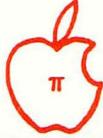


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# Washington Apple Pi



The Journal of Washington Apple Pi, Ltd.

Volume 9

October 1987

Number 10

## Highlights

- I Love Apple Music: Part 5
- Apple II News and Notes
- Ramup: A Review
- 📄 Reports from Boston MacWorld Expo
- 📄 Softviews: Passage Review
- 📄 Hard Disk Tips

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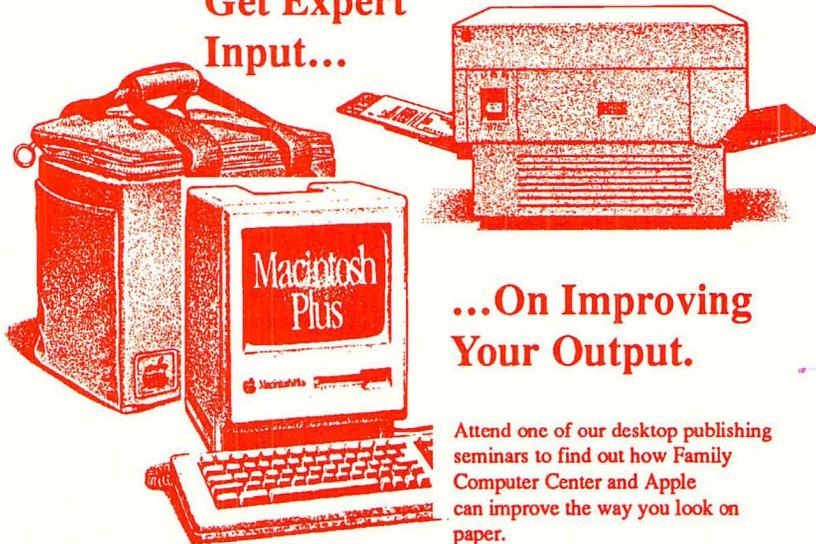
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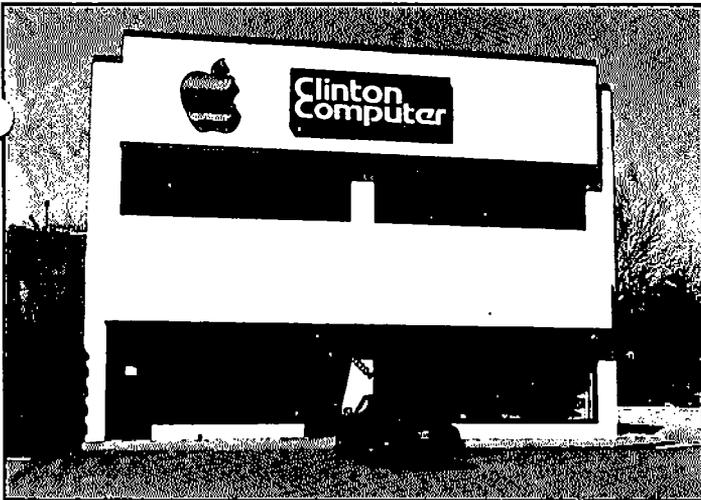
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Computer Learning Month is sponsored by Apple Computer, Inc., United States Congress and a national network of software vendors. Its goal is to heighten consumer awareness of computers and their creative uses for the future.

Teachers from various schools in the Washington metropolitan area will start the morning meeting with insight gained from computer operations at their respective schools. Topics will include diverse usages for both Apple II and Macintosh computers, in schools as well as at home.

Following the speakers, there will be displays of educational software from a variety of vendors, including Mindscape and Brøderbund. This will be a hands-on time for participants to see for themselves the capabilities of the different software programs.

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## EDITORIAL

Pictures. Words and more words make up every Pi Journal, and hopefully they are informative and entertaining, but pictures tell it like it is. Thank you, Chuck Sicard and Peter Combes, for providing us with feasts for our eyes. Chuck took pictures galore at the MacWorld Expo in Boston. We have scattered them throughout the Journal for your

pleasure. Peter took many pictures at the last Pi meeting, some for a continuing series of articles by Bob Platt on our volunteers (great idea, Bob) and the others to capture the shenanigans of our rowdy, fun-loving gamers. These too are scattered into most likely and unlikely places. My vote is for more each month, how about you? ☺



## PRESIDENT'S CORNER

by Tom Warrick

**I**t has certainly been a busy month at Washington Apple Pi, and I have a lot to tell you about.

First, the Board of Directors at its August meeting elected *Harvey Kaye* as a Director-at-Large, to replace the late Richard Rowell. Harvey is a member of the Telecommunications System (TCS) Committee and is very active on the TCS. He is also a frequent contributor to the

Journal on legal issues, and is a member of the Pi's Dealer Relations Committee. In his "real life" (a relative concept to computer enthusiasts!), he is an attorney.

I should also mention that friends of Richard have set up the *Richard Rowell Memorial Fund* to assist Richard's family. Please send your contribution to:

Richard Rowell Memorial Fund  
c/o Washington Apple Pi, Ltd.  
8227 Woodmont Avenue, Suite 201  
Bethesda, Maryland 20814

Also at the August Board of Directors meeting, we expanded the *Dealer Relations Committee*. The Dealer Relations Committee exists to help you if you have problems with a dealer (whether an authorized Apple dealer or otherwise) or mail-order house. Also, if you have a good experience with a dealer and would like to share it, please let them know. The members of the committee are:

*John Alden*  
*Harvey Kaye*  
*Bob Platt*  
*Bernie Urban*  
*Rich Wasserstrom*

We should congratulate *Marty Milrod* and *Dave Weikert* on getting out the third edition of the Washington Apple Pi Mac Disk Catalog, now on sale. Dave Weikert's name deserves repeating. Dave is one of the Pi's most indefatigable behind-the-scenes volunteers, coordinating the flood of quality Mac disks that he brings out each month, as well as supervising the work of many valiant (and invaluable) *disk copiers* who reproduce all those disks we buy at meetings and by mail. The work done by these volunteers makes possible not only the wonderful public-domain and shareware software we can't live without, but also, by virtue of the financial support the club receives from the sale of public-domain software disks, their activity makes possible many of the other things the Pi is able to do. I urge you to turn back to the masthead and think warm thoughts while you re-read the names of these many generous volunteers. I also urge you to follow Marty's and Dave's advice, from last month's Disketeria

Dispatch column, that if you use a shareware program, send the author the requested contribution. Everyone will benefit from it.

Congratulations are also due to *Jay Heller*, recently retired as the Pi's Vice President-Macintosh, who is now in charge of service at MacCorner in Gaithersburg. I asked Jay what his formal title would be, and he laughed and said I should describe him as "Technical Guru."

Later in this column I will describe my thoughts about last August's MacWorld Expo (the deadline for the September issue was before the Expo), but, first, I am pleased to announce that the "*Ad Hoc Video Display Purchase Committee*" (consisting of *Ken Knight*, *Jay Heller*, *Marty Milrod*, *Bernie Urban* and yours truly) carried out your instructions given at the July meeting to buy two liquid-crystal display devices to replace our Limelight video projector. These two small, flat panel units fit atop a standard overhead projector. The array of liquid-crystal pixels on each unit cast shadows on the screen that correspond to the black pixels on the screen. As we discussed at the July meeting, we got two display devices—one for the Macintosh (with an extra board to fit inside a Mac II) and another for the Apple II. Separate models are necessary because of the different number of pixels on their respective screens. In addition, having two will enable us to hold simultaneous Mac and Apple II programs, which many members have expressed an interest in doing, should we find a meeting site that would permit it. The Mac version costs \$1,700, with the Mac II adapter an additional \$300. The Apple II model was only \$1,100. The displays are made not far from here, in Newport News, Virginia. These units were so popular and successful at MacWorld that if we had ordered the first day of the show, we could have had delivery in a couple of days—but by waiting until the third day of the show, delivery will be in twelve weeks!

Announcing the return of the popular Washington Apple Pi *pro football predictions* contest: This year *Paul Schlosser*, SYSOP (Commissioner?) of *The Redskins Line*, the popular Board 17 on Conference 1 of the Telecommunications System, will resume the "Pro Picks" contest that attracted so much interest last year. The object, as before, is to pick which team in each NFL game will beat the point spread. This year, we're sweetening the pot: The person with the most correct picks each week (as registered on the system in accordance with rules posted on the board) will win his or her choice of a Washington Apple Pi T-shirt or a copy of *Perfect Pascal Programs*. No winner can win more than one of each prize, i.e., one T-shirt and one book, and in case the person with the most correct picks has already won his or her two prizes, the prize will go to the next eligible person with the most correct picks. Ties will be broken in accordance with the rules posted by the Commissioner, and his decision is final. This contest is good while supplies last, and you need not be present to win. Void where prohibited by law.

*User group activity brings results:* After I wrote in the July President's Corner about the *noise* made by the *Mac SE fan*, I received a call from *Chuck Perelli* of *Clinton Computer*. Chuck says that Apple Computer has approved Clinton Computer's contd.

replacement, on a case-by-case basis, of SE fans that are *over 55 decibels*, the noise standard described by Apple's *Jean-Louis Gassée* in my July column. Clinton has acquired a decibel meter, and if the fan is too noisy, Clinton will replace it if the computer is under warranty or AppleCare. This was a special arrangement Clinton worked out with Apple, and applies only there—until other dealers demand the same right for their customers. Clinton, my congratulations. Are the rest of you listening out there?

Another bit of *good news*, this time for *Apple IIGs owners*: In the August President's Corner, I wrote about the need for Apple to fix the *pink fringe problem* on the early IIGs models. In response to complaints and requests by many IIGs owners, including those in Washington Apple Pi (and after a campaign waged by user groups, led by WAP, on AppleLink), Apple announced the following *free* hardware update for early purchasers of the IIGs:

— Apple IIGS VGC Controller and ROM

Two free upgrades are available to Apple IIGS owners. The new Video Graphics Controller (VGC) corrects video display problems that may occur in double hi-resolution and standard text mode. The new ROM corrects minor bugs and provides enhancements for future software releases. To tell which upgrade, if any, is needed check the serial number on the IIGS:

Units with numbers 704 through 723 need the new ROM.

Units with numbers 703 or lower need both the new VGC and ROM.

Units with numbers 724 or higher do NOT require either upgrade.

Thanks, Apple, and we're glad to see it!

*MacWorld Expo Report*: Elsewhere in this Journal you will find comments by a number of other attendees at the August 11-13, 1987 MacWorld Expo in Boston, Massachusetts. Let me offer a few of my observations on the Expo.

First, this was clearly the *best Boston Expo ever*. Exhibition space was sold out months in advance. Show attendance was very high, and at least this time they had adequate food and beverage service. The crowds were so large that the ventilation system at Bayside Convention Center broke down under the strain.

I had two principal impressions at the show. First, I was surprised at the extent to which the *software has outstripped the hardware*. In March when the Mac SE and Mac II were announced, it was clear that hardware had leapfrogged ahead of most software—the SE and II were faster and ran more efficiently than previous Macintoshes, and while the improved performance was nice, it was not (CricketDraw excepted) essential. I, for one, thought it would be a year before software caught up.

Now, however, the hardware is overwhelmed by the software. If you want to remain at the leading edge of the Macintosh world, *one megabyte of memory is not enough*. Multifinder, Apple's new multitasking operating system due out soon (if it

hasn't already been released by the time you read this) and one major application (such as Word or Excel) will fill up an entire megabyte of memory. *HyperCard* (about which more later) requires a minimum of about 700K of RAM in which to run. If you actually want to run two powerful applications at the same time, you will need the next step up—2.5 megabytes of RAM.

Similarly, *faster processor speed* is more important than it was a few months ago. FullWrite Professional was running its demo on supercharged Mac SE's, and it appears likely that even their release version will require a 68020 microprocessor, such as the Mac II uses, instead of the 68000 that comes with all other Macs, if you want to use it efficiently. Drawing programs require the 68020 to achieve some of their most incredible effects, many of which require color anyway. (MacroMind was at the Expo demonstrating VideoWorks II on a 47" Mitsubishi monitor, and the effect was, to say the least, dazzling.)

The second-strongest impression I came away with was the number of companies that will not be around in two years' time, or that will be back in 10-foot by 10-foot booths instead of large, open displays on the show floor. In databases, for example, *4th Dimension* was there solidifying its toehold on the high-end database market. With *HyperCard*—being distributed free with Macintoshes bought beginning August 11—capturing much of the low-end database market, it is easy to see those two products (along with, perhaps, *dBase Mac*, which may gain a niche in those businesses where dBase III is king) dividing the Mac database world amongst themselves. I would not want to be a stockholder in Blyth Software (Omnis) or Odesta (Helix).

Similarly, can the world support dozens of *hard disk drive* manufacturers? Jay Heller has chronicled how easy it is to get into the SCSI hard disk market these days, and it appears that a lot of companies have taken up the business. How many will still be around in a few years?

And a special tip of the hat to *General Computer Corporation*. Those guys have the knack for—something. They made their mark in the world by coming out with an internal hard disk drive for the Mac—then Apple came out with the internal hard drive Mac SE. So what does GCC do? They start selling a QuickDraw-based laser printer. One wonders what they are going to do in 1988, when Apple comes out with their own, as they appear ready to do? GCC may have to learn to compete on the basis of price, which may be tough for them, given that their unit costs would probably be higher than Apple's, whose Quick-Draw laser printer will probably sell very well. Alternatively, maybe GCC can come out with a laptop Macintosh, and go three-for-three!

I made a point at the Expo to spend a great deal of time playing with the Macintosh version of *WordPerfect*, now due out in October (they say), and *FullWrite Professional*. WordPerfect looked pretty good—it had most of the features of MS-DOS version 4.1 (but remember, they're selling version 4.2 for IBM's nowadays). WordPerfect makes a great deal of use of pop-out menus, which are activated by dragging over a black triangle next to each menu item. When you drag the cursor over the triangle, a new menu pops out to the side, and you can drag the cursor onto that to make more selections. This is a concept that, in my mind, should be used sparingly, if at all. Fortunately, there is a command-key combination for practically everything, as in Microsoft Word. WordPerfect is thoughtful enough to put a little contd.

up-arrow symbol on those combinations that are Command-Shift-something, which helps to learn them.

But those of you who thought that Microsoft Word was not faithful to the Mac user interface had better stay away from WordPerfect. A number of the things it does will be, well, strange to a Mac purist. For example, their equivalent of Word's "Show ¶" to show spaces, returns and other codes is a command that creates a separate window that displays the text with little boxes containing formatting codes—very IBM-like, as those of you who have seen WordPerfect on an MS-DOS machine will recognize.

*FullWrite Professional* was, to my mind, the most pleasant surprise of the show. Their booth was a laughing-stock, however, as they had an LED display showing (supposedly) the number of hours until they shipped. *No one* took this seriously! But the program itself deserves very serious consideration as *the* word processor, assuming they get their act together. FWP has a number of very interesting and novel features for a word processing package. For example, it includes some basic drawing tools à la MacDraw. My favorite feature was that when the I-beam insertion point is over *italicized text*, the I-beam changes angle to match the slope of the italic characters *something like that*, eliminating the need to guess where the insertion point really is. Also, you can set pointers to particular places in the text and use them to create variable page cross-references, such as "See Figure 2 on page \_\_\_" or "As discussed above on page \_\_\_..." Washington lawyers are going to love this one.

The major problems with FullWrite Professional, aside from the skepticism about its shipping date, are whether it will be bug-free (powerful word processors are probably the hardest programs to write right the first time) and whether it will run fast enough and tight enough on anything less than a Mac II. They were demonstrating it on supercharged Mac SE's, equipped with 68020 co-processors (as on the Mac II) and, I believe, prodigious amounts of memory. Whether FullWrite Professional will work well on a plain-vanilla Mac Plus (or, heaven forbid, a Mac 512KE) remains to be seen. I'm not going to rush out and get FullWrite Professional, but I'm sure going to be interested in seeing what others think.

A few other MacWorld impressions: *HyperCard* was, to most, the hit of the show. It is hard to describe but easy to understand when you see it, which I urge everyone to do. It combines some aspects of a regular low-end database application, FileVision (a graphics database), and hypertext (such as Owl's Guide program). *Bill Atkinson* and others have put an enormous amount of work into making it very fast. But one of the most impressive capabilities is its "authoring" capability, that will let non-programmers set up programmable database applications without too much difficulty. For those a little more adventurous, *HyperTalk* is a relatively simple programming language that allows HyperCard to do some pretty sophisticated things. In many respects these "authoring" and programming capabilities represent something of the ease of use and power that Applesoft BASIC represented for the Apple II: the *return of the weekend programmer*. Apple is, as noted above, bundling it free with Macs sold on or after August 11, and the list price for us pioneers is \$49.95.

Also, *SuperMac* has emerged as a company to watch. Their DataFrame 30- and 60-megabyte hard disk drives were priced

very aggressively at the show, and they will probably do well. They have also captured a great deal of attention in the high-end Mac II monitor market, with several excellent 19" monitors. Their monitors were all over the show floor, and they seem to be moving into other areas, having acquired a manufacturer of accelerator boards.

It makes one wonder what MacWorld will do for an encore? How about having a *MacWorld in Washington?* ☞

## APPLE TEAS

Calling All Scientists!

Scientific Applications for the Macintosh

Saturday, October 10th, 2:00 - 4:00 PM

The Seelig Labs

1405 De Sale Street, Vienna VA 22180

RSVP Fred Seelig (703) 849-9408. Bring your Mac and extension cord, and a demo program you think might be of interest to fellow engineers or scientists. Let's discuss the usefulness of the Macintosh in a scientific environment as well as the impact of the Macintosh II workstation on science and engineering. Directions: Take 495 Beltway to I66 exit going away from DC. Take Vienna exit (1st exit), make an immediate right on Nutley. Go another 1/4 mile to Kingsley, turn right. Go about 1/2 mile to DeSale. Turn right. Drive 1/2 mile to 1405 on righthand side.

See how easy it is to HOST AN APPLE TEA! Would you like to gather some Apple users from near and far to discuss a topic you're interested in, or one that you'd like to know more about? Apple Teas are opportunities for Apple users to get together in small groups (from 3 to 12) to learn more about a specific area of Apple computing, expand each other's knowledge, ask questions and share tips.

To host an Apple Tea...

1. Pick a topic—one that interests you and one that you think might interest others.

2. Obtain a resource person, if you like. The WAP Hotline is a good place to start searching for a knowledgeable and helpful person.

3. Pick a date a month or two in advance to allow for Journal publication and distribution. Pick a suitable time.

4. Plan to host your Tea with refreshments at your home or another suitable location, e.g. school or church.

5. Any questions, call Amy Billingsley at 622- 2203, or George Sall at 768-0212. If you mind is made up, be prepared to give topic, resource person, date and time, place and directions.

Start working on your Apple Tea today. It is a great way to share information and learn more about one of your own areas of interest. ☞

## Special Meeting

Saturday November 7, USUHS

9:00 AM until ?

Bill Atkinson and friends on HyperCard

Definite Maybe!

## CLASSIFIEDS

**WAPGARAGE SALE:** Will the man who bought MS Work 3.0 from me at the garage sale in June please call me. I have your 3.01 update and instructions on how we can officially transfer Word to you. Please call Paul Gade at (703) 527-3782.

**MAC SOFTWARE FOR SALE OR TRADE:** Mac Paint, Gato, NFL Challenge, SmartCom II, MS Basic Interpreter, MS Basic Compiler, Tempo, SmoothTalker, Switcher Construction Kit, Spellswell, Filevision, Pinball Construction Kit and SkyFox. All with original Documentation, most unopened. **WANTED:** MacDraw, SuperLaser Spooler, any Layered Notes, MacServe, StatView, Dollars & Sense, MS Flight Simulator or legal size paper tray for LaserWriter. Call Paul Gade at (703) 527-3782.

**FOR SALE:** 512K Fat Mac with internal 400K floppy, \$800; external Apple 400K drive, \$150; Mac-B-Cool power center, fan and surge suppressor for Mac or MacPlus, \$80. Call John Love at 569-2294 to make offer.

**FOR SALE:** One 400K external disk drive for Macintosh. Sale price is \$90. Call Lowell, 256-3483 after 5 pm.

**FOR SALE:** Apple II programs and hardware. Ultima III (missing map) \$20, Bard's Tale \$25, GATO submarine simulator \$20, Fantavision \$30, Music Constr. Set \$5, Koala Graphics Table + software (missing stylus) \$40, and Alf Music Card + software (missing cable) \$10. Call Roland (301) 963-1433.

**FOR SALE:** Apple IIc, Zenith monitor, Juki 6100 daisy-wheel printer, Macintosh 400K external disk drive. Best offer. Call the Center for Archaeoastronomy, 864-6637, anytime.

**FOR SALE:** Apple IIc, Imagewriter, b/w monitor, AppleWorks, Sensible Speller, 1-year repair contract. Like new. Call evenings and weekends (703) 538-2316.

**FOR SALE:** Apple Macintosh Plus and Apple 20 meg hard disk. Both like new and in perfect condition, used only by a certified Apple service technician. Just \$2250 for both. Call Scott Webber, h (202) 332-9232 or w (301) 454-6030.

**BABY SALE:** Forced to sell one baby (MacPlus) to buy food and diapers for another coming in September (the kind that eats and .....). System includes: a never-used MacPlus (still in sealed box) w/1 yr. AppleCare; a never-used Imagewriter II and cable (still sealed and in store); complete Microsoft Works package; and MacLightning (spell-checker). I will also share PD fonts and DA's if desired. Total retail list, over \$3400: baby bottom sacrifice, \$2399. Call Scott Webber, h (202) 332-9232 or (301) 454-6030.

**FOR SALE:** Macintosh 512E with 1 Meg of RAM. Also Optical Character Reader for Macintosh. Scan documents and convert them to editable text in MacWrite or Word. Call David, evenings at (301) 972-4263.

**FOR SALE:** Mac Plus and MacBottom 21—combo \$2450. Call 963-9366.

**FOR SALE:** 512 Enhanced Macintosh with 1 Meg (Dove Board) upgrade. External 800K drive. AppleCare (3 mo). \$1325. Call 983-1415 after 6 pm.

**FOR SALE:** Apple II+, 64K, Apple III monitor, videx 80-column card, software. \$350 or best offer. Call 530-7942 between 8 and 11 pm on weekdays.

**FOR SALE:** Microsoft File 1.05 for Mac. Used once. \$100. Must upgrade as it doesn't meet my needs. Call Kate at 621-6351

or (301) 995-1605, msg machine.

**FOR SALE:** MindWrite 1.0. Word processor/outliner. Hardly touched, original documentation, blank registration card. \$60. Call Steve at (301) 235-8242.

**FOR SALE:** MS Word 3.01, new in box, never used. Asking \$175. Call Joe Bohr (703) 979-9200 or (301) 977-2320.

**FOR SALE:** Smartcom II software and cable, plus modem, \$400. Call David Mark Greenbaum, h (301) 585-0485 or w (301) 443-1689.

**FOR SALE:** Mac SE 2D, 3 mos. old, barely used. Must sell to pay bills. Kybd, Write, Draft, Draw, SmoothTalker, original boxes included. \$2000, firm. Call Peter Fish, w (202) 686-9334, h (202) 244-5961.

**FOR SALE:** Apple Imagewriter II printer only 6 mos. old. Used for personal letters. Moving and obtaining new printer. Must sell. Works perfectly, now just \$295. Call Jack at (703) 635-4166 in Front Royal or (202) 287-3460 M-F 8-4.

**FOR SALE:** 512K E Mac and 400K external disk drive. Excel. condition, \$1300. Call Jeff (301) 563-1903 in Baltimore.

**FOR SALE:** Apple compatible Franklin 1000 Ace, works fine except for graphics. Fix or use for spares, \$120. Epson MX-80 with Graphtrax, excellent cond, all literature, extra ribbons, \$225. Parallel printer card with cable, Apple IIe, \$35. Franklin Ace 80-col card, \$30. Disk Drives: Microsci A2, \$75; Franklin Ace 10, \$65. BMCBM-12AUW green monitor, excel cond, \$50. Z-80 AE CP/M card, like new, \$65. Kraft Delux Joystick, Apple IIe, \$30. Originally over \$2000; individually \$725, package \$650. **WANTED:** Franklin Ace 1000 power supply. Call Al Ray, w 695-7311 or h (703) 323-7587 after 7:30 pm. ☎

## COMMERCIAL CLASSIFIEDS

**FOR SALE:** PageMaker templates for SF-171 or SF-129 (\$55 each). Call Dan Adkins for information. (H) 822-8052.

**FOR SALE:** Apple IIe computer, 64K, Apple III monitor, 80-column card, 2 Apple drives, Transtar Letter Quality printer, manuals, software. Rarely used. \$2000/best offer. (301) 277-2526, evenings. ☎

## JOB MART

**WORK WANTED:** I am looking for some work that I can do on my Mac Plus computer that I can get at least a little bit of money. For information contact David Mark Greenbaum at home (301) 585-0484 or work (301) 443-1689. Leave message.

**HELP WANTED:** Part-time computer instructors to teach elementary students basic skills on Apple IIe during fall and winter months. Contact Jane Ippolito 762-8560 or 881-5476.

**HELP WANTED:** Macintosh software publisher expanding our capabilities. If you program in Pascal, C or Assembler and have experience in compiler construction, code generation, or other computer language technology, send resume to Language Systems Corp., 463 Carlisle Drive, Herndon, VA 22070 or call Rich Norling at (703) 478-0181.

**HELP WANTED:** Do you have the interest and desire to help a small Mac firm grow? We need tech support, graphics, marketing, etc. Call Diehl Graphsoft Inc. (301) 461-9488. ☎

# MINUTES

## Summary of Executive Board Meetings August 19, 1987

Lee Raesly reported that the TCS is now very stable, with eight systems installed. He has talked to GENie, who is offering us passwords. He would like to rotate these among several people. The Board authorized the TCS to find people to operate on GENie and produce an article for the Pi Journal at least every other month. The Board also decided that guests should be allowed on the TCS in a limited way at the TCS Committee's discretion, and that the rules should be published in the Journal.

The Board moved to oppose the proposed legislation that would allow the FCC to impose an access fee of \$5 an hour on interstate lines to be used for CompuServe and similar system. The Pi will file comments, and write letters to the appropriate individuals and bodies.

The 10th Anniversary of the first Pi meeting will be between Christmas 1988 and New Year's 1989. The first newsletter came out in February 1979. A special anniversary Journal was suggested. John Alden, Lynn Trusal, Bob Platt and Bernie Urban volunteered to serve on an Anniversary Committee.

There is now a vacancy for General Counsel. Harvey Kaye, Bernie Urban, and Bob Platt volunteered to serve on the Dealers' Relations Committee. The Board discussed recruiting more members with the cooperation of local dealers, by advertising in the Washington Post, and various other techniques. Access to the Pi TCS DOV Board will be limited to those who attend Board meetings and where possible all reports and requests for comments pertaining to Board matters should take place on this Board. LCD video units have been bought for the Apple II and the Mac.

## September 9, 1987

Bernie Urban reported that the User Group-MacWorld Connection was held after the MacWorld Expo. It was essentially a debriefing session. MacWorld staff wanted to know what the user group reps thought of the Expo, and how the connection with Apple is going. A full report has been posted on the TCS. Apple Computer is asking for volunteers to beta test a new telecommunication program for the Apple II family. People who are interested and willing to sign a non-disclosure agreement should see Lee Raesly. Lee Raesly reported that the TCS is now at 16 meg for the Mac and has added a HyperCard stack area. Eric Rall has the licensing ready. Only 3 meg are left on the 16 meg disk. 4 meg are needed for Mac system material. The Board decided to buy further hard disk equipment. Tom Warrick encouraged all directors to log on the TCS at least once a week to look at the DOVs Board. He will try to have the agenda up several days before the Board meeting. Ways in which both mailings and the TCS can be used to give information to Directors and Volunteers were discussed.

Issues relating to a new meeting site, and 501 (c) (3) status were discussed. Narrative, legal, accounting, and time tracking committees were set up to start work on the 501(c)(3) proposal. There was some preliminary discussion on the relation of other user groups to the Pi, since we are receiving requests for collaboration from, among others, Florida and Sweden. Bernie reported that Bill Baldrige has done some interesting work on a HyperCard application which would describe WAP. Tom's

picture is already on the HyperCard stack. Bernie hopes to see a complete package at dealers when we have it completed. Ed Myerson reported that the cash balance on hand is \$56,256. This is about \$5000 less than the same time last year, but this is not unexpected because of seasonal adjustment. ☺

# EVENT QUEUE

Washington Apple Pi meets on the 4th Saturday (usually) of each month, both Apple and Mac, at the Uniformed Services University of the Health Sciences (USUHS), on the campus of the Bethesda Naval Medical Center, 4301 Jones Bridge Road, Bethesda, MD. Disketeria transactions, Journal pickup, memberships, etc. are from 8:45-9:30 AM and during the Q& A sessions (times for these vary according to the main meeting topic). The business meeting is from 9:00-9:30.

A sign interpreter and reserved seating can be provided for the hearing impaired, but we need 5 business days notice. Call the office.

Following are dates and topics for upcoming months:

- October 24 - Education Special
- November 7 - Hypercard by Bill Atkinson
- November 28 - Apple II: Productivity II  
Mac: Productivity
- December 19 - Garage Sale, Location TBA

The Executive Board of Washington Apple Pi meets on the second Wednesday of each month at 7:30 PM at the office. ☺

# GENERAL INFORMATION

Apple user groups may reprint without prior permission any portion of the contents herein, provided proper author, title and publication credits are given.

Membership dues for Washington Apple Pi are \$32.00 for the first year and \$25.00 per year thereafter, beginning in the month joined. If you would like to join, please call the club office or write to the office address. A membership application will be mailed to you. Subscriptions to the Washington Apple Pi Journal are not available. The Journal is distributed as a benefit of membership.

**Mailing Notice:** Change of address must be postmarked at least 30 days prior to effective date of move. Journal issues missed due to non-receipt of change of address may be acquired via mail for \$2.50 per issue.

Current office hours are:

- Monday - Friday - 10 AM to 2:30 PM
- Tues. & Thurs. - 7 PM to 9:00 PM
- Saturday - 12 Noon to 3:00 PM

Please note that the office is closed on all U.S. Government holidays. Members are asked to place phone calls to the office during the day hours Monday - Friday whenever possible, since only one person staffs the office during evening hours and on Saturday.

**\* October 1987 \***

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 GameSIG 7:30 PM Office	2	3
4 Deadline for Journal Articles is Oct. 5 -->	5 PI-SIG 7:30 PM Office	6 Apple II Beginners Tutorial #1 7:30-9PM Office	7 Mac Progms. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	8 Stock SIG 8:00 PM Office	9	10 Frederick Slice; Annapolis Slice; Music SIG
11 Columbus Day Oct. 12 - Office Closed During Day -->	12 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	13 Apple II Beginners Tutorial #2 7:30-9PM Office	14 Executive Board 7:30 PM Office	15 Pascal SIG 8:00 PM Office	16	17
18	19 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	20 Apple II Beginners Tutorial #3 7:30-9PM Office	21 Fed SIG Apple Computer Offices, Reston	22 EDSIG 7:30 PM Office	23	24 WAP Meeting USUHS 9:00AM EDSIG Special
25	26 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	27 Mutual Fund Sub-Group (Stock SIG) 8:00 PM Office	28 Apple /// 7:30 PM Office	29	30 And the Gob- lins will get you if you don't watch out! -->	31 HyperCard Office 9-12 AM; ReadySetGo Office 1-4 PM

**\* November 1987 \***

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2 PI Sig 7:30 PM Office	3 Apple II Beginning Tutorial #1 7:30-9PM Office	4 Mac Progms. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	5 GameSIG 7:30 PM Office	6	7 HyperCard Special Meeting 9 AM USUHS Bill Atkinson
8	9 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	10 Apple II Beginning Tutorial #2 7:30-9PM Office	11 Executive Board - 7:30 PM Veterans Day Office Closed	12 Stock SIG 8 PM Office	13	14 Frederick Slice; Annapolis Slice; Music SIG
15	16 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	17 Apple II Beginning Tutorial #13 7:30-9PM Office	18	19 Pascal SIG 8 PM Office	20	21
22	23 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	24 Mutual Fund Sub-Group (Stock SIG) 8 PM Office	25 Apple /// 7:30 PM Office	26 Happy Thanksgiving! Office Closed	27	28 WAP Meeting 9 AM USUHS; Word Tutorial 1-3 PM USUHS
29	30					

**SIGNEWS**

Apple IIGS SIG meets at 8:00 AM before the regular WAP meeting in the USUHS cafeteria. For information call Ted Meyer at (703) 893-6845.

Apple /// SIG meets on the 4th Wednesday of the month at 7:30 PM in the WAP office. Next meeting is October 28.

AppleWorks SIG offers two meeting options: 8:00AM before the regular WAP meeting and 12 Noon after the meeting. Attend either or both.

DisabledSIG - Call Jay Thal at 344-3649 for info.

dPub SIG (Desktop Publishing) meets on the 1st Wednesday of the month at 7:30 PM in the PEPCO Auditorium at 1900 Penn. Ave., NW. The next meeting is on October 7.

EDSIG (the education special interest group) meets on the 4th Thursday of the month at 7:30 PM at the office. The next meeting is on October 22.

Fed(eral) SIG will meet on October 21 at the Apple Computer

Federal Office in Reston, VA.

GameSIG meets on the 1st Thursday of the month at the office, 7:30 PM. The next meeting will be on October 1.

Mac Programmers meet on the 1st Wednesday of the month at the office, 7:30PM. Next meeting is October 7.

MusicSIG meets on the 2nd Saturday of each month. Call Bill Bittle (301) 236-9898 for details.

PIG, the Pascal Interest Group, meets on the 3rd Thursday of each month at 8:00 PM at the office. New and prospective users are welcome. The next meeting will be on October 15.

PI-SIG (Program Interface) meets on the 1st Monday of the month at 7:30 PM at the office. See their news elsewhere.

Stock SIG meetings are on the second Thursday of each month at the office, 8 PM. The next meeting is on October 8.

Telecom SIG meets after the regular meeting on the 4th Saturday of the month. ☺

# WAP HOTLINE

For Use by WAP Members Only

Have a problem? The following club members have agreed to help other members. PLEASE, keep in mind that the people listed are VOLUNTEERS. Respect all telephone restrictions, where listed, and no calls after 10:00 PM except where indicated. Users of the Hotline users are reminded that calls regarding commercial software packages should be limited to those you have purchased. Please do not call about copied software for which you have no documentation. Telephone numbers are home phones unless otherwise specified. When requests are made to return calls, long distance will be collect.

<b>General</b>	<b>Apple II</b> John Day (301) 621-7543 Dave Harvey (703) 578-4621 Robert Martin (301) 498-6074		<b>Apple II Word Processors contd.</b> Word Handler Jon Vaupel (301) 593-3316 Word Perfect James Edwards (301) 585-3002 Henry Donahoe (202) 298-9107 Word Star Leon Raesly (301) 439-1799 Dana Riel (301) 350-3283
<b>Accounting Packages</b> Accountant(Dec.Sup.) BPI Programs	Mark Pankin (703) 524-0937 Jaxon Brown (301) 350-3283 Otis Greever (615) 638-1525 Leon Raesly (301) 439-1799 Leon Raesly (301) 439-1799 Otis Greever (615) 638-1525	<b>Macintosh</b> Terry Monks (703) 471-4610 Michael Yourshaw (703) 534-2077 Donald Schmitt (717) 334-3265	<b>General</b> (eve. & wkends only)
<b>Home Accountant</b> Howardsoft (Tax)	Bernie Benson (301) 951-5294 Joe Chelena (703) 978-1816 Ken DeVito (703) 960-0787 Charles Baumgardner (703) 538-2316 Ken Black (703) 369-3366 Morgan Jopling (301) 261-3886 John Day (301) 621-7543	<b>Data Bases</b> Helix Jim Berry * (703) 662-0640 Harvey Levine (301) 299-9380 John Love (703) 569-2294 Paul Tabler (703) 278-8708 Jeff Alpher * (301) 630-2036 J.T.(Tom) DeMay Jr. (301) 779-4632 Tom Parrish (301) 654-8784	<b>Data Bases</b> MS-File Omni 3 and 3+ OverVue
<b>APPLE SSC</b> Apple TechNotes AppleWorks	<b>Communications Packages</b> ASCII Express XTALK CP/M Comm.	<b>Desktop Publishing &amp; Graphics</b> ReadySetGo	<b>Inside Mac</b> LISA/Mac XL MacDraw
<b>AppleWorks Data Base</b> Apple //c	Dave Harvey (703) 578-4621 Bernie Benson (301) 951-5294	<b>MacLion (DBMS)</b> MacProject MacTerminal Magic Power Point Programming MS-BASIC Spreadsheets & Graphics Excel	<b>Multiplan</b>
<b>Communications Packages</b> dBase II	Paul Bublitz (301) 261-4124 John Staples (703) 255-6955 Ray Hobbs (BBS) (301) 490-7484 Jim Kellock (day) (301) 986-9522 Leon Raesly (301) 439-1799 Leon Raesly (301) 439-1799 Bill Etue (703) 620-2103 Ginny Spevak (202) 362-3887 John Staples (703) 255-6955	<b>Slidekick</b> ThinkTank	<b>Word</b>
<b>dBase II &amp; III</b>	<b>Languages (A=Applesoft, I=Integer, P=Pascal, M=Machine)</b> Louis Biggie (301) 967-3977 Peter Combes (301) 251-6369 Jeff Dillon (301) 422-6458 Richard Langston (301) 869-7466 Leon Raesly (301) 439-1799 Richard Untied (609) 596-8816 John Love (703) 569-2294 Ray Hobbs (BBS) (301) 490-7484 Michael Hartman (301) 445-1583 Bruce Field (301) 340-7038 Ray Hobbs (BBS) (301) 490-7484 John Day (301) 621-7543	<b>Word</b> Marty Milrod (301) 464-5981 Jon Hardis (301) 330-1422 John Day (301) 621-7543 Tom Berilla (301) 434-3256 Tom Parrish (301) 654-8784 Mark Miani (202) 333-0098 Jay Lucas (703) 751-3332 Jon Hardis (301) 330-1422 Joyce C. Little (301) 321-2989 Herb Schwartz (301) 983-0534 Michael Yourshaw (703) 534-2077 John Love (703) 569-2294 David Morganstein (301) 972-4263 Bob Pulgino (202) 797-0879 David Morganstein (301) 972-4263 Mark Pankin (703) 524-0937 Jim Graham (703) 643-1848 Dick & Nancy Byrd (703) 978-3440 John Boblitz (301) 356-9384 John Love (703) 569-2294 Walt Francis (202) 966-5742 Ray Hobbs (BBS) (301) 490-7484 Jim Graham (703) 643-1848 Tom Parrish (301) 654-8784 Marty Milrod (301) 464-5981	<b>General</b> Charles Don Hall (301) 864-2715 Ron Wartow (301) 654-4439 Ray Hobbs (BBS) (301) 490-7484 Leon Raesly (301) 439-1799 Walt Francis (202) 966-5742 Ray Hobbs (BBS) (301) 490-7484 Mark Pankin (703) 524-0937
<b>Data Perfect</b> PFS	<b>Operating Systems</b> Apple DOS	<b>Math/OR Applns.</b> Modems Anchor Mark 12 Apple Inc. Modem BIZCOMP Modem Hayes Smartmodem Smartcom I Music Systems Printers General	<b>Games - Apple II</b> <b>Games - Mac</b> <b>IBM</b>  Lotus 1-2-3
<b>Q-Pro-4</b> <b>Hard Disks</b> Corvus & Omninet Corvus Sider	John Love (703) 569-2294 Adam Robic (301) 460-6537 Richard Untied (609) 596-8816 Ray Hobbs (BBS) (301) 490-7484 Leon Raesly (301) 439-1799 Ray Hobbs (BBS) (301) 490-7484 Leon Raesly (301) 439-1799 John Love (703) 569-2294 Thomas O'Hagan (301) 593-9683 Carol Thomas (301) 424-1266 Leon Raesly (301) 439-1799 Walt Francis (202) 966-5742 Walt Francis (202) 966-5742 Leon Raesly (301) 439-1799 Leon Raesly (301) 430-1799 Terry Prudden (301) 933-3065 Walt Francis (202) 966-5742 Dianne Lorenz (301) 530-7881 Leon Raesly (301) 439-1799 Harris Silverstone (301) 435-3582 Neil Muncy Can. (416) 298-3964 Leon Raesly (301) 439-1799 Joyce C. Little (301) 321-2989 Jim Graham (703) 643-1848 Peter Combes (301) 251-6369 Gene Carter (202) 363-2342	<b>Slidekick</b> ThinkTank	<b>Anchor Mark 12</b> Apple Inc. Modem BIZCOMP Modem Hayes Smartmodem Smartcom I Music Systems Printers General
<b>CP/M</b>	<b>MS-DOS</b> ProDOS	<b>Apple Color Plotter</b> Apple Daisy Wheel IDS 460 Imagewriter MX-80 Okidata	<b>Stat. Packages</b> Stock Market TCS Time-Sharing
<b>Print Shop</b> Newsroom Spreadsheets	<b>VisiCalc</b> Sprdsh.2.0(MagicCalc) SuperCalc Ver. 2.0	<b>Apple Color Plotter</b> Apple Daisy Wheel IDS 460 Imagewriter MX-80 Okidata	<b>Stat. Packages</b> Stock Market TCS Time-Sharing
<b>Word Processors</b> Apple Writer II	<b>Gutenberg</b> Gutenberg & Jr. Letter & Simply Perfect Magic Window and II Apple PIE ScreenWriter II	<b>Apple Color Plotter</b> Apple Daisy Wheel IDS 460 Imagewriter MX-80 Okidata	<b>Stat. Packages</b> Stock Market TCS Time-Sharing

\* Calls until midnight are ok.

# — Operant Systems —

## -- HARDWARE --

**DOT-MATRIX PRINTERS—**

- Panasonic 1091i (160 cps, Epson-compatible "best buy")... 219
- 1080i (120 cps, as above)..... 189
- 1080AP (Imagewriter-compatible for JIC/Mac)... 249
- 1092i (240 cps, Epson-compatible)..... 349
- Toshiba 3215L (216 cps draft, slickest 24-pin avail)... 519
- 3415L (wide carriage version of above)..... 725
- NEC P6 / P7 Pinwriter (24-pin high-quality)..... 475/675
- P2200 (170 cps, lowest price 24-pin to date)..... 369
- Okidata 192-Plus (200 cps, NLQ mode)..... 369
- 193-Plus (132 column version of above)..... 549
- 292/293 (200 cps, 100 cps NLQ, 18-pin)..... (call)
- Citizen Tribute 224 (200 cps, 24-pin, wide carriage)... 675

**DAISYWHEEL & LASER PRINTERS—**

- Citizen Premier 35 (35 cps, fastest for the money).... 499
- Quee LetterPro PLUS (45 cps daisywheel)..... 595
- NEC Elf (16 cps, par & ser interface, NEC/Diablo emul). 419
- 8830 (55 cps daisywheel, built like a tank)..... 1195
- Silver-Reed 800 (40 cps, Diablo-compatible)..... 759
- Diablo 635 (55 cps daisywheel)..... 825
- H-P LaserJet Series II (512k / 1.5 meg, 8 ppm)... 1795/2195
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# MEETING REPORT - AUGUST 22

by Steven Payne

August 22nd (the fourth Saturday of the month) began normally enough at USUHS, with members arriving early to pick up the WAP Journal, buy WAP disks, and attend AppleWorksSIG and Apple IIGS SIG gatherings. Once the crowds had assembled in the auditorium, President Tom Warrick began a brief business session, announcing the purchase of new LCD Video devices at MacWorld, which should improve presentations at the main monthly meetings. Bob Platt described the upcoming tutorials, while Rich Wasserstrom talked about group purchases. Ray Hakim once again solicited volunteers to help distribute the Journal.

