year he could not get away from his Shack, so we asked Geoff Weiss, the System Administrator for Hermes Internet Service to pass on his impressions of KansasFest. In trying to get all of his report into this Journal, we had to edited some sidebar material.*

### Day 0: Wednesday, July 17th

KANSASFESt... an event which I heard is a "must go" for any Apple II user. I have never been to one before so I wasn't sure exactly what to expect.

I finally arrived at Avila after a 17 hour drive. Road time to drive from Washington, DC to Kansas City is about 17 hours. This doesn't include meals, bathroom breaks, and the overnight hotel stay in St. Louis. It was about 3:30 p.m. when I got to campus. When I was checking in, I was half expecting to see Cindy Adams [one of the organizers]. I have never met her before, but she seems to be heavily involved with setting up KansasFest. I was very surprised to not see her. I inquired to ask if my roommate arrived. I was told that the man in front of me was my roommate. I thought it was pretty funny that we arrived at virtually the same time. I introduced myself to my roommate, Kevin Thornton. I had no idea who he was, but later found out he used to be a dealer who sold Apple II hardware and software.

Due to some of my computer equipment that I brought with me, I had brought along a dolly from work to cart my equipment to my room. With the dolly, I could bring all the stuff I had in two trips. Kevin had tons of junk: 2 IIgs systems, Laser 128, //e system, Mac system, boxes of software and hardware, and spare computer parts. Kevin was really thankful that he could use my cart to bring up his boxes.

While Kevin was unloading his car, I went ahead to set up my computer. My regular Apple RGB monitor for my IIgs is having problems—I think it has a power supply problem since the screen likes to jump around. Luckily I had a spare monitor that I could bring with me. This spare monitor is a relative new addition to my collection of computer hardware. It is a SVGA monitor; but I have a Second Sight card so I can plug it right to my IIgs. Oh, did I mention that the monitor is a 19 inches? On the desk in our room, I had my IIgs with a 19" monitor on one side and my roommate his Mac with a 21" monitor on the other side. The desk was very well balanced.

Since I let Kevin use my cart, he allowed me to use his Internet account (he lives in Kansas City so it was a local service provider). When he tried logging in when he arrived, the connection didn't work. Since I deal with problems like this at work, I reconfigured his Free PPP to properly connect with his provider. He was telling me that a technician from his provider told him to change all the settings the day before. Unlimited free access to work ended up being a nice benefit later during KansasFest.

Most of what happened next was a blur. I remember going to down to cafeteria for dinner to get a snack—all I remember was that Auri "R a m a l a m a - d i n g - d o n g" Rahimzadeh (quoted name courtesy of Diz )[Steve Disbrow of EGO Systems] arrived and sat at the table I was at. He had walked in with a Powerbook under his arm. Even though I have never met Auri before, I somehow pictured that was him. It seems like I was the only one at the table who never saw GUS [GUS is a IGS emulation program that runs on PowerMacs. See sidebar story.]. He booted his Powerbook and showed that the rumored IIgs emulator was real. This wasn't an official presentation, but I have to say that I wasn't all that impressed. Sure, it was neat seeing a IIgs running on a Mac, but I have no access to a Power Mac so it didn't seem to useful to me. If GUS was compiled to work on the 68k Mac, I would have been more excited. I don't know if I have become cynical, but it is hard to get excited over software if you don't have the hardware to use it.

At this point, I would like to thank everybody who gave me rides while I was at KansasFest. I had driven a long way and didn't feel like driving for a days since I would have an equally long journey home. I hitched a ride with Diz to go to KC Masterpiece, a local restaurant. Diz is a funny, funny guy—if you get a chance, take a ride in his van with him. Just don't try to have a dueling match with playing with AC and radio controls because you will lose. Among the many conversations at

KS Masterpiece, I met someone who liked P8KeyChange, one of the programs I have released for the IIgs. We both agree that we didn't like Apple's decision to use the "8" key to boot into ProDOS 8. That was one of the reasons why P8KeyChange was written.

Upon arriving back to Avila, I pretty much staying in my room since everybody else was wandering around. Cindy Adams came up to me and ask if I just arrived. I was thinking—where were you earlier? I was one of the first to arrive. Cindy "Mother Hen" Adam's excuse for her absence was she was getting food. I guess having a 19" monitor on one's IIgs would cause a bit of attention. I was approached by the Seven Hills team and asked if they could use my monitor for demonstrating their software. I originally wasn't planning to attend their sessions, but there wasn't anything else interesting planned for those times so I said they could use my system. I probably should have been impressed: Ewen Wannop, Richard Bennett, and Dave Hecker were asking me, Geoff Weiss, to use my computer system to demo their new updates.

I found out from these guys and Nate Trost that trying to make money on the Apple II just won't cut it any more. I learned that if any software tops 200 sales that it was doing well. That made me sick to my stomach. I have a whole bunch of ideas of programs to write/finish that I thought could sell 1,000 copies each. At $30 per program, that is $30,000 minus advertising, manuals, disks, etc.... It would end up with a nice profit. Reality hit me at KansasFest where $30,000 became $6,000 before supplies and advertising. I became really depressed. What I was thinking was "what am I doing here?" I drove half way round the U.S. to find that one of my childhood dreams suddenly shattered. It was Dave Lyons who told me in 1992 that "a lot can happen in a year." Not only can a lot happen in year, but a lot can happen in just a few hours. A quick look at the last few hours showed that there were a lot of people with Macs. I looked at my system: all I have is IIgs, enhanced with a Zip GSX, SCSI, and more. Why am I investing my money in this outdated technology, I thought. I had a good feeling about the Second Sight. Too bad Sequential dropped the ball for support. Tony Diaz commented that he didn't put a SS in his GS since the last KansasFest. Maybe I should dump the GS and get a Mac. Those Power Macs will be able to emulate GS software, but then I will also find software that can take full advantage of the Mac's capability.

> "I attended Mike Westerfield's and Erick Wagner's session on Robotics. Back when I was in high school, I had wanted to control a robot through the 16-pin joystick port inside the IIgs. Obviously this was what the session was showing. Unfortunately, my interests have changed and I no longer want to do that. It was fun seeing a project that Mike Westerfield did to interact a robot with his IIgs."

Not only was the state of the GS market depressing, but it seems like there was nobody at KansasFest. All I remember reading about previous KansasFests was "You have to go...it was so cool!" It seemed like only 60 people were here. The session schedule looked uninteresting ... maybe I should go home now. Oops, already promised Seven Hills my IIgs all day tomorrow. I was ready to stop development of all the software I had and was to about to throw what I had done (bugs and all) into the public domain. I finally started to have some free time in my life to get back to coding and it looked futile.

By this point, I've seen GUS, a ROM 04 (sic), an Apple Ethernet Card, a bunch of cards that Tony Diaz designed, and how commercially unsuccessful the Apple II is. I hung around with Eric Sheppard, Greg Templeton, Nate Trost, and Burger Bill for the rest of the evening (well, next morning). They all have real jobs writing programs all day. I'm glad my job is not a "computer programmer." Greg mentioned he has designed a new animation format that is faster than the "current standards." I was awestricken at how simple is his format. He said that he hopes to port the final code to the IIgs one day.

We all headed back to our rooms around 3:00 to sleep for the night.

### Day 1: Thursday, July 18th

I decided to get some sleep so I skipped breakfast and the first session. The second morning session was the Spectrum 2.1 upgrade. This was hosted by Dave Hecker from Seven Hills and Ewen Wannop, programmer. Since my IIgs was the unit which the demo was displayed on, I attended this event.

I have never seen Spectrum before so I didn't know what to expect. My first impression was the new fea-

tures seemed useless. I ended up buying Spectrum at the end of KansasFest and have to say the new featured give Spectrum a lot of potential. Custom scripts can draw on text and graphics on the super high-res screen and sections can be made to be "clickable" with the mouse. Functionality of Hypercard was added to Spectrum. Since Spectrum will probably be the only comm program that will ever get future upgrades, I think it should be the number one comm program of choice for the Apple IIgs user. . . . . The best part of the presentation was when of the KansasFest attendees fell asleep and started snoring. Cindy Adams was trying to get someone to wake him up. I think everybody was being polite by letting him sleep. Diz, being the comedian-wanna-be that he is, decided to stand next to the guy, leaned down so he was near the guy's ear and loudly said "I have a question!" Laughter erupted by all—I'm not sure if the guy woke up by us laughing or by Diz.

Lunch came after this session. I finally had a chance to meet Joe Kohn in person. I have had e-mail conversations with him since 1992. After I introduced myself (I had failed to put on my name tag that morning), the first thing he said was that he couldn't find any bugs in the HTML editor I had ported to Hypercard GS. At first I was a little confused, then I remembered that I told him that there were a few bugs in the program back when I released it last year. I had told him back then that you really had to look for the bugs to find them. I later told him that he would have been a lousy beta tester. I think I should point out that the bugs were in the original code, not any that I had introduced. I just didn't feel like fixing them since I figured no one would come across them. Of course the other argument is if nobody uses the program, then nobody will see the bugs.

After lunch was the introduction of the GraphicWriter III upgrade. This was hosted by Dave Hecker and Richard Bennett, programmer. My IIgs and 19" monitor was used for this session as well. Unfortunately, my Zip was set to normal speed and the hard drive they used for this event didn't have the Zip Control Panel installed. The entire demonstration was shown in Normal Speed. I do have to say the program was very usable on a 2.8 Mhz IIgs. I would hate to see Microsoft Word run on a 2.8 Mhz PC or Mac. Since I am happy with AppleWorks GS as my word processor and page layout of choice, I really wasn't too interested in that session. If I ever need to do some major page layout work on a IIgs, I would buy GraphicWriter III since it does have some capabilities not in AppleWorks GS. For the little writing I do on a IIgs, AppleWorks GS suits me fine.