Then Tom turned the proceedings over to GameSIG for the main business of the day: pleasure! First he bestowed a Mac enlarging lens upon the deeply honored GameSIG Chairman Emeritus Ron Wartow, in recognition of his years of service to the club. Then Ron, with the help of VideoWorks, introduced the visiting gaming luminaries (see below) along with outgoing GameSIG Chairman Thomas Johnston and his newly elected successor, Charles Don Hall.

First at bat was Steve Meuse of Origin Systems, the designer of *Ogre on the Apple*, who demonstrated *Ultima V: Warriors of Destiny*. The basic plot of this latest Ultima is that Lord British and his companions have failed to return from the exploration of a newly discovered underworld beneath Britannia. In his absence, Blackthorn has become tyrant, and your goal is to find Lord British and help restore him to power. This time out, you can transfer characters from *Ultima IV*. The non-player characters have assigned jobs and places to go at certain times, and there is a regular alternation between day and night (light and darkness). According to Meuse, the game will run on the Apple II series with 64K, and will cover 8 disk sides.

Next, Tod Zipnick of ICOM Simulations demonstrated their most recent release, *Shadowgate* (distributed by Mindscape), and gave a preview of their next product, *Gossip*, which they plan to market on their own. In the latter, you play a gossip columnist who must scour the city in search of the big scoop. Written by John Dvorak and using the same award-winning Mac interface as their previous "MacVentures," this one will include more animation, sound, and other extras.

Ron warmly welcomed newcomers Jon and Michaela Van Caneghem, the designers of *Might and Magic* (one of the best of the current fantasy/role-playing adventures). Jon demonstrated the Macintosh conversion of this game, which makes extensive use of the Mac interface and should be available before the end of the year, and answered questions about *Might and Magic II*. (But will it include an automatic mapping function???)

From time to time the proceedings were interrupted with trivia quizzes, the introduction of Sir-Tech's Lynn Bresett, software and souvenir giveaways, Lynn Bresett, brief attempts at real-life fantasy/role-playing, Lynn Bresett, general hilarity, and Lynn Bresett (to atone for failing to introduce her at the August meeting last year).

Finally, Lynn's companions at Sir-Tech, the famous Roe R. Adams III and Robert Woodhead, unveiled *Wizardry IV: The Return of Werdna*, scheduled for a September/October release. As you know if you read Ron's review in the last journal, it turns out that Werdna did not really die in the first scenario, but remains in a coma, and has been entombed at the bottom of an (at least) 10 level dungeon. Now, as Werdna, you awaken—fighting mad and determined to retrieve your amulet. Unfortunately, you lack clothing, weapons and strength, and must struggle to the top with those previously pesky monsters as your new allies. This time around, your opponents are adventurers from the preceding three scenarios, generated from over 500 *Wizardry* characters sent in to Sir-Tech, with real player names, character types and statistics. Adams mentioned that *Wizardry IV* is three times larger than the previous scenarios combined, that puzzles abound, that every level has its own theme, that you can save games in the dungeon, that there is a built-in hint service (in the form of a wandering oracle), that there are multiple endings, and that the disks are not copy-protected, with the program asking instead for numbers from an accompanying booklet. (The highlight of *Wizardry IV* for faithful WAP members is the Ron Wartow "not-yet-memorial" pool on one of the levels.) There were several questions for Adams and Woodhead about the schedule for Mac conversions—and disappointing answers—before the meeting broke up.

David ("Doc Rock") Granite graciously invited all those attending to a post-meeting party at his home, where the computer gaming fun continued. Many other folks, too numerous to mention here, did their part to help make this gaming extravaganza possible. All judged the day a success, and look forward to sponsoring the August WAP meeting again next year. ☺

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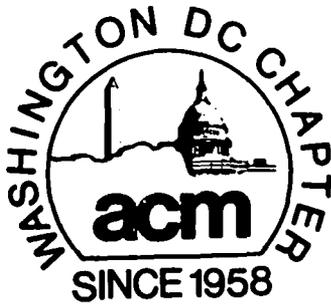
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*Reuseable Software Engineering* — PA Freeman

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*Essential Systems Design* — JF Palmer

Dr. Barry Boehm will be the Sixth International Speaker in the Spring of 1988.

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# Smart Computer: More Reasons to Buy Our Generic PC.

by Bud Stolker

In the IBM PC-compatible world there are many kinds of computers. Though they may look alike, they all differ under the cover—in the quality of the components, in the scope and usefulness of software, in the degree of care and foresight with which they're engineered and built. Some are better buys than others. Herewith we present a few criteria useful in comparing PC-compatibles. No matter what you need in a personal computer or where you buy it, you should ensure that the PC comes with the following features:

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# ON THE TRAIL OF THE APPLE ///

by David Ottalini, /// SIG Co-Chairman

Well /// SIGers, it never seemed like we'd get this far, but Phase /// is finally here! Both your Co-Chairmen will be in Chicago (along with some other /// SIG members) October 2nd through the 4th for this truly historic event. I call it "historic" because it may be the first, and last time the Apple /// community actually is involved with a major computer conference (this one specifically billed for business users).

It was a real uphill struggle for those who took on the job of making this conference work. By "those" I mean the members of the Third Apple Users Group in Chicago. It seemed to be an impossible task when all this first got started more than a year ago, but it would appear they've managed to pull it off (even winning support from Apple!). As you might understand, some changes had to be made to make it a viable gathering. Primarily, Phase /// was expanded beyond the Apple /// to include the Mac and GS, and the list of speakers reflects that.

Who will they be? Robert Lissner of AppleWorks and /// EZ Pieces fame is the Keynote Speaker. Taylor Pohlman (now back at Apple) who was at one time intimately involved in the ///'s marketing; Apple Fellow Bill Atkinson of HyperCard fame; Rob Turner, also now at Apple, who was instrumental in the design of the DeskTop Manager and others. It's an excellent lineup that will complement the many seminars and other events planned, including an "Apple /// Forever" Banquet. All the major Apple /// vendors will be attending and say they'll be making some major announcements.

I hope to have a complete wrap-up for you in the next WAP Journal and will also give a run-down at the October /// SIG meeting.

## ADDITIONS

There are some major SIG announcements this month which I think you'll be excited about. First, we have added a new tutorial for the /// to the WAP library! It's the FlipTrack Learning series on cassette which you'll be able to check out of the WAP office (check with the office to see how to do that).

FlipTrack Learning System's "How to Operate The Apple / //" consists of four cassettes, an Operator's Guide and a program disk. We'll put a copy in the library so that any /// SIGer who needs to learn the basics can, in a convenient and easy manner. This will complement the video tape tutorial already available to members.

Secondly, I am very pleased to announce that our Profile Hard Disk is back from Sun Systems and should be integrated with our /// in the office by the time you read this. Once again, Sun has come through for us by providing some timely help in getting the Profile working properly.

The disk will be set up so that a number of different programs are available, as well as the tutorials for such programs as Apple Writer 2.0, Apple File, Mail List Manager and others. Our machine can also run CP/M by the way, so it will truly be a flexible learning tool while giving us the ability to demonstrate a much wider range of programs at our SIG meetings. Now, anyone care to donate a Titan ///+// card?

## NEW DISKS!

Another announcement! Your /// SIG has added FOUR new disks to the PD library, bringing our total to ten. We are still a long way behind Apple THREE Group international's 160+ disks, but we think ours are in many ways unique from other offerings and provide members with an excellent value for the \$5 cost (I won't tell you the number of hours it takes to put these things together!!) All these new disks, by the way include a new, enhanced version of our MenuMaker program which I think you'll really enjoy using.

The Disks include:

### /THREE.SIG.1007 Games for Kids (2 Sides)

This disk, developed primarily by /// SIG member Jim Salerno, is designed for use by children, or the young at heart. Not quite as flashy as the ProDos Preschool Gameroom disk (812), this is a collection of Basic games and learning programs that should provide a lot of fun. Included are games like Hangman and Depth Charge, as well as quiz programs about the presidents and states. There are also two basic word processing programs enhanced by yours truly.

### /THREE.SIG.1008 The Best of Maug (2 Sides)

The Best of MAUG has been in the works for a long time and includes a lot of good, basic information on the Apple /// and various programs and peripherals. It's the first in a series of "Best Of" disks that we'll be offering (as you'll see below). The files on this disk have been edited down to include only the information, to comply with CompuServe requirements (no names, etc.).

### /THREE.SIG.1009 The Best of the Source (2 Sides)

The Best of the Source is a disk that's been in the public domain for awhile. The difference here is that we've gone through and removed much of the extraneous material and updated where it seemed appropriate. As with the other PD disks, this one is self-booting on side one and has a program that will help you print a particular file. There's a surprise with the Run.Other.Side program on side two. As a bonus, we've included an ASCII file listing public domain Apple /// software. You can use /// EZ Pieces or Quickfile to turn it into a data base if you are so inclined.

### /THREE.SIG 1010 The Best of TAU (2 Sides)

The Best of TAU is another disk long-in-the-making. It includes articles, reviews and editorials from early editions of TAUTALES, the newsletter of the Third Apple User's Group. We'll be giving a copy of this to TAU as well, to say thank you. A bonus on side two is not only information about TAU, but listings of the PD library they have to offer, including descriptions.

And still in the works: Disks from ///'s Company, the Apple Three Users of Northern California and more MAUG disks, as well as that promised D3 Backup program from /// SIGer Al Bloom. I should also mention we've updated disk 1004, System Utilities and Data to version 1.2b.

contd.

**ON THREE NEWS**

On Three's recent advertisements have been exhorting /// users to send in orders or perhaps face a loss of support. That's a little disheartening, but given the state of the /// these days, I guess it's not surprising. (A side-note here: Frank Moore of The Three Magazine seems to have disappeared lately and some ///ers are getting a little restless, since his magazine was last published in February. Rumor has it he's working on some /// products. We hope to have an update next month).

I talked with On Three's Bob Consorti in August and he indicated they are going full steam ahead to develop products for the //GS, including a version of the Desktop Manager. Graphics Manager is already available for the II folks and I wouldn't be surprised to see Draw On pop up too.

The Spelling Checker for ///EZ Picces is also in that mix (for AppleWorks). On Three has told the /// community if it wants a version, it must be ordered now, with payment by credit card when the program becomes available. Consorti told me that there hasn't been that much interest (about 100 orders), saying, "If the Spelling Checker was going to be developed only for the /// it would never be done." I think this is an important product that we need and I have gone ahead and put my name on the line. Bob says he'll need another three months or so to finish the program for the GS and will come out with a /// version afterwards (February or so). Also in the works for the GS: A version of Sandman and a games disk (with Mel Astrahan's pinball game and others).

FINI

That's all this month. On to Chicago and Phase ///!

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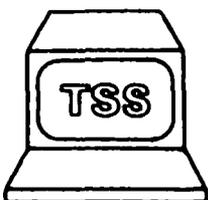
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# Q & A

by Robert C. Platt and Bruce F. Field

**Q.** I have an Apple II+ with the shift key modification that has been working satisfactorily for several years. Recently I had it in the shop for a replacement keyboard but the dealer did not reconnect the shift key mod because he said it didn't work. I couldn't understand this because it always worked before so I reconnected it and everytime I press the shift key the Apple beeps, prints a carriage return, line feed and then shows the Applesoft left bracket. Can you help?

**A.** If anybody remembers, the shift key mod consists of a wire from the pin 4 of the game I/O connector to one of the two contacts on the shift key. If you choose the wrong contact on the shift key the computer acts as if the shift key is pressed all the time rather than only when the key is actually pressed.

The first step then is to make sure that the wire runs to the correct pin on the game I/O connector. Facing the computer as you would normally, the game I/O connector is near the right rear (and is labelled GAME I/O). Pin 4 on the connector is the fourth hole from the front on the right hand side. Also check to make sure the wire isn't shorting against any other pins. In this case I had a chance to talk to the questioner and he told me that the wire was soldered to the connector on the bottom side of the motherboard. After carefully removing the motherboard he found the wire had shorted to pin 1, the +5V. Pressing the shift key thus shorted out the power causing the computer to do a warm start. In some cases it's possible that the 74LS251 chip that runs the game I/O port will go bad. But usually this results in the shift key not working at all. This chip is located directly in front of the game I/O connector.

**Q.** I just bought a brand new //e to replace my aging ][+ and I was in a hurry to try it out; so I installed a serial printer card in slot 1 and my old disk controller card with the original two Disk II's in slot 6. When I turned on the //e I smelled something burning and the computer would not boot from the disk. The red light on the disk comes on okay so there is probably nothing wrong with the disk, but it won't boot. If I press control-RESET to stop the boot process I get the Applesoft prompt and can write and run an Applesoft program to control the printer. Have I damaged something in my //e or maybe the disk controller card?

**A.** Ah, ha! One of my favorite questions about which I am an expert. (An expert being defined as one who has made all possible mistakes.) What has happened is that you have incorrectly plugged the cable from the disk drive into the disk controller card. Since there are no plastic guides it is very easy to plug in the connector displaced by one row of pins, i.e. either too far to the left or right. This almost always blows the 74LS125 on the analog board in the disk drive and makes a burning smell. To check this, replace the disk originally connected to drive 1 with the one connected to drive 2 and leave the original drive 1 disconnected. Now see if the computer will boot. It does? Good, now trot over to your

nearest electronics store and pick up a 74LS125.

**Q.** Is there a ROM upgrade available for the IIgs?

**A.** Yes. The upgrade will replace your Read Only Memory (ROM) chip and your video control chip. This upgrade will remove a number of bugs from the old ROM as well as solve the infamous "pink fringe" problem. The upgrade is available *free* from Apple dealers. However, upgrade kits are in short supply so its best to phone ahead for an appointment. Once you upgrade, do not use System Disks prior to the 2.0 version.

**Q.** What is the latest IIgs System Master Disk?

**A.** System Disk 2.1 dated 7/23/87 features: ProDOS 8 ver. 1.4; Basic.System ver. 1.1; Loader ver. 1.3; ProDOS 16 ver. 1.4 and Apple II DeskTop ver. 1.1. Copies are sold through the WAP Software Library—the Disketeria.

**Q.** How can I tell whether my new IIgs has the old or the new ROM's?

**A.** Watch the start-up screen which is displayed when you first turn on your IIgs. If your machine has the old ROMs, it will display "Apple IIgs" accross the top of the screen and the rest of the screen will be blank. With the new ROMs, the bottom of the screen shows a copyright notice and a line saying, "ROM Version 01." If you do not have this message, be sure to get the free upgrade.

**Q.** Ollie N., in Arlington VA, writes, "I'm going to run in the Marine Corps Marathon and need some software to help my training. What do you recommend?"

**A.** Software can help a marathon runner in two ways. It can help log all training runs and it can help plan an appropriate pace to use during the race itself. The simplist way to keep a training log is to use a spreadsheet, such as AppleWorks or VisiCalc. Just create separate columns for the date, the distance and the time spent running. If you want to get fancy, use separate columns for the minutes and seconds. You can compute a column for your running pace using the formula  $pace = \text{minutes} + 60 * \text{sec} / \text{distance}$  (in miles) \* 60.

To determine your race pace, use the Applesoft program on WAP disk 143 which reflects the results of a statistical analysis of hundreds of marathon runners.

A number of professional packages are also available for both functions. Each package is endorsed by a different running celebrity (including Jim Fixx, who died of a heart attack while out on a run.) They all offer more or less the same features as a spreadsheet template and the WAP disk. Since most of these celebrities run the marathon an hour faster than the author of the WAP program, I leave it to you to decide which to use.

**Q.** In your August column, you recommended SoftSwitch by Roger Wagner Software. Did you know that SoftSwitch  
contd.

was copy protected?

A. We didn't know that at the time and generally do not recommend copy-protected software. Each copy comes with a copy-protected install program which will work only once. This program writes a code byte into the battery-powered parameter RAM on the IIgs. The program itself is not copy protected and must be copied onto all of your startup disks. It then checks for the code byte in the RAM before SoftSwitch will function. *Open-Apple* was so incensed at being misled on the copy protection issue that it published details on how to break the protection.

Q. My Applesoft program displays a status message on line 3. When a short message overwrites a longer one, I need to erase the rest of the line. How can I call the monitor ROM to do this?

A. Call -868 to erase to the end of the line. For example, your program might say: 10 VTAB 3:PRINT"short message": CALL -868.

Q. Is there confusion which may result in code which causes SCSI hard disks to reformat themselves, thereby erasing their entire contents?

A. Yes. WAP's supersleuth Tom Vier reports that the Smartport operation code for ejecting a 3.5" disk is 4, the same op code assigned for reformatting SCSI hard disks. If a programmer assumes that a 3.5" disk is in a particular slot and drive and sends this command without checking the device type, hard disks could accidentally be erased. The moral of the story is to never assume that a particular device is attached to a given slot and drive.

Unfortunately, this makes program routines to eject disks much more complex to write. With Tom's help, I have rigged up the following Applesoft program which will scan all seven slots for a smartport and then identify each of the devices attached to each smartport. This should work on both the IIgs and IIc's with UniDisk or SCSI control cards. Lines 100-165 find the smartports. Lines 700-750 poke in the parameters necessary to call the smartport ROMs. Lines 760-870 poke a machine language routine to JSR to the ROM. Lines 170-200 call the smartport to determine the number of units attached. Finally, lines 210-500 test the type of each unit. Of course, if you were trying to eject a 3.5 disk where you already know the slot and unit number, you would not need the loops and PRINT statements. You could merely set SUB=3, call the smartport and then test IF TYPE=1 before you eject. Note that this program incorporates Apple's latest set of type codes.

```
10 FOR SLOT = 1 TO 7
20 GOSUB 100
30 NEXT SLOT
40 END
100 REM Test slot for Smartport code bytes.
120 CSLOT = (192 + SLOT) * 256
130 IF PEEK (CSLOT + 1) < > 32 THEN RETURN
140 IF PEEK (CSLOT + 3) < > 0 THEN RETURN
150 IF PEEK (CSLOT + 5) < > 3 THEN RETURN
```

```
160 IF PEEK (CSLOT + 7) < > 0 THEN RETURN
165 PRINT SLOT;" is a Smartport"
170 UNIT = 0
180 CMD = 0
190 SUB = 0: REM Find # of units on Smartport
200 GOSUB 700
210 IF ERR THEN PRINT "ERROR": RETURN
220 NDEV = PEEK (784)
230 PRINT "Slot ";SLOT;" has ";NDEV;" devices."
24 CMD = 0:SUB = 3: REM Test Status
250 FOR UNIT = 1 TO NDEV
260 GOSUB 700
270 IF ERR THEN PRINT "ERROR": GOTO 500
28 TYPE = PEEK (805)
290 PRINT " Unit ";UNIT;" is a ";
300 ON TYPE + 1 GOTO 320,330,340,350,
360,370,380,390,400,410,420
310 PRINT "ERROR": GOTO 500
320 PRINT "RAMdisk": GOTO 500
330 PRINT "3.5 Disk": GOTO 500
340 PRINT "Hard Disk": GOTO 500
350 PRINT "SCSI Device": GOTO 500
360 PRINT "ROM Disk": GOTO 500
370 PRINT "SCSI CD-ROM": GOTO 500
380 PRINT "SCSI Tape": GOTO 500
390 PRINT "SCSI Hard Disk": GOTO 500
400 PRINT "SCSI Sequential": GOTO 500
410 PRINT "SCSI Printer": GOTO 500
420 PRINT "5.25 Disk": GOTO 500
500 NEXT UNIT
510 RETURN
700 REM SET UP PARAMETERS
710 POKE 779,3
720 POKE 780,UNIT
730 POKE 781,16
740 POKE 782,3
750 POKE 783,SUB
760 REM CALL SMARTPORT
770 POKE 768,32
773 ADR = CSLOT + PEEK (CSLOT + 255) + 3
775 POKE 769,ADR - INT (ADR / 256) * 256
780 POKE 770,ADR / 256
790 POKE 771,CMD
800 POKE 772,11: REM PARMS AT 779
810 POKE 773,3
820 POKE 774,141
830 POKE 775,10
840 POKE 776,3
850 POKE 777,96
860 CALL 768: REM DO IT!
870 ERR = PEEK (778)
880 RETURN
```

☺

# APPLE IIGs SIG NEWS

by David Todd

A somewhat displaced SIG meeting was held in the hallway on August 22, prior to the main meeting.

The first order of business was news about the chip upgrade from Apple. The upgrade fixes the problem early GS's had with "pink screen" and provides an updated ROM. The upgrade is FREE and must be performed by your dealer. Owners should be notified by mail. Be certain to call ahead to your dealer about chip availability.

One cosmetic feature the new ROM provides is a copyright notice and "ROM Version 01" message at the bottom of the screen on bootup. Activision's Music Studio does not work with the new ROM's. Problems have also been reported with the public domain Display programs.

A discussion of GS bugs and warranties followed. Some members recommended taking advantage of AppleCare—a one year service contract on the GS that retails for just under \$100. It was suggested that anyone with a soon to expire warranty should test out as many features as possible. Certain control panel options, such as keyboard buffering or fast mouse, are not often tried in the first few months.

Some bugs have been reported in the color composite output. If you don't have access to a color composite monitor or a TV with a Video-In jack, you can check the output by using RCA cables to connect the color composite jack (located between the RGB color jack and the Desktop Bus jack) to the Video-In jack on a VCR. Load a SHR picture on the screen and toggle the control panel Display setting between Color and Monochrome. Colors (including border colors) should be toggled on and off. If not, see your dealer. The composite color output will be used if and when someone writes a video publishing program.

Two different breeds of mousebased word processors were demonstrated. Rick Chapman led us through Roger Wagner Publishing's MouseWrite, a text screen oriented program. Gregory King demo'ed Styleware's Multiscribe GS, which took advantage of the SHR screen. For a review of these programs see Walt Mossberg's column in last month's Journal.

After the main meeting Garner Buckingham from Roger Wagner Publishing demonstrated SoftSwitch, a commercial Classic Desk Accessory which allows up to three Prodos 8 programs to be in memory at the same time. Switching can take place while a program is running and requires only a few keystrokes. Buckingham said that SoftSwitch may be revised to handle ProDOS 16 applications when larger memory boards are commonplace. He also pointed out that because of the particular copy protection used, anyone who has a motherboard replaced or accidentally destroys battery Ram will need to contact RWP for a replacement copy.

Ray Hobbs revealed that RWP plans to release a GS version of their Toolbox routines that interface with Basic.

The GS SIG meets at 8:00 am before the main meeting (hopefully) in the cafeteria. ☺



MUSIC SIG is a special-interest group dedicated to music lovers. We use all software and synthesizers, and run on Apples, Ataris, Commodores, IBMs and Macs. Our meetings are held on the second Saturday of each month, in the early afternoon. Call Bill Bittle (301)236-9898 for meeting place and time information.

Our June meeting was held poolside at the home of Carl Coon in Northwest Washington, D.C. Whenever we could break ourselves away from the water, we were treated to a demonstration of a complete Yamaha DX/QX 7 synthesizer system.

Congratulations are in order for Carol-Lee Erikson, who has just produced her first album of completely synthesized music. The album should be available for purchase within the next month. Contact the Music SIG for pricing/availability.

The next meeting will be held on Saturday, October 10 at 1:00 P.M. at the Dolly Madison Public Library in McLean, Virginia. Call for directions. ☺

# PROGRAM INTER-FACE (PI SIG) NEWS

by Robert Golden

The September meeting was in tandem with the Saturday WAP meeting, August 22, following the fun program on games. We met at the Golden home and were pleasantly surprised to host Jon and Michaela Van Caneghem of NEW WORLD COMPUTING and Garland Buckingham of ROGER WAGNER PUBLISHING, INC.

This program was devoted mostly to socializing, during which our guests and members were able to ask and answer questions in a closer than usual and more informal manner than when on the telephone, or by letter. There was a closeness and empathy achieved among the participants that could never be obtained otherwise.

Ray Hobbs demonstrated, both with lecture notes and with the Apple IIGS, the principal steps involved in installing TML Pascal on the Apple Programmer's Workshop (APW) disk, for the benefit of those who didn't have access yet to the IIGS. Encouraged by Ray's patience and investment of time and energy, I found myself spending more and more time at the keyboard.

At the next meeting, it is expected that members will bring programs developed on their own, so that comparisons of techniques and methods can be made. ☺

# IIGS STUFF

by Ted Meyer

David Todd, one of the IIGS SIG's Disk Librarians, is writing the meeting report which you will find somewhere else in this issue of the Journal. Unfortunately, I couldn't make last month's meeting. It sounded like it was a lot of fun. And more fun is on its way. This month's IIGS SIG meeting will include a demonstration of video digitizing on the GS by Ray Hobbs (I know you can't wait to see how to get pictures from your favorite movies onto your GS) and October's meeting will be a discussion of different programming languages available for the GS (maybe we'll get you interested in writing that million dollar program!).

David Todd, Sherman Lewis and I will be teaching the IIGS Beginner's Tutorial on September 19th. I think that the experience of helping a few new users get started will help me with some articles that I'll be writing. Starting next month in the Journal I'll start a beginner's tutorial for the IIGS. Next month's article will be on the control panel and whatever seems to be the basis for the most confusion at our live tutorial.

I'm hearing rumors of the IIGS's "Finder" possibly being released early this fall. I hope so. The Finder is a program that every Mac user is VERY familiar with. The IIGS's desktop is a crude version of this Mac "start-up" program. Like many members of WAP I have worked with both the II series of computers and the Mac line. I lived in a household with a Mac and have had a Mac at work for quite a while. I've owned a II for years. The thing I like about the Mac is the ability for almost every program to easily share and exchange information. I'm not sure that it was Apple's guidelines that caused this "connectivity." I think it was the release of the Finder, MacWrite, MacPaint, and MacDraw programs concurrently with the unveiling of the Mac that set up a pretty strict set of guidelines for future software. So far the IIGS is lacking guidelines like these. Apple's releasing a GSFinder with a "Scrapbook," a "Notepad," and especially a "Clipboard" will help foster the development of programs with more easy-to-use connectivity than we II users are generally used to. And we'll still have the "get-into-the-guts-of-the-machine" capability that is the hallmark of the Apple II computer family.

I've received calls about another upcoming release... the "PC Transporter" from Applied Engineering. A lot of people think that this is simply a means of getting MS-DOS data from their PC at work into their Apple II series machine. I think the name "Transporter" was a little unfortunate, because this card does not merely transfer data. This card is supposed to turn your II into a full fledged IBM clone. A+ magazine had pretty good coverage on it in their September issue. (Ed. Note: See Views and Reviews by Raymond Hobbs elsewhere in this publication.)

Another release from Apple, Version 2.1 of the System Disk, arrived in the office last week. David Todd writes about this and new disks for the Disk Library elsewhere in this Journal.

Another IIGS Book Note - Well, I still haven't found a good text for the higher level languages such as C or Pascal yet, but I do have a copy of Leo J. Scanlon's book, "Apple IIGS Assembly Language Programming." This one is published by Bantam Books as part of the "Bantam IIGS Library," costs \$24.95, is 455 pages long, and is available at Daltons. A disk with sample

programs from the book is available.

This book is a pretty good companion for the documentation that comes with APW (Apple Programmer's Workbench). One new assembly language programmer described it as "indispensable." It gives examples and helps you in areas where APW's documentation is presently lacking. APW is a special system designed for software development on the IIGS. It comes with an assembler for low level programming and is designed to work with the C and Pascal programming languages that will be released by Apple. APW and a C compiler are available through APDA (Apple Programmer's and Developer's Association) in a pre-release version for the more adventurous or gung-ho ones among us. Notice, though, that APW requires TWO 3.5" drives. APDA's address for membership information is 290 SW 43rd St., Renton WA 98055. Their phone number is (206) 251-6548.

Scanlon's book is a lot more helpful than the others in the Bantam IIGS Library. It has real examples of assembly language programs to get you started and demonstrates the use of various toolbox functions. For the beginner assembly language programmer who has APW, but doesn't know where to start, this would probably be a worthwhile buy. An old hat Apple II programmer who is looking for some help getting started with the toolbox should also give this book a look.

Here's a hint for those who have been using the toolbox or the monitor to play with the battery RAM and have somehow scrambled it so badly that the system has died. Press and hold the control and option keys and then, while continuing to hold these keys, press reset. This will put you into a menu that allows you to reset all the standard settings of the control panel and reboot. Use option 2, which says to set system standards and 60 hertz. If you're going to play with battery RAM, you might want to note all the changes you've made to your control panel settings. After resetting your system, it can be very frustrating to think your disk drives have stopped working when all you need to do is change Slot 6 to "Your Card" in the control panel.

The IIGS SIG meets at 8:00am before the regular WAP meetings in the USUHS cafeteria. Please join us and help make the meeting lively and entertaining. Our group is growing fast, but more are always welcome. ☞



Enraptured Gamesters at the August 22 Meeting

# I LOVE APPLE MUSIC - SIMPLE APPLE MUSIC: Part 5

by Gary Hayman ©1987

Congratulations to those who are following this series. Continue reading for there may be a reward for you a little later on.

Last month, in Part 4, I explained some more about music icons and terms and told you how to use them when we write music for our Apples. We discussed the important FM and DM—Frequency and Duration Multipliers. I introduced you to the DATA-to-array technique for holding your music, and I gave you a program—MULTI SONG PLAYER (Listing 12), that would play a couple of the array songs. I hope you enjoyed the programs and the music.

## TEXT FILE SONG PLAYER

The MULTI SONG PLAYER used DATA statements to put the music into the arrays. This is not the only way to accomplish the task. You can, instead, load the arrays via text files. There is a speed disadvantage if you do this though, since loading text files takes longer than reading DATA statements. However, there are a couple of advantages which may be of interest to you.

You could write a universal song player which could call up many music text files, put them in arrays, allowing you to play them one at a time calling up a new song text file whenever you wanted to listen to another piece. This way you could have a multitude of text file songs on the disk and access them one by one. The second advantage is that writing the text file music, with your word processor, is very easy. No DATA line numbers to contend with. You can, as you write the music, put each frequency and duration combination on a separate line. You could, temporarily, separate each measure with a couple of carriage returns. This technique would allow you to easily go back and check your work and find notes and durations that you need to change. You can, with the copy techniques of the word processor, easily place repeats into your music. Remember, you will find a lot of repeats. The final format of the music text file will have:

- The FM and DM multipliers of the first line, or as the first two entries—always.
- The entries as pairs (F & D) on each line separated by a “,” with a <CR> at the end of each line.
- 0,0 <CR> as the last entry—always.

Here is the way that the text file music for GIVE MY REGARDS...., which I presented last time (Part 4), might look. It is saved as a song text file named GIVE MY REGARDS....

```
.9,1
108,64
96,127
86,64
80,127
72,127
80,255
86,192
0,0
```

Listing 13

## THE SONG PLAYER

Let's look at a simple TEXT FILE SONG PLAYER that would play our music. If you are ready, start typing :

```
NEW
10 TEXT : HOME :D$ = CHR$ (4)
20 PRINT "WORKING..."
30 PRINT D$;"BLOAD SOUND DRIVER"
40 DL = 202: REM MAXIMUM DIMENSION
LENGTH OF LONGEST SONG + AT LEAST 2
50 DIM SO(DL)
60 HOME : PRINT "WHAT TEXT FILE SONG DO
YOU WANT TO PLAY?"
70 VTAB 12: INPUT SS
80 VTAB 20: PRINT "WORKING...."
90 ONERR GOTO 230
100 PRINT D$;"VERIFY";SS
105 PRINT D$;"OPEN";SS
110 PRINT D$;"READ";SS
120 FOR X = 1 TO DL - 1 STEP 2
130 INPUT SO(X),SO(X + 1)
140 IF SO(X) = 0 AND SO(X + 1) = 0 THEN
X = DL: REM TEST FOR END
150 NEXT X
160 PRINT D$;"CLOSE";SS
170 GOSUB 7010
180 HOME : VTAB 12: PRINT "WOULD YOU LIKE
TO HEAR THE SONG AGAIN?": VTAB 14:
PRINT "(Y/N?)":: GET AS: PRINT AS
190 IF AS = "Y" OR AS = "y" THEN GOSUB 7000:
GOTO 180
200 IF AS = "N" OR AS = "n" THEN HOME :
VTAB 12: PRINT "WOULD YOU LIKE TO
HEAR ANOTHER SONG": VTAB 14: PRINT
"(Y/N?)":: GET AS: PRINT AS
210 IF AS = "Y" OR AS = "y" THEN GOTO 60
220 GOTO 999
230 HOME : PRINT SS;" NOT ON DISK": FOR
PAUSE = 1 TO 2000: NEXT PAUSE:
POKE 213,0: GOTO 60
999 END
7000 REM
7001 REM SUB UNIVERSAL PLAYER
7002 REM
7003 REM DL REPRESENTS LENGTH
7004 REM OF SONG DIMENSION. SET
7005 REM IT IN THE MAIN BODY OF
7006 REM THE PROGRAM
7007 REM
7010 FM = SO(1):DM = SO(2): REM ALWAYS THE
FIRST TWO VALUES IN THE ARRAY. THESE
ARE THE F AND D MULTIPLIERS.
7020 FOR X = 3 TO DL - 1 STEP 2
7030 IF SO(X) = 0 AND SO(X + 1) = 0 THEN
X = DL - 1: GOTO 7070
```

contd.

```

7040 POKE 768,SO(X) * FM: IF SO(X) = 1
      THEN POKE 768,1: REM SILENCE IS
      INDEPENDENT OF FM MULTIPLICATION
7050 POKE 769,SO(X + 1) * DM
7060 CALL 770
7070 NEXT X: RETURN
SAVE TEXT FILE SONG PLAYER

```

————— Listing 14 —————

Make sure that you have SOUND DRIVER (prepared in Part 1 of the series) as well as the individual song text file on your disk. I have set DL in line 40 to equal 202. In most short songs this is more than enough; however, if you have a longer song you may want to change it to 502 or even 1002. After loading the SOUND DRIVER in line 30, the array is dimensioned in DL length. You are asked for the name of the song text file on your disk. There is an error trap in case the file doesn't exist or you typed it incorrectly. The song text file is read starting at line 105 and the array is filled. The song is then played by subroutine 7000 and you are asked if you want to hear it again. If not, you can select another text song or quit. Notice that the subroutine 7000, SUB UNIVERSAL PLAYER, is the same as in MULTI SONG PLAYER that appeared in Listing 12, Part 4. You may, using your RENUMBER, want to upload it from the other program to save you typing. You will also find that some other sections of this program are the same as Listing 12.

The program can be modified to load several songs from song text files into different arrays at the beginning of the program and present you with a menu of choices just as I did in the MULTI SONG PLAYER. The difference is that instead of loading the SO array (the hold dimension) from DATA statements, you load the array from song text files with your OPEN/READ/INPUT/CLOSE technique.

#### KEY SIGNATURES & ACCIDENTALS

Remember when I told you about Key Signatures in Part 3 of the series. I stated that the sharps and flats, which look like “#” or “b”, at the beginning of the music represent which notes—THROUGHOUT THE ENTIRE MUSIC PIECE—maintain the sharp or flat that is indicated. I told you I would explain it more later. It is now later. If a sharp or flat appears on a staff line or space, the note that would occupy that line or space assumes the sharp or flat throughout the entire music—even though you DON'T see a printed sharp or flat before each individual note. Thus all note Fs, which are sharped by the Key Signature at the beginning of the music, are #F throughout the music. This can get real complicated for the beginner, especially when there are 6 or 7 of them. Fortunately, “Easy Play Music”, doesn't use Key Signatures and places the sharps or flats before each printed note when necessary so you won't forget. That is another reason for starting out with “Easy Play Music”.

Now if you have a Key Signature you may still find an occasional sharp, flat, or natural before a note in a measure. They are called Accidentals. An Accidental is an added sharp, flat or natural which is written immediately before a note and affects only those notes on the same line or space, IN THE SAME MEASURE, and on the same staff. Thus a G and all the Gs in that measure ONLY which follow would become a sharp, flat or natural, if so signed by an Accidental in that measure. Immediately upon leaving the measure the notes would return to what

they originally were as governed by the Key Signature. (The natural sign looks like a small square with a heavy lined top and bottom, and a short pole on the left side sticking up and a short pole on the right side sticking down.) Again, “Easy Play Music” takes care of this for you.

#### NEW SOUND DRIVER

The SOUND DRIVER program that we created in Part 1 of the series and have been using up to this point has been quite acceptable. There are a couple of problems with it though. Have you noticed that it plays the songs fairly fast. Sometimes we can slow the pace down with an appropriate DM multiplier, but if a note is supposed to be long, say a whole note with a value of 255, we CAN'T multiply it or else we will exceed our 255 limit and the program will bomb. Another occurrence, which you may not have noticed is that if we want a rest (silence) we still get a slight buzz from the speaker. The following NEW SOUND DRIVER program that I have developed with the sage advice and help of WAP member Sam Swersky (thank you Sam) eliminates these problems. You will find, when you use it, that a whole note will last for approximately 2 seconds, or 120 quarter notes will take 1 minute—equivalent to 120 beat music. Most of the time when you are adjusting the music to the speed of your liking, your DM multiplier will be less than one. This eliminates the danger of a D number being more than 255 after multiplication. When you want silence (rests) - you get silence. There is no buzz. You can use this driver with previous programs. Of course you must edit the BLOAD lines for SOUND DRIVER to read NEW SOUND DRIVER. You will be able to use the NEW SOUND DRIVER in your future programs.

I will say that if you use a DM of “1” you may find the music a little slow for your ears. Not to worry. A simple adjustment of the DM to a number less than one will speed up the music to meet your aesthetic listening pleasures.

Let's put it on a disk. Type:

```

NEW
1  REM NEW SOUND DRIVER GENERATOR
10  FOR X = 770 TO 879: READ Y: POKE X,Y:
    NEXT X
100 DATA 169,3,141,104,3,169,192,141,106,
    3,165,8,141,108,3,165,9,141,110,3,169,0,
    133,8,24,173,1,3,10,144,3,230,8,24
110 DATA 109,1,3,144,2,230,8,133,9,173,
    0,3,201,1,208,6,173,104,3,141,60,3,
    173,48,192,136,240,9,202,208,250,174,0,3
120 DATA 76,58,3,169,255,198,9,197,9,208,
    239,198,8,197,8,208,233,173,108,3,133,
    8,173,110,3,133,9,173,106,3,141,60,3,96
130 DATA 1,0,1,0,1,0,1,0
999 END
SAVE NEW SOUND DRIVER GENERATOR
RUN
BSAVE NEW SOUND DRIVER,A770,L110

```

————— Listing 15 —————

Listing 15 is a program that POKES a machine language program into 110 addresses starting at 770 (\$302). You save it to disk. Then RUN it so that it can do the POKing. Then BSAVE the machine language portion. You will later call upon the BSAVED program with a BLOAD when you want to plug contd.

your NEW SOUND DRIVER back in.

**SOUND OF SILENCE**

I just mentioned that the NEW SOUND DRIVER program gives you pure silence during the rests. To my ears, the length of the silence is a little too long. Perhaps, not to your ears. When writing music to be played with the NEW SOUND DRIVER, I have shortened the rest times about 10%. This is much like treating the rest as a "STACCATO REST", but not as short. See Part 4 of the series - STACCATO, for a discussion. 10% plus or minus is quite adequate. Thus a whole rest which would be programmed as "1,255", when reduced by 10% becomes "1,230" (255 - 25 = 230). Here is a quick ready reference chart for 10% reduction:

<u>REST</u>	<u>NORMAL</u>	<u>ADJUSTED</u>
WHOLE	255	230
DOTTED HALF	191	172
HALF	127	114
DOTTED QUARTER	96	86
QUARTER	64	58
DOTTED EIGHTH	48	43
EIGHTH	32	29

**REWARD**

For some of you that have been following the series I am proposing a reward. I present you here with a text file of some mystery music. Using your new TEXT FILE SONG PLAYER (Listing 14) and your NEW SOUND DRIVER (generated by Listing 15) play the MYSTERY SONG (Listing 16) and see if you can identify the title.

For the first 10 individuals who send me, via mail, the correct name of the MYSTERY SONG plus their names and mailing addresses, I will send them a disk of highly interesting programs, including some music programs, that are guaranteed to entertain and delight them. The date of arrival of the letters with the correct answer at my address will determine the winners. I HOPE you are a winner.

Send answers to: GARY HAYMAN, 8255 CANNING TERRACE, GREENBELT, MD 20770.

**THE MYSTERY SONG**

Prepare an ASCII text file on your word processor. The file will be a long column of pairs of numbers separated by a "," with a <CR> after each second number. Save the text file as MYSTERY SONG. To save space in the WAP Journal, the text file has been broken into 4 columns. When you prepare it, make sure it is in only one column of pairs and that there is a <CR> at the end of the file.

NOTE: You will have to change lines 30 and 40 of the TEXT FILE SONG PLAYER (Listing 14) to read:

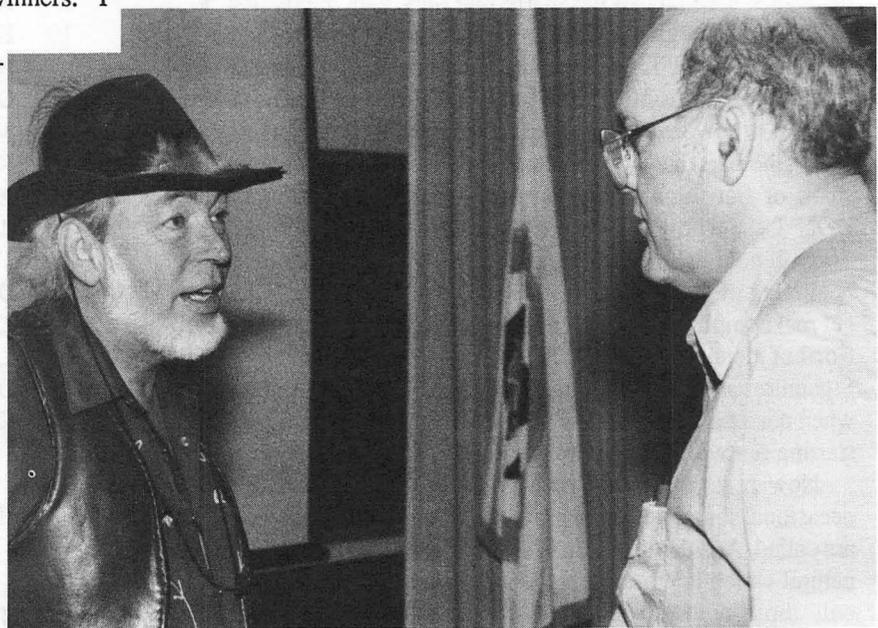
```
30 PRINT D$;"BLOAD NEW SOUND DRIVER"
40 DL = 302
```

This will take care of the NEW SOUND DRIVER and the longer MYSTERY SONG text file.

**NEXT:** No Sound Driver Sounds. **COMING UP:** Commercial Programs, Outside Speakers. And More....

2,5	76,160	51,64	76,64
1,43	76,64	57,32	96,64
127,16	86,32	64,159	76,64
114,48	96,255	64,64	80,64
127,16	1,160	72,32	76,64
1,29	96,96	76,64	86,64
72,64	102,64	64,255	76,64
1,43	76,64	1,86	68,64
127,16	80,64	57,127	86,32
114,48	76,64	64,127	64,159
127,16	96,64	64,64	48,64
1,29	76,64	72,32	57,64
86,64	80,64	76,160	51,127
1,43	76,64	76,64	51,64
127,16	102,64	86,32	51,32
114,48	76,64	96,255	64,159
127,16	80,64	1,160	64,64
1,29	76,64	96,96	72,32
72,127	96,255	102,64	76,255
1,58	102,64	76,64	1,58
48,127	76,64	80,64	1,114
51,127	80,64	76,64	76,96
51,64	76,64	96,64	86,64
57,32	96,64	76,64	76,64
64,159	76,64	80,64	72,32
64,64	80,64	76,64	64,64
72,32	76,64	102,64	57,64
76,64	86,64	76,64	48,96
64,255	76,64	80,64	57,64
1,86	68,64	76,64	72,64
57,127	86,32	96,255	76,127
64,127	64,159	102,64	76,127
64,64	48,127	76,64	96,255
72,32	51,127	80,64	0,0

Listing 16



Lee Raesly, Director-at-Large and TCS Wizop, talks things over with Dave Harvey, Telecom SIG Journal Columnist

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# APPLE II NEWS AND NOTES

by Walt Mossberg

This month we discuss a potpourri of subjects, including chip upgrades for the GS, a new Finder and software switcher program for the GS, new kids' software, MS-DOS, art program compatibility, and more.

## NEW GS ROM, VGC CHIPS

As many of you know by now, Apple has introduced new ROM chip and a new video control chip (called VGC) for the GS. The ROM, which contains built-in programming for the computer, cleans up some flaws in the original ROM and adds some new features which can be used by software. The VGC fixes a problem in early GS's in which red or pink fringes appeared on certain black and gray text and backgrounds.

Dealers are to do the chip upgrade free. Do not pay for it. The operation is literally a 5-minute job, requiring you only to bring in the computer itself, not the disk drives, monitor, printer or even the keyboard. The dealer keeps your old chips.

Some GS's already have the new VGC, and a few even came with the new ROM. Dealers can tell you, if you give them your computer's serial number (you can find it on the bottom of your GS), whether you need neither, one or both. Another way to tell if you have the old or new chip versions is to experiment. With the new ROM, the computer on bootup displays the words "ROM Version 01" at the bottom of the screen. With the new VGC chips, you should get a pure gray background on the Desktop program found on the System Disk, versus a shimmering pink. (Ed. Note: See also some additional information in the *President's Corner* elsewhere in this issue.)

## FINALLY, THE GS "FINDER"

Apple is expected to release shortly a new System Disk for the GS. Like earlier releases, this one may contain new versions of ProDOS 8 and ProDOS 16. Unlike them, it will include the first version of the Macintosh-like FINDER program for the IIgs, which is expected to become a standard feature in GS software. This FINDER, which uses a desktop-and-icon motif, is a combination program selector and file-handling utility. It is intended to replace both the LAUNCHER found on many GS disks now, and the GS DESKTOP II program, found on current versions of the System disk, which is really a modification of the IIe/IIc commercial MouseDesk program.

The System Disk also for the first time will introduce a distinction between system software used on basic GS's, with 256K, and those with 512K or greater. The Finder will only be for GS's with 512K and up.

The new System Disk will not, however, include the "complete" version of ProDOS 16, which has been in the works for months. All current and prior versions of ProDOS 16 are said to be temporary, lacking features and capabilities Apple plans for the new operating system, which will likely be called ProDOS 16 version 2.0. When this new, full-fledged ProDOS 16 will appear isn't known.

## NEW STUFF

Lots of interesting new products are due to be shown at the APPLEFEST show in San Francisco, which hasn't taken

place as this is written, but will be over by the time you read this issue of the WAP Journal. We'll cover some of these items in future columns.

## NEW HARDWARE

MDIdeas, which makes the OctoRAM GS memory board and the SUPERSONIC sound card, is reputed to be ready to show a new Accelerator board for the GS. The same company will also supposedly have a more powerful sound and music card.

Checkmate is ready to show a card that will transform GS memory boards into permanent Ram Disks that don't lose their contents when you turn off the computer, and thus can be used to boot up often-used programs in a flash. The new Checkmate card does this by providing constant battery power to the memory boards. This would be Checkmate's first GS product, and seems likely to be accompanied by Checkmate's own brand of GS memory card. But the company says the new battery card will also work with GS memory cards from its arch-competitors Apple and Applied Engineering.

## MS-DOS COPROCESSOR

Meanwhile, Applied Engineering is ready to announce PC Transporter, its MS-DOS card for the Apple IIe and IIgs, which has already been previewed in a cover story in A+ Magazine. PC Transporter will allow the Apple to run MS-DOS IBM software, rather than just convert files between IBMs and Apples like the simpler and less expensive ENVOY card reviewed earlier in this column.

But while the ENVOY costs \$180, or \$350 with an IBM disk drive included, PC Transporter will be much costlier. AE has privately circulated price lists showing that a basic configuration, including a single IBM-type 5.25" disk drive needed to run most IBM software, would cost around \$800: \$489 for the card with 256K, \$40-\$50 for cable, and \$269 for the single IBM drive. Add another \$120 to get maximum memory of 640K on the card, which is needed for many heavy-duty MS-DOS programs, and to use the card as a large ProDOS ramdisk when running Apple software.

In theory, you could skip the IBM drive, as PC Transporter allows you to run IBM software on an Apple 3.5" drive. But very little IBM software is now available on 3.5" disks, even though MS-DOS laptops and the brand-new IBM desktop models use the 3.5" format. So for all practical purposes, you will need the \$269 IBM-type 5.25" drive.

At a total cost of \$900 for a full-up system, the Applied product is about as costly as a cheap IBM clone.

## APPLEWORKS ADD-ONS

Beagle Brothers, which has changed hands and merged with the SoftWare Touch, is about to announce a new set of AppleWorks add-ons that will compete with Pinpoint. Called Time-Out, they include a spelling checker, a spreadsheet-graphing utility, a font utility, a more powerful macro system, a sideways spreadsheet printer, a file-handling utility, and a desk tools utility that includes calendar, clock, calculator, dialer and more. Each will sell separately, for prices ranging between \$49.95 and

contd.

\$89.95. Combined cost, using list prices, is about \$450.00.

### SWITCHER FOR THE GS

Roger Wagner Publishing has introduced **SoftSwitch**, a powerful and innovative \$49.95 desk accessory for the IIGs. When you invoke it (by pressing CTRL-APPLE-ESC) this Classic Desk Accessory allows you to switch between any of three different programs in midstream, without having to reboot. When you're done with the second program, **SoftSwitch** can return you to the original one exactly where you left off. You can even "save" a program at an earlier point using **SoftSwitch**, then return to it and continue working (a great feature for games). In addition, **SoftSwitch** allows you to capture graphic images or text screens from one program and then copy and paste them into any other program that can accept a picture.

You can use **SoftSwitch** to keep the IIGs Desktop (or, I presume, the new Finder) in memory, ready to be summoned in the midst of **AppleWorks**, then resume **AppleWorks** right where you left off. You can even use **SoftSwitch** to switch between ProDOS and DOS 3.3 programs, and it'll work on protected software as well, using the Desktop program as an intermediary. And **SoftSwitch** has a utility called **KeepSake** that lets you store programs in midstream on disk for later retrieval.

When you invoke **SoftSwitch**, you see a graphics display with four windows, one on the top row, three below it. The one on top is a miniature version of the program you just left, with the screen as you left it, and the date and time you invoked **SoftSwitch**. The three windows on the bottom are miniature versions of other programs frozen via **SoftSwitch**, and to which you can switch, resuming them wherever they stood when you put them on hold.

**SoftSwitch** requires that your GS include at least 768K of memory (256K on the motherboard plus 512K on a memory card). But it works best with at least 1MB of extra memory, especially when using any of your GS's memory as a Ram disk.

**SoftSwitch** can be put on a hard disk, or on multiple 3.5" disks, without limit. But it has an unusual copy protection scheme. The original disk writes a code into the computer's special memory area which stores clock and control-panel settings. This part of RAM is backed up by the GS's battery, and thus doesn't disappear when you turn off the power—that's why the clock and CP settings are retained on each new bootup. When booting up a disk on which **SoftSwitch** resides, the program checks the code, and won't run if it isn't there.

Multiple computers may be used by installing **SoftSwitch** from the original or a free backup copy of the program which the company provides. But the license permits you to use just two GS's and the company would like you to buy one copy for each two computers on which you plan to use **SoftSwitch**.

**SoftSwitch** has another limitation as well: it won't switch among ProDOS 16 programs, just ProDOS 8 programs, even though to work it must be on a ProDOS 16 volume. The reason is the way P16 programs handle memory.

The manual is concise, but very complete and—like other Roger Wagner manuals—extremely well-written and well-organized. The disk contains various sample files to help you learn to use it. (Ed. Note: See *Views and Reviews* by Raymond Hobbs elsewhere in this issue.)

### DESK ACCESSORY PACKAGE

The first commercial desk accessory package is out for the GS, and it's a disappointment. It's called **DESKPAK**, Volume

I, from Simple Software. The \$29.95 package includes 9 New Desk Accessories, the type which are invoked by clicking on the Apple symbol found on the menu bar of most ProDOS 16 programs.

It disappoints because most of the accessories are of limited use and many are very similar to those commonly available in the public domain or on other commercial software. There's a clock and a puzzle, already out in public domain. There's "Meltdown," another public domain accessory that makes it look like your screen is melting, for fun. There's a calendar, which I hadn't seen before, but which doesn't allow entry of appointments. There's one that blanks the screen if you leave your GS on all the time and another that blanks the screen and won't let you get it back without a password. There's an ASCII table, which is useless to most people.

Simple Software had promised a calculator, but was unable to include one due to programming problems; it's promised later. Let's hope Vol. 2 of **DESKPAK** is a lot better.

### NEW KIDS' SOFTWARE

Two solid kids' programs for the GS have appeared, and each makes excellent use of the computer's capability. The Learning Company has tapped the GS's speech capabilities to make a talking version of its popular **Reader Rabbit**, which helps kids aged 5-7 learn spelling and reading. The words kids are working with, in one of four fun games, are now clearly pronounced in a very pleasant, understandable human-like female voice, bearing no resemblance to the robotic computerized voices of the past. The overall effect is a dramatic increase in ease of use and learning value, at least at our house.

Great Wave Software has introduced a modified version of its Macintosh program, **KidsTime II**, for the GS. This one contains two music-based games for "Young Children". One involves simple letter recognition, the second a kids' music program, complete with on-screen keyboard and a prepared set of nursery rhymes and children's songs. Children can see how familiar songs look on the staff and keyboard, and can write their own music, save it and play it back. **KidsTime II** uses a full-fledged Mac-Mouse interface with menu bar, and is unprotected—rare for a children's program.

Another first-rate children's package, for IIE, IIC and IIGs, is Scholastic's **Math Shop**. Aimed at older kids (Grade 6 and up) **Math Shop** teaches various math functions by putting the kids in the position of running a variety of stores in a Mall. The program includes a variety of skill levels, and optional time constraints. It's a winner.

### COPY PROTECTION RETREATING

Activision has entered the Apple world in a big way this year with a series of important programs for the IIGs—including **PaintWorks Plus** (now being upgraded to version 1.1), **Writer's Choice elite**, and **Draw Plus**. But all were copy-protected. You could make a backup, or put them on hard disk or Ram disk, but you had to insert the original 3.5" disk during bootup or they wouldn't run.

Now the company has reportedly decided to drop copy protection from these programs, while at the same time raising their prices \$10. I'm not sure about the price increase, but let's hope others will also abandon copy protection where possible. On productivity programs like these, it really cuts into effective use on a variety of storage media and with adequate backup.

contd.

## IIGS PICTURE FILE COMPATIBILITY

There are now three first-class paint programs for the IIGs: **DeluxePaint II**, **816/Paint** and the new version (1.1) of **PaintWorks Plus**. But they seem to save art in all sorts of incompatible ways. It's not really true—you can move almost any picture drawn in one to the other two. But it's confusing. To clear up the confusion, I took the DP picture "King Tut", loaded it into each of the three programs, and resaved it in the various formats to which each can save. Then, I tested to see which of the saved types could be loaded by each program. And I checked to learn the file codes of each type and how it altered the block size of the picture. Here are the results.

There are seven kinds of pictures used by the three programs, though they really are just different names which boil down to merely 4 file types, as catalogued by ProDOS. Of these 4, one is the uncompressed \$C1 filetype, called PIC in some catalogs. The others are three versions of the \$C0 compressed filetype, all called PNT in some catalogs.

Of the three programs, **816/Paint** is most versatile at handling different types of picture files, followed closely by the new version of **PaintWorks Plus** (version 1.1). **DeluxePaint II** is the most limited, saving to just one type of file and loading just two. But the type of compressed file to which it saves (\$C0, Subtype 2) is Apple's recommended type and files saved by DeluxePaint can be loaded into all three programs.

Here are the picture types each program can create through saves, and the actual file type code it represents. Also listed is the size in blocks of the King Tut picture when save by each program in each picture type.

### **Deluxe Paint II:**

1) DeluxePaint compressed file — Type \$C0, Subtype 2. 35 blocks

### **816/Paint:**

1) Binary uncompressed file — Type \$C1, Subtype 0. 65 blocks

2) Screen compressed file — Type \$C0, Subtype 1. 32 blocks

3) Page compressed file — Type \$C0, Subtype 2. 38 blocks

### **PaintWorks Plus Version 1.1:**

1) Screen uncompressed file — Type \$C1, Subtype 0. 65 blocks

2) Paint compressed file — Type \$C0, Subtype 0. 35 blocks

3) Apple Preferred compressed file — Type \$C0, Subtype 2. 39 blocks

Organizing the picture types by file type:

Uncompressed, Type \$C1, Subtype 0. Always 65 blocks

PaintWorks "Screen" File

816/Paint "Binary" File

Compressed, Type \$C0, Subtype 0.

PaintWorks "Paint" File

Compressed, Type \$C0, Subtype 1.

816/Paint "Screen" File

Compressed, Type \$C0, Subtype 2. (Apple's Preferred Compressed Type)

DeluxePaint File

PaintWorks "Apple Preferred" File

816/Paint "Page" File

### **Loading. What Files can be used by Which Programs?**

All three programs can load in Uncompressed (Type \$C1)

files, including Paintworks "Screen" files and 816/Paint "Binary" files.

Of the three compressed picture types (\$C0, subtypes 0, 1 and 2), here is the loading compatibility situation:

**DELUXEPAINT** can load only these \$C0, subtype 2 files:

DeluxePaint File

PaintWorks Apple Preferred File

816/Paint Page File

**PAINTWORKS PLUS** can load \$C0, subtypes 0 and 2, not 1:

PaintWorks Paint File (Subtype 0)

PaintWorks Apple Preferred File (Subtype 2)

DeluxePaint File (Subtype 2)

816/Paint Page File (Subtype 2)

**816/PAINT** can load ALL \$C0 file types—subtypes 0, 1, and 2:

PaintWorks Paint File (Subtype 0)

816/Paint Screen File (Subtype 1)

DeluxePaint File (Subtype 2)

816/Paint Page File (Subtype 2)

NOTE: 816/Paint crashes when trying to load Paintworks' version of a \$C0, Subtype 2 file, called "Apple Preferred", but it loads its version of this file type as well as DeluxePaint's.

### 640 Mode:

All three programs operate normally in the GS's 320 mode, and the above results are from 320 mode. But DeluxePaint and 816/Paint can also operate in 640 mode, which offers higher resolution but many fewer onscreen colors. In tests with a file created by DeluxePaint's 640 mode, the file could be loaded by both DeluxePaint and 816/Paint in 640 mode. 816/Paint and PaintWorks Plus (which lacks a 640 mode) could also load this picture into their 320 modes, though DeluxePaint couldn't.

The 640 mode of 816/Paint (which by the way doesn't look like 640 to my eye) was able to load all the versions of King Tut's picture as well (except for the PaintWorks Apple Preferred version, which also failed to load in 816/Paint's 320 mode). But the palettes were fouled up in each. The 640 mode of DeluxePaint could only load the two uncompressed (\$C1) versions of King Tut (PaintWorks Screen File and 816/Paint Binary File), though again the palettes were fouled up. ☞



Ron Wartow, GameSIG Chairman Emeritus, receives congratulations from President Tom Warrick

# PLUS WORKS + APPLEWORKS ON THE ][+: Part 2

by Boris Levine

This is to report good progress in connecting AppleWorks to my printer, one which is not listed in the AppleWorks menu.

In my previous article (WAP Journal July 1987) I described how I used PLUS-WORKS to get AppleWorks onto my ][+. The next step would be that much-written-about task, hooking up the printer. For the dozen or so printers in the AppleWorks menu, this connection is built-in. But for the non-listed items, it is more of a problem.

At this point I can report that I have pretty much succeeded with my printer. Despite the fact that it is an old model which uses a mix of hardware and software controls to print, I can carry out most of the AppleWorks Word Processor functions. These include Print and Dump, and most of the ESC O options (using PLUS-WORKS): change margins, doublespace, center and underline. And I have just figured out how to do subscripts and superscripts. But boldface and justification from within the text—not yet.

## INTERLUDE

Those of you who do not have something like the Diablo 1620 printer may skip to the next section. For those of you who do use the same printer, take a look at the end of this article, where I will list the specific codes that I found will work, then come back.

## PRELIMINARY FOR EVERYBODY WITH PLUS-WORKS!!!

To do printing via AppleWorks you must know how to print a caret (^) (which is not that simple with PLUS-WORKS) because it is the only way out of the Printer Selection Menu. Most of the time AppleWorks uses the ESC key to go from one menu to another and even to EXIT. But because some of the codes used by printers include ESC, it can't be used to exit this particular menu. Instead, AppleWorks uses a substitute, the caret (^), as the exit key at that point. So, add to my list of useful commands in PLUS-Works:

Exit Printer Menu via (^) CTRL-W SHIFT N

or

CTRL-Z SHIFT N

(more reliable)

Screen Dump

ESC-H

Print Text

ESC-P

Caps lock

CTRL-W

It's almost funny to try to exit the Printer Selection Menu without the caret. AppleWorks thinks anything that is entered is a meaningful printer code and it will fill the screen with ESC's, CTRL's, spaces and anything else that you can enter, but it won't exit until you enter the caret. Worse, this menu won't let you correct an error. If you make one, don't try backspaces or other tricks. Just exit via the caret; then go through the menu again and when the footnote asks whether the display is correct, say 'no' and start over.

Note: When you get to the part about selecting a printer, you will see that AppleWorks displays the caret as a neat little arrow and not just as a "hat". Another note: the routine use of ESC by AppleWorks has nothing to do with the way PLUS-WORKS uses ESC in place of Open Apple.

## SUGGESTIONS FOR OTHER PRINTERS

For those of you who can't use the codes I've listed below, here are some general suggestions about how to go about the business of interfacing your computer with YOUR printer. To start, put 'AppleWorks Sample Files' in Drive 2. Connecting the printer to AppleWorks takes patience and some trial and error. So, use 'Mom's Bulletin' as a ready-made supply of word-processing material on which to 'try-and-err'.

Have your printer's manual handy because that's where those cryptic codes are (like ESC U). Also have the AppleWorks manual handy; whatever its faults, it has stuff in it that cuts out a lot of guessing and wasted time. Try some of the advice around, even if it's not always consistent. The advice that worked for me (more or less) came from a sly little hint in the AppleWorks manual under "Add a printer":

*...Identify your printer on the list...(or one you are sure is compatible with yours)...*

This hint from AppleWorks was my starting point and it sort-of-worked. Of course there was no listing for my Diablo, but listed in the Printer menu was a rare bird, the Apple Daisy Wheel Printer. Maybe it would be compatible enough to work for me, because, with a little digging, I found this, like mine, uses a serial card. With this entered, I was able to start with a success:

## UNDERLINING

The Underlining menu is the smartest menu in the book; it lists four options and it is easy to try them all. The ADWP and the Diablo were enough alike so that #3 worked: "type a character, back up and underline, then type the next character". Using the 'Mom's Bulletin' as text, it worked the first time and this success kept me at it.

Unfortunately, this commonality didn't extend to any other commands. With CTRL-I 80N, the printer carriage scooted to the end of the platen and printed the whole first line on that spot; (see X). It then printed the next few lines with garbage in the first five spaces and good text the rest of the way, like this:

X

12@GHreflecting our annual ...etc

12@GHfor next year's performance...etc

12@GH...etc

When I changed to 'custom printer', the common code CTRL-I 80N was itself printed, followed by good text, like this:

Control-I 80n Ms. Simon as you've requested...etc

When I replaced the code with 'NONE' things got a lot better. Just don't get discouraged. Remember, there's always more, like learning to use AppleWorks.

## WORKING CODES FOR THE DIABLO 1620 DAISY WHEEL PRINTER

To enter the printer codes, follow the AppleWorks instructions: Main menu "5. Other activities"; then "7. Specify Information..."

Choose Add a printer

Choose Custom printer

Name it 'diablo daisy' (or any other name).

Go to "4 Change Printer specifications"

contd.

1. Needs line feed NO
2. Top of page Yes
3. Stop at end of page Yes
4. Platen 13.0
5. Interface Cards on second screen, where offered CTRL-I 80, type None.

6. Printer Codes

Go to Option "3 Boldface, Subscript and Superscript" (skip Boldface for now).

Choose "3 Subscript Begin" and enter ESC U^

Choose "4 Subscript End" and enter ESC D^

Choose "5 Superscript Begin" and enter ESC D^

Choose "6 Superscript End" and enter ESC U^

**NOTES!!!**

Enter the caret right after the ESC code—no space or anything—and the screen will exit back to the menu.

For the Diablo, note that ESC U executes a half-line feed, which means that the paper goes UP on the platen and what you type next is a subscript. Similarly, ESC D executes a negative half-line feed, which lowers the paper and restores the line. On the superscript procedure, the actions are reversed. ☞

## LETTER TO THE EDITOR

Dear WAP,

I am a relatively new member and have not yet been able to attend a meeting because I am principal care-giver for an aged invalid father and can rarely get away for more than a hour or so at a time. At Christmas, out of the blue, I was given a beautiful little Apple IIc with an Imagewriter II, which I have used chiefly with a MultiScribe word processing program. I have not yet done any programming and am still as green as grass.

Although I have a fair competence as a handweaver, as yet I am too ignorant or my IIc's capabilities to organize a SIG for handweaving applications—textiles design, fabric analysis, drawdowns, etc.—but it is possible that there are some experienced WAP members who are also handweavers. Does any interest exist in the WAP membership for forming a SIG for this rather narrow field?

In Canada, published by the author, there is a disappointingly small book, *Software for Weavers ... A Resource*, by Lois Larsen, Camrose, Alberta 1986, that lists the few available applications programs that she was able to identify. I am interested in every aspect of handweaving, a craft that is quite highly structured and certainly amenable to analysis, planning, and computer assisted design applications—within the scope of the Apple IIc.

Neal Bozarth (301) 270-5494 ☞

## CREATE A CALENDAR:

### A Review

by Steven A. Muchow

Create A Calendar™ from EPYX is designed to create daily, weekly, monthly, and annual calendars in a variety of formats. Some are quite different from the common forms done by The Print Shop Companion™, allowing one to create most office type calendar forms with ease. It supports graphics, different typestyles, and a variety of borders. Although the main program is PRODOS based, the graphics are DOS 3.3 to allow portability of Print Shop™ items. The program is menu driven and not copy-protected.

On the surface, Create A Calendar appears to be just another clone on the market, but a closer inspection reveals some unique features. Fresh ideas are nice to have, and in this case quite useful, but Create A Calendar suffers from two problems that destroy its usefulness.

Its best offering is the inclusion of a data base. If one wishes to make daily calendars from a monthly calendar, he needs to specify it on one of the many menus, and presto! All the previous information is ported over to the new design! This ability is very nice, and ends up saving a lot of time. A teacher could write the highlights of his daily lessons on daily calendars and then make a monthly calendar of his activities in seconds.

Another fresh idea is the program's ability to repeat information on certain dates. For example, if the WAP GameSIG is held on the first Thursday of each month, you can specify Create A Calendar to include that information on every calendar. The range of options includes weekly, biweekly, and set week schedules. An enterprising person can also delete a set schedule by using this function with a blank date.

The title of the calendar can be changed, given a typestyle, and brightened up with a few graphics. A border can also surround it. All other features are similar to those in other calendar programs.

If Create A Calendar is so fresh in its approach, why am I disappointed? First, while moving from one menu to the next, the calendar is saved. For a productivity tool to be useful (at least in my view), it must work quickly. I spent nearly 70% of my time transferring from menu to menu and waited for as long as 50 seconds before I could perform my next keystroke. It took almost 2 minutes to get from finished calendar to the print menu, a far longer time than I'm willing to spend on something to enhance productivity.

Now I admit, my biggest complaint is the time it takes to get this program to finally print out a calendar, and it would be mitigated if I could use this program from my RAM disk. After all, if 70% of its time is spent in disk operations, a RAM disk would make the program worthwhile. Unfortunately, though the program is uncopyprotected, it cannot be used from a RAM disk.

And so, Create A Calendar falls short of being useful because it has gone past the point of diminishing returns. It has some nice ideas that make the idea of calendar programs attractive, but for people accustomed to using productivity tools to save time, this product fails miserably. ☞

# THE ASSOCIATE PRODUCER (Apple II): A Review

by Bob Oringel

The Associate Producer is an applications program—really a collection of four separate programs—which provides a management system for the production of professional TV shows and films. It supports the business aspects of producing television shows or films. The program's title is derived from the fact that in most production companies, the associate producer is the person who has the exciting (or odious, depending upon the point of view) job of tracking the very high costs of a production. The Associate Producer's purpose is to speed and simplify that job. The entire four part program assumes minimal computer knowledge.

The Associate Producer programs are on a copy protected disk in DOS 3.3 format, menu driven. They were copyrighted in 1984. A non-protected Starter files disk is also supplied. Documentation is a clearly written manual in 6 x 8 1/2 inch loose leaf format with appendices providing samples of each program printout.

The four programs are: Production Budget, Budget Tracker, Program (Show) Rundown, and Program Schedule.

The Production Budget program is used to put together operating budgets for television or film productions, and it includes 134 budget categories—the salaries of the production personnel, payments to unions, taxes, the overhead for cameras, videotape recorders, lighting, and other equipment, the cost of tape or film stock, and the costs of post-production such as editing, workprints and duplication. These budget items typically run in the hundreds of thousands, to millions of dollars, on a professionally produced show.

The budget categories are divided into the three major sections of Above the Line, Production and Post Production. Production and Post Production are then combined to provide the Below the Line figure.

The Budget Tracker is a companion to Production Budget, and it is designed for budget cost accounting. When a completed budget has been established, Budget Tracker will load a budget file and the user may enter expenditures to be charged against budgeted amounts. It will display and provide printouts showing current budget status, clearly indicating items which have gone over budget. Budget Tracker can be finally used to figure net profit or loss on a completed production.

Program Rundown assembles a schedule of show segments for a production. The segments are entered in the program with description and timing. The show's running time is calculated and the times may be either cumulative or figured from a particular starting time, whereupon the scheduled time for each segment will be listed. Segments may then be changed, moved, added or deleted, with a capacity of 40 segments. Notations may be entered which are ignored when computing program times. Single, double or triple spacing, with page numbering and form feeds are part of the printing routines. Program Rundown speeds and simplifies the task of planning a show.

Production Schedule is used to get the most efficient use of talent, crew, equipment and props. It is used for productions which are shot as a series of separate scenes, normally shot out

of sequence. It is designed for an up to 12 day shooting schedule, with as many as 10 scene or setup entries each day. Longer schedules can be planned using a continuation option. Production Schedule's entries include scene numbers, interior/exterior, day/night/day-for-night, number of script pages in the scene, location, scene action description, cast members, and notes. The scenes can be juggled, and re-arranged to accommodate necessary changes.

I prepared a sample budget using Production Budget, and I tracked it using Budget Tracker. Both programs worked as advertised. To test Program Rundown and Production Schedule would mean using them on an actual show, but based on the results obtained with the previous two parts to the program, one may assume that they are valid as described.

A word about the price of the program. Most applications that I review are in the two figure range, and their prospective purchasers are in the many thousands. This application, while really good, has a limited number user group and thus, to compensate the author reasonably, it is priced fairly at \$499. It is sold by Comprehensive Video Supply Corporation of Northvale, NJ. ☺

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# APPLE WRITER 2.0: HACKER'S PATCH

by Chester H. Page

Salazar's "Apple Writer Date Patcher" in *Nibble*, Vol. 8, #3, aroused my interest in adding patches to Apple Writer. For some time, I have had files that could be downloaded to my Imagewriter for special fonts, such as subscripts and superscripts for chemical equations. These had to be downloaded before booting Apple Writer; the data cannot be sent to the printer via Apple Writer because of the multiplicity of 00's needed in the bit-image patterns. I finally figured out how to load an arbitrary binary file and download it to the printer, starting from Apple Writer and returning to Apple Writer. It involves a patch which diverts one of the items in the ADDITIONAL FUNCTIONS MENU.

Binary files can be loaded into the text area of Apple Writer, but the screen display stops at the first 00. Loading a custom-character files does, however, leave its name in the filename buffer. My patch to a machine code routine loads the file named in this buffer (to memory space not used by Apple Writer), downloads it to the printer, and returns to Apple Writer.

Developing such a patch can be tedious. The operating file, AWB.SYS, AWC.SYS, or AWD.SYS, according to machine size and presence/absence of an 80-column card, is loaded, modified, saved back to disk, and then tested by booting the modified processor disk. It dawned on me that I needed a way to get into the monitor with Apple Writer in operation, to allow making and testing experimental changes interactively. Being able to enter and leave the monitor is also excellent for examining the Apple Writer routines.

Apple Writer loads the page 3 vectors for BRK, RESET, and IRQ with its warm-start address. By changing the reset vector to SFF59 and vectoring CTRL-Y to the Apple Writer warm start, we can use RESET to enter the monitor, and [Y] to return to the processor program. In AWD.SYS find:

```
2061- A9 B4
2063- 8D F0 03
2066- 8D F2 03
2069- 8D FE 03
206C- A9 20
206E- 8D F1 03
2071- 8D F3 03
2074- 8D FF 03
2077- 49 A5
2079- 8D F4 03
```

AWB.SYS and AWC.SYS have similar listings; the difference is that they start at 2062, and load \$AF instead of \$B4. For all 3 cases, after the first line, change the rest to read:

```
8D F9 03
A9 59
8D F2 03
EA
A9 20 (unchanged)
8D FA 03
A9 FF
8D F3 03
EA
```

The changes are introduced by the following sequence of operations:

Boot a disk having ProDOS and BASIC.SYSTEM on it.

Insert a copy of your Apple Writer 2.0 (a copy, NOT the original).

BLOAD AWD.SYS,AS2000,TSYS

CALL -151

Make the changes.

BSAVE AWD.SYS,AS2000,L16384,TSYS

For AWB.SYS and AWC.SYS, follow the same procedure, but use L16000 when saving the modified versions. ☺

## RAMUP: A Review

by Chuck Ward

RAMUP (from Quality Computers) is a disk utility program for the Apple IIs, Iic, Iie and Laser 128 computers with at least 512K on an Applied Engineering or other RAMcard. It allows the user to copy programs and data files onto a RAMdisk in order to speed up program access. It also has a utility that allows the user to switch between several programs being held in the RAMdisk at the same time. I used the program with AppleWorks (version 2.0), enhanced with Supermacroworks (Beagle Brothers) and Sensible Speller with its attendant Random House Dictionary. With an Apple 3.5" disk drive, the user must first copy Appleworks and Sensible Speller into the appropriate subdirectories, /Appleworks/ and /SENS/. The Random House Dictionary must also be copied to a subdirectory called /D1/. The volume name of the 3.5" disk must be /UNI1/. Then a utility

program is run which configures the disk to allow the user to load and run whatever program he/she wishes each time the disk is booted.

Unfortunately the programs must be chosen and loaded into RAM each time the disk is booted, an annoying and time-wasting maneuver, even with the programs on the same 3.5" disk. The disk does contain built in utilities to load AppleWorks, Sensible Speller, SuperCalc 3a, ASCII Express, GraphWorks, BPI, Multiscribe, Pinpoint, and over 10 others. I take little comfort in this however, because Computer Associates has told me on the telephone that SuperCalc 3a will not run on the Apple IIs (a glitch in the printer codes, I believe). ASCII Express also will not run on the Apple IIs.

There is a nice interactive questionnaire that generates a

contd.on pg 31



# FREDERICK APPLE CORE

A SLICE OF THE WASHINGTON APPLE PI



## OFFICERS & CHAIRMEN

President	- Scott Galbraith
Vice President	- Stephen Hadley
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## HOTLINE MEMBERS

Scott Galbraith (II&GS)	- (301) 865-3035
Kurt Holter (Mac)	- (301) 663-4199
Bruce Taylor (Mac)	- (301) 371-6181
Stephen Hadley (Mac & Graphics)	- (301) 831-5353
Cracker Barrel BBS	- (301) 662-3131

The Frederick Apple Core meets on the second Saturday of each month in the large conference room of the Frederick Library at 110 E. Patrick Street, Frederick, MD. Meetings begin at 9:30 AM and normally last until 11:30. Programs are scheduled for both the Macintosh and the Apple II and computers of both types are provided.

If you have problems or questions concerning any program or application, you are encouraged to bring the program along

and assistance will be provided. We also have extensive software libraries for both families of Apple computers as well as blank disks.

### FAC Upcoming Programs:

Oct. 10	- Iigs Word Processors - new products
	- Macrogram - to be determined.
Nov. 14	- TBA

## Ramup contd. from pg 30

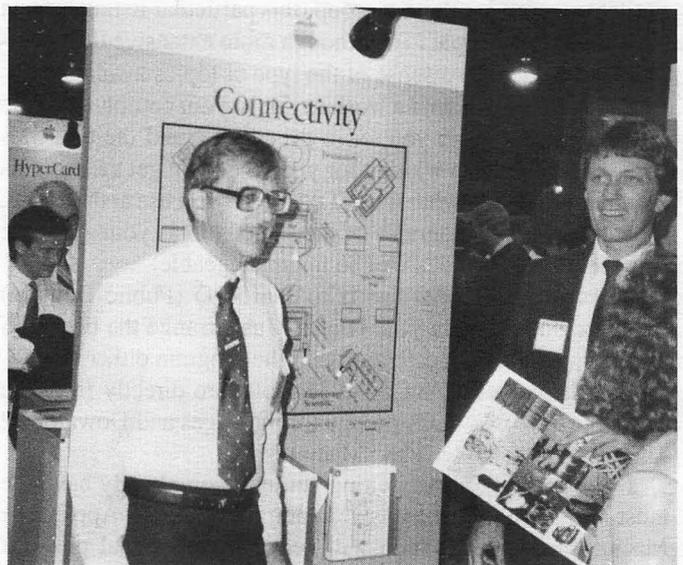
printed list of suggestions for the hardware and software configuration being used, as well as other utilities that let you install a clock in the Apple IIc, partition Ramworks or Zram cards, install RAMUP on a UNIDISK or hard disk drive, and install boot utilities on a RAM card. The disk also contains some last minute "Program Notes" and the utility program "Filer" which allows the user to copy, rename and delete PRODOS files and volumes.

It took me almost 2 weeks and several telephone calls to Grosse Pointe, Michigan to finally get the program up and running. The technical support staff is friendly, but the biggest problem I faced, how to get the program to boot the Random House Dictionary, was one I had to solve myself by trial and error (it first has to be copied to a subdirectory /D1/ and dictionary name must be Random.House.1). I also noticed that AppleWorks cannot be permanently reconfigured to change the location of the data disk once the program is loaded onto the RAMUP disk. Temporary changes in the location of the data disk can be made, so the problem is only a minor one, although an annoying one. The RAMUP documentation is brief and tersely written.

My scanty knowledge of PRODOS Pathnames, Directories and Prefixes is a major part of the problem, of course. However, I have been using Pinpoint with their Spelling Checker, Key Player (a macro-generating program) and Document Checker (for longer documents) installed along with AppleWorks on a single 3.5" disk with no problems. What an amazing product! The Spelling and Document Checkers share the same main and auxiliary dictionaries and the Pinpoint RAM utility loads all these programs into the RAMdisk automatically every time I boot the Pinpoint disk, and then it downloads my file changes

when I quit—including an automatic dictionary update. RAMUP is not in the same league. Still it might be very useful if Pinpoint can't solve the problem.

The RAMUP program costs \$39.95 and is available from Quality Computers, 1365 Berkshire, Grosse Pointe, Michigan 48230, telephone 1-800-443-6697. Quality Computers also promises purchasers a subscription to a newsletter dedicated to the RAMUP program.



Chuck Sicard tunes in on Apple "Connectivity" at the MacWorld Expo

# TAKE THE PLUNGE!

by Leon H. Raesly

(Ed. Note. This was originally scheduled for a "Simul-Pub" (Simultaneous Publishing) with the September issue of both the *Washington Apple Pi Journal* and *Call A.P.P.L.E.*—Apple Puget Sound Library Exchange—but space limitations in our September issue prevented that.)

So you've had your Apple II (+, e, c or gs) or Macintosh for a while now, and you have often thought about getting into telecommunications? But how do you start? Well, I am here to give you an edge on that! But first, let's debug some myths that have been floating around for quite a while:

1. "It is very expensive." Nope, not any more! You could get started for as little as \$50 to \$75, although I would recommend something more.

2. "It is very complicated." Au Contraire! If you can change a light bulb, you can connect the hardware and run the newer programs.

3. "Only techies can master its intricacies." This gets the same answer as above. 'Taint intricate!

4. "It's a lot of work." Nope, not work, 'tis fun!

5. "I'm too dumb to learn how to do it." Everybody FEELS that way when they start something new, but there is no need to feel dumb unless you want to!

6. "There is no real benefit for me to do it." Aha, now you said something! 'Course, this myth has it just backward, there are many real benefits for you and everyone else! Let's look at some of them.

First, since you are a member of the Washington Apple Pi, we have a unique TCS (TeleCommunications System). Here you can call and leave your questions that have you stumped, and within a day usually have two or three answers! How's that for a resource! See Table 1 for a sample listing of the separate boards available from a local users group (this particular listing is from the Washington Apple Pi). Although more extensive than average, it will give you a sense of the type of topics available.

Second, you can send a working file to your computers at the office (or, just before you leave the office, send the text files home and have them waiting for you when you get there). This is without regard to what type of computer you use at the office. Most likely it has programs of the same kind as your Apple at home, and the data files will be interchangeable!

Third, an additional use is to share PD (Public Domain) Software directly with your friends. Just arrange the timing in advance, give them a call, and send the program either way.

Fourth, you can Download PD software directly from the TCS. We have 84 MEGs on line for messages and Downloads! These are both Apple II and Macintosh.

Now let's talk about getting started. You already have the most important (and expensive) component—your Apple II or Macintosh computer! You will need one additional piece of hardware. (Never thought of your Apple Computer as hardware, have you? But that is what any piece of equipment is called to distinguish it from the programs: software.) This new piece of equipment is a modem (often written MoDem). It stands for

MOdulator-DEModulator and that is exactly what it does. It takes the signal your Apple sends out through the wire connected to it and modulates it to send over the telephone wire. Then the Modem on the other end de-modulates it and sends the appropriate signal for that computer and vice-versa. Thus, the modem becomes the great equalizer. It makes direct communication between two totally dissimilar computers possible, and easy. Thus, your IBMPC at work (or VAX or Mainframe) can now talk to your Apple or Macintosh! And this can be to your benefit, and even fun!

Modems can be generally divided into two classes: internal and external. Generally, the internal modems are cheaper but less flexible. I would not purchase an internal modem because of the inflexibility. If you are using a //c or a Macintosh, you MUST purchase an external modem.

There are two things you would want to compare besides price—the speed (often called the Baud rate) and the command set, or what commands cause it to do what. Let's look at the first of these.

Most people can read at approximately the speed of a 300 Baud Modem. So if ALL you are going to do is read messages on your user group BBS, this might be sufficient. A used 300 baud modem in good condition should cost about \$35 to \$60. However, even reading messages at 300 baud gets slow pretty quickly; and if you are going to do any downloading or uploading (sending or receiving PD files from a user group or text files from or to work), you would really need AT LEAST 1200 baud.

A new 1200 baud should come in around \$90 to \$125. However, a 2400 baud modem would generally run about \$190 to \$450, which is quite a spread but also not that expensive. There are a few 4800 and 9600 baud modems available. These generally run from \$500 to \$1200, and at this time I would hesitate to suggest one. FYI, I use a 2400 baud modem.

It seems obvious to me that you should at least go for 1200 Baud. If you can find a 2400 baud unit for about \$200 or less, go for that. You will be using your modem for quite a while, and I believe that this is where you should splurge a little. There are many brands of 2400 baud modems for \$200 or less.

One factor working to your advantage in the area of cost is that for the last twelve months the price of modems have been dropping rapidly. This holds true for American-made ones as well as those produced offshore. This is partly a function of competition and partly a function of improvements in technology. This technological improvement is seen in both the improvement on the chips and other components, as well as the resultant increase in speed available.

Once you have determined the Speed/Price ratio you want, the next thing to ask about the modem you are considering is what command set does it use. The command set is the commands that your software sends to the modem to control it, and the commands the modem sends back to your software program to let the program know what is going on. Generally, at 300 to 1200 baud you want the Hayes command set available, or as most advertise,

contd.

"Fully Hayes Compatible!" This simple condition comes about since D. C. Hayes Company, Inc., was the first, and for many years essentially the only, firm making modems for personal use. Thus, this is the command set that all software programs expect; and if they only use one command set, you can bet that this will be it. At 2400 baud, the U. S. Robotics command set was the "New" standard. They actually followed the Hayes Command Set, even at the higher Baud rates. For those commands that had to be added (signal received at 2400 Baud, not the lower rates), they followed the concept of the Hayes command set. So this is still the expression to look for even with higher baud rate modems.

So now you have purchased your modem. "Hooking it up" is simple. All external modems come with a little power transformer, so plug this into your power strip. Place a telephone cable with a modular plug into it, and place the other end into the telephone jack. Now connect the cable from the modem to the computer. Consult your dealer for the proper cable. Most dealers will be able to sell you this when you buy your modem. Just tell them which Apple II or Macintosh you have. They usually stock cables for all types.

You do not have to buy a software program—you can actually command it directly from the keyboard. However, this is very cumbersome, and software programs greatly extend the usefulness to you as well as make life a lot simpler. You can get some adequate telecommunications software from your user group PD library and some better than adequate shareware programs from the same source. (Shareware means that if you continue to use it, you are honor-bound to send a low fee to the author, usually \$25 to \$35.)

There are quite a number of good commercial programs available such as: ASCII Express, MouseTalk, ProTerm, Point-to-Point for the Apple II; or Red Rydcr, Versa-Term, Micro-Phone, Mac Terminal for the Macintosh to mention most of the leaders. In selecting your software, you will want to consider four things: which Apple you have, which operating system you want to use, price, and support. You can expect to pay between \$80 to \$125 dollars for good commercial software.

The type of Apple computer does make a difference. If you have a IIgs, for example, then MouseTalk will perform off of a /RAM disk at very nice speeds. However, if you have a II+, you would probably want to think in terms of the older (but still very powerful) ASCII Express.

For the Apple II the operating systems most often used are ProDOS, DOS 3.3, and CP/M (in that order). I would suggest that you stick with ProDOS, as it is the most current system; and if you have a IIgs, the only operating system that will take advantage of the much greater power of your machine. For the Macintosh, of course, you would use the appropriate version of System, Finder, etc.

Price is self-evident as a factor. Washington Apple PI has modems for sale through our Group Purchase, and they are available through many mail-order houses. Dealers are another source but usually will charge much more.

Which brings us to the last thought: Support. Now, by support, I mean the availability of information and help to make things work together. Certainly, if you are going to pay the higher price of a dealer, you should get that support. So before

you buy, ask the salesman about support. If they can't offer it, you may as well purchase by mail and save the money. You can usually count on the Washington Apple Pi's Hotline for help.

So now you have assembled it all together and are ready to start. Happy BBS'ing!