I attended Mike Westerfield's and Erick Wagner's session on Robotics. Back when I was in high school, I had wanted to control a robot through the 16-pin joystick port inside the IIgs. Obviously this was what the session was showing. Unfortunately, my interests have changed and I no longer want to do that. It was fun seeing a project that Mike Westerfield did to interact a robot with his IIgs. He had a skeleton which had eyes that glowed and dimmed, mouth that opened and closed, and a speaker in his head to play sounds that would have come through the GS speaker. Fortunately, I had enough electronics classes in my college days to follow along with the discussion. I did like finding out about what kind of motors are used and how they can be controlled. Even though it wasn't practical, it was loads of fun. It did get noisy when Mike let loose 5 robots to roam around the room.

After supper, Gary Utter gave the Keynote Address. He mentioned that Genie was "the" source for the Apple II users to get information about the Apple II. Since most of the attendees are Genie users, I guess it must be so. I actually took offense to the comment since I exclusively use the Internet, specifically the news groups such as csa2 [ed: Conference 6, Boards 1 and 2 on the TCS]. There was a lot of agreement that csa2 was a very lousy source of information. That was the same time period when there was a 3 month on-going flamefest.

Gary Utter added that the future of Genie looked bleak and new alternatives must be found in case Genie close their doors for good. IMO, moderated mailing lists, and a telnet-able chat site would be a good start to expanding the exclusive Genie functions. All we need to find is someone who knows how to set this stuff up and a server to host it.

After the keynote address, Wolfenstein 3D was demoed. The game ran great on a GS with a ZIP. It was very playable—the tearing on a Second Sight screen wasn't bad at all. The graphics looked awesome. The graphics in the game looked much than the stuff that showed up on comp.binaries.apple2 a year ago. It surprised me to find that much of the game was written in C. Of course all the animation routines were written (and rewritten and rewritten to be faster) in assembly. When the game is released, it won't have the sound effects that can be found on the other computer platforms. All the sound effects have to be re-recorded to prevent any copyright violations. . . . . .

Earlier that day, it was proven that an Apple IIgs could work with AppleTalk over a Novell Network with the Apple Ethernet card. It was commented that the card was designed really well...too bad it was never released. Parts of the code on

the card was disassembled that night which might lead to a third party producing that card??? (my rumor, take it with a whole lot of grains of salt — in other words, don't really expect it).

I think I should point out by the end of that day, I was upset about the Apple II and I was once again happy and proud to be a IIgs owner. I probably won't finish any projects that I have announced I was working on. There is a lot of new stuff that I want to start (and hopefully this time finish).

I think I went to bed at 4 a.m.

**Day 2: Friday, July 19th**

Once again, I decided to get some sleep so I skipped breakfast and most of the first session. The first session was a presentation from Apple Computers. Since there is nothing new the Apple II world from Apple Computers, I figured it had to be all Mac-related. I caught the tail end of the discussion and it was just Mac OS 8.0 hype. There was a free CD to demo what new capabilities are in Mac OS 8.0. Since the Mac I use at work doesn't have a CD-ROM drive, I suddenly wondered why I even grabbed a copy. I ended up looking at the demo on Chris Budewig's Powerbook 5300. Mac OS 8.0 has some nice features, but it won't run on 68k machines. I went to Dr. Stephen Buggie's Disk II and diagnostic session for the second morning session. I was a bit disappointed with it. Dr. Buggie knew how to operate the software he had, but didn't seem to quite understand what the software was actually doing. It seems I knew more about how to diagnose problems with Apple IIs in many cases (and I don't use any special software for my diagnoses). He, of course, has the advantage of knowing how to fix some of the hardware problems (like disk drive alignment).

Lunch wasn't too special. I skipped the next set of sessions. I know how to program Hypercard GS and do desktop publishing. Soldering would have been the only interest, but it was part III of a set of sessions. I probably would have missed a lot since I didn't go to the first three. The second set of afternoon session had Tony Diaz design a portable GS. He began the sessions by showing the result of one that he made a while ago. He then proceeded to explain how someone could make a portable GS with a Mac Portable case. I found this very intriguing—the entire session was spur-of-the-moment. About a total of five minutes of the session was us watching him drill out the Mac Portable case to remove all of the existing struts and support structures. The only part of the portable design that was left to the imagination was how to handle a LCD screen. Currently, there is no company that is producing a 640 x 200 screen that works with an analog CGA-compatible RGB signal. This session now gives me motivation to start modifying my GS. I want to put a disk drive inside my GS, similar to the

## I'm GUS

GUS is the code name assigned by Apple Computer to an emulation design project that will allow Apple IIGS software to run on a Power Mac. A developer's version of the emulator was demonstrated at KansasFest '96. What follows is a compilation of several commentaries on the demonstration. Emulators such as GUS (for the IIGS) and others for the Apple IIc and IIe will be an asset to schools who have a wealth of applications written for those platforms for which no equivalent exists in the Macintosh world.

GUS is being developed at Apple by Andy Nicholas, Dave Lyons, and Jim Murphy. Andy Nicholas arranged for the public showing. It was demonstrated by David Kerwood and Cindy Adams who are members of the beta test group.

It is a strange sight to see the Apple IIGS desktop appear on the screen of a PowerMac. It is akin to entering a 767 and finding a fully functioning DC-7 interior. GUS will not run on a non-PowerPC Mac. The developers hope to make a version that will run on both, but right now only PowerPC-equipped Mac and PPC Mac clones will run the emulation. It has been tested on a full range of Power Macs and several 68000 series Macs with PPc cards installed.

The GUS that was demonstrated had several parts that are incomplete. While it supports the drag and drop of text from a Mac to itself, GUS does not allow for drag and drop from GUS to the Mac; however, there are ways to work around that. GUS is unable to successfully emulate the Ensoniq chip, and some incompatibilites exist between it and Seven Hills software. In addition, work needs to be done on the ability of GUS to access the serial port on a Mac.

If Apple makes GUS availabale for public testing, it will appear on the TCS for you to try as well.

ROM 04 (sic) unit. Fortunately, I have an Innerdrive so I have a basic support structure for adding a floppy drive. Unfortunately, the actual hard drive in my Innerdrive is like 1.5 to 2 inches high so there is no space to stick a floppy 3.5" drive. Now I am debating if I should tear apart my new APS SCSI drive and assemble it inside my GS. Maybe I should wait for the 1 year warranty to expire... I now know that I properly will need a Dremel to have the floppy insert in the front of my case. It should be cool having a Woz GS with an internal floppy drive :) This session helped me become Apple II motivated again. Hey, why buy a Mac when you can have a an internal drive in the GS?

Dinner that night included a Joe Kohn Roast. The evening included a number of appropriate Dr. Tom vs. Joe Kohn comments. I was surprised that Joe was given such nice treatment for a roast. It seemed like a Joe Kohn "praise" more than a "roast." Diz kept the evening spirited with humor (and sometimes a lack thereof). I bought Faxanation from Ego Systems. I was going to test the software out with another IIgs user, but I ended skipping out on the test. What was more important than playing with Faxanation? Read on...

That night, one of the beta testers of GS/TCP showed up. He had never gotten the TCP beta software to work and I was interested in seeing how it works. First of all, his copy of GNO 2.0.6b was really unstable. Since I have set up a UNIX system before, I had a clue what was needed to get TCP/IP running on his machine. I went ahead and set it up to call my work for a slip connection. Without going into details, I couldn't get it to work. If that was the current version of the software, it sucks big time. I couldn't get a slip connection to establish at all. The scriptable dialer did nothing but crash. To be honest, I was totally disappointed in the software. IMO, GS/TCP isn't the choice to get the IIgs on the 'net. But, I have to remember that this "beta" and doesn't necessarily represent what the actual released product will be. All of my high hopes of GS/TCP went down the drain. Hmm, maybe getting a Mac (it comes with TCP/IP) or a Windows 95 machine is my only choice. Either a Pentium or Power PC will be fast with Netscape. There is no way a graphical web browser on a GS could even compare. "Rumor" is that GS Web wasn't too impressive for those who have seen it.

I think I went to bed at 5:30. Once again, a horrible disappointment with my look at the Apple II.

### Day 3: Saturday, July 20th

Since I was going to bed later and later, I decided to sleep in some more. I skipped breakfast and the vendor's fair. I was up, showered, and dressed in time for lunch. After lunch was the product introductions. GUS was the first to be shown. There was a lot of "ooohs" and "aaaahs." I still wasn't too impressed. I have no need to run out to buy a power Mac just to use GUS. Since I invested in a Second Sight card, I am hoping I can get some use out of that (well, besides being able to connect a 19" monitor to a GS). [ed: see sidebar for more details on GUS]

Other product announcements were an update to ProTerm Mac and new products from Shareware Solutions II. I was very surprised to see that Joe and Diz took the initiative to start selling CD-ROM collections of past publications. I would have thought it been a big flop, but subsequent reports have said that sales were doing well. Maybe investing in a CD-ROM isn't such a bad idea. Heck, a 8x drive is only $299. I can still remember when a single speed drive dropped to the low price of $699. Eight years can really make a difference. . and are available for under $100.00. In addition, the CD-300 will work with the RAMFast SCSI card]

A bunch of us headed off to "Jess and Jims" for a steak dinner.... Well, that evening, my impression of KansasFest changed 180 degrees. I'm under non-disclosure agreements to explain all of my reasons. I met a whole lot of people who actually appreciated me. This came to me as a total shock. I can now wholeheartedly recommend that KansasFest was a great decision on my part to attend. There is something that pretty much anyone might like. The "average" IIgs user will learn a lot and be dazzled at the new release of products. There doesn't seem to be a whole lot for the "savvy" IIgs user. There also isn't a whole lot for the "Programmer" or "Developer" either unless you are demonstrating something you did.