TABLE 1

Conference 1 - General Conference	
Boards Available	
1>..PI Club _NEWS_ Only	15>..The World of Chess
2>..Pi Journal	16>..Lawyers' SIG
3>..PI Journal Indexes	17>..The Redskins Line
4>..Heard any good jokes?	18>..Historical War Gamers
5>..Apple ///	19>..Micro-Genealogy
6>..World Events	20>..JPM PC & Clones
7>..The scene - Reviews	21>..Computer Music
8>..Other Computers	22>..East Shore-West. Wind
9>..Music Groups&Performrs	23>..The Lists Board
10>..Eric's Room	24>..Boat-Fish-Sail
11>..Apple Link	25>..The 'Investor'
12>..Micro Industry Report	26>..Travel INN & Campground
13>..TCS Comments & Sugs.	27>..'Cycling'
14>..The 'Gourmet'	28>..Pi DOV's

Conference 2 - Apple II Conference	
Boards Available	
1>..II Telecommunications	11>..Data Bases
2>..AppleWorks	12>..Graphics & Related
3>..Pascal Programming	13>..II Software
4>..Other Languages	14>..II Hardware
5>..II Programming	15>..II Games
6>..CP/M	16>..IIgs Software
7>..dBase II/WordStar	17>..IIgs Hardware
8>..Apple II Tech Notes	18>..IIgs Misc.
9>..Apple Writer & WPL	19>..PI SIG
10>..Word Processors	20>..Lou's Lair

Conference 3 - Mac Conference	
Boards Available	
1>..'Hyper Card'	13>..Mac 'System'
2>..Business Accounting	14>..Pascal Programming
3>..C Programming	15>..Printers
4>..Data Bases	16>..Rumor Manager
5>..Desk Accessories	17>..Software Misc.
6>..Desktop Publishing	18>..Spreadsheets
7>..Entertainment & Educatn.	19>..Tech Notes
8>..The MAC Union	20>..Telecommunications
9>..Graphics&Design Software	21>..Utilities
10>..Hard Disks	22>..Word Processors
11>..Other Hardware	23>..Mac SE/II
12>..Misc. Programming	24>..The Mac Fed SIG

Conference 4 - Classifieds Conference	
Boards Available	
1>..Auto/Motorcycle Etc.	10>..Vacations & Resorts
2>..Household Furnishings	11>..Employment Wanted
3>..Household Misc.	12>..Employment Offered
4>..Apple II Software	13>..Tutoring - Offered/Wanted
5>..Apple II Hardware	14>..Not Otherwise Listed
6>..Apple II Misc.	15>..Boats & Boating
7>..Mac Software	16>..Yard-Lawn-Farm Implem.
8>..Mac Hardware	17>..Pets & Animals - etc.
9>..Mac Misc.	18>..The Crew!

# THE BEST OF THE APPLE ITEMS FROM TCS

by Euclid Coukouma

## Converting PFS Files to AW

FROM BILL HUGHES ON 07/29

YES, there is a way. I have a program called PROVERT that converts PFS files to an ASCII file, then uses the create a new data base in AppleWorks.

FROM JON THOMASON ON 07/29

Is it commercial? ShareWare? Public Domain? (What I'm getting at, is it UPLOADABLE?)

FROM BILL HUGHES ON 07/29

Hey this is fun. You're on the system the same time as me—I just wrote #356. I meant to include that it is available as a download from Call-A.P.P.L.E. I don't know what the legalities of transferring it are. (Lee, Is it permissible to upload it to the WAP BBS??) If I get permission I will upload it. If not, if you know someone who gets the CALL-A.P.P.L.E magazine it is printed in one the spring 86 issues. (I can't remember which, but I will look it up and let you know.)

FROM BILL HUGHES ON 08/04

The program is in one of the spring issues of Call-A.P.P.L.E. Don't have the mag handy now, but I do have it on my shelf somewhere. I will find it and give you the date if you want it.

FROM STUART SPRANSY ON 08/06

Bill—thanks I found it—May '86 and have D/L the routine from Call-A.P.P.L.E. CRATE BBS. Appreciate the help!

FROM LEE RAESLY ON 08/10

Two things happened this evening to me, which blow my mind. I had to share them with everybody! I got this call about 4:30 PM today. It was an individual who had been referred to me for help. He was using a //c, with Z Ram Ultra III, AW 2.0 (fully expanded with AE 2.0 expander), and was using Pinpoint's Spelling Checker. While reading the PP Dictionary disk, it locked up and blew him into the monitor. He wanted his data—any way to get it? I remembered the AE recover technique, and told him a couple of people to call, or call me back in the morning (leaving //c on all night) and I would get it for him. I could understand that he wouldn't want to lose his data, but he might have to go back to his last backup. He didn't have one! Well, what size is the file? 104K! How did you possibly get one that big from scratch in 1 day? No, I started working on this over two weeks ago, and never turned my //c off, just continued the next day! Well, when is the last back-up? I have never saved it to disk in that 2 weeks—just left the //c there and came back the next day to continue working! 2 WEEKS and NEVER saved to disk! Wow! "Oh, by the way, you mentioned that you were referred to me. By whom? "Oh, I called PinPoint right away, and they said they couldn't help me, but gave me your name and telephone number, and said you would know how to do it, or who would know"! How in the world has PinPoint ever heard of me, and in sufficient detail to get

BOTH my name and telephone number?! Blows my mind!

## ProDOS 8 Patch

FROM DALE SMITH ON 08/12

If you're talking about patching ProDOS 8, I believe that we only have the most recent version of that patch program up in the file PATCH.BNY. The REM statements at the beginning of the PATCH.PRODOS program in the Bin[] file tell you which versions of ProDOS it will handle—it should be the one that does thru v1.4 AND fixes the MLIACTV bug too.

FROM JON THOMASON ON 08/13

ProDOS 8 is nothing but a new name for all the old ProDOS systems down the line, from 1.0, 1.0.1, 1.1, and 1.1.1 to 1.2, 1.3, and 1.4. They should all be called ProDOS 8 (instead of ProDOS) to distinguish them from the new ProDOS 16. There are only two current versions of ProDOS: ProDOS 8 and ProDOS 16. There is no such thing as just "ProDOS." It is just a short way of saying "ProDOS 8." Apple does its best to clarify this, and so do many magazines, but some other magazines and many advertisements confuse the issue. I hope this clears things up.

## WordStar (CPM)

FROM KIM BRENNAN ON 08/10

Well, it has been a while since you asked about the features but here goes. Just got the flyer today from MicroPro regarding the newest release of Wordstar—Wordstar release 4 for CP/M—including Apple CP/M. Features: Undo, restores the most recently deleted word, line, etc., Keystroke Macros, Built in Calculator, User number and ZCPR named directory support, Onscreen boldfacing and underlining (with suitable hardware), The Word Plus spelling checker, Multiple Ruler lines, Improved print capability, Allows you to print multiple copies and to output ASCII files, Multi-line headers and footers, Improved Printer support. Losses: Background printing is not available due to memory requirements of enhancements Comments: From the careful wording of the brochure, it may be difficult to run Release 4 from Apple floppies due to the size of the program—they mention double sided 5.25s or combos including a hard disk. Upgrade costs \$89 and the Apple format will be available (they say) in mid-October. Generic CP/M is available now (8 inch disks).

FROM SAM SWERSKY ON 08/13

I hate to toot my own product here on WAP, but running WordStar 4.0 from a ramdisk would be an obvious choice (especially with The Word Plus in RAM!). On a similar vein (and inside it as well), the three major types of CP/M cards are already supported by the Sider hard disk and both the Applicard and Softcard/AE/etc etc bunch will also run (SLOWLY) on the Unidisk. Anyone running CP/M strictly from floppy should upgrade to one of these three peripherals whether Wordstar 4.0

contd.

comes out or not. Just my opinion, tho.

FROM ART WILSON ON 08/16

I was looking forward to the WordStar upgrade, but at \$89, MicroPro has priced an upgrade competitively with new software. I think I'll have to evaluate some other word processors in the same price range before taking the plunge. I'm glad they finally announced the new release (we'll see if it's available in October), but I am disappointed in their pricing. Of course, an \$89 upgrade may not be so bad for a product that lists for \$395, but did anybody buy it at list price?

FROM SAM SWERSKY ON 08/17

On the other hand, the Word Plus is an EXCELLENT spelling checker—alone worth almost the price of the upgrade. Just an opinion, tho.

#### Upgrading to 16-Bit Software

FROM KIM BRENNAN ON 08/08

Amazing how us GS owners seem to be abandoning the 8 bit software we kept when we upgrading to the GS for compatibility reasons. At least AppleWorks is still used by me a lot, though I hope for the equivalent (perhaps) in a mousebased 16 bit version someday.

FROM JON THOMASON ON 08/09

I kept my old ][ applications programs for ease in the transition and retraining of a new environment and late-blooming software. I hope for an integrated package for the GS, but I don't particularly want it to follow too closely to AppleWorks. Not that I don't like it, but that it's not really appropriate for a true GS environment. So far, the best I can think of is a hard disk containing WCE, VIP Pro, and Notes 'N' Files (none of which I have yet).

#### PrintShop on 3.5" Disks

FROM JON THOMASON ON 08/22

According to rumor last year, it was due out this August. There is a picture of it in that silly little Apple fold-out in most magazines, and at most dealers. It shows a COLOR graphic editor. Putting it on 3.5", though, (ProDOS 16 I would assume, and expect) will cause incompatibility with older graphic and font disks. That could be remedied with some home-brew programs, though. "I'm waiting as fast as I can."

FROM STUART SPRANSY ON 08/22

Last month's (I think) Call-A.P.P.L.E. had an article for modifying DOS 3.3 into DOS3.3.5, ie running on a 3.5 drive!! You could send the author \$10.00 and you get a disk with program and (I think) source code—code was all listed in Call-A.P.P.L.E. anyhow. You may want to check that out for an approach.

FROM LEE RAESLY ON 08/23

Also, in our downloads there is a shareware program called AMDOS, that will patch DOS 3.3 to make two 400K disks on a 3.5 disk under DOS 3.3.

FROM JON THOMASON ON 08/26

Yes, the conversion to DOS 3.3 on a 3.5" isn't the problem. It's

that (A) PrintShop is a copy protected disk which accesses itself DIRECTLY, and (B) it won't allow access of a different slot than 6. Sorry.

FROM ALLAN LEVY ON 08/26

Another reason why copy protected disks are a pain in this age of multiple formats and hard disks.

#### Printrix

FROM LOU PASTURA ON 08/08

PRINTRIX is typesetting software for the Apple II series. It reads text files or WP files from AppleWorks, AppleWriter and a few others and prints them using any of a large number of fonts (about 40 come with the program and any FONTRIX fonts can be used after conversion from DOS 3.3 or ProDOS). Haven't had a chance to fool with it much, but it appears from the manual to support A LOT of printers including some lasers. More later after I've had some time with the program.

FROM LOU PASTURA ON 08/15

PRINTRIX is a GREAT program, but unless you're in a hurry, I'd wait to see what the newly reorganized Beagles are coming out with. If it's anything like the rest of their stuff it will be much easier to learn and use than PRINTRIX, although, I suspect, not as powerful. (PRINTRIX, for example, goes so far as to allow kerning for individual letters, but it is a VERY involved and time consuming process.)

#### ProDOS Quit Code

FROM PAUL SCHLOSSER ON 08/25

Did anybody (besides myself) try Sandy Mossbergs 'quit code' in this month's Nibble? He wrote his own version of Beagle Bros 'Bird's Better Bye'. In his version, you can store pathnames for applications inside ProDOS, and the 'bye' command prints this list to the 80-column screen. You then use the arrow keys to highlight your choice, and press return to execute the file. Your table of pathnames is limited to 206 characters, I believe. All in all, not too bad, but I think I'll stick with Bird's Better Bye.

FROM DALE SMITH ON 08/25

The file QUITPATCHER.BNY in download Area 2 has Bird's Better Bye QUITCODE and a BASIC QUITPATCH program that will install this or any compatible QUITCODE of your preference into your current version of ProDOS 8. Check it out.

#### Central Point 3.5 Drive

FROM DAVE HARVEY ON 08/07

I've had both the 3.5 in. drive and the UDC since about 11/86 and originally I did have problems with their drive and had to send both back a number of times. Each time, they just gave me a new drive and controller. I think my problem was that that combination was straining the Apple power supply. I had read in Open-Apple that this drive uses a lot more power than Apple drives, so I got an Applied Engineering heavy duty power supply and haven't had any more problems. The newer drives have an LED to note when it's on. The older models didn't. The newer ones are much quieter, too. I plan to get a second drive to match the first one in a little while. VF Associates, next to the WAP office, sells them, I understand. I was really impressed with the service  
contd.

at Central Point Software.

FROM PAUL KELBAUGH ON 08/07

If you follow the TCS boards here, you might be aware I was one of the first (and most loyal ) users of the CPoint UDC and Disk Drive. The price is/was right and in over a year of use, NO down time. Two caveats: (1) the older versions of the UDC were 1/4 " too long to fit into the GS body even though the card itself works exceptionally well in the GS. The newer cards don't have this problem. All versions would fit your //c, but if when you throw in the towel and buy a IIGS, you'll need the newer (shorter) card. (2) the earlier 3.5 drives (Chinon 800s) were not fitted out with a "in use" indicator light. The newer ones are. Not a big deal and the ones with the indicator light went up \$20 retail to reflect the "extra". So, it is totally compatible with your //c and all 5.25" disk drives. I have the CPoint disk drive operating side by side with an Apple 3.5 Disk drive and never notice any appreciable speed difference although I'm sure the Apple is faster. I'd say buy it. You might even want to shop around for a used card and drive subject to the caveats above. I suspect you could get both used for about \$175. Anything else occurs to you, ask away.

FROM DAN HUGHES ON 08/08

I have heard of problems with these drives when using copy protected software. Caveat emptor.

FROM KIM BRENNAN ON 08/08

The only other comment about the Chinon 800 drives is that you have to use them with the Central Point Universal disk controller. They don't have the daisy chaining ability of the Apple drives—and they won't work on a //c or through the smartport of the IIGS. They will of course work on a IIGS if the UDC is installed in one of the slots.

FROM DAVE HARVEY ON 08/20

The newer drives come with a light. I sent my drive back because I was having some problems with it and when they sent it back they replaced it with the newer drive that has the light. I guess you might be able to take a newer drive apart and see when the light is connected.

### Monitor Problems

FROM JON THOMASON ON 08/09

I think you're right. It does sound like a fuse problem. Might try jiggling the cord and examining it for a short. We had a problem like this with our TV, but were more concerned at the time about a rabbit whose lip had swelled up. The cord was chewed through. A bit simplistic, but check it anyway, just in case.

FROM BRETT PARKS ON 08/10 08:50AM

Well, we had a problem like that with one of our Apple Green Screen monitors here at work about two months after the warranty period was over. Never did find out what was wrong with it as Clinton wanted \$10 more to 'fix' it than a new monitor would cost. Needless to say we replaced the monitor, and did not replace it with an Apple monitor. Got another USI amber, which is working just fine, just like the other USI's ambers we have that are several years old and get heavy daily use.

FROM EDWARD DOMBEK ON 08/15

Funny you should say that—I just got my Apple Color Monitor 100 back from Clinton today. It was the LOGIC BOARD fuse!!! NOT the regular line fuse. Fifty bucks labor and \$1.05 in parts!!! UGHHHHHHHHHHH!!

### Replacement ROM for Sider

FROM WALT MOSSBERG ON 08/11

I've just gotten back from vacation and finally had a chance to check on MAUG about the replacement ROM for the Sider you had asked me to inquire about. It took a day or so. You may already have this info, but here goes. The ROM is sold by Advanced Tech Services, P.O. Box 920413, Norcross, Georgia 30092. Phone: 404-441-3322. Owner/Developer: Steve Park. Price is \$49.95. Latest version is 2.2. You get the ROM and a 5.25" disk with formatting program. Makes the Sider into one large ProDOS volume, and also gives you a slight speed increase, according to MAUGers who own it. One guy who bought the Park ROM 9 months ago reports he went from 18000 blocks in ProDOS (on a 10MB Sider) to 20808 blocks. MAUGers report there appear to be two versions offered—one for 10MB and one for 20MB. One reported drawback: the replacement ROM eliminates the Sider's "Park Heads" feature. But I'd long heard that command really didn't park the heads anyway.

### ProAPP Hard Disk

FROM KIM BRENNAN ON 08/29

Well, with the help of Wallace Ridley, I ran a few tests with the ProAPP 20 hard disk. These tests were mainly to see what configuration of disks worked with the ProAPP on a //c and a GS. First off, two complaints about the ProAPP. Though it has both a disk port interface and a SCSI interface, it has only one of each. In other words, it will be the last device in either daisy chain. BTW that's two complaints though I worded it as one. Now, on both the GS and //c the ProAPP will not work if you try to daisy chain it from a 5.25 drive. It will work daisy chained from a 3.5 drive on either machine. I tried various combos—this is the sum result. Configuration of the ProAPP (ie Slot and drive number) varies depending on how you interface it or rather where in the daisy chain you interface it. On the //c daisy chained from the 3.5 drive, the ProAPP shows up as Other Drive #2 (the 3.5 drive shows up as Other Drive #1). You cannot boot the //c from the ProAPP in this case. If you have the ProAPP as the only external drive on the //c (Other Drive #1) you can boot from it. On the GS things are similar—though due to the more intricate nature of the SmartPort of the GS things can quickly become convoluted. Add the ProAPP to a GS with NO 3.5 drives, and the ProAPP is bootable as Slot 5 drive 1. Add one 3.5 drive and the ProAPP becomes slot 5 drive 2. Add a ram disk and the ProAPP shifts to slot 2 drive 1. I didn't check it out with 2 3.5s and a ramdisk. NOTE: Only ProDOS 8 version 1.2 or later (I suspect) will recognize the ProAPP when assigned to slot 2. ProDOS 1.1.1 does not find it in that slot at all. I did the tests with ProDOS 8 version 1.4. Speedwise the ProAPP was about as fast (through the SmartPort) as the Sider Hard disk I also had on the GS. Whether or not the speed of access would improve with a SCSI interface I can't say. Final thoughts. The ProAPP with the SmartPort interface is an interesting alternative to a second 3.5

contd. on pg 39

# WAPACROSTIC

by Dana J. Schwartz

Using the Definitions, fill in Words. Transfer each letter into the corresponding square of the grid. The resulting quotation will read across. The first letters of the Words column spell out the Author's name and the Title of the work, reading down.

1	H2	03	a4	A5	U6	d7	28	L9	E		10	B11	0		12	W		13	P14	b15	E																			
16	A	17	A	18	B	19	H	20	G		21	W	22	a	23	c		24	H	25	L	26	U	27	K	28	J	29	M		30	Y	31	G	32	L				
	33	U	34	K	35	c	36	A	37	G	38	E	39	X	40	H		41	0	42	b	43	I		44	R	45	Z	46	S	47	0	48	F	49	L	50	N	51	X
52	J	53	E		54	N	55	P	56	D	57	I	58	S	59	R	60	U	61	K	62	H	63	Z	64	C		65	a	66	P		67	R	68	c		69	C	
70	E		71	U	72	J	73	0	74	W	75	R	76	a	77	K	78	S	79	T		80	B	81	U		82	C	83	b	84	Y		85	H	86	G	87	b	
88	S	89	U	90	I	91	W	92	D	93	H	94	A		95	A	96	d	97	C	98	b		99	C	100	M	101	Q	102	d		103	E	104	G	105	T		
106	I	107	d	108	S	109	J	110	B		111	E	112	F	113	D	114	Y		115	V	116	P	117	0		118	R	119	Y	120	E	121	U	122	G		123	D	
124	K		125	S	126	D	127	A		128	G	129	T	130	K		131	R	132	H	133	K	134	W	135	X		136	Q	137	R	138	H	139	M	140	P	141	U	
	142	U	143	T	144	L	145	Z	146	V	147	Q	148	D		149	Z	150	B	151	Q	152	0	153	W	154	S	155	I		156	X	157	a	158	F	159	P	160	B
161	b	162	0	163	D		164	U	165	T		166	b	167	Y	168	a	169	T	170	Q	171	L	172	S	173	0	174	D	175	N	176	B		177	F	178	d	179	R
	180	A	181	K	182	W	183	C	184	X	185	U		186	X	187	S	188	W	189	J	190	M	191	I	192	b	193	F		194	B	195	E	196	X				
		197	M	198	J	199	c	200	Q		201	H	202	d	203	F		204	d	205	0	206	Z		207	a	208	B	209	Y										

Definitions	Words
A. Holding Fuel	36 180 16 95 94 127 137 179 4
B. Debasing	150 110 80 18 208 160 10 194 178
C. Straw Hat	98 69 64 183 82 97
D. Singer Garden	128 174 163 47 113 56 92 123 148
E. Wrapping round	193 103 15 38 120 9 111 70 53
F. Yellowbird	177 158 112 48 203 193
G. Head Broken Eggs	31 128 104 20 86 37 122
H. Civilian Hear	24 19 201 85 62
I. French -----	106 57 90 43 153 191
J. Without Gender	28 52 189 198 109 72
K. Nightly Fine	61 133 181 34 77 124 27 130
L. Knight -----	23 32 8 171 19 144
M. ----- Room	190 197 29 139 100 132
N. Taking in Excess	1 138 93 40 51 175 50
O. Sailors	2 41 152 205 73 11 173 117 182

Definitions	Words
P. Coluan Base	13 140 139 53 66 116
Q. Explodes	151 170 147 136 101 200
R. Heavy Metal	17 118 44 75 67 131 59
S. Cleaning Lady	46 88 154 58 108 78 172 125 187
T. Window Protector	129 105 79 143 165 169
U. Recorder Button	5 185 142 164 69 26
V. Diefigure	121 71 81 60 33 141
W. Wooden Peg	188 134 74 182 21 12 153 91
X. Wind Around	186 39 156 196 51 135 184
Y. Contributor	84 114 30 119 209 115 146 167
Z. Deceptions	145 63 7 45 206 149
a. Part Time Athlete (abbr)	76 22 207 65 3 157 168
b. ----- Love	166 192 83 98 14 42 161 87
c. Brooklyn Sheep?	35 23 199 68
d. In ----- Partnership	8 178 96 202 107 204 102

## ANSWERS TO LAST MONTH'S WAP ACROSTIC

Jazz really hurt the market. Partly the application, partly Lotus's handling of it. It was a formula product, and Lotus's developers got carried away with functionality. They didn't understand the Mac market.

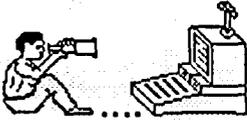
Author: D(avid) Winer

Work: On the Worst Products

Source: MacWorld - July 1987 - p76

### Words

A. Dough G. Optimist M. Ostracize S. Oilskin  
 B. Welt H. Numerator N. Rajah T. Dastardly  
 C. Imputative I. Tarzan O. Stull U. Underhand  
 D. Nectarine J. Humph P. Tooth V. Crafted  
 E. Effects K. Elk Q. Putting W. Totally  
 F. Rattan L. Waywardly R. Radically X. Shopped



This month's offering is a pair of diverse programs, one for the Apple IIgs and the other for the Mac. Contrary to popular belief, I do not review only Apple software, but rather I write reviews of software pertinent to the areas in which I work, regardless of machine environment. With the prologue out of the way, here comes the article:

**SOFTSWITCH** (Roger Wagner Pub.). [for Apple IIgs]

There are numerous times when Apple owners are consumed with envy over the way Mac owners can breeze through various tasks, thanks to the incredible power built into the Mac. Let's face it, folks. The Mac is a real racer, while the Apple II family members are kiddie kars. Sure, the IIgs desktop does the same stuff as the Mac's, but it's a good deal slower and the screen resolution isn't as good. For me, the supreme green (with envy) came the first time I saw a Mac user running with Switcher.

Not really a multiprocessor, Switcher still lets Mac users zip from one application to another just as easily as turning a page in a book. Cut and paste between applications—wow.

Well, *that* little piece of envy is over with, now. SoftSwitch does for the IIgs what Switcher does for the Mac, and a little more. SoftSwitch is installed on your bootup disk so that it becomes a desk accessory (this necessary step is explained in detail in the accompanying manual). Call up the desk accessories (Control-Open Apple-Escape) after you start your application, select the SoftSwitch accessory and place your application in one of the three available "run windows". That's all there is to it. Up to three applications can be loaded under SoftSwitch at any time, and to switch between them, just call up the SoftSwitch accessory, point and click. Cut and paste between applications, too, plus an added bonus: SoftSwitch can be used to save the *state* of a program in progress, so that the next time you run it, you can pick up where you left off (ideal for lengthy games). Used in this way, SoftSwitch acts very much like Central Point's Wildcard, which is an add-on card designed to save program states after bootup (and copy protection) routines have been run.

SoftSwitch does have some limitations. First, you must have enough RAM to hold all of your applications plus SoftSwitch—512K should do it. Second, SoftSwitch does not presently work with ProDOS 16 applications. It does, however, work with ProDOS 8 and DOS 3.3 programs, which may be loaded under SoftSwitch simultaneously. Third, SoftSwitch, being a desk accessory, is accessed by the Control-Open Apple-Escape interrupt. Programs which disable this interrupt will necessarily disable desk accessories, and so SoftSwitch cannot be called up when they are running. Last, SoftSwitch itself is copy-protected, but in an unobtrusive way: the SoftSwitch disk must be initialized on your IIgs, at which time it becomes "locked into" your CPU. You may make as many copies of the installed SoftSwitch bootup disk as you like, but they will only work on one CPU—yours. Actually, since a backup disk is included in the purchase of SoftSwitch, you could install it on two CPUs, which, coupled with unlimited copying of bootup disks, means that this isn't much of a limitation.

Those of you who attended Garland Buckingham's demon-

stration of SoftSwitch at the August WAP meeting saw a few of the powerful capabilities of this new IIgs product. Those of you who missed the demo will just have to take my word for it that this is a "must have" package.

**PERFORMER** (Mark Of The Unicorn). [for Macintosh]

It's surprising, how many people getting into MIDI music recording will devote weeks to agonizing over which synthesizer to buy, only to turn around and purchase the first sequencer program that pops into their hands! Haste usually makes waste, and in the choice of sequencer packages there is plenty of potential waste to be had.

In a computer-based MIDI music system, the synthesizer is the instrument, the computer is the tape, and the sequencer is the tape recorder, music editor, splicer and mixer. The sequencer is a complex piece of software, and subject to many idiosyncracies. A low-end sequencer will usually have one or more of the above-named functions absent, while some high-end packages are so complex that they're a pain to use. Performer is a high-end sequencer package (others in this category include Passport Designs' Mastertracks and Southworth Music Systems' MIDI-Paint). As such, it is capable of producing professional-level MIDI sequences (digital recordings) by real-time recording, step-time recording, editing or any combination of the three.

Performer's real and step-time recording features are not much different than those of any sequencer—you play, it records (continuous in real time or one beat or fraction in step time). Recorded sound tracks may be routed over up to sixteen MIDI channels (most synthesizers use a minimum of one and a maximum of eight channels). The basic Performer screen consists of a menu bar for various functions plus four windows: The Controls window, with scroll bars and buttons simulating a tape recorder's functions; the Tracks window, with point-and-click operations on recorded tracks; the Metronome window, with buttons and bars for meter and tempo operations; and the Counter window, with information and pointer placement on the current position the pointer is in the current sequence. This basic screen is a little cluttered, but functional after getting used to it.

Where Performer's professional capabilities come out, however, is in its editing capabilities. Any MIDI data transmitted between synthesizer and the computer can be manipulated in some way by Performer's editor. Global operations include meter setting, clicking and/or flashing metronome, bouncing tracks, sound-on-sound and MIDI sync functions. Regional operations require a section of MIDI data to be selected by highlighting it with the mouse. This is accomplished by selecting a track to operate on (from the Tracks window) and opening it, which produces an Edit window for that track. Theoretically, any number of Edit windows may be onscreen at any time, but a practical minimum, due to screen constraints, is about five. To conserve space, the windows are re-sizeable, and may be configured to display only the data you wish. Thus, for example, you may opt to not display note velocities for tracks recorded for a Casio CZ-5000, which does not respond to velocity information (when recording, such information may be filtered out—handy  
contd.

if your MIDI data is becoming a bit crowded). Most MIDI data can be edited by typing in a new value or striking a key on the synthesizer. Cut and paste within a track, between tracks and between sequences is supported. However, in lieu of pasting one section of music over another, musical data may be spliced in at a particular point, or it may be merged in (the former is like cutting and splicing an audio tape, while the latter is like sound-with-sound recording). Selected regions may be transposed, dynamically altered, or quantized ("rounded off" to the nearest indicated note value). Note durations may be altered and dynamic changes smoothed, as well. Punch-in/punch-out operations can be enabled between indicated range boundaries.

Despite this awesome array of capabilities, I have some reservations concerning Performer. First, there is no music notation available in the program, although Performer files can be read and converted to music notation by the companion package Professional Composer. However, at \$495 apiece, Performer and Professional Composer cost more than a lot of complete MIDI systems! Other sequencers offer a broader range of functions for far less. Second, some of Performer's operations are tedious. Entering a series of notes, for example, requires a trip through two menus for each note. There should be some way to tell Performer that you want to enter only notes until further notice (that would eliminate one menu from the process, which seems trivial until you enter thirty or forty consecutive notes!)—Performer seems to be geared to the recording artist who plays in everything (and perhaps can't read music at all). Third, I don't have a lot of faith in Mark Of The Unicorn's commitment to consumer support—at least, not to the run-of-the-mill consumer. In a recent call to Mark Of The Unicorn, in which I invited them to visit WAP at a music program, I was told in no uncertain terms that Mark Of The Unicorn produces "high-end music software for the professional musician", and that "casual users such as those in your users' group represent an insignificant market" to the company. Since WAP is a rather large users' group with over 2,000 potential users of these products (almost 100 in Music SIG alone), I am forced to agree that this company wants to attract only the pros. This was further borne out by the fact that my Performer upgrade (another C-note), although promised in two weeks, was in fact over five weeks in arriving. Another call to the company produced the excuse that "mail from Washington usually takes from seven to ten days to arrive"—in Boston! The changes in Performer version 2, by the way, were mostly cosmetic—the only major enhancements included support of two communication lines, allowing another 16 channels to be supported, and SMPTE interfacing. At present, only three Music SIG members use SMPTE, to the best of my knowledge. Although there were some changes in editing functions to make operations easier, new frustrations were added, making those changes largely a wash.

To sum up, Performer is a high-powered sequencer with a high-powered price tag. Functionally, it is neither harder nor easier to use than other high-end sequencers to any large degree. There is no music notation editor included. Virtually all MIDI data can be edited by Performer. And I question the desire of the publisher to support our "insignificant market". If you don't have a high-end sequencer but need one, I suggest that you wait a while longer (I have Southworth's Total Music package for review, and I have requested an evaluation copy of MIDIPaint)

to check out the rest of the available packages. If you already have Performer, I suggest that you pass up the upgrade to version 2—I don't think that it's worth the money. ☞

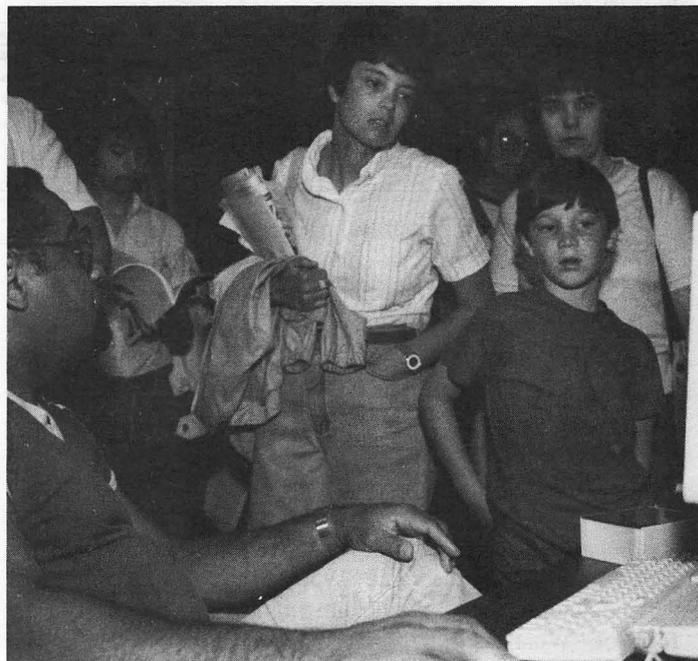
**Best of Apple Items from TCS contd. from pg 36**  
drive—especially if you don't need a 5.25 on the GS. Its inability to boot when daisy chained from the 3.5 is a small handicap. As a second Hard Disk it appears to be a good choice for GS owners who don't want to fill up slots—and for //c owners it is an excellent choice since it is one of the few hard disks that work on it.

FROM KIM BRENNAN ON 08/29

When the ProAPP was first introduced there were no SCSI interfaces for II machines.

The partitioning between Mac and II would be because one computer would use the disk port interface and the other the SCSI (most likely). They could not be hooked up at the same time. Yes, if you had thought to put this drive on a GS you would NOT be able to use 5.25s—as we tried. It now comes back to me that ProAPP had some sort of adaptor cable—to insert the drive in between the controller on a //e and the 5.25 drives. We did not have this adaptor to check that out. Pity. ☞

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Greg King shows off his IIGs

# GAMESIG NEWS

by Steven Payne

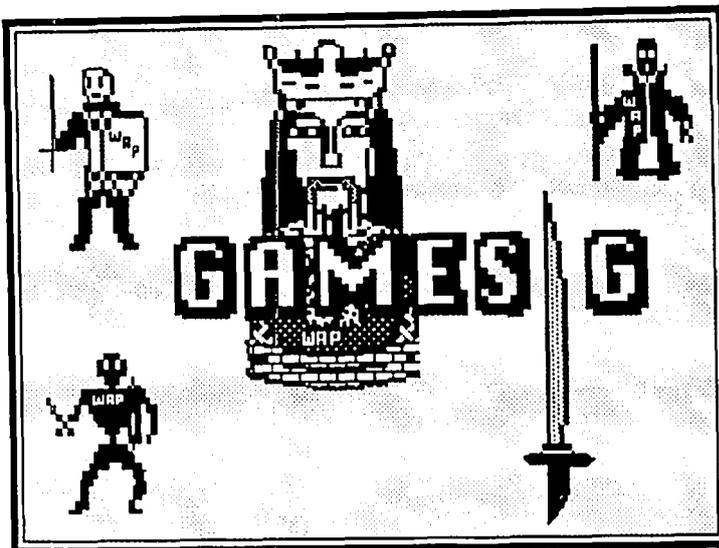
Still basking in the afterglow of the gaming extravaganza at the main WAP meeting in August (see elsewhere in this issue), GameSIG members convened in regular session on September 3rd. Outgoing chairman Thomas Johnston presented the Granites with a gift certificate and an inscribed adventurer's lantern, in gratitude for hosting the post-WAP-meeting party; a certain clergyman took up a collection to help defray their expenses. GameSIG Chairman Emeritus Ron Wartow announced to a stunned audience that he has retired from lawyering for more attractive pursuits (watch this space!), and then introduced Katherine Roy (director of marketing) and Kurt Boutin (playtester) from Origin Systems. Kurt demonstrated *Ultima V* as well as a new futuristic space flight simulator which Origin hope to release soon. Members then described to our honored guests which games they are currently playing. Among those most frequently mentioned were *Eternal Dagger*, *The Lurking Horror*, *Stationfall*, *Shadowgate*, *Guild of Thieves*, *Might and Magic*, *Ogre*, *Bard's Tale I and II*, *Mean 18 Golf*, *Dark Castle*, and, of course, the *Ultimas*. (Surprisingly, no one mentioned *HyperCard*!)

Chairman Charles Don Hall then distributed the software received for review, which included:

**Balance of Power** (Mindscape, Apple II series with 128K, joystick or mouse optional): the Apple II conversion of a well-known Mac strategy game;

**The Fool's Errand** (Miles Computing, Mac 512K or better): puzzle-oriented graphic adventure;

**Roadwar Europa** (SSI, Apple II series with 48K): follow-up to *Roadwar*;



**The Movie Monster Game** (Epyx, Apple II series with 128K): battle your favorite film monsters.

On a more personal note, I *did* finally finish *Shadowgate* (see the July WAP Journal) *without* any hints from Deacon Macubbin, though with a helpful nudge from John Zerolis. I had hoped to include here a screen or two of the game's wonderful graphics, but unfortunately the "Command-Shift-3" sequence doesn't work for this program on my "unenhanced" 512K. Finally, I apologize to a few of you who have tried unsuccessfully to reach me by phone; if I'm not here, just leave a message and I will be happy to return your call.

The next regular GameSIG meeting will be on October 1st at 7:30 PM in the WAP Office on Woodmont Avenue. Meanwhile, look for GameSIG reviews of *Guild of Thieves* (for the Apple and Mac), *Earth Orbit Stations*, *The Lurking Horror*, *Stationfall*, and the *QuestBuster's Cartography System* elsewhere in this issue. ☺

## THE GUILD OF THIEVES (Mac): A Review

by John Zerolis

You are a junior member of the notorious Kerovnian Guild of Thieves. Your objective is to comb the lands of Kerovnia outside of the Baron's castle for objects of considerable worth and return them to the Guild. Sounds easy, right? Wrong!

From the people who brought you *The Pawn*, *The Guild of Thieves* (for Macintosh computers) is the newest graphic-text adventure game from Rainbird. The programmers have tried to make their very own interface, which is unique, especially with reference to the pull-down menus. It takes two clicks in order to invoke a command from the menus, but fortunately all menu commands can be typed in. The game comes with a Bank of Kerovnia card with the name "Walter Ego" on it, a contract of service, and of course the documentation which comes in the form of "What Burglar?" magazine which is supposedly the monthly magazine for members of the Guild. It includes humorous articles, interviews, and a hint section in the back which is discussed further on. It even has a send-away form for another issue of "What Burglar?"! The book is also used for the copy-

protection; you know, type in the word on page . . .

I'm sure after they buy the game many people will scream, "Where are the !@#\$% graphics!" as GameSIG Chairman Emeritus Ron Wartow did when he received it. The graphics are contained in the dowels (the little scroll thingies). In order to see the graphics one must drag the dowels and the whole entire menu bar down. The graphics are excellent, but hazy because they were made for color and were not redrawn for the Mac's black and white screen. The same complaints were made about Rainbird's previous game, *The Pawn*. In order to satisfy these complaints, the programmers put in three forms in which the graphics can be viewed: Freehand, Stipple, and Dither. Freehand outlines every dot as if someone just used the MacPaint command "Trace Edges," Stipple adds "color" to the picture by adding patterns to open spaces, and Dither is a shadowing command that can sometimes totally mess up the picture. Different combinations cause different results and besides, it can be fun to mess around with the graphics.

contd.

The game itself is quite good and the puzzles are difficult and are not for novices who get frustrated easily. The parser is excellent, accepting multiple commands, and allowing you to have decent conversations with the individuals you meet—that is, if you ask the right questions. Everything in this game is out of the ordinary. Every once in a while you'll get a weather report like "a light wind has started blowing," (this, by the way, does not affect your gameplay) or spot a higher member of the Guild spying on you from a distance. Seemingly worthless items can help you win. The frail old man dragging that huge trunk is not as helpless as he seems (attack him and you'll be chewing dirt).

In order to cope with the difficult puzzles without hotlines and hint booklets, the programmers have built in a nifty hint system into the game. By typing in a code found in the back of "What Burglar?" the game will display a hint. This is monotonous for lousy typists (like me) but will encourage people to try puzzles on their own. Even with the hints you still have to think to solve a puzzle and the parser can sometimes, but rarely, be a burden.

Even though the plot seems plain, the game is lots of fun and will keep you thinking. As I said before this game is more for the intermediate and up crowd and despite my minimal complaints for the hazy graphics I can easily give this game an 7 out of 10. ☺

## THE GUILD OF THIEVES (Apple II): A Review

by K. C. Mulcahy

The Guild of Thieves for the Apple II series (64K required) is a text-only version of an adventure game that I put in a class with Infocom's ZORK trilogy. It is a Magnetic Scrolls, Ltd. game made in the UK by Rainbird Software and published in the USA by Firebird Licensees, Inc. I was quoted a \$35.95 price.

I enjoy playing this game. The documentation gives clear playing rules, contains some ZORK-like humor, and includes some encoded hints. The package is attractive and contains some "goodies." The game is not copy-protected, but you cannot play past 100 moves, or start up with a saved game, without responding to the copy protection scheme. The parser is very responsive and has the capability of handling a long series of complex

commands. The only problems I found were a slow initial boot and the failure of the program to "find" my printer even though it is connected to the required slot.

Your objective is to qualify for membership in the Guild of Thieves by ransacking a castle and the surrounding area. The puzzles you have to solve start off very easy and become more and more difficult. Overall, they seem to me to be appropriate to the game's development. I expect some of the puzzles may be impossible for me to figure out even when I decode the hints. Nevertheless, I am anxious to reboot the game and try some alternatives I have figured out. What better recommendation can I give? ☺

## EARTH ORBIT STATIONS: A Review

by Ian Soboroff

EARTH ORBIT STATIONS is a game in which you build space stations with various modules to gain money and technology. There are also several missions you can play. It is published by Electronic Arts (\$39.95 list), and will run on a 64K ][+, ][c, or ][c, though not on the IIGS. Joystick and color monitor are highly recommended by this reviewer.

There are seven missions that can be played. All of them begin in the spring of 1996, and proceed by fiscal quarters (i.e., spring, summer, fall, winter), but they all have different lengths. For example, the Research mission lasts until Spring 1998, but Dry Dock lasts until one person builds a dry dock.

This game has a few faults. It can be unbearably slow at times, especially when making a game disk and going between quarters. And though this game looks like it was designed to use a mouse, you can't. Also, the computer names all your stations E100, E101, and so on. It would be nice if you could give your stations more descriptive names. The most significant problem I encountered was that after you put a module on your station, there is no way to remove it. So if you install a Computer Lab on your station, but then the information industry (what comp labs give you money for) declines, you can't ditch your comp lab for something better. Also, during the course of the game, you change modules to research from commerce and vice versa.

When you get good, you have a heck of a lot of modules to change, but there is no way to select a group of modules and change the entire group. And in the bank, to increase values for loans, etc., you must either use button 0 to go up by .1 credits, or button 1 to go up by 10 credits. It would have made things a lot easier if you could just type them in. Another problem is one of plain stupidity (the game's, not mine). In the Goodies menu, there is an option that reads "Ads On." If you click it, it then reads "Ads Off." The manual (one of the worst I've seen) says: to get to the advertising sub-menu, activate the Ads option. Logically, then, Ads should be on to get to the Ads sub-menu. Wrong! Yet the manual gives no hint of this and other problems. Also, the manual implies that when you advance to different missions, you keep all that you have accomplished up to that mission, but it's just not so. Very aggravating if you have just built up a great character, only to get him zapped when you go to the next mission.

On the plus side, this game has pretty good graphics, and some nice features, like a newspaper to inform you of market happenings, and libraries that tell you about things that certain modules do. You can play against up to 4 other people and/or computer opponents. And the computer is good. The first time I played the computer (played at all, for that matter), I thought I

contd. on pg 44

# THE LURKING HORROR & STATIONFALL: Two Reviews

by Charles Don Hall

THE LURKING HORROR and STATIONFALL are Infocom's newest text adventures. They are available for both Apple II and Mac, and list for \$39.95. By the way, Infocom has quietly removed copy protection from all their programs; both games can be copied with the DOS COPY command or the equivalent.

THE LURKING HORROR is a work of "literary horror," in the style of H. P. Lovecraft. You play the part of a student at a small New England college. You have a twenty-page term paper due the next day, and have gone to the computer room (after midnight, of course) to finish typing it in on the word processor. However, something goes terribly wrong: when you look over your paper, you realize that it has been changed around. There are references to bizarre rituals, and strange words that hurt your eyes when you look at them directly. When you see the fifth page, you abruptly faint.

After you regain consciousness, a friendly hacker tries to salvage your files for you. He tells you that there was a network problem, and your paper got mixed up with some files from the Department of Alchemy's computer. So you head off for the Department of Alchemy to see if they can help you.

Along the way, you have run-ins with a homicidal janitor and a horrible amorphous jelly-creature, and when you get to the Alchemy professor's office, he isn't very much help. He apparently has tenure, and like most tenured professors, he isn't very interested in helping undergraduates. He would much rather do research, which involves putting you into a pentagram and sacrificing you to a horrible black mist.

It's at about this time that you realize that things are not quite right, and you soon find yourself exploring sub-basements and steam tunnels for the source of all of this. You win the game by destroying the Lurking Horror which lies deep underground, but you never do get your term paper finished.

This game has some of Infocom's best writing; one of the more vivid descriptions gave me nightmares for a week. However, it isn't as much fun to play as it is to read. I thought that many of the puzzles were unfair, and the program isn't very good at giving hints if you're on the right track but don't quite have the solution.

**BOTTOM LINE:** Overall, I wouldn't say that this was a bad game, but it isn't one of Infocom's best. Beginners will have a lot of trouble with it, but Infocom veterans should find it solvable. If you like H. P. Lovecraft and Stephen King then you'll probably enjoy this program, but otherwise you might want to think twice about getting it. I give it a 7 out of 10.

STATIONFALL is the sequel to PLANETFALL. As you'll remember, in PLANETFALL you were an Ensign 7th Class in the Stellar Patrol. At the end of the game you (and your companion Floyd) had saved the planet Resida from destruction, and were rewarded with a promotion to Lieutenant First Class. STATIONFALL takes place five years later. While you're now pushing papers around instead of scrubbing toilets, you're still a

little disillusioned by life in the Stellar Patrol, which you had always pictured as much more exciting. Your current assignment is to fly to a nearby space station to pick up a load of blank forms. You're authorized to bring a robot along, so you naturally pick your old friend Floyd ("naturally"? I tried every trick in the book to leave without him. None of them worked.)

The problem is, the space station is deserted, and you're being chased around by a pack of hull-welding machines. You have no idea why, unless it has something to do with the strange alien spacecraft in one of the docking bays. I don't want to give away the whole story, but the alien spacecraft IS somewhat related to the problem.

The alien involved is especially interesting. It isn't some slime-skinned dinosaur that sneaks up behind you and rips you apart; instead, it has no limbs, and just sits quietly on a pedestal. This isn't to say that it isn't dangerous. It just attacks in a very subtle way. Since figuring out what's going on is one of the puzzles in the story, I won't say any more.

The program was written by Steve Meretzky, who also wrote PLANETFALL, HITCHHIKER'S GUIDE, and LEATHER GODDESSES. This game isn't quite as humorous as those, but it does have its moments. For example, the station has a maze of derelict spaceships permanently docked with it, forming something known as a "space village," which is a place where troops can get drunk and gamble. It is illegal to make "space villages." So, of course, if you want to explore this area, you have to find an "Illegal Space Village Entry Authorization Form" to get through the door.

The puzzles in this game are better thought out than the ones in LURKING HORROR, and are for the most part fairly easy to solve, provided you carefully read all the notes and letters you find around the station. However, it is a harder game than PLANETFALL was. (PLANETFALL, by the way, is probably the best Infocom game for complete novices.)

Also, if you're in the mood for a good cry, you should definitely get this game. It has the saddest ending of any game I've ever seen.

**BOTTOM LINE:** This is one of Infocom's better games, although it isn't quite good enough to go on the must-buy list. It is suited for both beginners and experts. I give it a 9 out of 10.

**COMING SOON:** Over the next few months, look for Infocom to release: PLUNDERED HEARTS, a historical romance set in the 17th century (it probably won't be nearly as much fun as LEATHER GODDESSES OF PHOBOS); BEYOND ZORK, a text adventure with fantasy/role-playing aspects; and NORD AND BERT COULDN'T MAKE HEADS OR TAIL OF IT, which will be 8 different adventures on a single disk and allegedly will contain the worst puns you'll hear in your life (Ed. Note: That is, unless you have sat next to John Alden at a WAP Board meeting). ☞

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# QUESTBUSTER'S CARTOGRAPHY SYSTEM: A Review

by Philip Greco

This kit put out by the QuestBusters magazine editors is not a game in itself, but an aid to help you map and solve the numerous adventure and role-playing games (RPGs) on the market. The kit I was given had a cover letter dated 6/18/87, indicating that this was merely the first edition, and that subsequent editions would include corrections of oversights and suggestions from users; so if you order from QuestBusters, you may get extra refinements that were not included in the review copy.

There are actually two kits: one for text/graphic adventure games and one for fantasy RPGs. Each comes with a manual, consisting of 8 pages of general suggestions for solving the two types of games and instructions about how to use the mapping sheets which form the bulk of the kit. The author, Shay Addams, has written a readable and informative manual full of the puns and other examples of broad humor that players of these games have come to expect (such as including "Shay's Lounge" as one location on his cover illustration of the adventure game mapping).

Novice game players will probably find many helpful hints to speed up their games and avoid confusion, although for me a lot of the fun lay in devising my own techniques. I doubt any RPG game could be as exciting for me as my first, *Wizardry I*, in part because I had no previous experience and had to fumble around tortuously and create my own ways to deal with the confusion. I suspect that most veteran adventurers or RPG-ers have come up with the same or equivalent ideas on their own, although many experienced gamers will probably find a suggestion or two to help them. Subsequent editions will probably add to the usefulness of the manual. Overall the approach recommended can be best described as slow and methodical. This is probably best to save time in the long run but takes a lot of patience and self-restraint. Some may prefer to jump right in at the beginning, running around the cities or mazes to get a "feel" for the game and then rebooting after they are hopelessly lost or dead.

All sheets in both kits have pre-cut holes to make them easy to incorporate in 3-ring binders. Kit A for adventure games includes 50 mapping sheets and 10 clue sheets. The mapping sheets are simply 8 x 12 arrays of square boxes. Since the boxes are small and close together, some people may not find these sheets too helpful except as second drafts once the maze has first been plotted on blank pages. Others may find that it suits their style of plotting perfectly. The clue sheets consist of several categories of information, with blank lines beneath each category to record your findings. As a whole I would rate the sheets in Kit A as potentially helpful but nothing special.

I was more impressed by Kit B, for RPG games. The mapping sheet consists of a rectangular array of dots representing the corners of squares for a 23 x 26 maze, with some room at the top and bottom for general information. With boxes slightly larger than on graph paper (which contains roughly a 33 x 43 array) and without the faint blue lines, it makes for a more legible outline of the maze. The individual character sheets give spaces to record

most of the characteristics, spells and equipment you are likely to encounter in RPGs, and have a couple of attractive graphics. Personally I would also like to see a summary sheet where the aspects of several characters can be fitted in, making it easy to compare characters and locate any one particular item. The cover letter indicated that further changes are likely in this Kit, including a separate sheet for mapping towns.

Overall, I believe that most serious game users will find it worthwhile to order one or both kits at least once. They can be purchased from QuestBusters (Dept. C, P.O. 525, Southeastern, PA 19399-9968) for \$6 each or \$11 for both. Whether people will want refills is another matter; at \$4 per refill plus postage, it becomes a fairly expensive alternative to using graph paper and the blank side of pages I would otherwise discard (as I have been doing). Nevertheless, many will find the kits helpful and economical enough to justify using again and again in their never-ending battles against evil, injustice and the creators of computer games. ☞

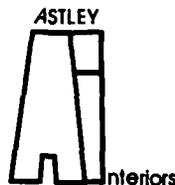
Earth Orbit Stations contd. from pg 41

did rather well with 10 tech points, until I saw the computer had made 40-odd points. But the computer does best when there is only one computer player. Sometimes, when you have multiple computer players, all of them do the exact same thing!

I would recommend this game for anyone who likes games that require you to make lots of money, or likes to play strategy games. But because of its many shortcomings, I give it a 5 out of 10. ☞

## WORLD BUILDER CONTEST DEADLINE EXTENDED

The deadline for submitting entries to the World Builder contest has been extended to October 24. We have many exciting prizes to offer. Please send your entries to the office. ☞



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# dPubSIG News

by Steven Payne

Following a three month hiatus, this column finally returns to the WAP Journal! However, since yours truly will henceforth be otherwise engaged most Wednesdays this fall, we're searching for some generous volunteer to attend the monthly meetings and write up a brief report. (After all, how would it look if the desktop publishers, of all people, couldn't come up with a columnist?)

The September 2nd meeting of the Desktop Publishing Special Interest Group was largely devoted to new products unveiled at the recent Macworld Expo in Boston. We began with the usual question and answer session. Chairman Tom Piwowar discussed the QMS PS Jet Plus laser printer, which apparently comes with no printer drivers for PageMaker and has trouble printing saved EPS files, but otherwise seems to run faster (and quieter) than the LaserWriter in producing multiple copies of the same page. Then he described some of the difficulties he has encountered with frames and boxes in Quark XPress, and the cumbersome procedure for making global changes (e.g., to the footer) in mid-document; in general, this product includes some excellent programming, but seems to require a lot of pre-planning.

There was some discussion of the new COMTRES Liquid Crystal Displays purchased by WAP for use with overhead projectors, to show Mac programs at general meetings. Others talked about hardware for converting IBMPC disk formats to the Macintosh, and the comparative merits of DaynaFile from Dayna Communications versus what Abaton offers. (There was even the heretical suggestion that buying an inexpensive IBM clone might be the cheapest alternative!) Tom went on to describe the Personal LaserPrinter from General Computer, which relies on the QuickDraw language of the Mac (rather than PostScript) and uses the outline fonts from the Bitstream library; its most attractive feature is the \$2599 list price! Compugraphic's new CG 400-PS printer has a resolution of 400 dots per inch, but lists for \$29,995. Kroy, Inc. has come out with KroyColor, a process which enables you to press color or metallization onto LaserWriter graphics and text. Letraset now has a comparable product which will give you a colorized version of LaserWriter output on plastic sheets.

As the meeting progressed, Ron Moore showed some samples of production difficulties in moving from the LaserWriter to the Linotronic, and Darla of Thompson Publishing distributed laser paper at a greatly reduced group-purchase rate. Tom thanked Rosemary Connelly for publicizing the meetings, and Hersh Cousin, Marty Milrod and Van Dashner for providing us with the equipment.

Finally, in the "demos" section, John Albino showed Scoop, a new desktop publishing program which is chock full of desirable features (so much so that a large screen display seems a virtual necessity to avoid clutter), but also full of bugs, having an alarming tendency to bomb during even relatively standard operations. (Caveat emptor, at least until the problems are corrected!) We ended on a happier note with a demonstration of Bill Atkinson's amazing HyperCard, the hit of the Boston Expo

and a program which will no doubt be fully discussed elsewhere in the Journal.

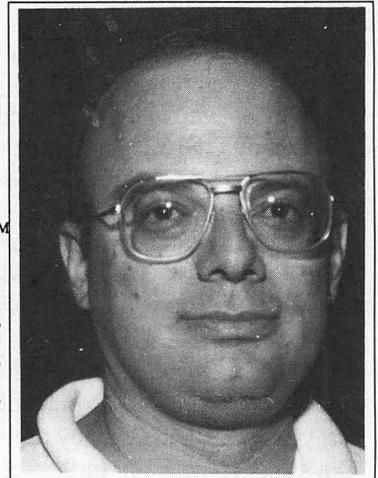
For the remainder of 1987, dPubSIG meetings are scheduled for the first Wednesday of each month at 7:30 PM in the auditorium of the PEPCO Building at 19th and Pennsylvania, NW. The next meeting will be held on October 7th. Please join us! ☺

## VOLUNTEER PROFILES

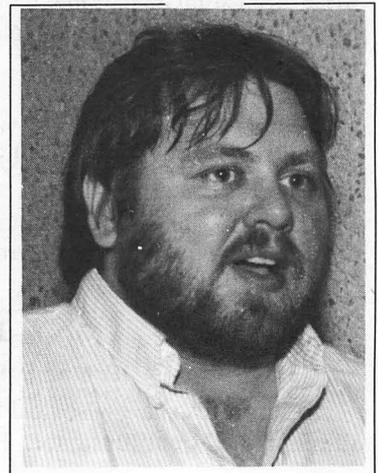
by Robert C. Platt

As WAP's Tenth Anniversary approaches, we thought you would like to meet the people who have contributed their efforts toward building this organization. Although WAP's present stature is due to the work of countless people, I have selected a smaller number for particular recognition. In an effort for members to match the names with faces and contributions to WAP, I have borrowed (with absolutely no apologies) from a Scotch advertising campaign. Here, then, is the first in WAP's "Do-er Profiles." (By the way, Peter Combes deserves special thanks as our photographer.)

**Name:** Richard Wasserstrom  
**Occupation:** Attorney  
**Residence:** McLean, VA  
**Computer:** Mac+  
**Favorite Drink:** Hemlock  
**Favorite Software:** WriteNow™  
**Service to WAP:** Group purchase coordinator since 1980. Associate Editor of the WAP Journal; Vice President, 1979-80; Member of the WAP Board from its inception through 1987.



**Name:** David Todd  
**Occupation:** Professnl Student  
**Residence:** Cambridge, MD  
**Computer:** Apple IIgs  
**Favorite Drink:** Diet Pepsi™ (no apologies to Sculley)  
**Favorite Software:** His girlfriend!  
**Service to WAP:** New disk librarian for the IIgs; teaches IIgs tutorial and active participant in IIgs SIG. ☺



# GRAPHICS ALERTS

by Jay Rohr

## STEPPING OUT

There is a very useful TSR (terminate and stay resident) application for the Macintosh called "Stepping Out" from Berkeley. A TSR-type of program is one like Automac or Nevins' TurboCharger. These stay resident in the system until you shut down..



Stepping Out's concept is to show more of the screen without extensive use of scroll bars: the screen moves with the mouse movements.

Stepping Out™ Additionally, there are from 2 through 16 zoom levels which allow for fine detail work, especially in graphics and object alignment. Since Stepping Out uses part of the RAM (memory of your Mac), operations in several programs such as Full Paint, Graphic Works and PageMaker slow down a trifle. The advantages, however, far outweigh the peculiarities of S.O.

## BIT-MAP HOUSEKEEPING

Cleaning up a bit-mapped image in Full Paint, for example, is a tremendous amount of fun now, since instead of only one level of Fat Bits you have 13 levels of zoom to accomplish the task of refinement when in the S.O. mode. However, the Full Paint window does not stretch out to an 8x10 like MacPaint. S.O. also allows you to capture a full 572 x 720 pixels (8x10") in MacPaint by using Command/Option/S. It saves this as Screen 0, and, using Full Paint, you can get it and re-edit the full page to your heart's content. Using combinations of Command/Option codes, you can enlarge repeatedly, reduce to normal, magnify, resize the magnification area, and toggle with reverses.

Although the S.O. manual states that it does not work well with screen savers, I have had no problems using "Blank" from Top Desk—it works fine.

Stepping Out is fun, and adds another dimension for working graphics and text with your Mac. Unlike Page Preview in Microsoft Word 3.1, S.O. allows you to work simultaneously in the zoomed-in window as well as the reduced view which reside on the Mac screen at the same time.

If you work to smooth out digitized art or bit-mapped graphics, you can eliminate many of the rough edges using Stepping Out's zoom power. For further refinement, you can then transfer these cleaned-up images into Graphic Works or Illustrator, for example, and use these as templates to produce excellent art and graphics.

## XPRESS

Quark XPress has received a number of calls concerning the inability to move graphics and objects out of its parent box from one page to another—it just cannot be done. According to Doug Jolly of Quark, the R&D department is aware of this problem and hopes to correct it by their next release version.



XPress



Frame Editor



XPress Data

XPress is also having some difficulty printing out my EPSF files imported from Illustrator. First time printout works nor-

mally, but subsequent printouts of the same file will not work at all. As a matter of fact, the System crashes noticeably. If a new file is created and the same EPSF file is imported, it prints out fine the first time only. These files were sent on a disk to Quark for their R&D to study and offer solutions to this peculiarity.

For such a precision program with such advanced typesetting methods and procedures, it seems very strange that the only way to access a fixed space is by use of the Command/spacebar technique, which gives the equivalent of an "en" space relevant to the point size you are typing in. Clearly, there should be keys for an en, em and a thin space in this program. Another glitch: lots of luck selecting a group of objects (siblings), and attempting to reposition them. Definite improvement is needed here. This problem is not addressed in the manual. Illustrator encounters the same problem, and the ruler is your only answer to lining up separate items or objects.

## DISK EXPRESS—SOME TIPS



DiskExpress™

Disk Express is a utility program for everyone using a Mac. No question about it. We've talked about it before, and now we have some more information. This is an essential utility. Anyone who works in a professional computer environment will attest to the necessity of keeping mainframes, hard disks and floppies UN-Fragmented, i.e., clean! Some companies I've worked for back up, refresh, and reboot their systems as frequently as once a day. Standard practice is that this function is usually performed on weekends when no one is using the system that is networked.

The information (data or files) are emptied from these systems onto streamer tapes (usually), and the original host is then flushed and wiped clean using either a built in utility or a utility like Disk Express to perform the operation. The streamer tapes are then reloaded, and the files are stacked nice and neatly into the system ready for Monday morning.

An alternative to using Disk Express (by AlSoft Systems, TX) is to extract all the information from your floppies or hard disk and place it on fresh floppies, then re-initialize your host floppies or hard disk and dump each and every file back into it again. It's a clean procedure; it works, and it's an incredibly slow method to accomplish the end result. Thus I am in sharp disagreement with those who propose this method, especially with Disk Express available to all of us for about \$40.

I make sure I have NO copyprotected applications on my hard disk, or the floppy I want to clean. If you have copyprotected applications and you want to periodically clean your hard disk (monthly at least), install that program's icon and insert the key disk when the Mac asks for it. It's worth the trouble.

Speaking with Al Whipple at AlSoft, he advised the following: Tops and Disk Express have no problems, even though Tops validates its users with serial numbers. Quark XPress is another story entirely. Quark's highly complex protection scheme calls for FRAGMENTED disks, believe it or not. This means that you should NOT install one of the 3 non-copyprotected files it allows the buyer if you want to keep your hard disk in tip-top condition.

contd.

Use a key disk instead.



Registered users of Adobe's Illustrator receive a non-copyprotected version of that program, which causes no problem with Disk Express when it is received and installed. On the other hand, PageMaker version 1.2 may cause Disk Express to give you a prompt message because it is copy protected. There are no problems with version 2.0.

### TOPS

Networking and file transfers are fun with Centram's Tops. Product support is excellent, and the protocols are rather easy to understand.



Since Tops uses serial numbers for each Mac and IBM unit, it is necessary to purchase one Tops for each unit being networked. The manual is slick and easy to follow. Their latest version includes, as a bonus, Tops Spool and Tops Translator.

Tops Spool is an excellent spooler, in many ways different from the much-touted Super Laser Spool (which will not work with Quark XPress, by the way), whereas Tops Translator offers conversion protocols for WordPerfect, Microsoft Word, Lotus 1-2-3, and ASCII files from "foreign" applications. Despite ALL reports to the contrary, DONOT simply drag the Tops icons into your system folder—it will not work properly if you do. I found this out the hard way. Use the Tops manual instructions to the T. That is, update the Tops system file using the installer utility from Apple which works cleanly and efficiently, and then use the Tops Installer to install Tops into your system.

When networking using software such as Tops or MacServe, remember that this slows down system and file functioning somewhat because they are disk-based disk servers as opposed to file servers such as Reach, which is hardware.

When mounting volumes, if you are the source drive, publish the whole hard disk and inform the other people on the network to call up and mount only the specific applications they would like to use. If too many programs are mounted on the network, access will be greatly restricted to them. When someone is done on the network, the safest thing for them to do is to Trash that application from the Finder. This Unmounts that application and allows someone else to use it.

### PAGE MAKER AND LASER WRITERS

One of the most laborious and memory-intensive programs on the market, the over-500K PM 2.0 includes massive manuals and files so chock-full of information that it becomes nearly overkill. Aldus Prep does not work as well in many cases in downloading fonts as Apple's one and only Laser Prep. With the proliferation of Laser printers on the market, PM may not have included your .apd file in its accessories in order for you to print from your other brand of laser printer. For instance, if you have a QMS, QMS+ (or a PSJet or PSJet+) laser printer, there is no .apd file to allow you to print a PM document, even if you fool the printer into thinking it is a standard LaserWriter or LaserWriter+. It just won't print.

Solution: the manufacturers of your laser printer should

supply you with this .apd file to use with PageMaker 2.0. If you are purchasing a laser printer and you intend to use PM with it, be forewarned that you will need its .apd file to drop into your system folder. Adobe knows this; PM knows this; and now you know it.

*Jay Rohr is Production and Systems Manager for Money Penny Graphics, Inc., a Mac-based firm located in Towson, MD., specializing in graphics, electronic publishing, consultation and seminars on the art.*

•••••  
• DO YOU HAVE A SPECIAL  
• INTEREST IN CREATING ART  
• PROJECTS OR VIDEO  
• PRODUCTIONS?  
•••••

Member Jay Williams is forming AVSIG (Art & Video) for this purpose. The goal of this SIG is to join together graphic and fine artists, video animators and the like to explore existing upcoming software and hardware for their particular interests—also to create art and video pieces by and for our membership. Plans are being made to invite noted fellow artists to visit and share their experiences or to send print, animation and video examples. So much is happening fast in this area that it will make for a new and exciting SIG for Washington Apple Pi.

If you like to help as an officer of this newly forming SIG, please contact Jay Williams (202) 728-1009, or simply show up at the first meeting on October 29th at 7:30 PM at Jay Williams Design Company, Suite 600, 1130- 17th Street, NW, Washington DC 20036.

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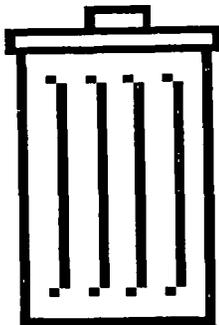
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# MacNovice Column

by Ralph J. Begleiter



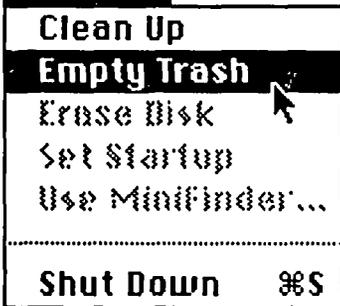
## Trash

In the sense that you can OPEN it and VIEW its contents at any time. Just double-click on the trash can icon or click on it and choose OPEN from the FILE menu.

Inside, you'll see the icons of anything you've recently discarded. These documents and folders haven't actually been erased by the Mac until their icons *disappear* from the trash can's open window.

The trash can is different from other folders on your desktop because it has a special menu command *associated only with the trash*. This command is found in the SPECIAL menu, and it's appropriately called EMPTY TRASH.

### Special



The trash can empties itself automatically under certain circumstances.. These are the tricky times. The times when you could accidentally discard something you really want to save. You should remember these circumstances, so you understand why documents disappear when you trash them.

### Trash Can Empties Automatically When...

- You OPEN a new program ("application")
- You EJECT the disk the discarded item is on
- You add more items to that disk and space is needed

Let's review the easy part first. Discarding a document or folder is as simple as dragging the icon of that item into the trash can. You'll know your unwanted item has actually been dropped into the trash when your *pointer* (not the icon) is directly over the can and *the can turns black*. Release the mouse button and your trash disappears from view. (It hasn't been discarded forever,

## Beware the Trash!

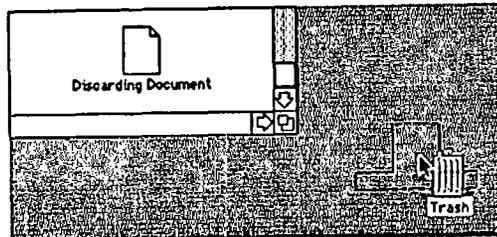
It's *almost* foolproof. But not quite.

It's *almost* impossible for you to discard forever a document or folder by mistake. But not quite impossible. In fact, until you become familiar with your Macintosh desktop trash can's quirks, you might find yourself throwing away documents you really want to preserve.

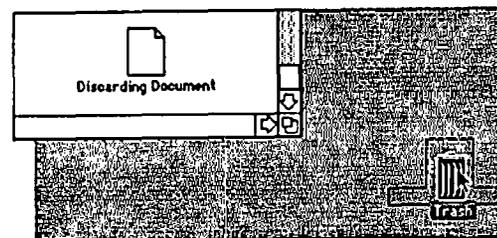
Remember a couple of simple rules about the Mac's trash can:

- The trash can is similar to any other folder on your desktop,

yet. If you OPEN the trash can and look in its window, you'll still see the icon of your discarded document.)



Document won't get into trash unless the trash can turns BLACK...



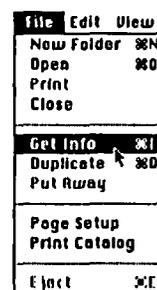
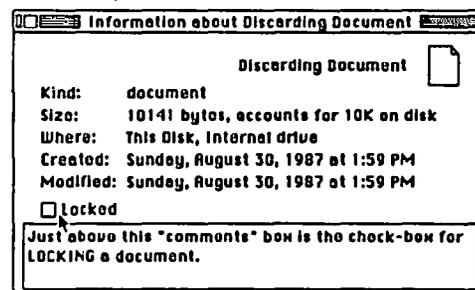
... like this.

Once you discard a document or folder from your desktop, you should pause, think about what you've just done, and decide whether you *really* want to trash that item *before you do anything else with your Macintosh*. That's because, under the rules outlined above, the Mac may automatically erase that item forever with the next action you take with your computer. If you open a program (an "application"), eject the disk, or add more documents to the disk, the trash will be automatically emptied.

Your document will be gone.

Your Mac allows you to protect yourself against inadvertent trashing of most documents and folders. You can protect yourself *against yourself* (or against others who might mistakenly trash something you want to keep). To prevent a document from being discarded by mistake, you may electronically LOCK it.

To LOCK a document, SELECT it on the desktop by clicking on it once. Then choose GET INFO from the FILE menu. (If you prefer using just the keyboard, type COMMAND-I after selecting the document.) A small information window will appear, containing various bits of data about your document.

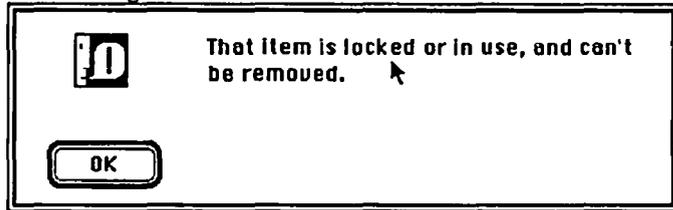


Locked appears in check-box when you LOCK a document.

contd.

Just above the comments box on the left, you'll see a small check-box labelled "LOCKED." You can lock your document by clicking in the check-box. (An "X" will appear.) Close the GET INFO window.

The next time you try to trash that document, you'll see this alert message.



Here's what you'll see if you try to discard a LOCKED document.

That's a convenient way to keep yourself from making mistakes.

Later on, when you really *do* want to trash the document, you'll have to re-enter the GET INFO window and unlock the document by clicking again in the check-box. (The "X" will disappear.)

There's another situation in which you might lose something you really want to keep. This doesn't involve the trash can, though. It's a problem of perception with regard to what's inside a folder.

When you're working in a program ("application") such as MacWrite, for instance, and you choose OPEN from the FILE menu, you can peer into folders at lists of documents. But the Mac *only shows you documents created by the program you're working with*. In other words, in MacWrite, you'll see only MacWrite documents in the list. *Other documents created by other programs (such as databases, spreadsheets, etc.), which may be stored in the same folder, won't appear in the list.*

If a folder you're looking in doesn't contain any documents created by the application you're working with, *the folder will appear to be empty*. You may be tempted to return to the desktop, locate that "empty" folder and drag it into the trash, thinking you're just throwing away a superfluous folder.

Don't do it. If you're tempted, be sure to OPEN that folder on the desktop before you trash it. Look inside to see if there's anything you want to keep. On the desktop, you'll be able to see *all* the documents created by *any* application. There may be no MacWrite documents, but there might be an important database item inside, one which wasn't visible to you when you looked inside that same folder while working in MacWrite. If you trashed that folder, you'd be discarding the important other documents.

Once again, if you LOCK important documents, you won't be able to trash them accidentally.

Locking your documents has advantages and drawbacks, however. When they're locked, you can't change their names. And, in some programs (applications), documents must be unlocked before they may be modified. So, in a database, you may have to unlock your large data file before you can add, delete or change its contents. That could be viewed as a drawback, an inconvenience. Or, it could be seen as "protection" against inadvertent or malicious changes in carefully-prepared files.

Learning to use the trash can may seem a pedestrian chore.

But, when the "trash" is your most prized Macintosh art, data or document, you'll be glad you familiarized yourself with the ways of the trash can.



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# SO, WHAT'S IT LIKE TO GO TO THE BOSTON MAC EXPO?

by Chuck Sicard

Going to the Boston Macintosh World Exposition (1987) was a first time event for me. It was a cross between going to an intellectual carnival and a frantic product convention for "unreal people". Could it be that in prehistoric days the first users of fire gathered by the seashore to display new ways of making fire faster? Did a few talk wishfully about the concept of a match?

The Boston Exposition site is in an out of the way place in the South Boston area. The opening day weather was simply invigorating. Crowd expectancy was 25,000 but attendance was closer to 40,000 people. Reasonable hotel space was tight and transportation to and from the Expo left a lot to be desired. However, the failure of the air conditioning was still not enough to take away the up beat esprit of the Mac enthusiasts. It must have been over 95 degrees at the WAP corner booth that late Tuesday afternoon (Aug 11th) where the Urbans were manning the tables. The meanest comment I heard was, "Gee, I hope they get the air conditioners fixed soon (they did eventually). Oh, did you see the Macs painted in marble, granite and wood?"

With Mac fever, all kinds of people clamored around the Expo floor with Mac tote bags, filling them up with complimentary copies of MacWeek, MacUser, MacWorld, MACazine, The Macintosh Business Letter (premiere edition) and hundreds of flyers being handed out by hawkers dressed in medieval costumes or business suits or T-shirts. Terms like Connectivity, MultiFinder, HyperCard and "stackware developer" were tossed about even more freely.

As everyone knows now, HyperCard was the main feature at the Expo; a new programming environment had been introduced. It was programming for "real people", as Jean-Louis Gassée explained it. Super star Bill Atkinson had created a combination operating system shell, database manager and programming environment with this "real person" user interface. No one could seem to clearly describe all that HyperCard could do; but everyone in the know alluded to its potential. John Sculley called it a "personal information tool kit" in Apple's press release. It is an organizer of words, numbers, sounds and pictures into programs coined "stackware". You will see "stackware" everywhere soon (already there are "stackware" downloads on WAP's BBS). You won't fully appreciate HyperCard until you have tried it. Let me warn you, HyperCard screams for memory, so it is a great lead-in for adding 1 meg chips or better yet, CD-ROM. Now, we need some import utilities so we can easily load existing databases into stacks regardless of the delimiters.

Jean-Louis Gassée was the Wednesday afternoon speaker. Sporting a three piece suit and diamond earring, he told his audience, "PCs are the wings of the mind" and that they would eventually enrich the quality of human life. He added, that HyperCard would also change the world and the way computers deal with information—in a more human like way. It really did sound like "hype card" might have been a more descriptive name

for the software. I think I was supposed to leave that session on a kind of religious high, a Macintosh religious high. However, I was more intent on finding a rest room with less than 25 people in line.

Back on the Expo floor, vendors were offering their very best price (rarely better than the mail order discount houses) for their "almost ready for release" software. Bogas Software (love that name) had one called Jam Session to be distributed by Christmas by Broderbund Software of San Rafael, CA. Jam Session makes it possible to bring a number of musical bands to the screen and make your Mac into a fool proof musical center. The user sits in for a band member—using the keyboard—then taps an assortment of keys which ends up making fantastic music without a sour note. A musical idiot can sound professional.

Ann Arbor Software was promising to ship its long promised FullWrite package within three weeks. Meanwhile, I understand their demo disks kept disappearing.

MultiFinder was introduced as a new operating system ("Juggler" was the development name) which allows "fast context switching". Now Macintosh can have several programs open and waiting on the screen to be instantly activated and used. After third party software companies make adjustments to their programs, applications will even be able to function in the background while the user works in an other program. Where does this leave IBM and the OS/2? Incidentally, MultiFinder demands at least 2 megs. I wonder what the memory demand would be if HyperCard and MultiFinder are running at the same time.

Apple also introduced a new dot-matrix printer (list \$1,399) which will rapidly crank out letter-quality documents. Also the AppleFax Modem (list \$699) which allows the Mac to communicate directly with high-speed facsimile machines for both sending and receiving was introduced, but I never saw one demonstrated.

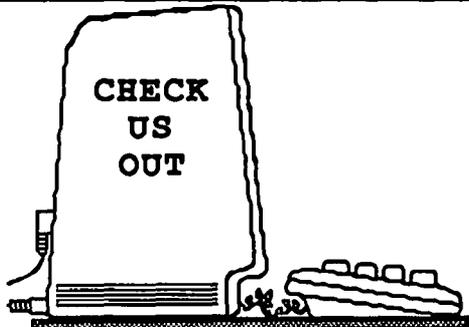
Guy Kawasaki, President of Acius (an original Apple developer) was promoting 4th Dimension. He justified his \$695 list price (\$499 discount) at a panel discussion as fair because the free market will show that customers will pay that price for his quality database product. This is another example, in my opinion, that home Mac owners are going to have to step aside; big business and government is now being seriously targeted for sales. This is of course where the big money is and that is where all those college students who used low cost Macs in school will be working in the next few years. It is almost apple harvest time!

I was amazed to see one x-rated Mac software vendor (no demos) and learned that already "smutstack" was around. My head was filled with accelerator card talk, my eyes with high resolution big screens in color and now they were shooting below the belt. Signs blasted out Levco, SuperMac Technology or Dynamac just as my sensor overload buttons began a warning flash. I had to leave this Expo carnival before the crush so I would

contd. on pg 52

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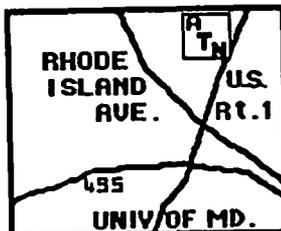
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# THE "SMELL" OF MAC EXPO

by Martin Milrod

The Boston MacExpo, August 11-13, '87, had four major themes: big screens, color, accelerator cards and HyperCard. Those have been commented upon elsewhere, and I'll not repeat the technical descriptions in depth. My purpose is to give you the "smell" or personality of the Expo.

It was jammed into an inadequate facility whose air conditioning failed for two of the three days, whose support systems (restrooms, cafeteria, etc.) were woefully inadequate. Some 25,000 people, I was told, visited the Bayshore Exposition Center. Of this amount roughly half of them exchanged business or personal cards. People no longer shook hands; they swapped cards.

The (generally) young Marketing Managers, figuratively had their MBAs in their hip pockets, earnestness in their voices, and dollar bills glistening in their eyes. All of them "really wanted to know how you felt" about their software. The hall reminded me of Old English and French woodcuts of medieval fairs, including people walking around in costumes, hawkers playing their music, handing out handbills, and trying to attract you with some kind of gimmick! Naturally, every booth had a special "show price" for their products, hardly any of which beat mailorder house prices, although the companies would knock their prices down to mailorder rates if you mentioned it to them. It was crowded and exciting. The shorts and T-shirts crowd meandered comfortably along with the 3-piece business suits types.

And there were the Apple employees, all out power-dressing the IBM world, and all fairly levitating before you with the tremendous news of the stock market advances on Apple stock. Stock options was heard around the computers and people with passionate glints in their eyes tried to demonstrate the latest in Apple products—HyperCard, Multi-Finder and System 6.0, the new Imagewriter LQ with its 27 pins.

The bright and the hopeful mingled wonderfully. The bright more often wore casual dress and the hopeful much more formal gear. The show hours were from 11AM to 6 PM with hospitality suites all over town. Special Sushi dates were set for the Computer crowd, which competed with every other "good times" reception held by other companies.

Most booths displayed thousands of dollars worth of exhibition equipment, including private PA systems and briefing areas, multiple Mac set-up stands. The place fairly buzzed with take-over information (SuperMac took over [er...acquired] Levco, etc.) Above all, everyone was saying "Have a Good Day!" until I learned to hate that aphorism.

At the beginning of the day, hoards of people waited outside. Filene's bargain basement sales had nothing on the crowd! At 11AM the mob pushed in, the booth attendants pasted their smiles on their faces, and everyone started exchanging cards and the "looks of eagles," expressing their earnestness. At the close of the day herds of people lined up for cabs, many others walked to the nearest metro—called the "T," and the rest of us lumbered into our \$4 per day parking spots and roasted in the heat until the AC cut in; we dodged walking bodies until we got out onto the

most dangerous strip in the world, the Boston public streets. God, it was terrifying!

Despite all of this turmoil, tumult and terrorism, good contacts were had by universally pleasant, helpful people. Old friends met, ignored the "show" of the show, and communicated interesting, helpful, and pleasant information. Exciting new products and materials were seen and tried out. To me Suitcase, (a DA which permits unlimited DA's without installing them into the System), and PowerStation (a great mini-Finder) were the gems of the show. All in all, it was great! What was and is needed are better facilities, more room, and better crowd control. How about next year in Washington DC at the Convention Center? Sure sounds good to me.

Above all, I urge you to attend the show next year—it represents a critical mass of mutual excitement about the Mac, productivity and personal enjoyment. But if you do attend, wear comfortable clothes and bring fistfulls of cards. ☺

So, What's It Like contd. from pag 50  
have enough of the Mac spirit to return the next day. Anyway maybe this was all a dream and I would wake up; if I stayed too long it could all become a bad dream.

I finally bummed a ride back to my room with a guy who has a handicap sticker on his car; he parked near to Apple's red limousine. What luck—thanks Marty (Milrod). I laid down my Mac tricker/treat bags in a heap for late night sorting and reading, and wondered if I was having fun yet; I think I was. There were lots of product hospitality suites and social activities going on around Boston in the evenings but who was up to it—not I.

Rumor has it that next summer's Macintosh World Exposition 1988 will be in Washington, D.C. I have no idea about the truth of this. It could just be self fulfilling rumor on the part of hopeful WAP members. Isn't the D.C. Convention Center booked a year in advance—someone must have some facts about this. Certainly Apple has a real desire to reach out and touch the Federal Government, and the new D.C. Convention Center is a perfect facility. D.C.'s Metro's transportation is as good as Bart in San Francisco and far better than the Boston "T". Hotel space via Metro is plentiful. Pass the rumor on. WAP would be the hosting user group and we have 5,000 members already wanting advance tickets to Macintosh carnival. (Ed. Note: See photos from MacWorld Expo by the author on pages xx, xx, xx.) ☺

## THANKS TO ANDY

During the MacWorld Expo in Boston, we were consigned some software for sale by Andy of the Computer Place, 12105 Darnestown Road, Suite 9A, Gaithersburg, MD 20878. Our thanks to Andy for this—we were able to make a small profit on these articles. Andy is open Saturdays and Sundays (10-5) and has an assortment of hardware and software from various liquidations, etc., all at recent prices. He can be reached at (301) 330-6016 to see if he may have what you need, cheaper. ☺

	A
1	Excelling on Your Mac
2	Part 15
3	by
4	David Morganstein

Short column this month. No calls! Ron Wartow used to kid me—"Nobody really called with those problems, did they?" Sure they did! I didn't dream up those wonderfully challenging puzzles. They all came from you readers. So what does no calls mean? Either you folks aren't using Excel anymore or you've figured it all out. Great! Where does that leave us? If you encounter one of those situations you can't get around—call. It will give me some ideas for the column.

**Some quickies:** To select a large area of the sheet, first click in the cell which forms the upper left hand corner of the area you want. Then use the GoTo command in the Formula menu to select the cell forming the lower right hand corner of the area you want to select. Now hold down the Shift key before clicking in the cell.

For a quick overview of a large spreadsheet, switch the font to a small point size, say six or four. "You don't have one that small", you say. No problem for Excel—it lets you enter any size you want and it makes up a font as close to that size as possible. While you won't be able to read the entries, you will regain a sense of the sheet's organization.

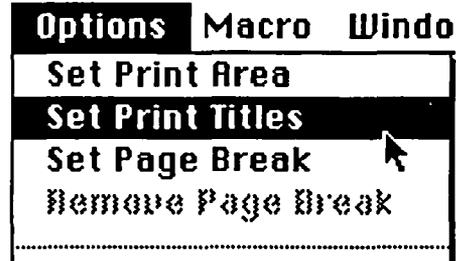
If you have columns that contain intermediate steps and that clutter up the screen, you can remove them from view. Select the columns and set their width to zero. They disappear from the display. (You can drag the columns right margin to the left margin, as well.) This raises a problem. How to make the column reappear? Just select the column to the left of the missing ones and drag to the one on the right of the missing ones. Select Column Width and enter a number greater than zero. Voila, they are back!

Need the exact day of the week or hour for display? Use the DAY, WEEKDAY, HOUR, MINUTE, MONTH or YEAR function along with the NOW() function to get them. Enter =DAY(NOW()) to get a number between 1 and 31 representing the day of the month. Or =HOUR(NOW()) to get the exact hour (in 24 hour time).

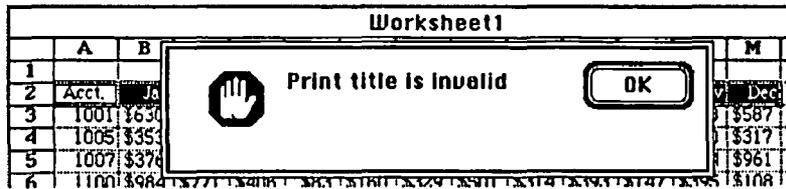
**Print Titles.** Some folks have troubles with Print Titles. What are they? Let's say you have a heading that you want to appear at the top of each page. Perhaps the heading is the month (as below) or the tasks of your project or names of individuals. Your spreadsheet will span two or more pages and you need these titles at the top of every page. DON'T try to copy and paste the titles at the "right" row, indicated by the page break lines! This is laborious and fraught with error. Everytime you add a row or change the font, the page breaks will change and your titles will be misplaced.

Excel has a command just for this situation. Select the rows comprising the titles (Below, these are rows 1 and 2).

Under the Options menu select Set Print Titles.



Many people inadvertently select only the cells which contain the headings, not the entire row. If you select only the cells, as below, you see that Excel squawks back that the area is invalid.



Now when you print, the titles will appear at the top of every page. To verify this without using paper, check the preview box after asking to Print and examine the output as it will appear on paper.

Let's see some of those cards and letters. Or how about a call with an impossible Excelling puzzle? ☺

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# FEDSIG CORNER

by Steve Crawford

Welcome back to the FEDSIG Corner! Apple continues to gain momentum in the government marketplace. MacWorld in Boston served to lend credibility to Mac SE and Mac II business applications. Ed Romson, Apple Federal Systems Engineer, states, "We went to Boston with several shopping lists for a number of procurements and we found everything on our lists. We were impressed with SuperMac Technology's 24 bit display cards and the vast number of Macintosh communication options. We saw everything from Mac-to-Mac communication products to a variety of mainframe terminal emulation products."

FEDSIG's August meeting at Apple Federal showcased Apple's Hypercard and Multi-Finder products. Apple Federal (AFGO) continues to support FEDSIG's efforts. AFGO is progressing on a number of large procurements and has led a multi-vendor effort in successfully challenging DOD's MS-DOS restrictions. My, how things have changed!