I left for home on Sunday. Cindy "Worry Wart" Adams wanted me to make sure I drove home safely. That was a nice touch—thanks Cindy....

I know I was harping on the doom and gloom of things. In actuality, that is probably how every IIgs developer feels. I use UNIX, WFW 3.11, Windows 95, and Mac OS at work—I guess sticking with 10+ year old technology at home isn't too bad. I've made some great acquaintances those few days and I am definitely going back next year. If everything I hear works out, there should be a lot of interesting surprises—it is one thing reading about it on the net, it is another actually experiencing yourself.

A good time was had by all. ■

*Geoff Weiss is the System Administrator for Hermes Internet Services. He networks UNIX, Mac and DOS machines, and develops applications on his IIGS for the rest of us. He can be reached at <geoff@seeker.thehermes.net>*

# The GS/OS System

**by Matthew Pearce, submitted by Flip Philippi**

OFTEN, SOMEONE WANTS to know what they can remove from the system disk to create more space or to figure why the system is giving them error messages instead of booting. This article will try to remove the mystery of the system files, explain which ones can be removed and what you give up by removing these files.

Let's start by looking at the bare bones of the system 6.0.1 disk [This system disk was downloaded from GEnie.]:

Directory: /System. Disk/

| Filename | Blocks | Type | Modified |
|---|---|---|---|
| ProDOS | 5 | SYS | 6-May-93 |
| System | 2 | DIR | 6-May-93 |
| Start. GS.OS | 27 | OS | 6-May-93 |
| GS.OS | 109 | LDF | 6-May-93 |
| Error. Msg | 12 | LDF | 6-May-93 |
| GS.OS.Dev | 6 | LDF | 6-May-93 |
| FSTs | 2 | DIR | 6-May-93 |
| Pro. FST | 49 | FST | 6-May-93 |
| Char. FST | 5 | FST | 6-May-93 |
| Drivers | 2 | DIR | 6-May-93 |
| AppleDisk.3.5 | 17 | DRV | 6-May-93 |
| AppleDisk.5.25 | 15 | DRV | 6-May-93 |
| Console. Driver | 16 | DRV | 6-May-93 |
| System. Setup | 2 | DIR | 6-May-93 |
| Tool. Setup | 39 | PIF | 6-May-93 |
| TS2 | 73 | LDF | 6-May-93 |
| TS3 | 83 | LDF | 6-May-93 |
| Resource. Mgr | 25 | PIF | 6-May-93 |
| Sys. Resources | 51 | OS | 6-May-93 |
| Desk. Accs | 1 | DIR | 6-May-93 |
| ControlPanel | 36 | NDA | 6-May-93 |
| CDevs | 1 | DIR | 6-May-93 |
| Printer | 11 | CDV | 6-May-93 |
| Time | 21 | CDV | 6-May-93 |
| Start | 367 | S16 | 6-May-93 |
| Tools | 2 | DIR | 6-May-93 |
| Tool014 | 60 | TOL | 6-May-93 |
| Tool015 | 37 | TOL | 6-May-93 |
| Tool016 | 32 | TOL | 6-May-93 |
| Tool018 | 58 | TOL | 6-May-93 |
| TOOL019 | 3 | TOL | 6-May-93 |
| TOOL020 | 19 | TOL | 6-May-93 |
| Tool021 | 25 | TOL | 6-May-93 |
| Too1022 | 13 | TOL | 6-May-93 |
| Too1023 | 35 | TOL | 6-May-93 |

| | | | |
|---|---|---|---|
| Too1025 | 14 | TOL | 6-May-93 |
| Too1027 | 14 | TOL | 6-May-93 |
| Too1028 | 16 | TOL | 6-May-93 |
| Too1034 | 76 | TOL | 6-May-93 |
| Fonts | 1 | DIR | 6-May-93 |
| P8 | 35 | SYS | 6-May-93 |
| Icons | 1 | DIR | 6-May-93 |
| FType.Apple | 25 | FTD | 2-Apr-93 |
| Basic. System | 21 | SYS | 6-May-93 |

Note that the file ProDOS, and the system and icon folders MUST remain in the top directory of the boot disk and may not be renamed. Do not put the system folder in the icon folder or vice versa.

ProDOS: This file is not to be confused with the ProDOS operating system. This file contains the boot code to load the next part of GSOS.

Icons: This folder contains the icon or graphics linked to various folders and file types. The diamond with a hand in it that represents a GSOS application is an example. This folder must contain the file FType. Apple.

System: This folder contains the balance of the system files. The subfolders contained are FSTs, Drivers, System. Setup, Desk. Accs, Tools and Fonts. The files in these folders must not be within lower folders. For example, a CDev must be in the file ../system/CDev, not ../system/CDev/myfolder/.

FSTs: File system translators. The FSTs allow GS/OS to read/write files in various file systems. You need to have the Pro. FST and char. FST files in this folder. Other FSTs are available to support DOS 3.3, Pascal, MSDOS and HFS (Mac).

Drivers: This folder contains the device drivers for GSOS. The standard set includes AppleDisk3.5, AppleDisk5.25 and console.driver. The bare bones system 6.x disk does not contain the drivers for a hard drive or a printer. You can remove the AppleDisk5.25 driver if you do not need to access a 5 1/4" disk drive via GSOS. Naturally, you can still access the 5 1/4" disk drives via ProDOS.

System. Setup: This folder contains the initialization files. Initialization files can be permanent or temporary.

Temporary files do one function, and then are discarded. An example is the no IBM symbol that appears on the boot screen. The files TS2 and TS3 are "fixes" for bugs in the ROM 1 and ROM 3. If you removed the file TS3, the disk would only be bootable on a ROM 1 machine. Remove TS2 to make the disk bootable only on a ROM 3 machine.

Desk. Accs: This folder contains the New Desk Accessories (NDAs). NDAs are the items that you can choose from the Apple menu. The system 6.01 disk only contains the Control Panel NDA. If this file is removed, you can still access the text control panel (command-control-esc).

CDevs: These are the graphic control panel items. You select control panel to access these. The two files on this boot disk set the time and allow you to change the direct connect printer.

Tools: Contains the system tools. It is best not to remove any of these. One missing tool is #29 which is necessary for almost any program that uses the GS sound. This tool can be found on the disk Systemtools1 in the/ System/Tools/directory. Use the finder to copy this onto the boot disk if needed.

Fonts: This directory contains the bit mapped fonts. True type fonts need not be stored here. Fonts do not have version numbers, so mixing them will not create system problems.

There are two other system folders not mentioned.

Sounds: Contains the sound files. Remove the file, and you cannot play that sound. Beware that sound files hog disk space and memory.

Finder. Extras: A few extra goodies to add to the finder, such as easy access (which creates aliases). All finder. extras files are optional.

Other files in the system folder include Start.GS.OS, GS.OS, Error. Msg, and GS.OS.Dev. These are parts of the GSOS bootstrap and may not be moved or renamed.

The clipboard file is used to move selected text and/or graphics between files and applications. This file is overwritten when something else is saved.

P8: This is the ProDOS operating system. Each version of GSOS needs a specific version of ProDOS, so do not change the contents of this file. If you do not want to run ProDOS applications, then you can remove this file.

Basic. System: This is the BASIC interpreter for ProDOS.
Although your GS has AppleSoft in ROM, ProDOS cannot run Basic programs without this file. Again, each version of ProDOS has a specific version of BASIC.system that it works with.

If you feel that you need to remove any of these files, back the file up, and remember where you got the file from. Hard drive owners make sure that you have a backup disk that you can boot the system with, and confirm that it can access the hard drive (the standard system 6.x boot disk cannot, unless modified) before making any changes to your system!

I hope you have enjoyed this brief tour of the GSOS system, and have more confidence on how it works. The old adage is still true—if in doubt, don't mess with it. ■

*From the May 1996 issue of The AppleGram, newsletter of The Michigan Apple user group. Originally from Gravenstein, the monthly newsletter of the Gravenstein Apple Users Group, March 1996.*

# Brutal Deluxe's Convert 3200

**by Dean Nichols**

SINCE BURSTING upon the Apple IIGS scene in 1992, the French programming team Brutal Deluxe has thrilled the IIGS community with one smash hit freeware game after another. In the past 3 years, Brutal Deluxe has delighted, excited, and enchanted the Apple IIGS community with such wonderful instant classics as The Tinies, Cogito, Blockade, Opale Demo and The Times Construction Kit.

Not content to rest on their laurels, Brutal Deluxe, in association with Shareware Solutions II, is pleased to announce the release of their very first commercial software product for the Apple IIGS: Convert 3200.

Under development for more than two years, Convert 3200 was initially used by Brutal Deluxe as their in-house graphics conversion utility to help port graphics to all their freeware games. Updated, optimized and now sporting a user-friendly and fun-to-use interface that is similar to that found in Brutal Deluxe's games, Convert 3200 is a simple to use program that contains amusing Easter Eggs and sophisticated machine language algorithms that make it the fastest graphics conversion program ever released for the Apple IIGS.

Convert 3200 takes just 15 seconds or less to convert any of the supported graphic file formats to a IIGS Super HiRes graphic format containing 16, 256, or 3200 colors. Convert 3200 can convert graphics from one format to another, with no regard to whether the original graphic was created on an Apple IIGS, a Mac or an IBM PC. It works with such common Apple IIGS graphic formats as Apple Preferred Format and PaintWorks Gold format, as well as the less common DYA 3200, PackBytes, French formats such as APP and NRL and the Unpacked Screen Format.