The following is an interview FEDSIG recently did with John Snook, a federal marketing leader at Falcon Microsystems in Landover, Maryland. Falcon has held Apple's GSA schedule contract for a number of years and serves to spearhead Mac technology into the government arena. This interview gives us a historical view of Apple's performance in this strong ADP market. For a future perspective, we hope to interview a couple of noteworthy Apple executives associated with the federal effort.

**Fedsig:** John, how did Falcon get involved with marketing Apple products to the government?

**J.S.:** About four years ago we were a systems integration company. The systems integration business is up and down, you go after large opportunities, you either win them or you don't. If you do win there's a lot of activity, if not then there is no revenue until you win something else. The principals at the time looked at Apple, saw they weren't doing anything in the federal market, saw the opportunity there, and also saw that that could be a steady revenue producer over a period of years, and would mesh well with the primary systems division.

**Fedsig:** So when did Falcon begin to sell Apple equipment to the government?

**J.S.:** About four years ago.

**Fedsig:** And at that time what were the main Apple products?

**J.S.:** At that time it was pretty much the II family. The IIe had been introduced, shortly thereafter the Lisa came on the scene. The Lisa was certainly our biggest product. We were probably one of the leading sellers of the Lisa system that Apple had.

**Fedsig:** Falcon has been holding Apple's GSA contract for quite sometime now, what are the advantages to Falcon and Apple of having those products on a GSA contract?

**J.S.:** Well, a schedule C contract is a non mandatory contract. The government is not required to buy from it, but there's an ease of purchasing when the government uses the schedule. A government procurement can be time consuming and costly, and that is a faster and less expensive way of ordering micro-computer equipment. Also, as a marketing tool for us, the contract applies

throughout the United States. We typically will get an opportunity to compete for a good chunk of the Apple business just by virtue of having the contract. But again, we are in competition with Apple dealers nationwide. It is not an exclusive territory by any means.

**Fedsig:** How well have Apple products done in the federal market?

**J.T.:** We don't currently have a large market share—it's probably less than 1%. But we've done better in the federal market than Apple products have done in the Fortune 1000. We're just now starting to see the products that are going to be effective.

**Fedsig:** What government organizations have been using Apple equipment?

**J.S.:** Although we have placed Macintoshes in every government agency, our two biggest customers are the department of the Navy and NASA.

**Fedsig:** How does Falcon find or create Apple opportunities in the government marketplace?

**J.S.:** In many ways selling to the federal government is similar to other kinds of sales, we advertise, we distribute our GSA schedule. We have about 20 outside sales people now, to go out and make our presence known to the agencies. We demonstrate and promote the products. It's very similar to the outside sales that many computer stores do.

**Fedsig:** Many agencies have "standardized" on MS-DOS based micros. How does Falcon attack such restrictive requirements?

**J.S.:** There are many things that Apple computers, and the Macintosh line in particular, can either do better than an MS-DOS computer, or the MS-DOS computer can't really address at all. Problems that are not traditionally viewed as having micro-computer solutions. To date we haven't really had to compete head to head with MS-DOS. Desktop publishing is a good example. Apple had capabilities there well before, and we are just now beginning to see those capabilities in MS-DOS systems. So to date, it has pretty much been a niche product. We're not competing with MS-DOS, we're providing capabilities that those computers can't address.

**Fedsig:** Macs now offer PC compatibility and increased systems interconnectivity, will that help?

**J.S.:** That's going to open up the market a lot more. Basically, you can do most things on a Macintosh that you can do on a PC, do many of them better, and the Macintosh is in general much easier to learn to use. And that is certainly important. We feel it's a fully functioning business computer system. The government does have an MS-DOS standard. Where we will be successful now is where that standard is expressed as the ability to read and write MS-DOS files. That's the functionality of the standard—if the guy next to you is using Lotus 123, you need to be able to read and write those files with Excel on your Macintosh. We can do that now. In fact Apple has recently announced an Apple labeled product that reads and writes 5 1/4 inch MS-DOS formatted disks. So, as I see it, there really isn't the need to run

contd.

Lotus 123 on Macintosh. There is a need to be able to read Lotus 123 files, and we can do that now.

**Fedsig:** Hasn't AST just announced an MS-DOS co-processor for the Mac SE and the MacII?

**J.S.:** They have pre-announced those products, and I'm sure other companies will be coming out with co-processor cards. The new CPU's from Apple will be slotted so it will be very easy to integrate those into the system. For people that really want to be able to do that, they'll be able to. But again in my opinion, most people will not be running Lotus 123 on a Mac, they'll be running Excel and reading 123 files.

**Fedsig:** John, what major application areas interest federal end users?

**J.S.:** To date with the Macintosh it's been desktop publishing and presentation graphics. A lot of the software we sell is graphics oriented. We also see a lot of people using spreadsheet and word-processing software. What the government has not been using the Macintosh for would be accounting. I don't think the government does a lot of accounting on micros, and I don't think the Mac has been viewed as a good database machine yet either.

**Fedsig:** What about desktop communications?

**J.S.:** Desktop communications is more of a set of capabilities than a market. I think the impact of desktop communications will enable us to sell the Macintosh into what had traditionally been MS-DOS environments as a general purpose computer rather than as a desktop communications computer.

**Fedsig:** Apple recently opened Apple Federal Government Operations in Reston Virginia. Why are they so late on the scene here in Washington?

**J.S.:** Well, as someone who has been involved in a rapidly growing company, one of the biggest problems you face is knowing which opportunities to pursue. There's always plenty of opportunity and you have to do what's right for you at the time. Apple has been growing rapidly throughout their history, they've always had their hands full, and so it made sound business sense for them to go out after markets where they could be successful at the time, such as retail and education. I think they've timed the introduction of their federal program very well with the introduction of products that can be successful in that market.

**Fedsig:** How is the connection between Falcon and Apple going to continue?

**J.S.:** We will continue to hold the schedule contract and basically work as a team with the Apple federal sales organization. We've kind of defined our roles as, they're doing the strategic sales, and we're doing the tactical sales. They're doing the long range, and we're doing the short term.

**Fedsig:** Can you contrast Apple's strengths and weaknesses in the government market?

**J.S.:** I would say Apple's biggest strength is their product. They have I think the most exciting products in the microcomputer industry. The biggest weakness is a result of their recent involvement in the marketplace. There isn't a well defined infrastructure to support the products that that you see for IBM computers. That includes nationwide service capability and training capability. A large installed base just doesn't exist. That's one of the things that we hope to help with.

**Fedsig:** You mentioned earlier that you were initially selling the Apple II and Lisa lines. How much of an impact did the Macintosh Plus and the LaserWriter have on your market?

**J.S.:** Well, in reality the Macintosh Plus was the first really general purpose computer to sell. The Lisa could have been, but we had the same problems with the Lisa that people had in the other markets. It was too much of a closed system. The Macintosh Plus has the power to be offered as a viable alternative to the typical MS-DOS configurations of the time. It's hard to say though, that there was a big jump in our revenue as a result of that because we were growing so rapidly back in those days we might have continued at the same rate just with the Apple II. The LaserWriter obviously, and the onset of desktop publishing, was a significant contributor to how many machines we've been able to ship to the government in the last couple of years. We've also gotten a tremendous amount of preliminary interest in the Macintosh II. I suspect that we will be selling a fairly high percentage of Macintosh II's to the government. If you look at the workstation environment, the Macintosh II is an entry level workstation on the order of the Sun and Apollo equipment. Much of Sun and Apollo's sales have come from the government. So, we expect to begin to get a piece of the market with that product.

**Fedsig:** What's your opinion of the government procurement system?

**J.S.:** At times it's very difficult, very slow and frustrating; on the other hand, how we make our living is understanding that process. That's one of our major values that Falcon as an organization adds to the Apple product and why we can be more successful than a typical retail dealer could be in the market. It's a very complex undertaking, and the government seems to be constantly improving it. The biggest difficulty I see is that the microcomputer industry can change much more quickly than the procurement process can react to. A large procurement can take as long as two years and obviously the microcomputer industry can introduce a product today which is going to be virtually obsolete two years from now. Our schedule contract is for a year and we typically have a large number of product changes over the course of a year. The biggest challenge we face is trying to match up the slow moving government procurement process with the rapidly moving microcomputer industry.

**Fedsig:** Falcon has recently expanded it's organization significantly. What can you tell us of future plans?

**J.S.:** Our biggest challenge is to keep up with the market. A year ago Apple had less than 1% of the federal market. Probably with the products that were available a year ago we could reasonably address maybe 10% of total government microcomputer buys with an Apple solution. With the new products that Apple has announced, that might increase from 10% to maybe forty or fifty percent. So we have a tremendous challenge just in keeping up with that growth, and growing our organization so we can meet the demand for those products in the government. ☺

## Special Meeting

Saturday November 7, USUHS  
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**Bill Atkinson and friends on HyperCard**

Definite Maybe!

# Softviews by David Morganstein



First, an update on InBox, a message system for Appletalk networks. In a recent review, I mentioned a few problems, mostly for the Administrator Macintosh. The Administrator, usually equipped with a hard disk, is the repository for the messages and files that are sent between work stations. Version 2's major enhancement over the initial version was the ability to run the Administrator in the "background" thus permitting you to use this Mac for other things. (Version 1 had an expensive requirement of a dedicated Mac for use as the Administrator.) When I first tried this, I kept experiencing memory problems. Often, the InBox desk accessory could not be accessed when in Word 3. I added a couple of 1 Meg SIMMs to the Administrator, which cured the memory problems, but not other anomalies, reported on in the review. Among the new ones I have discovered are: a message saying "Can't Open Printer", and the Control Panel hanging after changing background patterns. The worst part of all is the poor performance I am now getting when running Word 3. With InBox running in the background, the Mac seems to "forget" I am typing at the keyboard. Keystrokes are lost and occasionally a letter is repeated four or five times. How about getting a message while running Excel with NO windows open that there is not enough memory to open the InBox Desk Accessory (remember, this is on a machine with 2.5Megs of memory!!!)

Well, being philosophical about this, Version 2 is a major new upgrade and in time, Think Technologies will release 2.1 which will smooth out some of these wrinkles. The only part that gripes me is that I have called about four times and written a letter describing the problems. I have yet to hear back that they are working on a fix for it—alas.

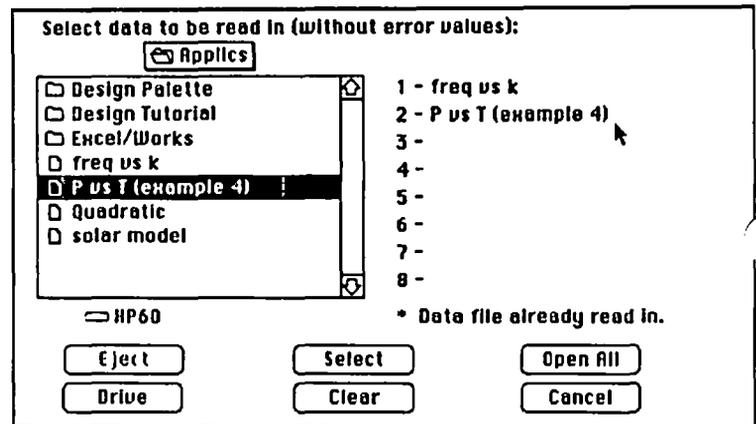
On to an interesting scientific graphing package—it doesn't do bar charts, but I bet there are many readers who can use it's features.

**Passage.** If you need graphing capability that requires smooth curves, flexible transformations and multi-plot overlays, read on. There are a number of "business graphics" packages available to you. Among the best known are Cricket Graph and Excel. These offer bar charts and pie charts. Passage does not. There are a number of statistical packages, such as Statview and Statworks, which offer scatter plots and histograms of your data. Passage is not a "business graphics" program and it does not do histograms. Rather, Passage provides scientific and mathematical function fitting, smoothing and graphing.

One thing that Passage can do that the better known business graphics programs can not, is to draw smooth curves on the LaserWriter. If you plot a series of points, asking Passage to plot them connected by a line with no plotting symbol, you get the kind of smooth curve that any mathematician will appreciate.

When plotting such a curve with Excel and Cricket Graph, I always end up with little line segments. For this alone, it is worth having!

What it does. Passage allows you to have eight data windows open at once (each window contains an X/Y variable pair with up to several hundred data points.). Any or all of these pairs can be overlaid in a single plot window. Two data windows have been requested in the following dialog box. Passage uses a somewhat non-standard version of an Open box. After the desired data windows have been selected, you must click on the button Open All. This may be a bit confusing, suggesting that a lot of files are about to be Opened, not just the ones appearing in any of the eight slots above.

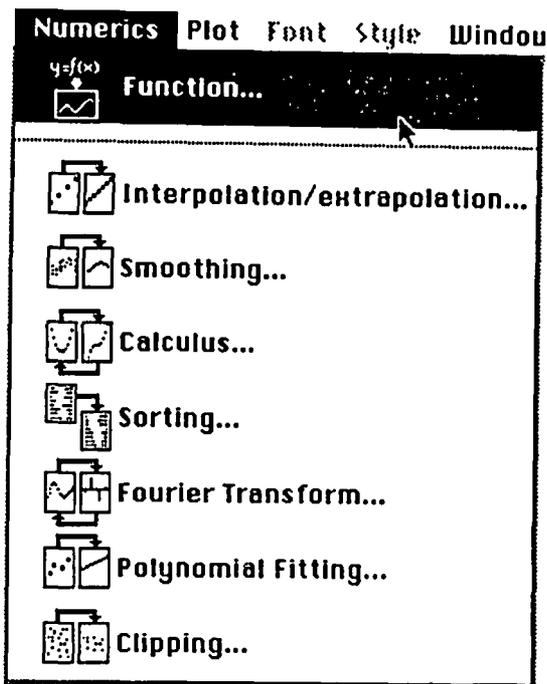


Passage allows great flexibility in plot setup. You can easily select from among a dozen plot symbols and line widths. You can position the plot scales on any two sides of the graph and you can locate the labelling in a variety of ways. Unfortunately the X/Y variables have no default name so Passage requires that you enter the title and X/Y labels for every plotting session involving those variables.

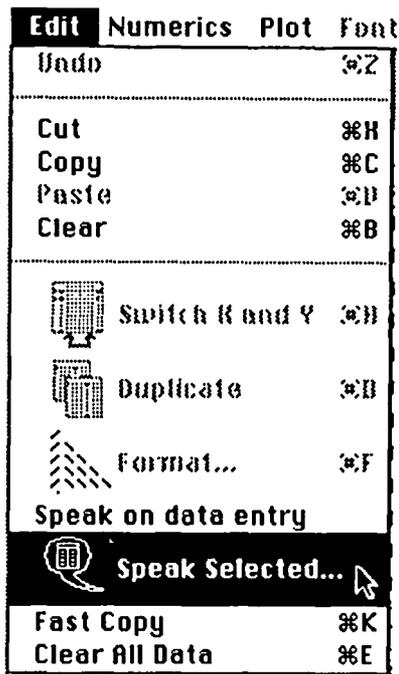
Looking at the following menu, you see that your original data can be transformed in many ways: interpolation and extrapolation; smoothing; calculus (integration or differentiation); fourier transforms; or polynomial fitting (up to 9th order). In addition, data can be sorted or clipped (that is, values outside of a specified range are removed). Passage allows you to specify a function for plotting. This function can be any mathematical combination from among a long list of functions, such as, absolute value, sine, cosine, bessel functions, logarithms and beta functions. Your choice is entered in a window as text and parsed (interpreted) by Passage.

One of Passage's novel features offers audible feedback during data entry or for review of a data file for accuracy. If you have the Apple resource MacInTalk in your system file you can request that Passage speak the numbers as you enter them or read

contd.



back to your specified lines within a data window.



The authors of Passage are scientists, familiar with the concept of standard errors. As such, data files can be read which contain not only the specified value, but the  $\pm$  error as well. If requested, these error bars will appear in the plot as upper and lower limits.

**How to Use It.** To use Passage, you begin by opening an existing, or creating a new, data window. This scrollable window contains two columns, one for the X variable and one for the Y variable. For those familiar with Microsoft Chart, the Passage data window is very similar to it. As you can see in the following screen shot, the data entry window allows you to jump to a specific line or to obtain summary statistics (mean, min, max, standard deviation) for the two variables in the active window. The format of the display can vary the number of decimal places or call for scientific notation, displayed below.

2 - P vs T (example 4)		
N	X Axis	Y Axis
4	2.150E+10	1.060E+5
5	5.230E+10	1.440E+5
6	1.030E+11	1.850E+5
7	1.760E+11	2.270E+5
8	2.760E+11	2.710E+5
9	3.890E+11	3.110E+5
10	5.510E+11	3.570E+5
11	7.500E+11	4.030E+5
12	9.910E+11	4.500E+5
13	1.280E+12	4.980E+5
14	1.610E+12	5.470E+5
15	2.000E+12	5.960E+5

Errors    Insert     

Passage provides several useful tools for embellishing your graph and for examining your data once it is plotted. In the following display, each of the tools is explained. First, the data window (or windows) to be plotted are selected. By clicking on one of the numbers 1-8, two sides of the box will appear in bold, indicating the location of the scales. Continuous clicking moves the selection through all four possibilities and then back to a "no plot" option with no scales appearing. Next, select the plotting symbol by clicking in the box to the left of the number. A window containing more than two dozen symbols and five line styles will appear.

**PLOT** Click here when ready to plot

Use this for text  
This zooms the display

Select the type of point or line width by clicking here

+	1
Q	2
+	3
+	4
■	5
■	6
●	7
□	8

Use this to read the location of a point.  
Use this to identify a point.

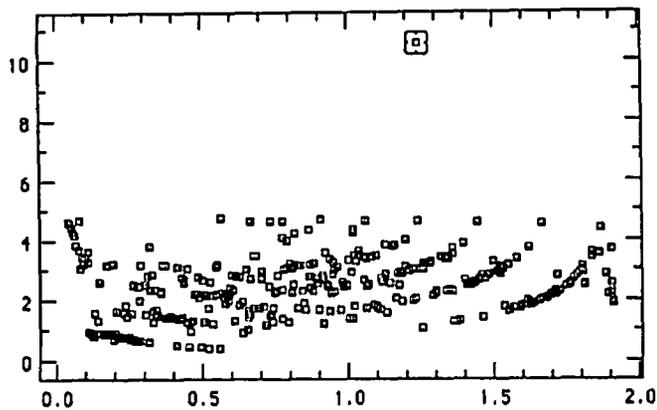
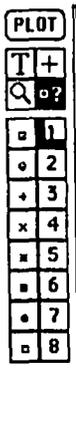
These select the data window and indicate on which side the scales are to be located. This says use data windows 3 and 4 and put the scales on the bottom and left sides.

Text can be added to the graph using the "T" selection. Interestingly, Passage will allow sub and super-scripts in text added to the graph. These must be entered in a unique way similar to old-style word processors, by prefacing the text with a special symbol. The magnifying glass will zoom in on a selected area of the graph. The "+" cross hairs will identify the location of the cursor in the graph (giving an X/Y coordinate) while the question mark can identify the point nearest the cursor (giving the point values).

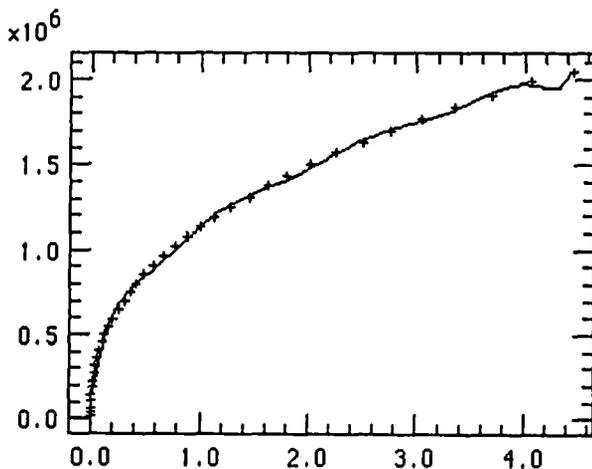
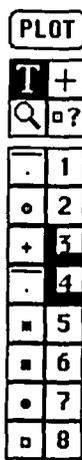
The result of selecting data window 1 for plotting, locating the scales on the bottom and left sides of the graph and selecting a small square as the plotting symbol, is the following scatterplot:

**Overlaying two graphs.** The procedure for overlaying two graphs could not be easier. Just select the two data windows which are to be overlaid, designate the location of the scales and

contd.



the plotting symbol for each plot, and Passage will do the rest. Below, we have plotted the raw data (in data window 3) and a smoothed version (in data window 4). Since these variables share the same scale, the scales are placed on the same sides, the bottom and left. If you were overlaying two pairs of variables with different scales, one pair might use the bottom and left sides for their scale while the second pair used the top and right sides. Notice that the data in window 4, the smoothed version, is plotted with a line connecting the points while the original data use the "+" plotting symbol. You see this in the display to the left of box 4. You see a small point for use as the symbol and a line at the top of the box indicating that the symbols are to be connected.



**Printing.** Several handy options can be used to enhance your hardcopy. Up to four plots can be positioned on a single page, ala Cricket Graph's method. An alignment ruler with either 72 or 80 dots per inch can be used to align the various plots and a snap to grid feature to insure multiple displays are properly lined up.

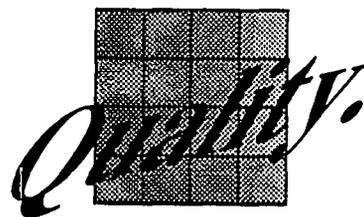
**Other Items Worth Mentioning.** Passage does not offer any on-line help. If you are a registered owner, with the manual, you will have no problem using the package. Unfortunately, variable names are not stored with the data files. Therefore, every time you use a variable in a plot, you must enter a label for it. Passage does offer one way around this. You can save the labels in a PStartup file (with a unique name) and re-load it whenever you want to work with that data set. This manual approach solves the problem but requires a bit more work on your part.

Access to foreign files is a bit awkward. But Passage does

allow you to enter data from a wide variety of formats. I say awkward because Passage will create a file with only two variables, X and Y, and most likely, your data will be in a file with more than two variables; thus, you will have to read the file and create several Passage files. You can access a standard Mac file or a fixed record length file with variables in specified columns. Passage's convert data routine will scan the file displaying a specified number of records and allow you to skip any header records that may appear at the beginning of the file.

Keep in mind that Passage requires 700K to operate. It will not work on a 512K machine.

**Summary.** Passage is one of the few packages I have seen which provides for versatile scientific plotting. As mentioned earlier, it is not a business graphics package and it is not a statistical analysis program. It allows for a wide range of data manipulation required by researchers in the scientific community. If you have these needs, Passage can help you. It is not marketed by a software house. To purchase it contact: David Guenther, 673 Orange Street, Apt #7, New Haven, CT. 06511. Price \$195.



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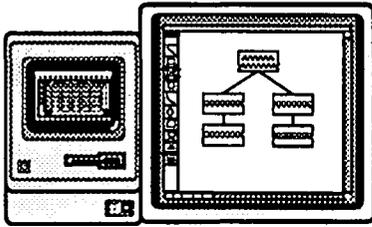
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## MacTography and Century Software Merge

To allow Century Software do what they do best (produce PostScript Fonts) they have opened a West Cost division here at MacTography. We do all the order processing and shipping as well as first line technical support. As a result of this merger we now have the entire line of Century Software fonts in stock. We handle dealer as well as end user sales.

### OCR From New Image Technology

*The wait is almost over*

Come in and see the new OCR software from New Image Technology. A Demonstration disk is now available. The software is expected to be ready in the early part of September.

Pricing was not available at press.  
Call for more information

### Also New From New Image Technology

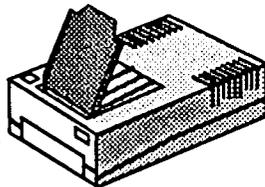
*...Flat Bed Scanner...*

New Image Technology will shortly be shipping their new Flat Bed Scanner. The scanner will work with their current interface and software. Come in for a demonstration of this new product from the innovative people at NIT.

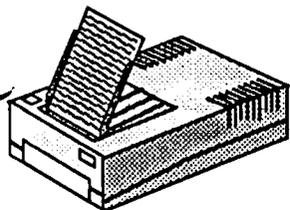
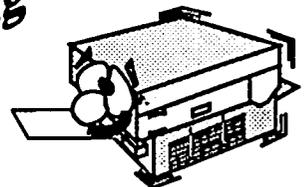
Pricing was not available at press.  
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## Scanning Service and Sales

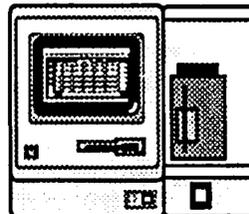
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**IBM to Mac  
File Transfer**

# MACINTOSH BITS AND BYTES

by Lynn R. Trusal

## Macintosh Facts and Rumors of the Month

Apple has been sued by Woodside Design for one billion dollars over development of a flat-panel display. This flat-panel display was for a rumored lap-top portable Macintosh. Steve Jobs was about to consummate the sale when he got fired by John Sculley. Most analysts don't give Woodside much of a chance to prevail but funnier things have happened.

The much rumored and badly needed OS-2 operating system for the old and new IBM System 2 computers may not be as close to delivery as originally stated if a recent editorial in PC Week is correct. Instead of the first quarter of 1988 it may be more like the 4th quarter. Peter Norton says that both IBM and Microsoft found technical difficulties more than anticipated. The problem is apparently the 80286 chip which still contains many of the problem areas of the 8086 and introduces more of its own. Mr. Norton says that it should be scrapped and a multitasking OS/3 should be developed for 80386 instead. If the first quarter of 1988 deadline is missed it wouldn't be the first or the last in Silicon Valley. Just ask Word Perfect, Ann Arbor Software and Ashton Tate about software deadlines. More recent information in the Investor's Daily (August 11, 1987) newspaper expanded on this delay. Microsoft's Presentation Manager has been delayed another quarter and won't be out until at least the second quarter of 1988. This is a necessary developer's portion of the OS-2 system software. A stripped down version of the OS-2 software won't be available until the first quarter of 1988 with a more complex version 1.1 due at the end of 1988. Release 1.1 will include the graphics interface of the Presentation Manager which will provide Macintosh-like graphics and permit users to look at different tasks being performed simultaneously. The bottom line is that significant new OS-2 software for the PS-2 line of microcomputers will not be available until 1989. That two year "window of opportunity" can only benefit Apple Computer and the Macintosh. By the end of 1987, full multi-tasking ability should be available for the Macintosh.

Apple is boosting its field-marketing and support staff by 25 percent over the next 90 days according to Mr. Charles Boesenberg, Apple's VP for U.S. Sales. Their mission will be to help Apple's dealers sell the Macintosh line to business customers. This is not an increase in Apple's direct-sales force that got it in hot water with Apple dealers in the past. Apple now directly targets about 75 large business accounts that are off limits to dealers.

Steve Wozniak has donated \$100,000 to his alma mater, the University of Colorado to fund a scholarship for constructive hackers at the University. Dr. Nemeth of the University computer science department has decided to use the money to fund a scholarship that will give students a job taking care of a 50-machine research network.

Seattle First Bank is largely credited with having the most number of Macintoshes (3,000 - 4,000) in one business concern, and they committed themselves to the Mac when it wasn't fashionable. A rumor is circulating that Boeing has agreed to purchase 10,000 Macintosh II's. This is on top of the 1,400

Macintoshes they already have. Indeed industry observers predict that Apple will sell between 478,000 and 650,000 Macintoshes this year and Apple's share of the business market will reach 12% in 1988. Could this be the start of a business trend?

Apple is also pursuing research and development into RISC (reduced instruction set computer) technology that may greatly increase the power of desk-top computers. IBM released an RISC based computer last year and it has not sold well. Much of the feasibility of RISC chip development at Apple is being done on the Cray supercomputer Apple purchased last year.

Microsoft has purchased Forethought Inc. for 14 million dollars. It was only several months ago that I reported that Apple Computer had invested 1 million dollars in Forethought as part of its new investment strategy to encourage small companies which produced exciting products that help sell the Macintosh. Forethought, Inc. is the author of PowerPoint, the recently released presentation graphics package for the Macintosh, but also distributes FileMaker Plus. Microsoft has been slow in making acquisitions of other companies to strength its position in the microcomputer software market. Both Ashton-Tate and Lotus have been more aggressive in this arena. To date, Microsoft has invested one million dollars in Natural Language, Inc. and in 1986 they purchased Dynamica Systems Research of Berkeley, CA.

The relationship between Playboy and the Macintosh may have been short-lived. Playboy and Buck, Wheat and Associates (are you kidding?) have apparently had a falling out over including some written and pictorial portions of Playboy magazine on such on-line BBS systems as the Source and CompuServe. The electronic publishing company apparently hoped to sell advertising along with the Playboy excerpts. Both sides have accused the other of not working hard enough to make a go of it. I doubt we will be at a loss for its failure. Buck, Wheat and Associates, authors of MacPlaymate, had a booth at Boston Mac Expo but unlike San Francisco in January, no software was being shown on the screen. Banned in Boston, did it again!

## High Tech Replaces High Fizz

Alright, I admit it. I read Playboy magazine and, yes, even look at the pictures (I hope Regina doesn't read this). The August issue featured an in depth interview with John Sculley, CEO of Apple Computer. It is no longer available on the newsstands, but a copy of the interview is available in the WAP office.

## MacWorld Expo Impressions

I recently returned from attending the Mac World Expo in Boston and would like to pass on some of my impressions. Attendance was up dramatically as evidenced by the parking lot, the lack of any free space in the Bayside Convention Center and the crush of people inside the hall. I am willing to bet that attendance figures reached 15,000 to 20,000. The number of vendors displaying their wares was approximately 250. They may have to consider moving it to a new location or new city if the trend continues. I vote for D.C.!!!

contd.

John Sculley gave the keynote address to a standing room only crowd. He discussed where he thought the computer field would be like in the year 2000 and how Apple would differ from IBM. He predicted the microcomputer would be capable of processing 100 MIPS (i.e., million instructions per second) compared to 4 MIPS for the current Macintosh II. This prediction may already be understated since Levco is promising a 200-MIPS Macintosh II by using multiple parallel processor boards composed of transputer processor chips. Each transputer processor is a 10-MIPS RISC (i.e., reduced instruction set chips). I don't want to dwell on this but Sculley may have to revise his prediction. Read the first issue of Macintosh Today if you want more information on this subject.

Sculley also predicted the rise of "interpersonal computing" where micro to micro and people to people communication would be important. Telecommunication and personal computers will merge and artificial intelligence will become more important in the computer arena. He felt that IBM and Apple have two different directions and visions of what the microcomputer market will be at the turn of the century. While IBM will have improved the connectivity of its entire line, the mainframe will still be its epicenter while Apple will still have the PC (Ed. Note: personal computer) as its focal point. The PC will be a peripheral for IBM while it will still be the center of what Apple Computer will be.

Sculley went on to briefly discuss the new Apple products which include, the AppleFax modem, AppleShare PC, ImageWriter LQ printer, EtherTalk Interface Card, Multifinder and HyperCard. I will discuss the more important products briefly in the following section.

Large screen monitors abounded from many manufactures. I saw few of Apple's Sony manufactured monitors since they are only now shipping and are in short supply. Most vendors used the 19" SuperMac Technology color monitor. SuperMac was demonstrating its new "Pixel Paint" graphics software using one of its monitors and an unreleased 24-bit per pixel color video card. The color was fantastic, to say the least! Other monitors for all Macintosh models were demonstrated by Moniterm, NetWork Specialists, PCPC (color), MegaScreen, E-Machines, Radius, etc .

Ann Arbor Software featured a prominent digital clock with the shipping date for Full Write Professional displayed in hours; 674 to be exact. The joke was that the number kept getting bigger instead of smaller.

InfoWorld's head rumor monger Robert X. Cringely was there complete with his confessional booth with a large Cringely's Intelligence Agency (CIA) sign on the side. I pulled aside the curtain to see that it was empty and noticed a small "the Cringe is out" sign. I guess we will see what he picked up at MacWorld Expo in his next column.

### New Apple Products

The AppleFax Modem permits Macintosh users to send and receive Fax files using any standard facsimile machine (group 2 and 3) and exchange data files with other AppleFax equipped Macintoshes. It is compatible with the Macintosh Plus, SE or II and resembles an 800K external disk drive without the disk slot. It uses an asynchronous protocol, 7 or 8 data bits, 1 or 2 stop bits, odd, even or no parity, half duplex and from 2400 to 9600 baud.

The Fax modem retails for \$699.

The ImageWriter LQ printer is the printer that I previously called the BusinessWriter but it is not Postscript compatible. It is a 15" wide carriage dot matrix printer with a 27-pin print head capable of from 90 to 250 characters per second depending on print quality. It has a resolution of 216 x 216 dots per square inch and will work with either the Macintosh or the Apple II. Although not PostScript compatible, it will be shipped with Times, Courier, Helvetica and Symbol fonts in a range of sizes. Options include up to three sheet feeder bins, 4-color ribbon, and envelope feeder. It lists at \$1,399 with options and is aimed at the business market which needs letter quality output from the Macintosh at a reasonable price. I felt the quality was quite good and looked comparable to daisy wheel printers.

AppleShare PC permits MS-DOS computer owners to share information on an Apple file server with Macintosh users on an AppleTalk network. This software gives the MS-DOS user access to folders, documents, applications and storage space on the AppleTalk file server. Each MS-DOS PC also needs the AppleTalk PC Card. Using these two products, the PC user can print on the LaserWriter documents created in MS-DOS applications. The IBM PC or compatible must have at least 384 K of RAM, two floppy disk drives, version 3.1 or later of MS-DOS, an AppleTalk connector kit and the AppleTalk PC card. AppleShare PC will not be available until the first quarter of 1988 and no price has been announced.

MultiFinder is a first generation product which gives Macintosh users some multitasking capabilities. It is the product that has been previously referred to as "Juggler" and "Twitcher" and incorporates some of the capabilities of "Servant" which is now out in version 0.95. MultiFinder comes with System software update version 5.0 which includes Finder 6.0 and System 4.2, MultiFinder 1.0 and Backgrounder 5.0. This last file is new and is evidently related to the ability to run background tasks.

It should be emphasized that this is a first generation product that will eventually add a true multitasking capability to the Macintosh. Only two applications can be active simultaneously but multiple applications can be open on the desktop. It supports background telecommunications, calculations or file processing while work is going on in an active foreground application. When used in conjunction with Apple File Exchange software, MS-DOS files can be translated to the Macintosh format for sharing of data.

Initial user comments complain that MultiFinder has trouble performing asynchronous communication as a background task and that background tasks receive limited CPU power. This is only the start of a product that can only get better.

The Ethernet card called "EtherTalk" will be available in the fourth quarter of 1987 at a price of \$699. This will permit the Mac SE and II to communicate at Ethernet speeds over AppleTalk. Remember my earlier comments in previous columns that AppleTalk is not just a set of twisted-pair wires and that current speed limitations of AppleTalk are not caused by the AppleTalk cables.

The last major announced product is HyperCard developed by Bill Atkinson of MacPaint fame. He has been working on HyperCard for three years and it has been described by Bill as the greatest microcomputer announcement since the Macintosh. If you spent three years of your life working on one project, I guess

contd.

you would like it to be called the greatest product since sliced bread.

Acceptance of HyperCard may be hindered by a lack of true understanding of just what it is. It is an innovative product that will eventually integrate graphics, text, music, voice and animation into a programmable interactive environment. It is supposed to allow users to organize data the way humans think and not the way computers impose on the user. It is also described as the first of a new kind of software applications called "stackware." Roladex style index cards are used to store data and a group of cards is called a "stack." It is based on the idea of a card file, with each card equal to a screen full of information that can be searched and linked together. Searching stacks of millions of cards is reported to be very fast. Since I'm getting confused myself, I will quote from Apple's literature on this product. "You make notes, type, or draw on them just as you might on paper index cards. You can sort cards, browse among them, or quickly find specific information by pointing and clicking on "buttons." "Buttons do specific tasks, such as linking or connecting one card to another. Buttons can also do many other things, such as dialing a phone, printing a report, and even launching other applications." HyperCard also comes with "HyperTalk" which is a powerful English scripting language which permits users to write script directions to buttons. Professional developers can use HyperTalk to control external devices such as videodisc players, on-line information services and CD-ROM drives.

HyperCard requires a Macintosh Plus, SE or II with at least 1 meg of RAM, and 2 megs is required if you want to use HyperCard with other applications under MultiFinder. If your still confused you have lots of company. Only time will tell just how useful or great HyperCard really is. Apple will begin bundling it free with all new Macintoshes but it will be available with documentation for \$49 to current Macintosh users.

### Apple Software Updates

Apple has released upgrades of four software packages to be compatible with the Macintosh II and large screens. Other improvements have also been added. The four upgrades are as follows:

1. MacWrite Version 4.6 77.5 K July 7, 1987
2. MacDraw Version 1.9.5 101.5 K June 15, 1987
3. MacProject Version 1.2 112 K June 15, 1987
4. MacTerminal Version ? ? ?

Revisions to MacWrite include support for large screen monitors, the Mac II, and arrow keys on the Plus, SE and Mac II keyboards although the program is compatible with all Macintoshes except the 128 K. Version 4.6 also is compatible with AppleShare and is described as "network-ready as a single launch, single user application—one workstation user at a time can open a document or copy of MacWrite."

MacDraw 1.9.5 also includes the same AppleShare compatibility as MacWrite 4.6 and is designed to support the Macintosh II. It too can be used on all Macintoshes except the 128K model. Other changes include, support for up to 54 fonts, preservation of fonts across systems. In other words, if the same font is found on the new system, it will be used to display the text and if the matching font is not found, text will be displayed in the new system's system font. This has been a problem with MacDraw

in the past since it used fonts based on their position in the font menu list and not the actual font used. This created problems when text was imported into MacDraw in one font only to appear on the screen as another font. This change is a major improvement to MacDraw. Other additions to MacDraw include a standard zoom box, a dialog box choice to cancel printing and 22 keyboard command equivalents.

Lynn R. Trusal may be reached at 301-845-2651 to answer questions about material that appears in the Bits and Byte Column. ☞

## BOOK REVIEWS

by Robert C. Platt

"The Complete HyperCard Handbook" by Danny Goodman (1987 Bantam Computer Books, 720 pp., \$29.95) This book is such a hot seller that copies at each of the B. Dalton's sold out within three days of the book hitting the shelves!

HyperCard is a hypertext manager for the Macintosh which Apple will now bundle with each new Macintosh as system software. "Hypertext" in turn is a data base-like concept pioneered by Ted Nelson in a book *Literary Machines*, which I reviewed in the August 1983 WAP Journal. Hypertext links individual frames of information into a complex web of cross-references, unlike a normal book which is linear from the first page to the last. HyperCard implements this concept through a file card metaphor. Each frame is a card that is the shape of an original Mac screen. The user can navigate between frames according to cross-references developed by the author. Cross-references can be symbolized by icons (called buttons.) In addition, cards can be retrieved using a "find" command in the message window in a manner similar to that of a classic data base.

Goodman was brought into Apple's HyperCard project at an early stage, and it is no accident that his book is out simultaneously with the product's release. In fact, his book is available before the beta version of a promised *Inside HyperCard* reference book for programmers. The downside is that Goodman is a bit of a gushing HyperCard evangelist. Along this line, the book includes a gushing forward by John Sculley and a 12 page interview with HyperCard's creator Bill Atkinson.

The book devotes most of its pages to the introductory levels of HyperCard—the browsing and authoring levels. In my opinion, Goodman's treatment of HyperTalk, the HyperCard programming language could have used more complete examples. Certainly Goodman does a much better job of presenting authoring than does the Apple manual that is bundled with the HyperCard product. In fairness, I note that Apple promises to distribute a *HyperCard Technical Reference* through APDA. However, Goodman should have expanded Part 4, "Applying HyperCard and HyperTalk." That section gives the complete listing for a Corporate Directory (a locator map system with "hard links"); a Telephone Logbook (a rolodex which also records individual calls); an Attorney Time Sheet; a "To do" list; a metric/English measurement converter; and a project planner. Although these examples are impressive, I fear that a number of programming subtleties are not covered.

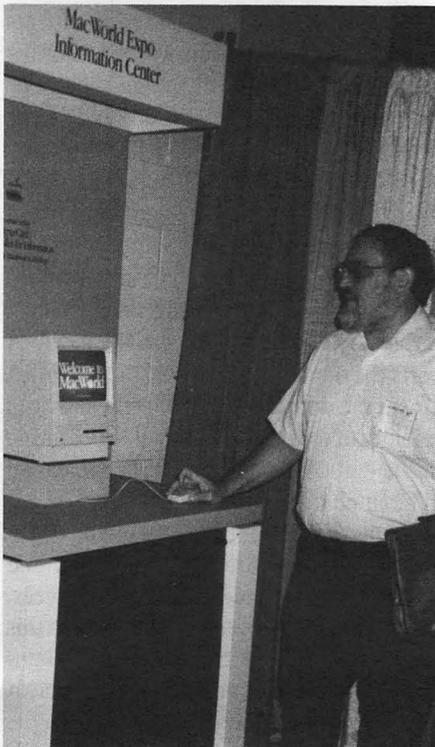
On the whole, I recommend the book, despite its hefty price. contd.

But be aware that the serious HyperTalk programmer will need more documentation than just this book.

(Ed. Note: Rich Wasserstrom has arranged a group purchase on this book and it is available at the office for \$17.95 plus tax, while the supply lasts.)

**“Desktop Publishing Skills: A primer for typesetting with computers and laser printers”** by James Felici and Ted Nace (1987 Addison-Wesley, 180 pp.). This book is designed as an introduction to desktop publishing for an individual who has not yet committed to any particular brand of computer or printer. It gives an excellent explanation of the entire process, including a lot of useful background on printing terminology. The book features a 10 page glossary of printer terms.

The book presents a balanced assessment of the available hardware and software, including Apple equipment. The book compares a number of page descriptor languages, including PostScript, T<sub>E</sub>X, Imagen’s DDL, Xerox’s InterPress, and H-P’s Printer Command Language. If you are shopping for a system, this book would be helpful. But if you are already committed to the Macintosh, you might want to try a more advanced, Mac-specific text. ☞



Marty Milrod, Mac Software Librarian, receives a MacWelcome to the MacWorld Expo

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# HARD DISK TIPS

by Fred Seelig

While using a hard disk is certainly one of life's great joys, it does require added effort. Organizing files, folders and applications is a thankless job, but it must be done. In addition to organizing, you must rein in your impulses to jam up your System with every font and DA known to man. If you've just bought a hard disk, a little planning up front will go a long way toward saving you time in the long run. If you bought the hard disk a few months ago and it's getting full and you can't find that letter to Aunt Emma that's buried 27 folders down in your hard disk, here are a few suggestions.

First and foremost, you need to have a clean file organization. Cleanliness is next to Godliness. The Macintosh's Hierarchical Filing System (HFS, to folks in the know) actually penalizes you for having too many files and documents open at any one level. This leads to Rule Number One: Keep your Desktop as clean as possible. Limit the number of Desktop folders to five or six.

Keep the following folders on your Desktop: System, Utilities, Applications, Documents, and Current Projects.

## • System

Contains System, Finder, Font/DA Mover, a folder for seldom-used fonts, a folder for unused DAs, printer drivers, extra Scrapbooks and Systems and any Help files that require being placed in the System folder. Don't forget that Aldus has its own LaserWriter drivers for PageMaker 2, and that Word 3 has drivers for non-Apple printers like Diablo and Epson. If you use Comic Strip Factory you may consider making a custom System just for CSF, since it uses fonts not generally used within other applications.

## • Utilities

Folders for a hard disk backup program, Copy II Mac, Glue, FEdit Plus and PD utilities like PRAM (shows contents of parameter RAM powered by your battery), Memory (does a full-blown memory check), MacID (checks Mac's ROMs), and Lister.