It also works with foreign format graphics, such as Windows-OS/2, BMP, Compuserve GIF, Amiga IFF/PC.LBM, Paintbrush PCX, Binary PC and several varieties of TIFF files. Convert 3200 even has the unique ability to save graphic files in the following formats: Apple Preferred, Windows BMP, Paintbrush PCX, TIFF, Binary PC and Print Shop GS.

Convert 3200 is very flexible and easy to use. There is only one convert button and no complicated options. Convert 3200 allows you to select your 320*200 area as you choose, and it provides power users with the ability to modify RGB tones, remove some colors and it even comes with an automated script conversion mode. Its "convert all" option allows you to convert dozens of graphics at once, in an unattended mode.

Convert 3200 is currently available from Shareware Solutions II for $15, which includes postage. The complete Merlin 16+ source code will also be available (at a later date) to owners of Convert 3200 for an additional $5.00.

Convert 3200 is professional quality software that costs less than many shareware programs. It is not copy protected, and it is hard drive installable. In an effort to keep the pricing as low as possible, a complete and extensive documentation manual is supplied as a file on the disk.

Technical support is provided directly by Brutal Deluxe and is available 24 hours a day via Internet e-mail. If any updates are released, they will be available free of charge

to all Convert 3200 owners.

Convert 3200 requires a IIGS with at least 2 MB of RAM memory; but 4 MB of memory is recommended to convert large 1280*800 graphics. Convert 3200 has been tested on Apple IIGS ROM 01 and ROM 03 versions, and it requires System 6.0.1. Although not required, a hard disk drive and an accelerator card is (sic) recommended.

To purchase Convert 3200, send checks or money orders, in US Funds only to: Joe Kohn, Shareware Solutions II, 166 Alpine Street, San Rafael, CA 94901-1008. ■

*From the April 1996 issue of P.I.E. Incider (Santa Clara, CA):*

# Converting High Quality Images for the Apple II

**by Luis Felipe de Melo Moura GSAUG do Brazil**
**submitted by Flip Philippi**

MOST OF the 8-bit Apple users face a terrible problem when trying to convert images from the PC, Macintosh and even from the TICS: the generated pictures are usually not good. Imagine yourself trying to convert a 256-color GIF file, a 3200 color IIgs image or even a 32000-color Mac image. Impossible?

Not at all!

Although there are many converting programs for the 8-bit Apple II, none of them generate a really high-quality picture. And most of them don't convert many file types available among the other computer families. That's why the key for a good conversion is not among 8-bit programs. The best tool (nowadays) for this kind of conversion is Seven Hills' SuperConvert for the Apple IIgs. And I'll give you a few hints on how to proceed.

The first thing you might have thought after reading the last paragraph is: "Wait a second! This Brazilian guy is nuts! SuperConvert does not convert any image to an 8-bit Apple II format!" True. But that's exactly the point. That's what makes it so wonderful in this task.

Since SuperConvert cannot directly save anything in Double-HiRes, we'll need an extra tool to make that possible. The ideal one would be an 8-bit converting program, but Timeworks' Publish-It 4.0 will also work fine if you have software (or hardware) to copy to a Double-Hires screen. We have one here in Brazil that was developed by our local vice-president and is freeware. I can send it to anyone who wants it.

Note: the 8-bit converting program is only to allow us to save the screen, but it won't actually be converting anything, so there'll be no loss of resolution in this step.

**Step 1 - Getting the Images**

SuperConvert converts several different kinds of images. If you're going to convert a file that was imported from another computer family, please be sure to save it to a disk that can be read by the IIgs.

You may directly read low-density (800k) Macintosh disks if you have the HFS.FST installed on your System disk. This file comes in the System 6.0 and System 6.0.1 packages. If you own System 6.0.1, a Super drive and a controller card, you may also read high density Mac disks and IBM PC disks (the last one needs the MSDOS.FST installed on your System disk).

Even though SuperConvert recognizes many graphic images of many other computer families, it is best that you have these images saved as GIF files, especially when converting images from the Macintosh.

**Step 2 - Beginning to Convert**

Since SuperConvert actually converts images to Super-Hires pictures, some of them are directly converted (if they match the IIgs' graphic limitations) and others need to be remapped. If they need remapping, then you'll be presented with many other options. In this case, stop reading this paragraph and go directly to step 3. In case the program does the conversion automatically, then select the TRUE COLOR window and the REMAP IMAGE option. By doing this, we're "forcing" the program to remap, according to our needs.

**Step 3 - Selecting Options (Part I)**

Now the screen is full of options and you might be wondering if you're going to make it. Stay cool. In the graphic mode option, select 320 x 200, 16 colors. In the PALETTE TO USE option, select GET OTHERS. This will open a tiny window with more options. In this window, select Apple II LO-RES/ DOUBLE HI-RES PALETTE.

**Step 4 - Selecting Options (Part II)**

Still in the same screen, in the RENDERING ALGORITHM, you may select CLOSEST MATCH or PATTERN DITHER. Each one is best for some kind of image. Test both (one at a time) and keep the one that you think gives the best results.

If you have an Apple II Super-Hires converter, select 320 horizontal and 200 vertical sizes. You may also select different sizes to match the proportion of the original image, but be sure not to choose a too big a size or you'll have problems later. In this case, go directly to step 5. If you're using Publish-It! instead, continue reading.

In the Publish-It! case, choose 160 horizontal and 200 or 192 vertical sizes. Notice that, by doing this, you'll generate an image that is half the size of the SuperHires screen. That's because Publish-it! doubles the horizontal scale of a SHR picture when emulating it on a Double-Hires screen.

**Step 5 - Converting, Waiting and Saving**

Now press the (you've guessed it) REMAP button. While waiting for the result you may eat an Apple or write a letter to your Brazilian pals. When saving, choose the option UNCOMPRESSED PICTURE and save it in the size ONE SCREEN WIDE, ONE SCREEN HIGH. If you were "naughty" and chose a different size in Step 4, select the one that best fits your needs.

**Step 6 - Saving the Picture in DHR Format**

If you will be using a SHR Converter, then go to Sub-Step 6.1. If you will be using Publish-It! 4, go to Sub-Step 6.2.

**Sub-Step 6.1 - (Sorry, No Title This Time)**

As I don't know which software you might be using, I cannot teach you how to proceed. Anyway, I recommend you not to choose a Pattern Dithering option. Instead, choose an option that makes the "closest match" correspondence. If there aren't any options, just convert it. The picture you get will have (almost) the same quality as the one that was generated by SuperConvert. So, if there are quality problems with it, it's better to make a different selection in SuperConvert, but be sure only to change a selection where you're given "permission" to do so. Otherwise, you probably won't get a good result. Yet, some pictures might not present a good result whatever you do. But don't get disappointed, because there are always similar problems in other computer families.

Well, you did it. Now you can relax and enjoy your work. You needn't go any further. If you want, you may read the final hints.

**Sub-Step 6.2 - (Guess What? No Title Again.)**

If you don't have a DHR capture program, you may find thousands of them through the Apple II sites on the Internet, such as Caltech. If you still can't find any, drop me a note and I'll send you one that was developed by one of our Brazilian members - for FREE! Inside Publish-It!, create a graphic window and select the ProDOS graphics format. Open the picture that you've created and surprise! It's converted. But since Publish-It! doesn't give us the chance to save our work, we'll need the DHR capture program.

Read Step 7 without leaving the screen.

**Step 7 - Using the DHR Capture Program**

Still without leaving the screen, put the program in your disk drive. Since a DHR capture can only work without any OS or under DOS 3.3 (ProDOS uses the memory area where the picture is located when it boots), you may find it necessary to change the boot drive in the control Panel. Now try a warm-reboot (open-Apple+Control + Reset). Enter the program and save the picture. Sometimes, due to memory operations, some tiny black lines appear in the upper part of your picture. Fix this problem with a paint program. Remember, the picture was saved in DOS 3.3. You'll need to convert it to ProDOS with a utility program such as Copy II Plus, or use the GS/OS with a DOS3.3FST installed in your System disk.

**Final Notes:**

From Step 6 to the end, you may also use an 8-bit Apple II.

Things are much easier if you own a FingerPrint GSI—use it as the SHR converter.

Sometimes, the option HISTORIGRAM EQUALIZATION (TRUE COLOR menu) also helps you to get a good result—but not always. You may test it, but remember to reload the picture if you don't like the result, because it can't be undone.

By the time you read this, the latest upgrade in SuperConvert will probably have been released. This article is likely to work with it. As soon as I get my own copy, and in case there are radical changes in the program's structure, I'll update this article.

I hope I could help you with this kind of conversion. If you have any comments about this article, please let me know (even if you think it was horrible!)

I intend to write more articles about graphics conversion; as soon as I see Joe Kohn's Convert 3200, I'll write about it. ■

*From the April 1996 issue of The AppleGram, newsletter of The Michigan Apple, and reprinted from GravenStein, the newsletter of the GravenStein Apple Users Group, February 1996.*

# Apple Disketeria

*This the continuation from the Diskteteria that was run in the July / August issue of the journal.*

The immediately following information relates to**Disk #GSAS-02**

**GSAS-02**-HyperMover v 1.1 (Mac & IIgs)-2 Disk Set (for other info on this set refer to July/August).

**HyperMover Features**

HyperMover contains several features designed to make the rebuilt stack as useful and as close to the original stack as possible. Because HyperMover is a stack, there are a few limitations as to what it can accomplish.