## • Applications

Contains all of your most frequently used applications: Excel, Word 3, MacDraw, FullPaint, MORE, Red Ryder, FileMaker Plus, Macintosh PASCAL, etc. etc. Don't forget the utility applications like Switcher and a RAMDisk if you use one. Help files for Excel (Excel.Help) and Word (Word Help) should be placed in the Applications folder. Word also needs to have its Main Dictionary, Standard Glossary and Word Hyphenation files in this folder. If you have Word 3 you must have the folder open if you want to launch a Word document by clicking directly on the document's icon.

## • Current Projects

Contains your latest collection of documents organized by project name. Examples: Mobil Oil Account, Home Expenses, Letters, Drawings, Church Social. You store all related documents within the project folder. If you are done with the project remove the entire folder to a floppy disk and take its copy off the hard disk. This is Rule Number Two: Remove unused documents. Floppy disks containing the single archival copy of work you have done should be locked (move the plastic tab to open the

hole). You want to keep this folder as lean as possible since you are going to use it frequently. Within the Current Projects folder and within subfolders use the View by Date window option. This puts most recently modified documents at the top of the window. Chances are you'll work on the stuff you most recently modified.

## • Documents

Contains documents organized by application, then by general area. Create folders entitled "Excel Docs," "FullPaint Docs," "Word Docs," etc. Within "FullPaint Docs" you may create three folders: "Drawings," "Greeting Cards," and "Posters." How do you decide to archive documents onto floppies and when to transfer them to this folder? In the case of graphics it is smarter to keep your library of graphic images on a hard disk. PictureBase, the graphics database/record keeper, is best used when all pictures are stored on one volume, such as on one hard disk. In your "Excel Docs" folder you may keep all of your function macro and command macro sheets, since they are not appropriately kept within three Current Projects folder. In a "Word Docs" folder you would keep document templates such as letters, invoices, title pages, and so on. You would use "FileMaker Plus Docs" to store large databases. Search times through databases are much faster if the records are kept on a hard disk rather than on a floppy. Examples of large databases are mailing lists and Rolodex-type files.

If you are in charge of a multiuser Mac at work it is doubly important to maintain order on the hard disk. In your case, your company's hard disk should only have three folders on the Desktop level: System, Applications, and User Documents. Each Macintosh user should be issued a separate folder with his or her name on it. All user folders go in the User Documents folder. Each user is in charge of organization within his or her folder. A folder security protection mechanism should be employed to prevent one user from modifying another user's documents.

You might be tempted to organize the User Documents folder by topic or project. Don't do it. Do not organize work by project! Here's what can go wrong with such a scheme: Secretary A uses the Mac to begin typing a big document for the Figby project. Secretary B takes over the document. She formats the document differently and undoes the work of Secretary A. Secretary A comes back and reconverts the document to her original style. A better solution is to segment the document by chapters and keep the chapters in the work folder of the person typing it. Integrating the chapters happens at the end of the document lifecycle, and only one person should be in charge of the integration.

The only exceptions to this rule (about not organizing documents by project if the Macintosh is used by more than one person) would be small businesses with two or three employees, such as dentists' offices or small office-based businesses. In this environment there is a constant back-and-forth flow of communication to ensure that everyone else knows what document you've changed and why you've changed it.

The beauty of a hard disk is that a common System is useable for all applications on your hard disk. You now have to change  
contd.

the System only once if you own a hard disk, not the zillion and one times if you have that many floppy startup disks. Best of all, now you aren't constrained by the small storage size of the floppy disks. You can have truly massive Systems. And some people do. New users of hard disks are like dieters coming off a four month fast. They gobble up everything in sight. An insatiable craving for new fonts and Desk Accessories. They no longer have to count the calories of kilobytes and they binge like chocoholics inhaling Baby Ruths.

But you, smart reader that you are, can resist this impulse. Run light. Run lean. Use only what you need.

Rule number four: Keep your System free of little-used fonts and DAs. If you want to see MacDraw go into a tizzy, try using it with twenty-five public domain fonts. It doesn't handle all fonts very well, but my experience is that if you stick to Apple-blessed fonts MacDraw will work fine. Perhaps Apple has fixed the font-handling in its new version of MacDraw. Using lots of PD fonts is a prescription for disaster. If you don't use 'em, take 'em off.

Somewhere you should keep a record of the fonts and font sizes that are currently on your System. A good idea is to keep a More or Acta document active that contains a record of all documents on your hard disk. Include on this document the list of fonts and DAs. If your hard disk crashes, you'll at least know which fonts you need to restore if you haven't kept backups. Keep separate floppy disks for your font libraries. Label them "Font Library #1", "Font Library #2", etc. Lock the disks. They should be non-modifiable read-only disks after you have created them.

Write on the floppy disk cover the font family name, the font point sizes within that family, and the font ID number if you have it. Do not place two font families with the same font family number on the System.

You can use ResEdit to determine Font family numbers very easily: Open ResEdit. Open the System folder by double clicking on SYSTEM FOLDER. Open System by double clicking on SYSTEM. Open the FONT resource by double clicking. All fonts within your system are listed by name, point size, and Font number, e.g., the Font window says PALATINO 12 FONT ID = 2060, for Palatino 12. Divide that number by 128 and take the lowest integer. Example: for Palatino 12,  $2060/128 = 16.09$ , so Palatino's font family number is 16. Incidentally, the fractional portion, 0.09, if multiplied by 128, gives the point size, 12. Carefully close all the windows and quit ResEdit to return to the Desktop. You can read font numbers just as easily off your font library floppy disks if you have them.

Next, let's talk necessary Desk Accessories (DAs). You probably have not modified your System to allow more than 15 DAs, so that's your upper limit. You can't have more than 15 DAs. (Ed. Note: Try Suitcase for more.) Here are a few good ones you might want to have in your Apple menu.

- **Alarm Clock**

If you don't have a watch, it's nice to have this handy. If you have to replace your battery and you have to reset your calendar and time, you need Alarm Clock on the startup disk to do the calendar resetting.

- **DiskTop**

Possibly the single most useful DA if you have a hard disk, work with a lot of applications, print on a LaserWriter, and hate

having to return to the Desktop for disk housecleaning. More on this below.

- **LaserStatus**

If you are on an AppleTalk network and need to see which fonts have been downloaded into the LaserWriter, then this is a useful utility. Also helps with dequeuing (Ed. Note: great word for a Spelling Bee) your print job if you find out you're stuck behind a paperhog in the LaserWriter print queue.

- **Find File**

Actually you don't need this if you have DiskTop, but if you don't and you have a hard disk, then you definitely should get Find File. This lets you find a file with a certain name or portion of a name. For example, if you know the file name is "Aunt Emma" followed by a word or two, you would open the File File DA, type "Aunt Emma," then hit carriage return. It will search the entire hard disk. It may find three documents with that text string in it: "Aunt Emma Letter 87-3", "Aunt Emma 86-4", and "Letter From Aunt Emma." Clicking on one of these names gives you the exact path to the document, in that it tells you what the folder it's in, starting from the upper level directory (folder). And it does this in background mode too. Search times are on the order of a minute or two for 20 Mbytes of documents. You can cancel the search at any time.

- **Camera**

Takes a nice picture of the screen and places it into a MacPaint document, like CMD-SHIFT-3 does. Indispensable if you have a Mac Plus and want to take a shot of a pulldown menu.

- **Art Grabber**

Grabs a MacPaint or FullPaint document and puts it into your word processing document.

- **Key Caps**

Allows you to see where the letters are on the keyboard.

- **Mock Chart**

For quickie pie, bar or line charts. If you use Switcher and have Excel you probably don't need this.

- **Mock Write**

For quickie text-only files.

- **Scrapbook**

Or any equivalent DA that lets you store images and text snippets.

- **Chooser**

Chooses the printer.

- **Control Panel**

You know about this one. Don't leave it off. You may want to turn off the RAM cache before launching Switcher.

- **Talking Moose**

If you are your company's resident Mac evangelist, you'd be surprised how many Mac novices get a kick out of this little DA. This brainchild of a Canadian dentist is legendary in its usefulness for selling the Mac to IBM oriented people.

If you don't use MockChart very often, take it off. Trails is cute, but useless in a work environment. So is Flow. The JClock clock sits right over the Switcher symbol in the upper right corner of the screen, and interacts strangely. Once you put it on you can't take it off. So don't install it.

Be very careful when you add large DAs to your System. Do you use Switcher frequently? If so, you may not get the most out of your wonderful new DAs. The trend in DAs is that newer ones take up more memory. If you use Switcher a lot, you'll have more  
contd. on pg 68

# MUSEMENTS

by Fred Seelig

## Microsoft's Word 3.0: Another Look

MS Word 3 is not all it's cracked to up be. It has billions and billions of useful features. But it is not easy to use. And it is buggy, as you may have heard. Buggy may be the wrong word. Buggy connotes one or two random and seldom-encountered errors. Perhaps the proper descriptor here is bug-infested. Customer complaint of this program is at a record high. Owners have said that Word is far harder to learn than MacWrite ever was.

Word doesn't allow you to experiment with new features very easily. I defy any beginner to learn, for example, how to do multi-column formatting in under twenty minutes. I defy anyone to learn how to edit default style sheets, once erroneously defined. Mail merge capability is great, but have you ever tried to decrypt any of those error messages that come up when your master mailing list is improperly formatted? Sounds like IBM computer babble to me.

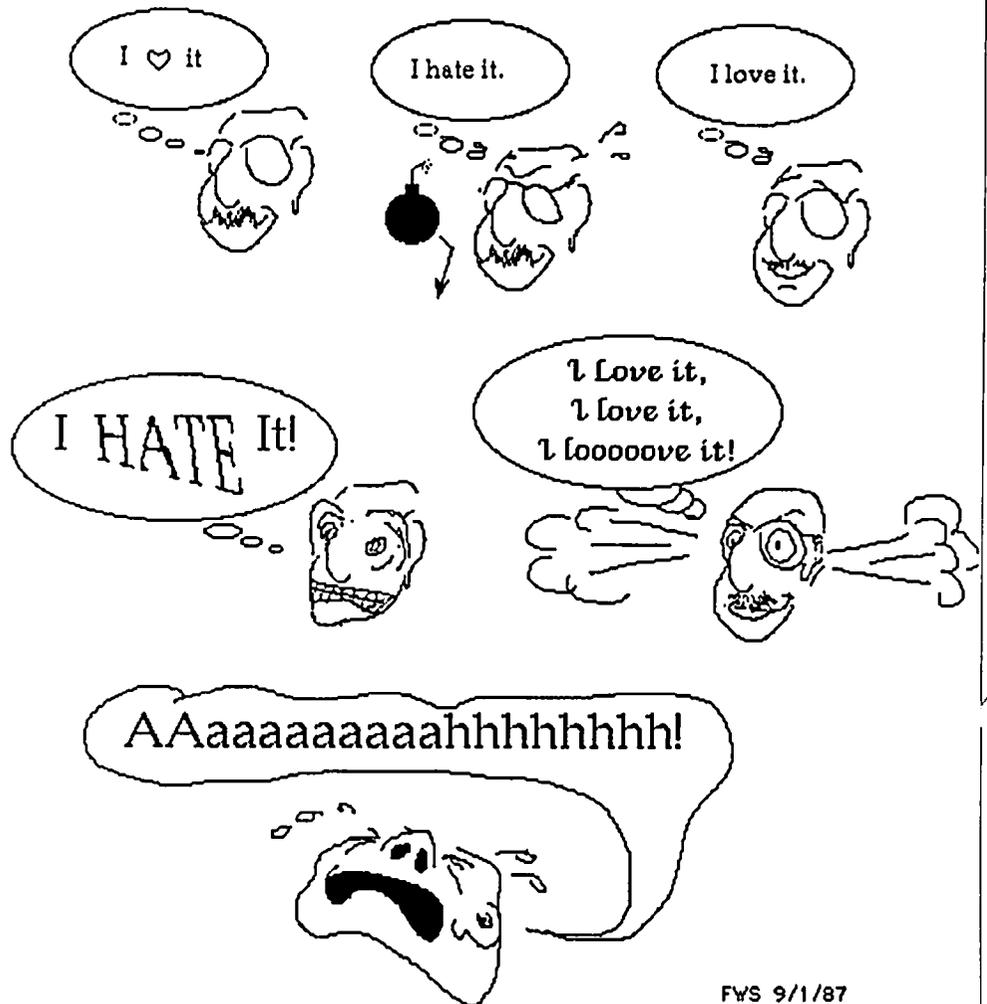
The manual's no help, either. The manual ought to have been twice the size to cover all the what-if—types of questions typically encountered while blundering through Word 3 commands.

Major Macintosh software contains value in two areas: performance and ease of use. Performance is equated with richness of instruction sets. Excel is a high performance spreadsheet package because it's got graphics and macro commands built-in. For the beginner, these features are there, lying dormant until he's ready one day to increase his efficiency. Ease of use is equally important. MacDraw is exceptionally powerful as a quick-to-learn graphics package. File-Maker Plus is an example of an easy to use database.

Microsoft Word 3's intermediate-level instructions are not easy to learn. The spelling checker is easy to use, but using style sheets are not. Outlining is confusing to learn how to use, until you learn that the cursor control keys move items through different levels or up/down through the outline, and that the 2/4/6/8 keys on the numerical keypad are for cursor movement. Now why did I have to learn that on my own? Why aren't there summary boxes in the manual? Page Preview is a nice feature. Moving margins within Page Preview is not. Never in a million years would I have guessed the recommended procedure.

Robert Wiggins in July 1987's *MacUser* was quite upset with Word 3. He calls it IBM-style software. He says that Word 3 violates one of the precepts of Macintosh software: Thou shalt be

## A Day in the Life of a Word 3 User



easy to learn. And it is definitely not a WYSIWYG word processor.

### Word 3 Column Problems

Type a section in the regular 1-column form. Then try to reformat that section so that it becomes a 2-column section. Does it work? Nope. Select the entire section. Use CMD-T and place a "2" into the box that asks you for the number of columns you want in that section. Then do a Page Preview (shortcut: num keypad period (.) - F - P - Return). Does it work? Nope.

The only way that I have found to reformat a section is to create a new section, format that section as a two-column section, cut the text out of the old place, and paste it into the new section. Works like a charm. Durned if I can figure out why Microsoft did things like that, though. Of course you have to realize that I am working with the beta version of Word 3, i.e., version 3.0.

### On WriteNow

I tried getting used to Write Now while the frustration level with Word 3 increased beyond tolerable levels. First impressions: S-L-O-W. Once you've used MS Word 3 you can't go

contd.

back. If you're a touch typist, you definitely can't use Write Now—MS Word is as fast as you can type. Write Now exhibits noticeable delays when cutting and pasting. Cutting and pasting paragraphs is truly confusing for the first-time user and one who's been weaned on MacWrite.

Comparing features, Write Now is seen to occupy the middle ground of word processor programs. It has a built-in spelling checker. It can create a table of contents. It handles footnotes easily. It can do on-screen multiple columns. But it doesn't have mail merge capabilities, it can't export Write Now documents into other formats very easily, and it doesn't have outlining features.

As soon as I ran into troubles with WriteNow's paragraph moving methods, I decided that I didn't want to trade one set of problems (figuring out Word 3 commands) for another (figuring out Write Now commands). So it's back to Word 3. Damn you, Microsoft!

But on the whole Write Now delivers in two crucial areas: it is easy to learn and it is WYSIWYG. For these two reasons alone Write Now will be the text processor of choice for Joe Average Mac User.

#### **Microsoft Word 3's Pitch**

Microsoft sent out a mailing for a Word 3 purchase plan. If you own MacWrite you can buy Word 3 and get reimbursed \$75 by Microsoft. You tear off the title page of the MacWrite manual and send it (or your original MacWrite disk) to Microsoft along with the Word 3 registration card and a copy of the receipt from your dealer. The deadline is September 30th.

Not coincidentally, Ann Arbor Softworks is planning on releasing the long-awaited FullWrite Professional at the beginning of October. So Microsoft is trying to cash in before business dries up.

#### **FullWrite Professional's Pitch**

At the end of July Ann Arbor SoftWorks sent out a mailing for FullWrite Professional. All registered owners of FullPaint get an opportunity to advance order FullWrite Professional for a mere \$139. If you own FullPaint and MS Word 3, and you tear off the front page of the Word 3 manual and send it in you save yourself an additional \$40 and get FWP for \$99.95.

#### **Are You Noticing A Trend?**

You tear off the title page of one manual and get a second manual to a new application program that you buy. Then that program's competitor demands that you send it the title page of the manual you just got, and it sends you another program and another manual with a brand new title page. So you see, having scruffy old manuals lying around, unread, is practically like having money in the bank. As long as they still have the title page attached, they're worth bucks.

I think that all title pages of future manuals be easily detachable and look like coupons that read: THIS TITLE PAGE GOOD FOR A \$75 REBATE FOR THE SOFTWARE OF YOUR CHOICE.

#### **FullWrite Professional**

FWP sounds like a good-enough product: MacDraw-like graphics program embedded in it for creating graphics (with Bezier curves like you get in Adobe's Illustrator!), auto text wrapping around irregularly objects, mixed multi-column areas on the same page, automatic highlighting of changes a la MindWrite, outlining, hyphenation as you type, spelling

checker, thesaurus, glossaries, notes for reminders (like Hidden Text in Word 3, except in separate windows like Post-It notes), extensive search and replace features, including search by text attributes like bold, underline, etc., headers, footers, mail-merge, sorting, kerning, leading, and guttering, rulers, style sheets, "variables" (I don't know what that means but it sure sounds intriguing), sidebars (a great feature!), column rulers, small caps, markers, footnotes, endnotes, bibliographies, auto numbering of figures, footnotes and endnotes, auto table of contents, auto index generation, references, importing from MacWrite and text files (don't know about Word), Show Pages, "smart editing mode within and between documents," lots of keyboard shortcuts, "enhanced Clipboard," PostScript output, Laser gray shading, left, center and right decimal tabs with user-specified fill characters, etc.

It sounds wonderful. But then, so did Word 3 before it became a reality. I guess that Word 3 has taught a lot of us a big lesson: never believe pre-release hype. It also has taught us to let the market try out new software to see if it goes belly-up after the first wave of reviews hits the news stands. Excel was a unanimous success. But Word 3 is still undergoing a trial by fire.

#### **DiskTop is Superb**

If you have a hard disk you owe it to yourself to buy DiskTop from CE Software. At \$49.95, it's a bargain for the things that it does.

You actually get two DAs and a standalone program for the money. DiskTop and LaserStatus are the DAs. Widgets, a patchwork collection of utilities, is the application. DiskTop was written by Gil Beecher, and the latter two were written by Don Brown, who's the head of CE Software and the Systems Operator of a major Mac bulletin board.

DiskTop is not without some failings, all related to Switcher. A peculiarity of DiskTop is that when you launch it on top of the Switcher screen itself, it disables the Switcher commands. This prevents you from switching into the applications to see the document names. DiskTop will also not allow you to place on top of it the Switcher window showing all of the applications, their added document names and their memory allocations.

DiskTop allows you to add comments when you are within an application. But by not allowing you to simultaneously see the Switcher Information window while the DiskTop window is active the job is more complicated than it needs to be.

Here's a little background. If you are a heavy Switcher user, then one of the most annoying things is not to be able to add comments to the Switcher setup Get Info box when within Switcher. Suppose you had two megabytes of RAM and configured Switcher to use Word 3 at 416K, More at 400K, FullPaint at 400K, and Excel at 420K. Then suppose you added documents to each of those applications so that Switcher would start up your particular documents specific to a certain project. Your Switcher setup file may be called "Word/More/FullPaint/More\_SU," or something like that. For different projects you might wish to keep the same memory configurations but vary the application-specific documents. Well, the name of your Switcher setup is already too long to append the document names into the setup name. If you call the different setup names ".../More1\_SU," ".../More2\_SU," ".../More3\_SU," etc., then you'll need to put the information about memory sizes and document names into the Get Info window of each setup file. This would be an ideal

contd.

way to use DiskTop. But you can't use the feature easily within Switcher.

DiskTop can be used within Switcher, but cautiously. It should be opened into an application that has a lot of memory to spare. You should return to the Switcher screen and use the Get Info Window command (under File) to see which application's memory has the most free room. Switch to that application and then launch the DiskTop DA on top of that application.

I haven't mentioned the other toys that come with DiskTop, but if you use a LaserWriter, you'll like them.

#### California Dreamin'

Have you heard the latest fad in California? Resolving traffic conflicts with hot lead? All of those highway shootings are, of course, indicative of a trend. As California goes, so goes the country. Pretty soon all the Washington Yuppies in their Volvos will rush out to Abercrombie & Fitch and get their cute little revolvers and circle the Beltway hoping someone cuts their lane off so they can pump a few grains into the back of someone else's Volvo.

But why restrict the fun to the outdoorsy types? Why not bring violence into the computer store? I've thought about this and have developed a few scenarios.

**Scenario 1:** Fred Goetz, meek, mild-mannered electrical engineering nerd, twin brother of Bernard, slinks into a computer store, afraid of his own shadow. He's descended upon by four IBM computer salesmen. They haven't made a sale in days, and they're feeling pretty malevolent. One of them butts up against Fred with his shoulder and says, "Say, whitebread, you wanna buy a PS/2? You wanna give me five K?" This is the opening Fred's been waiting for. He whips out his just-invented Kill-O-Zap ray gun and blasts away. One of the salesmen is still twitching so Fred illuminates him with a few more mega-ergs of energy.

After he's picked up by the authorities he issues a rambling confession. However, he's completely exonerated by a jury of his peers and becomes a folk hero to the Macintosh community, a frequent guest on the David Letterman show, and an endorser of American Express cards. "Hi, do you know me...?" After all the hoopla dies down he tries to resume his life of quiet desperation.

**Scenario 2:** The Mac salesman as vigilante. An MS-DOS oriented MIS director of a large company swaggers into Mac Corner to laugh at the puny Mac peripherals. Little does he know that he's picked a bad day to tangle with the Apple sales crew. Fred Eastwood, twin brother of Clint, eyes the stranger coming in the door. He sees the smirk, the too-tightly buttoned collar, the mound of flesh overdraping the too-tight belt, the wing-tip shoes. He squints. Throws his Perogi on the plush carpeting. "I'll take this customer," he mutters.

The rangy salesman walks over to Mr. MIS, who smiles condescendingly. "Don't bother to show me your trifles, I know all about computer peri..."

Suddenly Eastwood grabs him by the tie and forces his pudgy face close to a Radius Full Page Display. He runs Excel spreadsheets. The Mac SE has an accelerator card and the spreadsheets whirl around at hyper speeds.

The MIS director dangles from his tie, saying, "Ackkkk! Gakkkkk! Urrrrggggghhh..." His eyes bulge dangerously far

out of his veined skull.

Eastwood resizes columns, reformats tables, creates linked graphs and tables and runs macros. There is real fear building behind Mr. MIS's eyes. This guy is psycho, his rat-like brain is thinking.

"Watch this, maggot." Eastwood shows him PageMaker 2, Adobe Illustrator, HyperCard, 4th Dimension, and Guide. With that he releases the tie, which he had been holding up like a noose.

The MIS director crumples to the floor. He inches away from Eastwood, slowly, reaching for his laptop Toshiba that he's got hidden underneath his suit. But before he can whip it out and turn on his 1-2-3 program, Eastwood says, "You know, in all this excitement, I can't remember if you wanted to spend 5K or 6. This is the Macintosh II. It's the most powerful micro in the world. It'll blow you mind clean off. Now, you have to ask yourself, do you feel lucky?"

*The views expressed in this article are not Mr. Seelig's. They are solely those of the Washington Apple Pi's.*

*Mr. Seelig is the president of Mac Consultants, a company dedicated to helping small business users utilize their Macintoshes more effectively.* ☺

#### Hard Disk Tips contd. from pg 65

problems with memory-hogging DAs. DiskTop is a memory hog. So is the Expressionist DA. You'll see more System bombs within Switcher if you open a DA when you're within an application short of memory. Solution: you need more memory. Having 2 Megabytes of RAM is pure sex, as they say.

More odds & ends on DAs. The Art Grabber DA is about as bugproof as any around. Use it with impunity. When used within Switcher, Camera sometimes hangs the Mac while creating a Screen Dump if Art Grabber is open in another application and reading a Screen Dump document.

Just as with Font floppy disk libraries, you should maintain DA libraries of floppy disks, particularly if you buy lots of WAP's DA disks. Label them "DA Library #1", "DA Library #2", etc.

Need you be reminded about the most golden of all the golden rules? Rule Number 5: Back up your hard disk frequently. You've put a lot of time and energy into your work on the Mac. Don't let a hard disk crash ruin your day/week/year. Back up frequently. Back up religiously.

In summary, follow the five rules for hard disk usage:

1. Keep your Desktop clean.
  2. Remove unused documents.
  3. Ignore Rule #2 for large documents or sets of documents.
  4. Keep your System simple.
  5. Make frequent backups.
- ☺

## LETTER TO THE EDITOR

Dear Editor,

I am not sure what the classification of this letter is, so I decided to send it to you as Editor to see if you could use it anywhere. The letter has two purposes—to praise the Club and its members and to point out a fix for a problem that may not have been publicized as yet.

Allow me to go back and describe the problem that occurred and the subsequent events that led to its solution. My wife was working part-time for a magazine as its Special Projects Editor. Part of her job was to write all of the captions for her portion of the magazine. As this was a showcase magazine for the vendors of this industry, there are a great many vendor's names to be placed in the text. She would do this by placing a reference number in the writing of the text and then do a global search and replace to change the many references to the vendor in one shot. This one issue that she was working on in late July had 23 pages.

We were using ReadySetGo 3 to prepare this document because the magazine used it as well, and they requested three columns per page. It was the easiest to use of the software that we had at our disposal. The problem came when we put the program on our hard disk with System 4.1 and Finder 5.5. The program behaved erratically and occasionally crashed. As it was 3 AM on Sunday night with a Monday deadline (you can probably appreciate that, Bernie) we attempted to persevere. Then the worst happened! It would not open the file. It would

just say that there wasn't enough memory to complete the task. We were panicked and my wife was about to drop kick the Mac.

First thing in the morning on Monday, I placed a call to Letraset's Technical Support number. I had already looked at the file with a utility program and knew that all of the ASCII code for the file was intact and readable. I just didn't know how to get to it. Letraset's "expert" gave me a lecture about how I should have checked with them before using the new system and finder because they know that there are major bugs such as file corruption. He then told me that there was no possible solution but to start over using a floppy set with the old system and finder. I'm stubborn and didn't believe him since I knew the ASCII information was there. I then tried the Washington Apple Pi office and found my "Knight in Shining Armor."

Just by luck, a member by the name of Rusty Romaine was visiting in the office. I explained the problem and he suggested using my utility program to change the file type to TEXT and to try opening it with Microsoft Word 3.0. Two minutes later I was looking at the most beautiful sight—a 23-page document of the article's text completely intact and ready for editing. We were then able to finish the article and make our deadline.

Thank you, Rusty!!

It is this type of support and assistance that makes clubs like Washington Apple Pi so very valuable. I can't praise them enough.  
Corey Zimmerman

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## Best of the Mac items from the TCS - Bill Baldrige



### C Programming

**GORDON RUNKLE** on 09/02

Greetings, all! I'm new on this TCS and so far I'm pretty impressed, though I think that \$6 per year is a bit steep! I've downloaded all of the messages here and gave them a once-over to get the feel of this board, and I gather that Lightspeed C is the compiler of choice. Any comments and/or comparisons to other compilers to offer? I'd be interested right now; I sort of use Aztec C68K v3.4. I like the UNIX-like interface, since I program in a UNIX environment anyway. Programming the Mac, however, is quite different! Anyone recommend a good book devoted to C+ Mac?

**LOUIS M. PECORA** on 09/04

The only comparison I have to Lightspeed C (LSC) is DeSmet C, which is not a bad compiler and environment, but it can't beat LSC. Try the book Macintosh C Primer Plus. It looks pretty good, even though it was written using examples from the now-defunct Hippo C. Also check out The C Puzzle Book for general C things. Finally, \$6 is steep? Your Mac set-up cost a few grand, right? \$6 = two six-packs of beer. If you go out to eat in D.C., you probably spend more than \$10 (more likely > \$20). Believe me, for the information content the \$6 is cheap. (Right on! - ed.)

### Data Bases

**BILL AMON** on 09/03

At 4:30 pm today (Thursday, Sept. 3), Ashton-Tate issued a news release indicating that dBASE Mac is now shipping. The last beta version was 1.0x114. I understand that they already have an order backlog of 10,000 copies! I asked about what the final version's performance situation was—according to product development, there are substantial improvements. I'll be getting my copy within a week or two and I'll let you all know! For David Gursky—yes—NOW we can start our testing. I have already received HyperCard and 4th Dimension—I really think they should be included. Most data base applications I firmly believe could be done easily in HyperCard—I love it! Well, let's get on with it.

### Desktop Publishing

**NANCY SEFERIAN** on 08/07

A real estate agent asked me to design 8 flyers for her on my Mac. She wanted to pay me. I offered to do them free of charge. She could see if she liked them and I could see if I wanted to do more. She loved them. How should I charge for doing this next time? What is the usual fee?

**BILL BALDRIDGE** on 08/07

Depends on how much time you spend doing each. I was doing flyers for an association at work, for free at first, but when the requests became too frequent, I started charging \$5 each and the requests stopped (talk about CHEAP!). A real estate agent is another matter, though. I understand commercial artists charge

around \$50 for a one-page flyer, but most of this work is freehand, and takes a fair amount of time. I would think \$10/hr. is reasonable, to start with, and if the business grows (and you want to make it a professional occupation) then you can increase your fee as your reputation and number of jobs grow.

**BILL BROWN** on 08/12

Nancy, I do this for a living. I charge between \$15 - \$25 an hour depending on how much actual creative design work is required. The fees quoted in the Graphic Artists Guild Handbook, Pricing & Ethical Guidelines, 5th Edition are: for a one-fold, two-color, simple brochure — \$300 - \$700; for a four-fold, two color simple brochure — \$500 - \$1000; for a one-fold, full-color, simple brochure — \$400 - \$850; for a four-fold, full-color, simple brochure — \$750 - \$1500. And, don't let them include a letterhead or logo design in that package. A letterhead design for a small company costs from \$700 to \$1000. Of course, these are fees for people, like myself, with several years experience and a degree in the arts. But, those are the "usual fees." People who are just starting out generally charge what the market will bear. They charge nothing or a nominal fee—their real payment is the experience and a printed sample that will get them more jobs. Unfortunately many people get taken advantage of. Don't forget that the brochures you are creating are helping your client make a profit—and you should share in it for your labor. Ask your client what the brochures are worth to them. Good luck!

### Entertainment & Education

**DEACON MACCUBBIN** on 08/18

Silicon Beach was demoing an early version of "Beyond Dark Castle" at the MacWorld Expo. It's more of the nerve-racking excitement that you've enjoyed in the first game. They also have a new helicopter battle game on demo. And ICOM Simulations was showing an early version of a new game called "Gossip". It's done in the Deja Vu-Uninvited-Shadowgate mode. You're John Dvorak trying to track down some stories. It looked like an interesting twist. None of these games will appear before January at the earliest.

**BILL BALDRIDGE** on 08/28

Received the Course Builder demo disk today—pretty fast! The interesting thing is it was written by William C. Appleton, of World Builder fame, if memory serves... Anyway, I haven't really played around with it yet (too busy with HyperCard right now), but so far my main criticism is they use Macintalk to voice text and dialogs; and as anyone who has heard the output from Macintalk knows, it stinks! Two demos come with the disk—a nuclear reactor simulation, where you have to put the pieces (which are animated) back in their proper places, and "Catch & Dissect da Frog" (ugh!), which I'm sure will be a hit among the teenage crowd. After you've caught the frog (a cute animated sequence), you pin it to the table and slice it open to reveal the innards, after which the program shows you which parts are

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which, puts them back, and you have to repeat its actions.

JESSICA WEISSMAN on 08/30

I've been playing a bit with Course Builder. It has all the right capabilities (and I've had to evaluate at least 25 course-building systems in my day). It is hard to figure out the calculation and answer-processing stuff by inspecting the completed courses, so try building one on your own. It is legal to post the demo, by the way, so we could put it here or share it in other ways. There is another similar system called Course of Action, even richer and with much more intuitive ways of doing the calculation and other tasks that underlie instruction. Problem is that it costs about three times as much as Course Builder.

KEVIN HARRIS on 09/03

It is my sad duty to announce that Spectrum Holobyte will not be releasing it's F-16 Flight Simulator (FALCON) for a long time yet. This is due to numerous bugs found in the program causing it to bomb frequently. So, we'll just have to wait for a little while longer folks. I found this out from a reliable source—Spectrum Holobyte.

#### Graphics & Design Software

BILL BALDRIDGE on 08/10

I'm gradually re-evaluating my opinion of the new version of the Thunderscan "update"—called version 4.0 (hah!)... DOWNWARD! I'm finding this a typical example of "software by committee"—that is, a group of so-called experts get together and hash out "where they want to go" with Thunderscan. So they punch out a list of "enhancements" and "added features" (to make the copy read nice), and send it off to "programming" (I hope Herzfeld didn't do this upgrade) for the rewrite/recoding. Anyway, I'm doing a letter to Thunderware with a list of about eight features they should have included, three features which were in version 1.4 and were dropped in 4.0 (I'll KILL da bums!), two minor bugs (maybe that'll but a bcc in their thUNDERWARE), and a partridge in a pear tree...oh, and two BRAVOS (hey...I'm not ALL bad news).

BILL BALDRIDGE on 08/14

To maximize the size of document you can scan in Thunderscan you should turn off RAM cache and minimize or eliminate any other RAM resident utilities. Another point to consider is this—any final scanned image larger than around 12x26 (or total of 312 sq. inches) will not fit on a 800K HFS disk, and you will have to either save it as a PICT, TIFF, or series of Paint documents.

BILL BALDRIDGE on 08/19

For you high quality fanatics out there—if you have both MacPaint and Fullpaint, but use mainly Fullpaint nowadays, I suggest you take another look at the high quality print from Fullpaint...it's not as good as the output from MacPaint! Honest injun... Apparently, MacPaint has a better smoothing algorithm than Fullpaint. It's possible that MacPaint has its own print driver built in, but I've never explored the nuts & bolts—just compared the output. Have a look! BTW, I noticed this LONG ago, but never thought to post a message on it until now...sorry.

P.S. Of course, I'm talking about Imagewriter output...LaserWriter owners take a hike.

#### Hard Disks

PAUL KELBAUGH on 08/04

Jerry, I second your comments here and on the Fed/Mac board about the Rodime 20+ being sold by Mac Connection running very warm after about 20 minutes. Of course it does level off. I also ordered one and have left it on for three days I would describe it as warm, but certainly not hot to the touch. I guess everything goes back to price ,and at \$569 plus only \$3 for overnight shipping it performs as promised. I would recommend it for a system to be only moderately used where the owner wanted to move up to a 20 meg hard drive and keep the cost below \$600. Over that price, I'd agree with all comments supporting the Jasmine 20, 40, 50 and 80. My point is that the Mac Connection special at \$572 is a good value for the money as long as the buyer goes in with eyes open. I will be keeping mine even if it doesn't have a fan.

#### HyperCard

BILL BALDRIDGE on 08/30

Describing HyperCard in one sentence is as easy as writing the Gettysburg Address on a 22 cent stamp with a dull pencil. A simple description would be an application with which a user may build a stack of cards—each card storing information in any computer retrieveable format (i.e., graphic, alphanumeric, digital, etc.). Any part of any card may be tied to any part of any other card by a relation—the relation to be defined by the creator or user (at lower levels) using "scripts." Scripts allow specific tasks to be performed by a button, field, card, or stack (here presented in inverted heirarchy). Lastly, any STACK may be tied to any other stack by these relations... The mind boggles.

JEFFREY BARNES on 08/30

I have pretty well finished reading the HyperCard manual and have "fooled around" with the application a bit. I bought it because I didn't know any way to find out what it was other than to get the thing. It is my opinion that HyperCard can be referred to, among other things, as:

1 - A high level language specifically designed for the Mac. I have programmed the Mac in BASIC and C and I would liken such programming as similiar to programming graphic workstations hooked to mainframes—TEDIOUS! It's sort of like playing the banjo—something I would like to know how to do and then not do it.

2 - A very rich job control language for the Mac. I would liken it to DCL on a VAX in the sense that the lexical functions in VAX DCL are equivalent to the graphics "hooks" in hypercard.

3 - A sort of "graphics database language". The capability to "link" cards to other stacks/cards really opens up many possibilities.

4 - Has the promise of being a really useful and efficient macro generator for the Mac. I have TEMPO and TOUCH-N-GO and consider them very crude. I am hoping for better things with Hypercard. In short, I think that all of the packages for the Mac that I am familiar with, such as MS WORD, are merely a standard computer application written for the Mac. Admittedly, such packages follow the Macintosh interface and that is a great leap forward but any standard interface puts the burden on development programmers.

The real test will be—how complex an application will

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Hypercard allow a programmer to construct.

**RICK STICKLE on 08/30**

Bill, I don't believe this—I got HyperCard at Clinton yesterday and signed on tonight to suggest that a Hypercard section be set up! I now see there are just some people that you can't get the jump on.

**BILL BALDRIDGE on 08/30**

Welcome to the TCS of Washington Apple Pi...innovation and hi-tech R us!

**JERRY OPPENHEIMER on 09/01**

Is it completely out of the realm of possibility for a recent purchaser of a Mac SE to get Hypercard gratis from a dealer? I am about three weeks over my warranty running out. What do you think?

**HOLGER SOMMER on 09/01**

Jerry , if you bought your Mac on or after 8/11/87 you get HyperCard with your Mac, or see your dealer for a copy for HyperCard. If you bought it before 8/11/87... sorry no freebie.

**DAVID GURSKY on 09/03**

What are the memory requirements for HyperCard and HyperCard stacks?

**BILL BALDRIDGE on 09/04**

"HyperCard works in any Apple Macintosh computer with 1 megabyte of memory or more, and two 800K disk drives. It works best in systems with a hard drive and a printer."—this from the User's Guide. It goes on to recommend a minimum of 2 megs when running HyperCard and any other application under Multi-Finder.

**RICH NORLING on 09/04**

I heard that a Beta version of HyperCard bombed out when loading under Tops because HyperCard's sound driver was somehow conflicting with the Tops driver. I don't know whether that was fixed before the final release of HyperCard.

**BILL BALDRIDGE on 09/04**

If that's true, it would be easy to change the DRVR resource ID using ResEdit so there was no conflict.

**JERRY WALZ on 09/05**

I was finally able to get a copy of Danny Goodman's "The Complete HyperCard Handbook" Bantam Computer Books, at Falton in Fair Oaks. Jay Heller said he found three copies at Dalton Lake Forest and bought them all! Contrary to some reports, I think the handbook seems pretty good — should be for \$29.95 (or call 212-765-6500 ext. 479 for credit card orders - ed.)!! I don't know how its 720 pages compares to Apple's documentation since I won't get that until my next SE is delivered next week.

#### Other Hardware

**KEN HANCOCK on 08/13**

I currently have a Mac Plus and I'm currently looking at memory upgrades. My question is directed to those of you who have them.

What kind (Dove, Levco, others?) do you have, is it expandable, can it later be moved over to an SE, and have you had any problems with it?

**MARION CLOWER on 08/14**

I have a 512 upgraded to a Plus by Apple. Last spring I bought a Data Frame 20XP and decided to spring (!) for an extra meg. MacCorner did the job. They gave me \$20 credit for the fan I didn't need since I have a System Saver. I've had no problems whatsoever. I did make sure everything worked before leaving the store and tried to make sure they adjusted the voltage properly. There was extensive discussion at the Mac Q&A last month about RAM upgrades...mostly 512 to 2 meg, I think. I guess the conclusion was to make sure voltage was adjusted. I think SuperMac says you can expand to 4 megs from 2, but I don't think the Plus (especially a Mac upped to a Plus) can take it. As far as I'm aware, this is strictly a Plus upgrade with no transfer possibilities.

**RICHARD MARTIN on 08/15**

I sprung for an extra meg (the cheapie from Dove) for the Plus about a month ago. Works great, no problems. Even better, the Mac no longer makes that high-pitched whine like it used to... As far as I know the memory can be switched over to the SE, though it's hard to get psyched for an SE with all that Plus memory and an external hard drive....

**LEE DUER on 08/27**

I have just read my first copy of a magazine called MAC A.P.P.L.E, a CoOp magazine. In their August issue (pg5-6) they are advertising a Mac video adaptor—convert your Mac+ or SE to a real size screen for \$99. Then they are advertising a 12" High Scan Monitor for \$295. Am I being deceived here? Is this the same thing as other companies are selling for \$1500+? What am I missing here?

**PAUL CHERNOFF on 08/27**

I am not familiar with the ad, but I assume that the screen has larger pixels. In other words, it covers the same information as the current Mac screen but everything is bigger. This might be liked by many secretaries.

**DANIEL C. ADKINS on 09/02**

I've just upgraded my Mac+ with Dove 1 Meg chips. Their instructions are a little confusing and they are changing them. The tools that come with the kit that Programs Plus sells allow entry to the Mac. The power connection to the main board requires a little messing with. I wasn't happy that one had to pull it in the direction of the CRT (I had a friend help me with the entire operation for safety's sake). This is not a safe operation but it is do-able. There may be a hang-up in that Apple has used several suppliers of memory chips which fit into place differently. I had no problem replacing the chips. One Meg chips are placed nearest to the 68000. One does have to remove a resistor and that felt funny, and one does need a voltmeter to check the power supply. This can be gotten from Radio Shack for around \$40. I haven't done that, figuring that if I got a sad Mac face then I would check it. I've asked Dove to include a description of how to check and reset the power supply in their next manual.

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**BILL BALDRIDGE on 09/02**

The voltage drop (with CMOS 1 meg SIMMs) should not be significant enough to cause problems. However, it is always preferable to at least check the voltage level after such an upgrade, or any other modification to the motherboard.

#### Misc. Programming

**LOUIS M. PECORA on 08/07**

Recently I talked to someone who has programmed in RATFOR (Rationalized Fortran). Apparently, this is a "preprocessor" for Fortran which makes Fortran look more "structured" like C and has some nice features for easier programming. He claimed debugging in it was no problem and programming was infinitely nicer than straight-forward Fortran. I've never seen RATFOR myself, but like the idea of a more structured Fortran with better features. Has anyone ever heard of RATFOR. Can it be easily implemented on the Mac Fortrans (like Rich Norling's upcoming version)? Or is it "a whole other ballgame"?

**ROBERT DOHERTY on 08/10**

Most of the versions of Ratfor I have seen have been public domain. There are versions for everything from PDP-8's up to CDC's and Crays. For the VAX there are at least two versions:

1. RATFiv from ICR in Philadelphia is written in Fortran (what else?) and is a pretty good implementation. The source code is available on some of the older VAX SIG tapes.

2. LBL VOS has a ratfor in which the whole system is written. VOS, if you aren't familiar with it, is sort of an emulation of UNIX for non-UNIX machines. It contains many of the UNIX tools ported in a machine independent way. This version, too is available in source code on the most recent VAX L&T sig tape. When I program on our PDP-11's (rarely anymore), I still use Ratfor. The produced Fortran is truly ugly, but, normally the debugging is done from the Ratfor sources, not the Fortran.

**LOUIS M. PECORA on 08/11**

A few weeks ago I reported on my first impressions of Mactran77, a Fortran compiler for the Mac, in a rather long message. I just wanted to add a small update to that message. Although, I would still describe it as a plain vanilla integrated compiler-linker-runtime package, I must admit it is SOLID! I have yet to get the sucker to bomb (never had any trouble bombing MS Fortran, even with "normal" Fortran code). I sent DCM data products who market Mactran77 a letter with many suggestions. They replied and stated that they are enhancing the editor (it needs it, so that's good), and they are adding VAX extensions (Yeah!), ANSI 8x extensions (Yeah!), and in-line 68881 code generation (Yeah!!). This might just be the ticket for those of us who want or have to use Fortran to program on our Macs, at least until Rich Norling gets his product out. Anyway, I up my rating of Mactran77 from 6.0 to 6.5 out of 10 (MS Fortran is 5.0, at best, Lightspeed C a definite 8.0). If you're interested in Fortran on the Mac, I recommend checking it out.