**What HyperMover Can Do:**

- Create scaled representations of pictures.
- Convert Macintosh sounds to IIGS sounds and vice-versa.
- Transfer all HyperCard objects including backgrounds, cards, buttons, and fields and their attributes.
- Convert and scale Macintosh icons and cursors to IIGS icons and cursors.

**What HyperMover Cannot Do:**

- Convert XCMD/XFCNs.
- Fix scripts that depend on specific screen coordinates to function.
- Alter scripts that rely on features specific to one machine.
- Maintain the ordering of buttons in relation to fields.

**Troubleshooting HyperMover**

If problems occur during the dismantling of a stack, one of the following conditions may exist:

- HyperCard ran out of memory.

The single most likely problem encountered is the lack of RAM available to HyperCard. Keeping the HyperMover stack in memory at the same time as the rebuilt/dismantled stack requires more memory than normal usage of HyperCard. Low memory conditions can make HyperCard perform erratically.

- The disk is full.

Make sure you have enough room for the rebuilt stack or the temporary files HyperMover creates when dismantling a stack. Keep in mind that HyperCard IIGS stacks are generally larger than their Macintosh counterparts because of color support.

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**Disk #GSAS-03**

**GSAS-03** - GS Bug & Debugging Tools v 1.6

This disk contains the latest versions of GSBug & Debugging Tools. These tools are useful with or without the APW or ORCA development environments. If you're using Merlin, Micol, TML, MPW IIGS, or any other development environment to write Apple IIGS software, then these tools (especially GSBug) will be VERY useful in finding bugs in the software you're developing.

Further information on using GSBug itself can be found in the "GSBug.Tutorial" file in the "Docs" folder. Details on how to use new GSBug features can be found in the "GSBug.Specs" file.

GSBug best supports debugging of 16-bit software. Recent changes made to it provide minimal functionality for debugging 8-bit software. Please read the "GSBug.Specs" file for details.

ONLY the INIT version of GSBug is being provided. The old application version is no longer supported. Instead, we provide an easy way for you to install and remove the INIT version on the fly.

**Installing and removing GSBug on the fly**

If you're using System 6, install IR 2.0.1 ("IR" stands for "Init Restarter"). Then mark Debug.Init inactive (so it does not load at boot time). Read the IR2.0.Read.Me file in the IR.2.0.1 folder to learn how to install and use IR.

With IR installed, double-click the Debug.Init icon from the Finder and GSBug installs instantly (you never leave the Finder). IR works with CDAs, too, so you can use the same trick with the other debugging utilities included here.

You can remove the INIT version after booting by entering the debugger (the tutorial file tells you how) and typing "UNLOAD", then pressing RETURN. This removes the debugger. If your application crashed into the debugger and you unload the debugger, your application will still be crashed (but into the monitor now that GSBug is gone). If your application is NOT crashed (that is, you entered the debugger by pressing the key sequence that drops you in safely), then unloading GSBug will resume operation of your application as though nothing

happened (actually, plenty happened - GSBug was removed from memory and you can't drop into it any more because it's gone).

**Disk #GSAS-04**

**GSAS-04** - System v 6.0.1 - 6 Disk Set

Apple IIGS System 6.0.1 software offers an enhanced user interface, greater speed and performance, and data exchange capabilities not available on previous Apple IIGS operating systems.

Apple IIGS System 6.0.1 encompasses the most robust and feature-rich system software offered since the introduction of the Apple IIGS in 1986, bringing Apple II customers much of the same ease-of-use and functionality now available on the System 7 Finder for the Macintosh.

Apple IIgs System Software 6.0.1 is a six disk set. The following is a brief description of the contents of each of these six disks.

System Disk: This is a bootable 800k floppy disk. If you are running without a hard drive, this is what you boot with. Make a copy and customize the copy, but you won't have much room for changes.

Installer Disk: This is a bootable 800k floppy disk. You will need at least the System Tools 1, System Tools 2 and Fonts disks in order to install System 6.0.1 on your hard drive. Users of Vulcan brand hard drives will be happy to note that no special contortions are necessary with this version in order to boot the Install disk. (You will, of course, still have to install the Vulcan driver when you're done installing.)

System Tools 1 Disk: This disk contains files needed by the Installer. You will need Install and the other related disks.

System Tools 2 Disk: This disk contains files needed by the Installer. You will need Install and the other related disks.

Fonts Disk: This disk contains additional fonts for use in your applications. You will need Install and other related disks.

SynthLAB Disk: This disk contains the synthLAB music application for MIDI devices and/or the built-in Ensoniq synthesizer.

**What's new for System 6.0.1**

This is a summary of the visible changes since System 6.0 was released. There have been many bugs fixed and many features added that are not immediately visible, they will enable developers to create better future products. Be sure to also read the Shortcuts file on the SystemTools2 disk for more information.

Finder (see also Finder Help)

You can now click in Name, Size, Kind, or Last Modified at the top of a list-view window to change the view.

To rename an icon, you must now click on its name rather than the icon.

The "File Copy Alternatives" dialog has been removed. Holding down the Option key now always forces a copy rather than a move.

Dragging certain system-related files to the System folder icon on the boot volume now does "magic routing" much like the Macintosh Finder. Note that this only works when using folder's icon; dragging into a window works as before. The kinds of files that are properly placed in their own folders within the System folder are: Control Panels, Desk Accessories, Drivers, FSTs, Tools, Fonts, Sounds, Inits, and Finder Extensions. Other files are just placed in the System folder.

The Finder now creates the "FinderExtras" folder for you.

If you open the Icon Info window on an Apple SCSI device, the SCSI ID number appears on the "Where" card.

The Finder's Clipboard window handles text, pictures, and sounds. If you copy a sound to the clipboard (using the Sound control panel, for example), you can click on the Speaker icon on the clipboard to hear the sound. Teach has the same Clipboard window.

**Extensions**

EasyMount is not just for servers anymore. It now handles aliases to any disk, folder, or application. In other words, you don't need to drag the icon onto the desktop anymore, just keep an alias of it on the desktop. Select the icon of the item you want to alias and choose "Make Alias" from the Extras menu. EasyMount will ask you where to save the alias. Later, double-clicking the alias opens the real item, disks and folders are opened, and applications (P8 or GS/OS) are launched. The Installer automatically installs EasyMount in your System.Setup folder.

**Control Panels**

**DC Printer control panel**

This was a change in System 6.0 but not documented: The DC Printer will let you choose LaserWriter, which is potentially useful for "printing" to PostScript files.

**Monitor control panel**

The new checkbox "Smoother Mouse Cursor" sets a new Battery RAM location. It kills the cursor flicker that is especially noticeable with a Video Overlay card or an accelerator.

**SetStart control panel**

The new checkbox "Show icons during startup" provides a way to set the Battery RAM location that disables the display of the startup icons. The Battery RAM location has been there since System 6.0, but there was no Apple-provided way to change it.

The new checkbox "Enable programmer CDAs" provides a way to set the Battery RAM location that allows Visit Monitor and Memory Peeker to show up in the CDA menu. Both ROM 1 and ROM 3 machines now check this location. This checkbox does not show up if the ROM 3 Control Panel disable jumper is present.

**Startup**

During startup, if you have a lot of icons, they no longer keep recycling the bottom row of the screen. They now "wrap up" to the row above.

If you use a Vulcan internal hard drive, you no longer need to copy the Vulcan driver onto the Install disk when installing new system software. The Vulcan driver should still to be used for enhanced performance, but you can successfully install without it.

If your ROM 3 Apple IIgs has 8 Megabytes of RAM, the computer fails to create a RAM disk (RAM5) of any size. In this case, System 6.0.1 creates RAM5 and then restarts the system. When you turn on the computer, you will hear an extra beep at the "Apple IIgs ... ROM Version 3" screen.

**Drivers**

The RAM5 RAM disk has a new driver. The Installer automatically installs it if you have the RAM disk enabled when you do an Easy Update. The driver greatly enhances the disk's performance. It also allows you to have a RAM5 disk in GS/OS (but not in ProDOS 8) even when slot 5 is switched to "Your card". On a ROM 1, you must have the Minimum and Maximum sizes set to the same value; otherwise you will see a message during startup and the new driver will not be used.

The Apple II Memory Expansion Card has a new optional format. If you have a full megabyte of memory on the card, it lets you format it as either 1,024K or 800K. The 800K option blocks out the remaining 224K, but allows faster block copies to and from other 800K disks.

**File System Translators (FSTs)**

The MS-DOS FST is new. To use it, you need a drive that can read MFM disks, such as the Apple SuperDrive with an Apple II SuperDrive Controller Card.

This version is read-only - it doesn't let you make changes to MS-DOS disks.

**ProDOS 8**

The Thunderclock year table in P8 has been updated for the years 1993-1998. There is also a Clock.Patch file on the SystemTools2 disk that you may use to update P8 (renamed to ProDOS) to include future year groups.

**Bug List**

If your System folder is not on your desktop, the "magic system folder" will only work once. Workarounds: put the folder on your desktop, or close your volume window and reopen it - the apple should reappear in the System Folder icon.

If you use Pointless, make sure you have at least one bitmap available for each font. (One fellow says he made 1-pt versions of all his TrueType fonts.) Otherwise, your system will crash when you pull down Choose Font... from almost any application.

**Disk #GSAS-05**

**GSAS-05** - HyperCard IIgs v 1.1

HyperCard IIgs v 1.1 is a 6 disk set. Included are an installer and tour disk, a program disk, a help disk, a HyperTalk help disk, and two disks of sample stacks.

GSCM-XX – Communications
GSCM-01E - Generic Term-01 v. 3.31
GSCM-02C - SnowTerm
GSCM-03B - Mega Term v. 1.3
GSCM-04C - Telecom v. 0.28
GSCM-05B - Misc. Telecom Files 1
GSCM-06 - GEnie
GSCM-07 - Misc. Telecom Files 2

**Disk #GSCM-01E**

**GSCM-01E** - GenericTerm v3.31

**In the /Alink.Easy/ folder:**

Alink.EasyPrint version 1.1 is a IIgs program that takes the drudgery out of printing files downloaded from AppleLink Personal Edition. It lets you print groups of files with one command. This program is freeware. By Paul Gauthier.

**In the /Angel.v0.81b/ folder:**

Angel 0.81b is a file utility, written by Tony Marques of AGATE fame. It renames files, creates directories, views text files, locks/unlocks files, and calculates CRC's. This program also supports unpacking and viewing of files inside ZIP (including the new PKZIP 2.04 "deflated" format!), LHA (lh1 and lh5), ARC, ZOO 2.10, UNIX .Z archives (only up to 13 bits), and SHK archives .

It will also create ZIP archives, the only Apple II utility to do so. Supposedly it'll also open Fidonet-style QWK mail packages. It does, however, work like a charm on the brand new PKZIP 2.04g format.

Remarkably complete for its small size. Novices will find the interface friendly despite a large amount of debugging information being displayed, and many "hidden" features referenced. Among them are N for rename, L for lock/unlock, / for create directory, K + 1 or 2 for calculate CRC16 or CRC32, and V for view text file. V also works "inside" an archive, and apparently he takes steps to convert extended characters to MouseText.

**In the /ASQ/ folder:**

The two programs in this folder, ASQ and AUSQ, squeeze and unsqueeze files so they may be transferred more efficiently via modem. ASQ is used for squeezing and AUSQ is used for unsqueezing files for faster file transfer or more efficient storage.

**In the /Auto.UnSHK.v1.1/ folder:**

This is Auto-UnShrinkIt version 1.1 — it's primary mission in life is to just extract stuff from all sorts of archives. It also has an archive "scavnge" feature which will look through a damaged archive and try to extract whatever is still good.

This version fixes a minor bug which could change the current output to inverse. If you have an Echo or SlotBuster card, auto-unshrink will make use of the card and speak as it works. This is part of a bug-fix set, the unshrink routines have had a problem that caused extraction to fail fixed along with a number of lesser bug fixes. This program is Freeware. By Andy Nicholas.

**In the /Binary2/ folder:**

This folder contains simple Binary II utilities to create and unpack Binary II files. BINARY.UP encodes a file before transfer. BINARY.DWN decodes the file once it is received.

**In the /DiskCopyGS/ folder:**

This is a small Beta quality utility that will extract disk images from "dImg" files (Mac diskImage files) on your GS. With GS ShrinkIt you can extract these files from their StuffIt archives and then use this to make the disk. It is not directly launchable - you use the enclosed icon file to do the launching from Finder. Read the docs enclosed. By Todd Whitesel.

**In the /GenericTerm3.31/ folder:**

GenericTerm version 3.31 by David D. Miller is a SHR-based ProDOS 8 ANSI terminal emulator. Supports the full IBM character set, all of which can be typed via special keyboard codes. Full-color ANSI with boldface and reverse. No file transfers, no scrollback, no frills, but what it does it does well.

Version 3.2 fixed some bugs in the port driver while version 3.31 is a SYS file and fixes several bugs. The author makes some unfortunate generalizations about modem cables in the documentation, but follow his instructions and you shouldn't have problems. The screen drawing is a little slow. This program IS shareware, $5 fee.

**In the /GIF.Beheader/ folder:**

GIF is a machine-independent standard for storing and transmitting graphics files. There are some excellent GIF utilities available for the Apple IIgs which can display GIF files and translate them into standard IIgs graphics files.

Online Macintosh libraries often have an excellent selection of GIF files. When you download one of these Mac GIFs to your Apple II, however, the file will have a "header" — a block of data attached to the front of the file intended for use by Mac telecommunications software. Before an Apple II GIF utility can recognize a file as being a GIF, it may be necessary to strip off this header. This is the job that GIF Beheader does. Freeware by Karl Bunker.

**In the /Kermit.v3.88/ folder:**

Apple II Kermit version 3.88. Kermit-65 is a program that implements the Kermit file transfer protocol for the Motorola 6502 processor family (hence the name, Kermit-65) on the Apple II microcomputer system. Kermit features file transfers and VT52/VT100 terminal emulation.

*This Disketeria will be continued in Nov./Dec. journal.*

Please write disk numbers on a separate sheet of paper and include them with your order.

*Mail this form with your check to:*
**Disk Library, Washington Apple Pi**
12022 Parklawn Drive
Rockville, MD 20852

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.*

| # of disks | Member Price | Extended |
|---|---|---|
| 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 maxium $5.00 | | |
| | **Total Amount Due:** | _____ |

**Name** _____

**Box Number, Apt., Suite** _____

**Street Address** _____

**City** _____ **State** _____ **Zip** _____

**Day tele.** _____ **Evening tele.** _____

# Apple // 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 contain Shareware. Please send a remittance to the author of

**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**
___2 disk set = $3.00
___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
___CP/M-01
___CP/M-02
___CP/M-03
___CP/M-04
___CP/M-05
___CP/M-06
___CP/M-07
___CP/M-08
___CP/M-09
___CP/M-10
___CP/M-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**
___3 disk set = $4.50
___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

**Internet**
___15 disk set = $22.50
___INTE-01
___INTE-02
___INTE-03
___INTE-04
___INTE-05
___INTE-06
___INTE-07
___INTE-08
___INTE-09
___INTE-10
___INTE-11
___INTE-12
___INTE-13
___INTE-14
___INTE-15

**Logo**
___2 disk set = $3.00
___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

# Apple //gs Disk Order Form

**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

**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
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___ GSTT-23
___ GSTT-24
___ GSTT-25
___ GSTT-26
___ GSTT-27
___ GSTT-28
___ GSTT-29
___ GSTT-30

**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
___ GSGM-53
___ 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
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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

# Apple //gs Disk Order Form

___ GSHS-17
___ GSHS-18
___ GSHS-19
___ GSHS-20
___ GSHS-21A
___ GSHS-22
___ GSHS-23
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___ GSHS-70
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___ 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

**Internet**
___8 disk set =$24
___ GSIN-01
___ GSIN-02
___ GSIN-03
___ GSIN-04
___ GSIN-05
___ GSIN-06
___ GSIN-07
___ GSIN-08

**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
___ GSMU-12
___ GSMU-13C
___ GSMU-14
___ GSMU-15
___ GSMU-16A
___ GSMU-17
___ GSMU-18A
___ GSMU-19A
___ GSMU-20A
___ GSMU-21A
___ GSMU-22
___ GSMU-23A
___ GSMU-24A
___ GSMU-25A
___ GSMU-26A
___ GSMU-27A
___ GSMU-28A
___ GSMU-29A
___ GSMU-30A
___ GSMU-31A
___ GSMU-32A
___ GSMU-33A
___ GSMU-34A
___ GSMU-35A
___ GSMU-36A
___ GSMU-37A
___ GSMU-38A
___ GSMU-39A
___ GSMU-40A
___ GSMU-41A
___ GSMU-42
___ GSMU-43A
___ GSMU-44A
___ GSMU-45
___ GSMU-46
___ GSMU-47
___ GSMU-48
___ GSMU-49
___ GSMU-50
___ GSMU-51
___ GSMU-52A
___ GSMU-53A
___ GSMU-54A
___ GSMU-55A
___ GSMU-56A
___ GSMU-57A
___ GSMU-58A
___ GSMU-59
___ GSMU-60
___ GSMU-61
___ GSMU-62
___ GSMU-63A
___ GSMU-64
___ GSMU-65
___ GSMU-66
___ GSMU-67
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___ GSMU-69
___ GSMU-70
___ GSMU-71
___ GSMU-72
___ GSMU-73
___ GSMU-74
___ GSMU-75A
___ GSMU-76
___ GSMU-77
___ GSMU-78
___ GSMU-79
___ GSMU-80
___ GSMU-81
___ GSMU-82
___ GSMU-83

**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-36
___ GSSN-37
___ GSSN-38
___ GSSN-39

**Sounds - CDev rSounds**
___ 20 Disk Set = $60
___ GSSN-17A
___ GSSN-18
___ GSSN-19
___ GSSN-20
___ GSSN-21
___ GSSN-22
___ GSSN-23
___ GSSN-24
___ GSSN-25
___ GSSN-26
___ GSSN-27
___ GSSN-28
___ GSSN-29
___ GSSN-30
___ GSSN-31
___ GSSN-32
___ GSSN-33
___ GSSN-34
___ GSSN-35
___ GSSN-40

**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

**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.

(*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

***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.*

# Apple /// Disk Order Form

**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**
___ 27 disk set = 40.50
___ 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
___ 3BLM-27

**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)**
___ 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

**Internet**
___ 15 disk set = $22.50
___ 3INT-01
___ 3INT-02
___ 3INT-03
___ 3INT-04
___ 3INT-05
___ 3INT-06
___ 3INT-07
___ 3INT-08
___ 3INT-09
___ 3INT-10
___ 3INT-11
___ 3INT-12
___ 3INT-13
___ 3INT-14
___ 3INT-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**
___ 20 disk set = $30
___ 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
___ 3PCL-20

**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.*

# Macintosh Disketeria

by Dave Weikert

### New Disks

WE FEATURE 28 disks this month including an update of the Disketeria Catalog, additions to the Fun and Games Series and a whole slew of Apple Systems 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).