#### Mac System

**JERRY WALZ on 08/08 05**

I just upgraded my 512E (originally a 512) to a Plus using the Apple upgrade and am having a problem. Any suggestions will be appreciated before I haul it back to Clinton. About 95% of the

time when I try to print from Word 3.0/3.01 and Excel 1.04 to an Imagewriter I get a Bomb with an error ID of 03. Haven't tried too many other applications but seems to be ok with SuperPaint and MacPaint. I'm using 3.2/5.3 system finder and 2.3 Imagewriter. Is this an upgrade bug?

**KEVIN HARRIS on 08/09**

I have a Mac Plus which was upgraded from a 512. And maybe I can offer some assistance. First let's figure out what our ID number means, let me look here.... OK, the ID you're getting is 3—that means Illegal Instruction. Have you tried Chooser in the Apple Menu, choose the Imagewriter icon. Next, try a different System/Finder version. Make sure AppleTalk is off. I seriously doubt it's a hardware problem. More so, a software problem. So try some of the stuff I just threw at you before wasting time and money and gas going to Clinton. If that doesn't work well, I'll see what else I can come up with. Try another System/Finder, like I said above—that sometimes works.

**JERRY WALZ on 08/09**

Kevin, I think I finally doped it out, although I don't really understand it. I had already changed system files, Imagewriter files etc AND had removed a MacSpool application which I knew didn't run on a Plus. I had also removed the MacSpool desk accessory, but kept feeling that the MacSpool was the problem. I finally transferred everything to a fresh floppy with new systems files etc. again. Eureka, the problem seems to be gone. I had "trashed" the MacSpool earlier and do not understand how it could have still been causing the problem, but anyway seems ok now. Thanks for your reply.

**KEVIN HARRIS on 08/20**

Expect a new object oriented program from Apple called MacWorkStation that will give mainframe programs the look and feel of a Mac. Apple is also due to release a file exchange utility that will read IBM files directly without the need for an RTF converter, as well as upgrades to MacTerminal (v2.2), MacWrite (v4.6) and MacProject (v1.2).

#### Printers

**BILL BROWN on 08/03**

Can anyone tell me about printer spoolers? I understand they are for speeding up laser-printers. Any recommendations on a particular type/brand?

**DEACON MACCUBBIN on 08/03**

I don't use a printer spooler myself, but I've heard many folks (with a lot more experience than I) say that SuperLaserSpool is the best. It seems to work properly with the largest number of programs and cause the fewest problems.

**BAILEY WALKER on 08/17**

I use SuperMac's SuperSpool version 4.0. This is for the Imagewriter only. It works very well—this is the latest version which works with Word 3. Earlier versions had trouble with Word. They make SuperLaserSpool which I have not seen, but if it is on a par with SuperSpool should be a fine product. SuperMac has a good reputation.

contd.

MIL TRATENSEK on 08/27

Talked to sales people at Alexandria Clinton... The new LQ pin printer is to arrive in October. Other news from them—Apple's personal laser writer based on Quick-Draw is to be released in December. Contrary to General Computer people, Clinton will not carry their recently announced personal laser writer since Apple is to release theirs shortly.

#### Tech Notes

DAVID HARRIS on 08/31

I am a new Mac+ user (since July). I had problems with my internal drive not wanting to accept a startup disk (sometimes), or giving me various error messages (which I didn't understand—the codes that is) or saying this disk is unreadable, do you want to, etc. After trying to eliminate alternative causes, I came to the theory that it may have been due to voltage reductions by PEPCO to cope with the hot-weather-induced power demands. (They do do that.) I have had no such problems (with the same disks) recently, but there have been no severe voltage reductions since, and I have no equipment to test my theory, so it remains just that...

BILL BALDRIDGE on 08/31

That is an interesting theory. But like you say... I find it unlikely the line voltage is the culprit. The Mac has one of the best engineered power supply boards in any micro—stuff of legends, even (despite it's failings at handling heat, but then that probes other realms). I live in a 60+ year old house, whose wiring is the old paper insulation type (I keep a halon fire extinguisher about two feet from where I'm sitting), and despite the lights dimming, and the walls rattling when the furnace fan kicks in I've never had a problem with my vintage Mac failing to get enough juice. It might be the drive had to go through a "break in" period (or wasn't old enough to read yet). Anyway, glad things are smoothing out for you...

DAVID HARRIS on 09/04

I hate unknowns significantly affecting the operation of my new baby, so I suppose I may be trying too hard for explanations. How does heat affect the Mac? That is, does it get so hot if left on that performance is noticeably affected, or is it invisible accelerated deterioration of components which then go out on you before their time?

BILL BALDRIDGE on 09/04

Any electronic equipment is adversely affected by heat—the heat eventually causes deterioration of the various components and circuits therein. The cooler you can keep them, the longer they'll last. Obviously, some components are less affected than others, but in general LSI/VLSI (i.e., RAM chips) are probably the most sensitive parts of any computer. The Mac's power supply board has been the main culprit in many failures, due to the great amount of heat it generates—the solder joints on some of the older Macs eventually deteriorate due to thermal stress (especially in daily on/off cycles)—Apple itself has admitted (finally) this was a problem, and thus put a fan in the SE (though this was to deal with the larger power supply & additional drive(s) also). Though most older Macs (128, 512, 512E) should be OK, assuming a relatively cool, dust-free environment, I still

see no harm in investing in a cooling fan to prolong the life and protect the investment.

#### Telecommunications

MARK ROVNER on 08/03

Does anyone know if there is a way to temporarily defeat call waiting on your phone system? As a new guy at TCS-ing, I am sure you are all versed on the horrors of being disconnected again and again. I would get rid of the monstrous service, but alas, my housemates love it. I have a friend in Michigan who claims that she can defeat the service by dialing a special number (\*70) and then reactivate it later. Does C&P have anything like that? Why not?

ERIC RALL on 08/03

This discussion has been going on for some time now on the Apple II telecom board. The answer is—C&P does not. The thing to do is call C & P and COMPLAIN. If enough people do it, things will change. If you sit back and take it, C & P wins.

CHARLES OSTROFSKY on 08/04

A friend of mine who has call waiting once told me that before he downloads he call forwards his calls to another number—in his case it was a number he knew would not be answered, (I think a phone booth somewhere). Then after his session he would take off the call forwarding. I've never had call waiting or call forwarding so my only question on this would be if you forward your calls can you still call out on your line?

BILL BALDRIDGE on 08/04

That's an interesting suggestion! Anyone have the phone number for the Russian Embassy? I can see my friend's faces when the Russian Embassy answers my phone!

DANIEL C. ADKINS on 08/13

In my work I download tabular information (1\*2\*3 files) to create tables. The mainframe organizes the files in columns 240 letters wide. I am currently using MacTerminal which has a width limit of 132 letters. At the moment I can create a word processing macro (Super Wylbur) on the mainframe to condense the width to 132 characters and transport the data to Excel using Mockwrite. In the future I would like to find a telecom program that would handle 240 character width downloads or find other techniques. Can anyone offer any ideas?

JEFFREY BARNES on 08/23

I have successfully used Red Ryder with Kermit going between a VAX and my Mac. I did it only to confirm that it could be done because I am a system manager for a number of VAX's. I find it a clumsy package and it is very slow due to small packet size—but, it is very widely used—especially between systems with different network protocols.

HOLGER SOMMER on 09/01

Sorry for the typos but it's line noise—is there a possibility to do something about it? It only happens when I call here—I get a clear line to The Twilight Clone, U of MD and other places around The DC area.

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FROM BILL BALDRIDGE on 09/02

That's been a bugaboo (colloquial for "Pain in the A\*\*") for many moons around here. Suggest you try calling back if you get a noisy line (986-9806 seems to give me problems, but I hang up and call right back...usually to 986-4106/7) and don't have any problems—you can take that for what it's worth.

#### Utilities

BILL BALDRIDGE on 08/06

Mac Tools is fairly "user friendly"—good for the novice to intermediate hacker/troubleshooter. Some more serious tools are MacZap, which is more powerful than Tools and has some pretty powerful tools for recovery and for installing protected software on HDs. Fedit+ is a medium-duty file editor, but requires a fairly intimate knowledge of disk architecture to utilize fully—and the documentation goes into great detail on this subject, so it's worth recommending on that alone. Apple's Disk First Aid is supposed to be one of the better recovery aids, and comes free with the most recent System/Finder release from Apple.

BILL BALDRIDGE on 08/07

To all you font mungers (what IS a munger, anyway?)—I called Altsys the other day to inquire about upgrading Fontastic to the Plus version, and they will be glad to upgrade any valid/registered owner's Fontastic to the Plus version for \$35 (\$30+\$5 for S&H). You can either call them at (214)424-4888, and give them the Serial # from the back of the original disk or manual, or Xerox the original disk (front & back) and send them a check—the former method is for Visa/MC orders.

TIM LEE on 08/16

I seem to have misplaced the ScreenMaker that I've used a few times and I can't remember where I got it. I'm thinking it was on a WAP Mac disk but can't find it there. If it was on a Mac disk, does anyone know which one?

BILL BALDRIDGE on 08/16

If you're just interested in making startup screens from paint documents (or vice versa) you can download file #39 (called Viewpaint) from the Graphics & Misc board of the download section. ScreenMaker was the seed program from which Viewpaint was built.

#### Word Processors

BILL QUALLS on 08/10

A friend told me that several folks have reported bugs in Word 3.01 on CompuServe. In my copious spare time, I'm going to log on and see what people are saying. From my own personal experience, I haven't had any system crashes using Word 3.01. I also haven't had any problems with Word Temp files. That's with more than a week of daily use. However, I have noticed a couple of differences between Word 3.00 and 3.01. First, Word 3.01 takes noticeably longer to save incremental changes to documents—particularly long ones (i.e., > 50K)—than Word 3.00. Microsoft has definitely modified some code in this area. I liked the performance of 3.00 better. Second, I noticed that Word 3.01 seems to "bog down" occasionally. I can't put a finger on it, but sometimes it just slows down to a crawl—particularly when using the Change command (i.e., Command-H) to make

some global change in a document. My assessment so far: Better but not Best. Word is a complex program implemented in a complex hardware environment. It's probably going to take more than one interim release to get this program operating at its potential. In the meantime, it's usable.

JERRY OPPENHEIMER on 08/12

I've found an answer to my own problem and here it is for all to share. It comes from the Macintosh Bible, which I read this morning and should have read last night when I had my problem. While loading a defective data disk that won't open hold down the command and option keys. A message appears asking if you want to rebuild the desktop, clock yes etc etc. It works! It seems that I had a text file on the disk that went bad and on my backup that in some way must have been corrupted because when I booted the backup this morning I began having the same problem I had with the original last night. I did what the Mac Bible (a great 19.95 book) instructed as above and it worked. At some point in this process the file that must have been corrupted was named in a message box. I pulled it from its folder and trashcanned it. Haven't had a problem since. However, I'd like to know whether a file can have something in it—some control character or something, that can cause this kind of problem with a whole disk. The Mac Bible doesn't get into that. Anyone have any answers?

MARION CLOWER on 08/18

The August 18 issue of MacWeek says September 15 and October 1 are the shipping dates for FullWrite and WordPerfect. I'll believe it when I see it. The same issue had similar comments, including the statement that Beta versions of Word Perfect haven't shipped yet! It's also supposed to be very complex with tons of dialog boxes and keyboard commands. Sounds like more of MS Word to me. From what I've seen of Word Perfect on the IBM and Word on the Mac, I'll put my money on FullWrite. (Just don't hold me to that statement.)

BILL QUALLS on 08/21

Here's some news about a program update that sort of got lost in the noise surrounding the announcement of HyperCard. If you aren't familiar with Guide by Owl International, you should check into this program. It's been written up in the major Mac magazines. It features HyperText capabilities, and if you don't know what HyperText is, stay tuned. I for one am going to get into this new area. Anyway, Guide is one of those programs that doesn't sound very nifty, but when you see it demoed it really knocks your socks off. That's what happened to me recently, and I'm sold. I've got clients out there who could use this program's capabilities! I'm one of those people who like the idea of buying capable, useful software for not very much money. Guide falls in this category. I don't know what it lists for, but you can get it from the mail order firms for around \$80 It's worth it! Owl International has just announced Guide V 2.0. Version 2.0 adds a wish list of features (e.g., enhanced formatting capabilities, calls to other applications from within Guide, and context sensitive help) AND interfaces to serial storage devices such as laser disks. Version 2.0 will retail for \$199. If you already have an earlier version, you can upgrade for \$40. This is a program to watch.

contd.

### Mac SE/II

JERRY OPPENHEIMER on 08/13

At 13 days past the expiration of my SE warranty the upper of twin floppies on my SE went kaput. I had been noticing for several weeks that I was getting messages sporadically asking whether I wanted to format data disks that already had material on them. You may recall that I recently left a message on the word processing board about this problem and that I lost a data disk, luckily almost completely backed-up. Well the problem worsened, with one seemingly trashed disk after another. This morning I brought the machine to the dealer (Clinton-Rockville) under AppleCare. They checked it out and the drive was in fact defective and they put a new one in (same day service.) I was wondering if other SE owners have had this problem. I also post this message as a warning of what to possibly expect down the road if your SE is fairly new. As a longtime computer owner—starting with a VIC 20 and moving through a Kaypro II, Apple //c, Apple //e, Mac Plus (which my wife has) Corona IBM compatible, etc etc. this is the first time I've had such an experience with a drive going like that, especially on such a new machine. What are your thoughts?

RICHARD BROSNAHAN on 08/14

I heard from a friend who has an SE and some connections with Apple that the upper drive on SEs is commonly 35% slower than the bottom drive. He substantiated this by telling me about the latest version of Copy II Mac having a patch to get around this problem. I understand the problem is either software related, or software fixable. In any case, it is difficult to copy protected software with this problem. That's why the software patch.

KEN KNIGHT on 08/14

Yes, the slowness of the upper drive in the SE is related to a feature in the ROMs. It will be fixed with the next release of a system file I expect. The trouble is that the drive is turned on and off far more than it should be, that means you have to restart it a good bit more often, thus slowing things down.

EDWARD BARNAKO on 08/30

I've been working with II's and IIC's for seven years. Got an SE with 2800K drives Friday PM. I cannot believe how difficult this system is to learn. All the PR Apple's gotten, the exploding stock price, etc.—for a system with which I now have 15 hours of learning, and I'm still bamboozled. Where do fonts come from for RSG? System disk or RSG, and if RSG how do I get 'em there. Why is copying files from disk to disk so hard? Why is everything so slow, so much backing out and backing forward? Geez. Apple II forever.

BILL BALDRIDGE on 08/30

Sit down with the SE Manual and read through it. Doesn't a tutorial disk come with the SE? (Try it!) An application called Font/DA Mover should have come on the Utilities Disk with your Mac—it does all the adding/removing fonts from the System file in your System Folder. I'm glad to see people who aren't afraid to ask questions! I'll give you a month, and bet your II's will start collecting dust... Enjoy!

CHARLES OSTROFSKY on 08/30

I suggest the WAP Intro to Mac Tutorials—they really helped me when I got my first Mac a couple of years ago.

### The \*\* MAC \*\* Union

DAVID GURSKY on 09/04

[WizOp comes running into the Union. He's obviously in a state of great shock. "Quick, get that man a cold beer", yells LNOp, aka Kevin Harris. "Forget the beer. Get him a hot woman", Eric Rall retorts. The Mysterious Stranger looks up from his subspace communication device with which he has been communicating with strange beings moving to Australia. Kim Brennan is still obsessed with the old cat drawings on the walls. Bob Platt is staring mindlessly out the window, watching the Washington Monument get hopelessly entangled in the output from a deranged IBM PC AT. Harvey Kaye decides enough is enough, takes his empty Molson bottle and breaks it over WizOp's head. After patching his poor skull back together, taking care to ensure no vital stuff is lost, the WizOp makes a startling announcement: **The Overflow Valve has moved!!!!!!!!!!!!!!** Ron Wartow has been overthrown! For you chocolate freaks, the new number is (301) 572-2360. DC Metro area. ☺

## HYPERCARD SIG by Robert C. Platt

WAP is organizing a HyperCard SIG for persons interested in exploring Apple's new hypertext driver. The group will focus upon available stackware and the HyperTalk programming language. In order to identify potential members and what they want in a SIG, two organizational meetings will be held at the end of the regular WAP meetings on Saturday, September 26 and October 24. A permanent meeting location and time will be selected at the October session. See the review of Danny Goodman's *HyperCard Handbook* elsewhere in this issue for more information on HyperCard. ☺



The Washington Apple Pi Booth at MacWorld Expo  
Dana Schwartz, Gena Urban, Bernie Urban and Peter Trinder  
A Pi member buys the latest Mac Disk Catalog

# FALL TUTORIALS

by Robert C. Platt

WAP's Tutorial program provides a chance for members of varying levels of expertise to gain "hands on" instruction on the Apple II or Macintosh. Two types of tutorials are offered: regular tutorials, which repeat each month, and tutorials on specific languages or applications which are offered as necessary. The continuing popularity of these programs attests to the amount of time that instructors spend preparing for class and the useful training that participants gain from them. A nominal fee is charged to assure your interest and to defray club expenses.

We distribute a questionnaire at each tutorial, and we value your feedback. Please let us know if how we can expand our offerings or improve our existing programs.

## *Regular Macintosh Tutorials*

Beginning in October, we are changing these tutorials. They are offered each month on the second, third and fourth Mondays from 7:15 p.m. to 10 p.m. The cost of each tutorial is \$10 for members (\$30 for all three). Please bring your Mac, external disk drive or hard disk, four blank disks and a copy of your system disk. Each course is offered as a separate unit, and you may jump into the sequence at your own experience level.

### "Introduction to Your Macintosh" - 2nd Monday.

*Prerequisite:* Going through the *Guided Tour to Macintosh* within the last month. This course picks up where the Guided Tour left off. Learn how to care for your Mac, to use the control panel, the differences between MFS and HFS, command key short-cuts and the secrets of Mac jargon and terminology.

### "Intermediate Macintosh Skills" - 3rd Monday.

*Prerequisite:* Going through the *Guided Tour to Macintosh* and are familiar with the Desktop and basic Mac terminology, know how to copy files and whole disks. Learn the differences between the Clipboard and the Scrapbook, available hardware upgrades, desk accessories and much more.

### "How to Personalize Your Mac for Productivity" - 4th Monday.

*Prerequisite:* Feeling comfortable with your Mac and being familiar with Mac terminology, desk accessories, running some applications and knowing what a system folder and startup disk are. Learn how to upgrade your system file and finder when a new version comes out, to use the Font/DA mover, RAMdisks, Switcher and Minifinder. Suggestions on how to shop for software.

## *Special Tutorials*

The following Mac tutorials are offered this fall with a \$15 fee for members, \$20 for non-members:

### "A Non-Programmer's Introduction to HyperCard" -

*David Michaelson*

Saturday, October 31, 9 a.m. - noon

A hands on introduction to Apple's new data base and presentation driver. We will cover: browsing, painting, authoring, and scripting. HyperTalk is outside the scope of this course. Please bring your Mac, copy of HyperCard and a hard disk.

### "Ready Set Go 4" - *Martin Milrod*

Saturday, October 31, 1 p.m. - 4 p.m.

Learn how to use this popular page layout program. The

session will feature a training film and a demonstration of RSG's new features. Please bring your own copy of RSG and a blank disk.

### "Introduction to Microsoft Word 3.01" - Leon Moore and Rochelle Long

Saturday, November 28, 1 p.m. - 3 p.m. USUHS.

Hands-on experience, form editing and formatting to more complex functions (divisions, headers, footnotes, etc.). Helpful hints provided. No prior knowledge of Word required, but familiarity with Mac assumed. Bring your own Mac and Word Master Copy. Please provide size of disk drives(s) when you register. Enrollment limited to 15.

### "Using PageMaker 2.0" - *Jim Stewart*

Four hands-on sessions to learn to use the most popular desktop publishing package for the Macintosh. Enrollment is limited to 10, so please call the WAP Office to reserve a slot. All four sessions will be held at 1101 16th St. NW - Floor 1C (corner of 16th & L—near the Farragut Square metro stops).

Jim Stewart is an experienced writer, editor, educator and desktop publisher. He has used Pagemaker to create a wide variety of publications, including newsletters, brochures and flyers. Jim is President of Spiral Technology, a desktop publishing company, and has worked extensively with Tom Piwowar.

### "Designing Your Publication" - Tues. Oct. 27, 7:30-9 p.m.

An introduction to Pagemaker 2.0, including the menus, master pages, columns, guidelines, etc.

### "Preparing and Placing Text" - Tues. Nov. 3, 7:30 - 9 p.m.

- how to get text ready for Pagemaker with your word processor, place it and modify it.

### "Graphics in PageMaker" - Tues. Nov. 10, 7:30 - 9 p.m. -

inserting graphics from MacDraw and scanned images, as well as using the Pagemaker Graphics tools.

### "Typographic Controls" - Tues. Nov. 17, 7:30 - 9 p.m. -

making your text look beautiful, with kerning, letterspacing, leading, etc.

Please bring your Mac (with 800K external or hard drive), and your copy of Pagemaker to each session. ☺

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# MAC DISKETTERIA NOTES

by Martin Milrod and David Weikert

This month we have five new disks: two utilities disks, one disk of desk accessories, one disk of telecommunications and one with bit-mapped graphics that may be opened with MacPaint. This month's submissions have been brought to you by William Jones and Dave Weikert and the efforts of the duplicators listed under the masthead. Folder information, where appropriate, precedes the listing of program contents, and is indicated by "f"; folder information is also indicated in parentheses. Programs and files are printed in bold with shareware price information printed in bold italic print.

## About Shareware Fees

Please remember to send the authors their requested shareware fees if you decide to add the programs to your software library. Shareware now accounts for over half of the material that we receive for Mac disks and we must encourage authors to continue to use this distribution channel. If we don't support shareware with cash, authors will find different distribution channels. Authors put a lot of effort into the development of the software, and it is only fair to reward them for this effort by sending in the fees that they request. Now, while you are thinking about it, get out your checkbook and pay for those programs that you use. Keep that shareware coming.

## New Disk Catalog Now Available

The Summer, 1987 Mac Disk Catalog containing comprehensive information about the entire WAP Disk collection (through Mac Disk 109) is now available. The catalog is available for \$4.25 at the office or at general meetings. You may order it by mail for \$5.75 inclusive of shipping and handling charges. The catalog lists disks by (1) disk name, (2) description of disk contents, (3) alphabetic listing of files across all disks and (4) by "type of file" listing across all disks.

## Help Wanted

We have started the process of restructuring the Mac Disketeria along functional lines by program category. The first of these is the Desk Accessories. (William Jones is undertaking the monumental task of testing and annotating the DAs.) We need volunteers to test and annotate other series. If you can write, have a fair knowledge of the Mac and can spare 15 to 30 hours a month please contact Dave Weikert at (301) 963-0063. Other series currently being reorganized include Fonts, FKeys, System Utilities, Programmer/Hacker Utilities and miscellaneous Utilities.

We also need a volunteer to test, assemble and annotate Telecommunications disks for the Mac. You should have a working knowledge of telecommunications programs and an ability to communicate this to your fellow WAP members. This requires some 5 to 10 hours per month and you may call Dave to volunteer your services.

A volunteer with a Mac II is also needed to test, assemble and annotate disks for the Mac II. It is estimated that this task will take 10 to 20 hours a month. (If you do not want to volunteer, we will accept any member's offer of a long term loan of a Mac II so we can put these disks together. Call Dave Weikert with any offers

of services or the loan of a Mac II).

Finally, we need a volunteer to test, assemble and annotate "stackware", the new programs that support Apple's HyperCard. You should have a Mac Plus or SE, a hard disk and HyperCard. It is estimated that this task will take 10 to 15 hours a month. Call Dave Weikert.

## New Disks for October

### Mac Disk 115: Telecommunications IV Term-Plus©6.0 and CSS 1.3

**Commander 2.0** Forgotten the Hayes AT commands and register numbers? Can't find your manual? Forget it. This Desk Accessory has all of the Hayes modem AT commands and S-Registers for your immediate edification.

(Autolog 3.0 f)

**Autolog 3.0** This desk accessory automates connection and login parts of your communications session. You create and save a macro containing the login sequence for each of the communications services or bulletin boards that you access.

**Autolog Doc** describes the process and provides some useful examples. *Shareware - \$What you think it is worth.*

(CSS 1.3 f)

**CSS 1.3** Communications Services Summary helps you monitor online time and charges with commercial telecommunications services. This is a much improved update of the version that first appeared on Mac Disk 83. You may have up to ten services, each of which may be individually configured.

**CSS 1.3 Manual** describes the operation and features of CSS.

(Scripter 1.0 f)

**Scripter 1.0** Scripter generates scripts for Red Ryder and selected host systems to automate downloading of multiple files. This version supports PCBoard, RBBS and GENIE. **Scripter.doc** (MockWrite) describes the procedures for its use.

(Term-Plus©6.0 f)

**Term-Plus©6.0** A "smart" terminal program designed for users of CompuServe Information Services. It is compatible with the VIDTEX™ terminal control codes and supports CompuServe's "B" protocol for file transfers. Term-Plus supports MacBinary file transfers and simple XMODEM so that it may be used with other services. It also has a built-in file text editor. Term-Plus features Macro string capability and the macros may be represented by buttons at the bottom of the terminal window. Term-Plus also has a navigate mode for getting around the various CompuServe locations and a scripting capability called *AutoPilot* that includes goto, gosub, if and then functions.

**T+ User Guide Pts I and II** is an extensive 19 section document which describes the features and operation of Term-Plus. Since the manual has over 40 pages, either find a friend with a LaserWriter or plan on printing this out on an evening when you have little else you want to do on your computer. *Shareware - Free for Level 1, \$20 for Level 2 and \$40 for level 3.*

contd.

**Mac Disk 116: DAs XII**  
**Disk Top, Desk Zap and More**

**Blank Screen** Not blank, exactly, but frozen—when activated, the cursor disappears and all action stops on your screen. Click the mouse to resume.

**Bouncy** Sets the cursor in motion across the screen. Reboot to stop.

**Bricks** A mildly challenging version of Breakout.

**Bugout** An arcade type game as a DA. You move the bug cursor with the mouse. You get points when you pick up any of three types of symbols. You get killed if you bump into any of six types of symbols. Three kills and the game is over. *Shareware - \$5.*

**Chime** Know how annoying it is when your neighbor's digital watch beeps during the soft movement of a Kennedy Center symphony? Now you can set your Mac up to do much the same. *Shareware - Chocolate.* (That's what it says.)

**Coordinates** Puts the mouse's coordinates (in cm., in., or pixels) in the menu bar.

**C-Scan** Checks C code for various unmatched symbols. *Shareware - \$15.*

**Delay** Does the Mac move too fast for you? This DA slows down its response to any action. (It doesn't slow down the mouse's movements, but watch how long it takes to open a folder.)

**DiceRoller** Lets you roll various numbers of dice of various numbers of sides. (It looks as though the labels "Addition to Roll" and "Type of Dice" are reversed. Probably one of our gamers can explain whether that's the case.)

**DiskTop 1.2** An evaluation copy of CE Software's utility which will find HFS files, copy, delete, and move files, folders, and more, all from within any document or application. *Shareware - \$39.95 for the full version., 3.01.*

**Envelope 1.0a4** A neat answer to an old problem; once you've written the letter, how do you address the envelope? You do it here by copying the address to the clipboard, then open the DA. (Note—in typing your return address, use the  $\mu$  character (option-m) instead of a carriage return between the lines of the return address.) *Shareware - \$5.*

**Error** Several screensfull of the Mac's error codes (and a couple of typographical errors). *Shareware - donations accepted with thanks.*

**FatMouse 2** Displays the time, date, global cursor location (in pixels) and a fat bits view of the location where the cursor is. *Shareware - \$5.*

**FilePrinter** Prints any text file from the desktop. Be sure you want to print when you start as there doesn't seem to be any way to stop its printing short of rebooting.

**FileFixer 1.0b3** Use to clean up downloaded text files or to prepare files for uploading, adding or deleting line feeds and replacing untranslatable bytes and substituting for unique characters like †, and “.

**Heap Info** Keeps you apprised of the application heap size and limit, free byte count, and the maximum free block.

**Idle** A simple screen blanker with a bouncing Mac.

(ABCcalc f)

**ABC Calc** A text-oriented calculator with unusual syntax and precision. See the documentation for full details.

(Analyse 1.2 f)

**Analyse 1.2** Lets you look at and modify the content of the memory. *Shareware - \$10 (and a disk to upgrade to v. 2.0.)* (Casio f)

**Casio 1.2** A digital watch for your desktop, with a variety of features — multiple alarms, counters, timers. *Shareware - \$5.* (ConCode 1.5 f)

**ConCode 1.5** Demonstrates the condition codes of the M68000 processor. The documentation just brings you up to date on recent changes. *Shareware - \$15.*

(DAMenus f)

**DAMenus Tester** Shows the use of hierarchical menus in a DA. The document DAMenu.c is the commented source code for the DA.

**DAMenus.Project** and **DAMenus.Project.Rsrc** are provided for you hackers.

(Deskzap 1.3 f) **DeskZap 1.3** Lets you perform many functions from anywhere you can use a desk accessory. Includes setting the Finder information for a file, removing linefeeds, control characters, etc. from text files, deleting, renaming, copying, and creating files and HFS folders, moving files to different HFS folders and closing open files. *Shareware - \$15.*

(Fade to Black 2.0 f)

**Fade to Black** A DA screen blanker which creates an INIT file to blank the screen after periods of inactivity. When you activate the DA, you can specify the delay period you want.

(FFT 0.96 f)

**Fourier 0.96** Calculates the Fourier transform of numeric data that it finds on the clipboard and replaces the original values with the transformed data.

**Mac Disk 117: Utilities XIX**

**CK 1.53 and Pro Football Pool**

This disk features a checkbook program by Fernando Salazar, a member of Washington Apple Pi. (CK 1.53 f)

**CK 1.53** A super-handy gem of a home checkbook expense tracking utility which keeps a record of **Categories** and **Entries**. Category information includes the Name and Type (credit/debit) of the category as well as optional Auto-Payee and Auto-Amount information. Entry information includes Payee, Date and Amount and may also include optional Check Number and a Memo (text) field. Each Entry also has two attributes, posted and locked. CK is powerful in its simplicity. It's primary function is to add up numbers and present them to you. CK does an admirable job of this and excels in those mundane tasks such as keeping your checkbook in balance. It doesn't keep budgets, deviations from budgets, etc. like the commercial programs, but most of us have found that we don't keep budgets either.

**CKhelp** is an on-line help screen available under the Apple menu that describes the program and its main features. The 13 page manual you receive when you send in your shareware fee looks as if it has been professionally prepared in the style of the best Macintosh documentation. *Shareware - \$10.*

(Mac Mailing 1.6S f)

**Mac Mailing 1.6S** A simple system for maintaining and printing mailing labels which will handle up to 25 entries per file. The three page **Mac Mailing 1.6-S Doc** briefly describes the

contd.

operation and features of Mac Mailing. A note on the second page says that the program works only with System 3.2 and Finder 5.3 although it worked fine with System and Finder 4.1 and 5.5. *Shareware - Free for this 25 entry limited version, \$20 for a version capable of 2500 entries.*

(Pro Football Pool v 1.01 f)

**Pro Football Pool v 1.01** While not advocating any illegal activities, if you want to run your own football pool for the 1987-88 season, this program is for you. Up to 100 players may participate, each one picking the winners in each of the 14 games each week. You print the pick sheets, collect and enter the picks, enter the winners and print the results. There is a tie-breaker feature that limits the number of winners each week. **information** describes the procedures for its use and the limitations of the program. *Shareware - \$15.*

(Typing Helper f)

**Typing Helper** A handy way to hone your typing skills. Open the Words file and words are randomly presented to you for typing. You may select the number of words presented for typing at each practice session. A separate window includes "words per minute" and the number of errors and correct spellings for the current word. You may request a cumulative summary of the typing statistics at any time and are presented with the cumulative summary at the end of each session.

**Words File** is a modifiable list of the words for typing.

(Tape Labeler 3.0 f)

**Tape Labeler 3.0** This one is a real winner for you tape cassette fans out there in Macland. This program prints professional looking cassette labels on the Imagewriter or LaserWriter. There is space to type two names, two album titles and 30 songs. You may specify a noise reduction mode and recording date for each side of the tape. Specify the tape length, bias/equalization, tape brand and tape type. Add a catalog number and a distinctive Identification pattern. You may even print in color.

**Tape Labeler 3.0 Doc** briefly discusses some of the features not immediately obvious from running the application and provides some hints on how to change some of the defaults using ResEdit.

### Mac Disk 118: Paintings V Transportation & Fantasy

More of those bountiful bit-maps. This disk features a transportation and fantasy figures theme. The transportation items include a scanned steam locomotive, logos of new and old automobile marques (does anybody remember the Paige and the Graham?), two trolleys, a beautiful Ferrari Testarosa, a Western Pacific diesel locomotive and the F-14 Tomcats of VF-51. The fantasy selection includes four Smurfs, a dragon with housekeeper, Garfield, the 20th anniversary of Star Trek, an ancient horned species of hacker, a scene from the movie The Mask and classic illusions that puzzle and confuse.

### Mac Disk 119: Utilities XX Word Processing Utilities

Some more of those handy utilities that help simplify those word processing chores. This group is especially useful when converting files generated by non-Mac word processors or downloaded as text files, complete with those dreaded spaces

and carriage returns at the end of each line. Demonstrate the capability of these applications by converting the documentation for Add/Strip and AddTabs since these are good examples of downloaded text in its raw form.

**Converter** Strips or changes characters or sequences of characters in a text file. This program filters up to 32 different characters or character sequences at a time. More complex to use than Macify 2.5 but does things that Macify does not. The shareware fee seems somewhat steep. *Shareware - \$75 US.*

**Macify 2.5** Converts a plain-vanilla (text only,) file into a Macintosh document. Removes hard-returns, excess spaces, and "gremlin" characters (non-printing characters with ASCII values less than 32). Changes quotes to curly quotes, double hyphens to dashes and "fi" and "fl" to their ligatures when printed in a LaserWriter font. Also has three user-selectable character pairs for those special symbols such as <sup>TM</sup>, ©, etc. This is an update of an earlier version on Mac Disk 68. *Shareware - \$10.*

**Preview** You say you don't want to waste the time and paper to print out the document but you want to see what it looks like on the page? Place Preview in your system folder, open the document and use Chooser to select Preview. When you select print from the menu, Preview will show you a miniature of the printed page. If you click the mouse when the cursor icon looks like a magnifying glass, you see a normal size view that you can scroll. Great for programs like MORE<sup>TM</sup> and others that surprise you with their outputs from time to time. *Shareware - \$10.*

**TabUtil1.1** Add or remove tabs, trailing spaces and control characters in text files. The Entab function creates a file of the same name with ".tabs" appended to the file name; the Detab function appends ".notab" to the file name. Previously issued on Mac Disk 36.

(Add/Strip 1.9 f)

**Add/Strip 1.9** Add or remove line feeds and/or carriage returns, convert to a MS Word format, remove characters with ASCII values less than nine and limit spaces to one between words and two between sentences in any combination.

**Add/Strip 1.9 Docs** describes the utility and since it is a text file, you can clean it up using Add/Strip.

**Add/Strip1.9.pas** and **Add/Strip1.9.rsrc** are the Pascal and resource files for you programmers out there. An earlier version of this appeared on Mac Disk 103.

(AddTabs 1.1 f)

**AddTabs 1.1** Replaces a series of spaces with a tab and removes trailing spaces. You specify the length of the string of spaces and the program does the rest. This one also removes characters with ASCII values less than nine.

**AddTabs 1.1 Docs** is the documentation.

(BlazeStripper f)

**BlazeStripper** To the raucous rhythm of *Night Train*, she undulates onto the stage... Sorry folks, this is not what you thought it was from the title. This utility replaces characters with ASCII values less than 32 and greater than 126 (except carriage returns) with any character you specify. The program is not very Mac like so you better use the PC DOS trick of writing down the names of the files you want to convert before you start. The f77.rl file is needed on the disk in order for this program to run. *Shareware - \$5.*

contd.

(FaceLift 1.0 f)

**FaceLift 1.0** Super program for reformatting MacWrite files. Did you ever want to change all occurrences of Venice, bold italic 18 point to New York plain 12 point but you want to change the Courier 12 point to Venice outline 12 point? This one does it all. Change one font to another, one point size to another, one style to another or change them in combinations. The 7-page **FaceLift Doc** is nicely written and instructive.

(Take a Letter 1.0 f)

**Take a Letter 1.0** Permits you to create stand alone applications that display text so that the reader does not need a word processor or editor to open them. Originally developed to support shareware authors who provide descriptions with their software.

**Take a Letter Docs** describes the operation and use of the application.

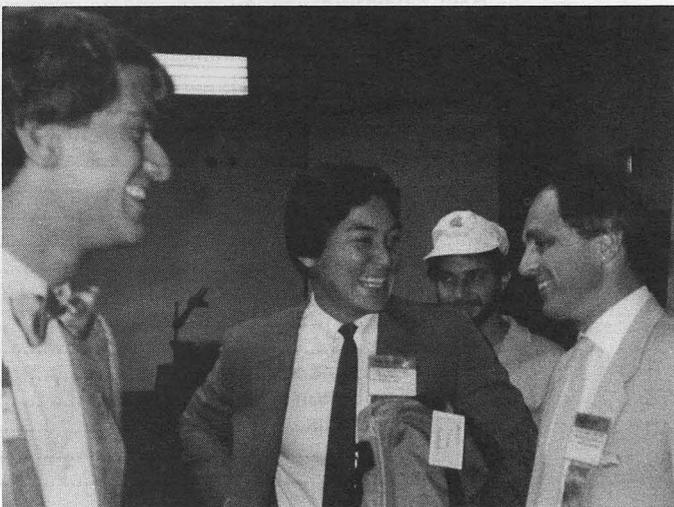
**Geneva 9 Form Letter, Geneva 12 Form Letter, Monaco 9 Form Letter and Chicago 12 Form Letter** are all supporting files containing the code and font information for the application. *Shareware - \$10.* ☞

## LAST MINUTE ALERTS

by Jay Rohr

**First Tip:** The current version of macPS©, a macro utility from Donald Neff, contains a BUG that prevents access from procedures described in the manual. To correct this, use FEDIT, and under File Finder Attributes, check the Bundle box, OK it, close it, and macPS© is fixed, thanks to Mr. Neff's concerns.

**Second Tip:** On your hard disk, particularly if linked to a network (LAN), and you find that some folders or applications are missing from the desktop, don't panic. They are probably still there. Under the Apple menu, or in your Mac Utilities disk, call up the Find File DA. Search for application or folder name. If it appears in the Find File menu, it is still there. Click on the folder or application, then, under the Find File menu, click Move to Desktop. Voila! It's back! ☞



Jonathan Rotenberg, President, Boston Computer Society  
Guy Kawasaki, President, ACIUS  
Jean-Louis Gassée, Executive Vice President, Apple Inc.  
talk about Apples

## Ilgs Disketeria News

by David Todd

**Errata for /WAP2004:** The slide show program on this disk does not like the new ROMs. Be certain to read the compatibility note to get it up and running.

At press time we have two disks ready for distribution.

**/WAP2005 DEMO SOURCE CODE 1**

**/WAP2006 DEMO SOURCE CODE 2**

Please note that these disks are for ASSEMBLY PROGRAMMERS ONLY! They contain all of the 816 source code for the GS Demo that appears on /WAP2002 and should be purchased together.

We are in the process of updating the GS System disk to Version 2.1. The changes are minor and will be described next month.

As always any contributions are welcome. Has any one designed the ultimate golf course yet? Let your fellow GS'ers judge. ☞

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And we will be the only storefront in the area taking orders for the COLBY WALKMAC laptop (order now, available late Nov, early Dec). We previewed the WalkMac on September 7-8, and the WalkMac demo video is still available for viewing. We are also taking orders on the Dynamac.

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\* Or one of the first, based on a telephone survey.

## WAP TUTORIAL REGISTRATION

**Apple II:** The following three WAP tutorials are being offered to Apple II owners on the first three Tuesday evenings of the month from 7:30 to 9:00 PM, at the office, 8227 Woodmont Ave., Bethesda, MD. (The tutorials start promptly at 7:30; if you bring your computer please arrive 15 minutes early to set up.) You may sign up for any or all of the series. They are designed for the "beginner" and will be repeated monthly. A revised outline of the tutorials was given in the October Journal. The fee for each session is \$10.00. You are urged to bring an Apple, monitor and disk drive. (Monitors are available for the 1st 5 registrants - call office.) Please note that WAP does not have equipment for you to use; if you do not bring your own, you will have to look over someone's shoulder.

- |  |   |
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**Macintosh:** Tutorials for the beginners are regularly given on the 2nd, 3rd and 4th Monday evenings of the month at the office, from 7:15 - 10 PM. The fee for each session is \$10. You may sign up for 1, 2, or all 3 sessions. You are strongly urged to bring your Macintosh—WAP does not have equipment for you to use. These tutorials fill up quickly - call the office to verify space before mailing in your registration.

- Monday, October 12 or  November 9 - Introduction to Macintosh. Prerequisite: Guided Tour to Macintosh.  
 Monday, October 19 or  November 16 - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.  
 Monday, October 26 or  November 23 - Personalizing Your Mac for Productivity. Prerequisite: First two sessions or equivalent.

**Non-Regular Tutorials:** The following tutorials are being offered in the next two months. The fee for these tutorials is \$15 (\$20 for non-members). A more detailed description is given elsewhere in this publication.

- A Non-Programmer's Introduction to HyperCard - David Michaelson - Saturday, October 31, 9 am-12 Noon, Office. Fee \$15 (\$20). Hands-on introduction to Apple's new data base and presentation driver. Bring your Mac, HyperCard, and hard drive.  
 ReadySetGo 4 - Martin Milrod - Saturday, October 31, 1 - 4 pm, Office. Fee \$15 (\$20). Learn how to use this popular page layout program. Bring your copy of RSG and a blank disk.  
 Introduction to Word 3.01 - Leon Moore and Rochelle Long - Saturday, November 28, 1 - 3 pm, USUHS. Hands-on experience. No prior knowledge of Word required, but familiarity with Mac assumed. Bring Mac and Word. Disk Drive Size:  400K  800K.  
**Using PageMaker 2.0 - Jim Stewart - 4 Tuesday Evenings, Oct. & Nov., 7:30 - 9:00 pm, 1101 16th St.NW, Floor 1C. Fee \$15 (\$20) each session - \$60 (80) for all 4.** Learn this popular desktop publishing program. Bring Mac and PageMaker. Enrollment limited to 10.  
 October 27 - Designing Your Publication  November 10 - Preparing and Placing Text  
 November 3 - Graphics in PageMaker  November 17 - Typographic Commands

Please check the desired tutorials and return this form with fee(s) made payable to Washington Apple Pi, Ltd. to:  
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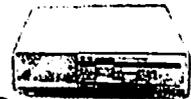
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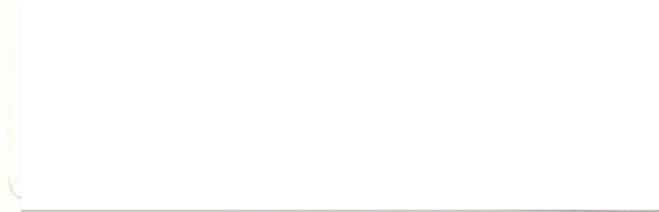
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