### Fun and Games

We have added eleven-1.44 Mb format disks to our Fun and Games series. All of the game files are stored in self-extracting archive format; just double click the archive and use the dialog to install it on your hard disk. The Ultima III game archive is contained in two parts, each on a different disk. Move both parts to your hard disk and then double click the first part (now on your hard disk) to install.

### Apple System Software

**System 7.5.3 Revision 2** is an update for some computer models running System 7.5.3 (AKA System 7.5 Update 2.0). This is a mandatory update for systems with the following configurations:

- All PowerBook systems using Connectix RAM Doubler™
- All PowerBook 5300 and PowerBook Duo 2300 systems
- All PowerBook 200 or 500 Series systems which have been upgraded with the Macintosh PowerBook Processor Card Upgrade Kit with PowerPC (or upgraded with similar third party products).
- All Macintosh 7200, 7500, 7600, 8500, and 9500 systems

System 7.5.3 Revision 2 is a set of system software enhancements that improves the reliability and performance for the computers described above. It has no advantage for any other configurations. This 2 disk set is available for $8.

**LaserWriter 8 v8.4 Update** is a five set disk that provides a new user interface that is simpler and easier to use. It also provides single-pass printing for foreground print jobs, more background printing options, and more layout options. Cost is $15 for the set.

**QuickTime 2.5** archive is a two disk set that installs the latest version of Apple's QuickTime multimedia software. The QuickTime system software extension enables you to create, edit, and play video, graphics, sound, sprites, text, music, 3D and animation in documents, CD-ROM titles, and over the Internet. While you do not use QuickTime directly, it is the enabling technology behind your Macintosh multimedia experience. New to QuickTime 2.5 is the addition of MIDI, karaoke playback and the ability to import many graphic file formats. It also provides the ability to automatically play a CD-ROM or audio CD. Cost is $8 for the set.

**Movie Player 2.5** is a single disk that is an ideal complement to QuickTime 2.5. This archive also includes Plug-Ins for authoring and playback of VR from within Movie Player under QT 2.5. Movie Player is the only application at the moment to take full advantage of QT 2.5 new features such as alpha channels and IMA 4:1 audio compression. The most recent QuickTime FAQ (Frequently Asked Questions) in Adobe Acrobat pdf format is also included on this disk. Cost is $4 for the disk.

**DOS Compatibility SW Update 1.05** is included on this two disk set. Two image files, one Mac and one PC, to upgrade machines with Apple DOS cards to the latest software. You need DiskCopy to create the DOS floppy disk. Read all the directions. Cost is $8 for the set.

**Apple Telecom 2.3.3** is a two disk set that consists of updated Express Modem and Geoport Telecom Adapter software and is available for $8. The software is for PowerBooks with Apple Express modems and for PowerMacs with Geoport Telecom Adapters. It includes FAX software with OCR capabilities for both Express Modem and Geoport Telecom Adapters. Cost is $8 for the set.

**QuickDraw 3D 1.0.6** two disk set allows a PowerMac to display 3-dimensional graphics, using applications designed to take advantage of QuickDraw 3D. It provides a com-

mon file format, called 3DMF ("3D metafile"), for exchanging 3D documents and acceleration services which support plug-and-play accelerator cards. Note: for PowerPC Macs only. Cost is $8 for the set.

### 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 # 22.21*
*Fun and Games*

**Escape**: By John V. Holder. A simple strategy game that's similar to an old computer game called Daleks, though there are lots more goodies in this version. Control a guy as he runs around mazes trying to collect gems, weapons, mines and the occasional extra life, finding tunnels to pass through — while stupid, but persistent, robots attempt to smoosh him. Simple, but addictive. ***Shareware — $10.***

**Follow Me!**: By Michael Guzzo. A version of the classic 'Simon' game. The computer will generate a pattern of flashing lights and sounds, and you, the lowly human, must repeat as many steps as you can until you (eventually) lose. Don't worry, you will. Trust me. ***Shareware — $10.***

**Frog Xing 1.1**: By Jeff Shaw, Quarter Note Software. Remember that old arcade game that you played on Apple IIs and Ataris? Well, it's back in all of its old glory but with updated graphics and sound. Try to get the frog across the road and into the pond while dodging high speed traffic on multiple lanes of superhighway. Nine levels. ***Shareware — $15.***

**MacSlotMachine 1.0.4**: By Miguel Frias. Pull the handle and watch the wheels spin. Well, not quite but two of the symbols used are our favorite striped apple and penguin. For System 6.0.3 land later, color or B&W. ***Shareware — $10.***

*Disk # 22.22*
*Fun and Games*

**Gold Digger: The Lost Mines™**: By T&T Software. A fast-paced, multi-screen game featuring a balance of strategy and arcade-style action It is in the genre of Donkey Kong and early Mario Brothers. ***Shareware — $14.95.***

**I Ching Connexion 2.3**: By Ed van Zon, Solar Software. The I Ching Connexion is an ever-changing but always consistently interlocking graphic representation of the way the 64 hexagrams interrelate. As such it is the key to widen and deepen the interpretation of the outcome of a divination. Requires a Macintosh with System 7.0 or later, 32-bit Color QuickDraw and at least 256 colors or grays. It works in gray scale, but the program is designed for color! ***Shareware — $20.***

> "We have added eleven-1.44 Mb format disks to our Fun and Games series. All of the game files are stored in self-extracting archive format; just double click the archive and use the dialog to install it on your hard disk. The Ultima III game archive is contained in two parts, each on a different disk. Move both parts to your hard disk and then double click the first part (now on your hard disk) to install."

*Disk # 22.23*
*Fun and Games*

**Ingemar's Skiing Game 1.0.1.u** By Ingemar Ragnemalm. A traditional slalom for two or more players, brought to you by the lousy skier Ingemar Ragnemalm. You take the role of a skier in a championship. More than one person can play at a time. You can run practice runs, compete in separate games or run entire championships on several different slopes. What you see on the screen is something like what you would see on television: the skier seen from above. Once you register, you get an editor so you can create your own downhill, slalom and GS runs. ***Shareware — $10.***

**Jetpack 1.0**: By Mark Bradley. Control a little blue-suited man wearing a jet pack through a series of dangerous mazes containing nasties. Requires 68020 or later CPU, Color QuickDraw and 256 colors. ***Shareware — $10.***

**Looney Lander 0.9**: By Tom Stromar. Control three lunar landers and try to keep from plastering them over the lunar landscape. Requires System 7.0 or later, 256 colors. Multiple levels of play with variable gravity and thruster settings.

*Disk # 22.24*
*Fun and Games*

**MacChess 2.0.1 EN 1996** By Wim van Beusekom. This version of Chess was originally written by the author for the Atari computer and converted to the Macintosh. MacChess can be set for player-player, player-MacChess and MacChess-MacChess play and you can save both games and boards. ***Postcardware.***

**MongoPong 1.0**: By John O'Fallon, Maxum Development Corp. Adds bumpers, tubes, moving goals, multiple balls, opponent freezing and a whole lot more to breathe new life into the classic genre of Pong games. ***Shareware — $10.***

**Mortal Pongbat 1.3.3 (68k)**: By David Hirschfield. Another ubiquitous Pong game. This one also includes additional hazards and features beyond its basic two player paddle game. This version is for 68020 and later Macs. ***Shareware — $20.***

**Munchies 1.0.6**: By Michael Fan. A multi-level arcade game where you guide Melvin towards food goodies while dodging nasties of various types. Requires System 7.0 and later and 256 colors.

***Shareware — $8.***

*Disk # 22.25*
*Fun and Games*

**PacMac Deluxe 1.0.2**: By Alessandro Calvi, Dario Accornero, Giuseppe Sciacchitano, Alessio Saitta and Piero Zardo. Yes, another PacMan knock-off. This one looks like the original but with better graphics and a variety of sound. Requires System 7.0 and later; 68020 or higher or PPC CPU and 256 colors. Native on both 68K and PPC CPUs. ***Shareware — $15.***

**Roulette 1.0**: By Dan Morrow. A classic game of Roulette that can be played by up to four users at a time. Options permit standard betting and chip colors. ***Shareware — $5.***

*Disk # 22.26*
*Fun and Games*

**Sammy the Cyclebot**: By Tony Small. Sammy is a jet propelled automatron designed to carry out dangerous tasks with speed and efficiency (naturally). As Sammy, you can fly, roll, fire and clean up all the baddies out there that the author designed to keep you awake. ***Shareware — $15.***

**Sokoban 2.2**: By Scott Lindhurst. In Sokoban, you are trying to maneuver marbles through a maze to their proper locations. You can only push them one at a time. Be careful that you don't get one trapped in a corner; they have no handles so they can't be pulled. This new version has several Sokoban games with it, each with a different level of difficulty.

*Disk # 22.27*
*Fun and Games*

**Short Circuit**: By Carl Limsico. An action puzzle game where quick thinking is a must. The goal is to clear the board of all tiles within the allotted time. There are a total of 33 levels, divided into 9 different worlds. Each world has a different characteristic, which you have to reach to find out. ***Shareware — $10.***

**Sokoban 3D 1.0**: By Graham Herrick. In Sokoban, which means warehouse manager in Japanese, you try to push boxes to a palette in odd sized rooms. Be careful that you don't get any trapped against a wall; the boxes have no handles so they can't be pulled. This version is difficult to play without also showing the map view which shows where you have been. Requires System 7.0 or later, Color QuickDraw and 256 color. maneuver marbles through a maze to their proper locations. You can only push them one at a time. ***Shareware — $15.***

**Wierd Melvin Kills Monsters**: By Marc Hansen. Based on the comic book Wierd Melvin which is published by–you guessed it–Marc Hansen. It is sort of a Mario Brothers on motorbikes and steroids.

*Disk # 22.28*
*Fun and Games*

**Sword Dream**: By Luca Accomazz. An open-ended role-playing game: you'll explore dark ruins and deep forests; save beautiful princesses and endangered realms; amass vast amounts of gold and jewelry; and kill hideous monsters. A unique characteristic of the Dream game is its openness. The characters you develop and grow in one scenario can be kept in the next, along with their treasures, spells and items. You aren't limited to a single adventure, as is common with similar games: your objective isn't fixed as there's no fixed end to the game. ***Shareware — $20.*** Please send it to the U.S. address in the documentation.

**Tic-Tac-Toe 1.0 (FAT)**: By Christopher Lee Chin. A well done Tic-Tac-Toe board and symbols featuring stereo sound, 3D graphics, background music and an unbeatable computer player. ***Shareware – $5.***

*Disk # 22.29*
*Fun and Games*

**Slime Invaders 2.0.6**: By Ingemar Ragnemalm. A multi-level shoot-em-up arcade game where you fend off slimy attackers from above. For System 6 and later.

**TetrisMax 2.8**: By Steve Chamberlin. A Tetris game that received an Honorable Mention in the 1993 MacUser Shareware Awards and has been favorably reviewed in several books and magazines. This version is in 256 colors with an original music soundtrack and fun sound effects. Said to run on any Mac in B&W or color. Requires System 6 or 7. ***Shareware — $10.***

*Disk # 22.30*
*Fun and Games*

**Klondike 6.0**: By Michael A Casteel. Probably the most commonly-known version of solitaire card game. Klondike has been available for the Mac since its introduction in 1984; this version includes color and a number of other improvements over that original game. ***Shareware – $20.***

**Ultima III**: By LairWare/ Leon McNeill. Ultima a series of computer fantasy role-playing games popularized on the Apple II in the early 1980s. Ultima II and Ultima III were originally released around 10 years ago for the Macintosh, but are small-screen black & white games, and won't run on modern Macs. Ultima III is a re-write for color Macintosh computers, taking advantage of modern Mac features. *Note: this game is too big for a single disk; the second part is on the following disk.*

*Disk # 22.30*
*Fun and Games*

**Richard's Curling Game 1.0.1**: By Richard Woloshyn. No, this has nothing to do with your hair; curling is a sport played with a broom and thrown (actually, slid) stone on ice. Well, you have to be there.

**Ultima III**: By LairWare/ Leon McNeill. Ultima a series of computer fantasy role-playing games popularized on the Apple II in the early 1980s. Ultima II and Ultima III were originally released around 10 years ago for the Macintosh, but are small-screen black & white games, and won't run on modern Macs. Ultima III is a re-write for color Macintosh computers, taking advantage of modern Mac features. *Note: this game is too big for a single disk; the first part is on the previous disk.* ■

# Macintosh Library Order Form

**New disks in this issue!**
- __ System 7.5.3 Rev 3 - 2 disks; $8‡
- __ LaserWriter 8.4 - 5 disks; $15‡
- __ QuickDraw 3D 1.0.6 - 4 disks; $15‡
- __ QuickTime 2.5 - 2 disks; $8‡
- __ Movie Player 2.5; $4‡
- __ Apple Telecomm 2.3.3 - 2 disks; $8‡
- __ DOS Compatability 1.0.5- 2 disks; $8‡
- __ Fun/Games 3- 11 disks; $25‡

**Disketeria ValuPaks†**
- __ PostScript Fonts 1, 14 disks; $30
- __ PostScript Fonts 2, 5 disks; $10
- __ TrueType Fonts 1, 9 disks; $20
- __ TrueType Fonts 2, 4 disks; $10
- __ Telecom Essentials & Goodies, 2 disks; $8
- __ Internet Basics/Add-ons/Tools; 6 disks; $20‡
- __ Calc/Clock Utils, 5 disks; $15
- __ Pers Management Utils, 5 disks; $15
- __ Fun/Games 1, 10 disks; $25
- __ Fun/Games 2, 10 disks; $25‡
- __ Fun/Games 3, 11 disks; $25‡
- __ TroubleShooting Utils, 2 disks; $8‡
- __ LAN Tools, 3 disks; $12
- __ PowerBook/Duo Utils, 4 disks; $15‡

**Apple System Software**
- __ 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 Update 3.0 - 2 disks; $8‡
- __ System 7.1 Update 3.0 (800K); $4
- __ System 7.5 Update 1.0 - 4 disks; $15‡
- __ System 7.5 Update 2.0 - 14 disks; $15‡
- __ System 7.5.3 Rev 3 - 2 disks; $8‡
- __ QuickDraw GX 1.1.3- 4 disks; $15‡
- __ QuickDraw 3D 1.0.6 - 4 disks; $15‡
- __ QuickTime 2.5 - 2 disks; $8‡
- __ Movie Player 2.5; $4‡
- __ LaserWriter 8.4 - 5 disks; $15‡
- __ Apple Telecomm 2.3.3 - 2 disks; $8‡
- __ Network Software Installer 1.5.1; $4‡
- __ TrueType Fonts & Software; $8
- __ CD ROM Setup 5.1.1; $4
- __ StyleWriter II; 4 disks; $15
- __ DOS Compatability 1.0.5- 2 disks; $8‡

**00.XX – Pi Library†**
- __ .01 Mac Disketeria Catalog
- __ .02 New Member Sampler & Catalog

**1.XX – Anti-Virus Utilities†**
__ .02M __ .03M

**2.XX – Desk Accessories†**
__ 8 disk set; $24
__ .01E __ .02E __ .03E __ .04E
__ .05E __ .06E __ .07E __ .08E

**3.XX Education‡**
__ .01A‡ __ .02(3)‡ __ .03(2)‡ __ .04(3)‡
__ .05(3)‡

**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†**
__ .01C __ .02C __ .03C __ .04C
__ .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
__ .01B __ .02B __ .03B __ .04B
__ .05B __ .06B __ .07B __ .08B
__ .09B

**13.XX – Telecommunications†**
__ .01D __ .02D __ .03D __ .04D
__ .05D __ .06D __ .07D __ .08D

**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†**
__ .01F __ .02F __ .03F __ .04F
__ .05F __ .06F __ .07F __ .08F
__ .09F __ .10F __ .11F __ .12F
__ .13F

**17.XX – Word Processing Utils†**
__ 7 disk set; $21
__ .01C __ .02C __ .03C __ .04C
__ .05C __ .06C __ .07C

**18.XX – Internet Series†**
__ .01A‡ __ .02A‡ __ .03A‡ __ .04A‡
__ .05A‡ __ .06A‡ __ .07A‡ __ .08A‡
__ .09A‡

**19.XX – QuickTime Series†**
__ .01‡ __ .02‡ __ .03‡ __ .04‡

**20.XX – Mac Troubleshooting**
__ .01B __ .02B

**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‡
__ .21‡ __ .22‡ __ .23‡ __ .24‡
__ .25‡ __ .26‡ __ .27‡ __ .28‡
__ .29‡ __ .30‡ __ .31‡

**23.XX – PowerBook/Duo Series†**
__ .01C __ .02C __ .03C __ .04C

**26.XX – Update Series**
- __ .01/02A - Photoshop, 2 disks; $8
- __ .03A - Photoshop Plug Ins, 1 disk; $4
- __ .04A - Desktop Publishing, 1 disk; $4
- __ .05A - QuarkXPress, 1 disk; $4
- __ .07B - HP DeskWriter 6.0, 1 disk; $4
- __ .08/09C - Denaba Canvas, 2 disks; $8‡
- __ .10A - Word Processor 1, 1 disk; $4
- __ .11C - Word Processor 2, 1 disk; $4
- __ .12C - Database, 1 disk; $4
- __ .13C - ClarisWorks 4.0v4, 2 disks; $8
- __ .14A - Word, 1 disk; $4
- __ .15A - Word Enhancements, 1 disk; $4
- __ .16A - Excel Enhancements, 1 disk; $4
- __ .17B - Anti-Virus, 1 disk; $4
- __ .18A - After Dark Update, 1 disk; $4
- __ .18–23A - After Dark Set, 6 disks; $15
- __ .25–27B - CP MacTools, 3 disks; $12
- __ .29A - Now Utilities 4, 1 disk; $4
- __ .30D - Miscel. Utilities, 1 disk; $4
- __ .31/32A - Stuffit Deluxe, 2 disks; $8
- __ .33A - DrawPro, Impact, Frontier, 1 disk; $4
- __ .34A - Now Utilities 5, 1 disk; $4‡
- __ .35A - Quicken 4 & 5, 1 disk; $4
- __ .36A - QuarkXpress 3.31r3->3.31r5, 1 disk; $4
- __ .37A - ATM ->3.8.2, RamDblr ->1.5.2 & PM 5 WP Filters, 1 disk; $4

**Online Bible†**
- __ 24 disk set; $50
- __ Set 1, 6 disks; $15
- __ Set 2, 7 disks; $15
- __ Set 3, 6 disks; $15
- __ Set 4, 5 disks; $15

† all files compressed
‡ on 1.44 Meg diskette(s)
(#) number of disks in set

*See form on page 86.*

# Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi, Ltd., 12022 Parklawn Drive, Rockville, MD 20852. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the ad copy due date listed in the calendar page for that month in order to be included in the appropriate issue. Any ads postmarked after that time will be included at the discretion of the editor. Cost is $2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi, Ltd., may place ads up to three lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

## Services

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