

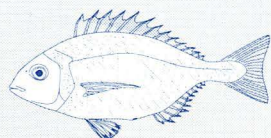
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washington pple pi

The Journal of Washington Apple Pi, Ltd.

Volume 13, Number 1

January 1991



Surge

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16

**WAP Mentors
and protégés**

18

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23

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73

Pitch Content	Options	
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Octatonic	⌘W	
Middle Eastern	⌘E	
✓ Diatonic	⌘R	
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Fourths	⌘Y	
Add Patterns	⌘A	
Pattern Numbers	⌘#	
Transpose Down	⌘Z	
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washington Apple pi

This issue of the Washington Apple Pi Journal was created on a Macintosh IIfx, proofed on a LaserWriter IINTX and produced by electronic typesetting by the Publishers Service Bureau.

The program used was PageMaker 4.0, the word processing program was Microsoft Word 4.0; the principal typeface is Adobe Garamond for the articles; and Helvetica and Condensed Helvetica for headlines, emphasis, and where it seemed appropriate or like a good idea at the time, or where we ran out of space, which also happens.

We are exploring with Adobe Systems, Inc., the possibility of a series on typefaces and families. Watch this space for further details, unless you find a bunch of pages in new and exciting fonts, in which case you will probably figure it all out without our help.

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Ad space reservations
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March *Jan. 25*
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February *Dec. 27*
March *Jan. 30*

Postal Information

Washington Apple Pi is published monthly by Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814.

Application to mail at second class postage rates pending at Bethesda, MD.

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

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Journal page

Alarums and excursions

A problem with the Journal—specifically with the calendar—has been called to our attention, and there is not much to say except that we had (we hope that it is correct to put this in the past tense) a problem. Somehow or other, the date for the December Garage Sale, as printed, was wrong. We said that it would be on the 15th, and it was held a week earlier.

Exactly how this happened is still not clear. The Calendar Editor, who does yeoman work in a thankless task, was informed that it was on the later date, and that is the date we ran with. We are doing what we can to ensure that this kind of mixup doesn't happen again, and apologize to those of you who were put to inconvenience, or worse.

Errata

An inaccuracy crept past our usually-vigilant editorial process and found its way into Chris Lee's article on page 28 of the November issue, "Lessons from a New Mac Owner," which implies that Computer Age is not an authorized Apple Dealer.

In fact Computer Age is an authorized Apple dealer and has been for almost 10 years. The article could also be read to imply that Computer Age's support is somehow not as good as that from other vendors in the area. While we can't speak for Chris in this, our experience and that of many other WAP members, including some who have written us and whose letters have been published in the Journal (see the following Letter to the Editor from Len Shuttig), has been quite the contrary.

Computer Age personnel have proven to be knowledgeable, helpful and willing to go above and beyond the call of duty on any number of occasions. In fact, on September 24, 1990 Computer Age received a Customer Service Award from Apple, Inc. "For ."

Letters to the Editor

I would like to bring to your attention and the attention of the readers, a positive experience recently concerning a problem I was having with my mouse.

The mouse button was binding and became annoying so I brought it to Computer Age Inc. (CAI) in Silver Spring where the Macintosh IICx system was purchased in October 1989. I explained the problem to Mr. Earl Driscoll of the service department. He replaced the mouse with a brand new one, even though the part had been out of warranty for some time!

The original purchase was made because I found CAI's prices to be lower than even the mail order businesses and now I find their after-the-sale follow-up is excellent as well. There was not a bit of hassle either.

I was most pleasantly surprised and would like you to know about the experience.

Len Shuttig

I am writing this letter to thank all those people from the Washington Apple Pi and elsewhere who helped move Hewlett-Packard and Vitesse to provide printer drivers for Apple IIgs users.

Approximately 18 months ago, I began a letter writing and calling campaign to Hewlett-Packard on behalf of the "neglected" half of Apple's market...the Apple II loyalists, who need better printer output than is possible with the nine-pin dot matrix printers we have used so long. Ms. Lea Bailey, at H-P Customer Support, agreed then to take up my challenge. I told her that, through letters and phone calls, we could prove to H-P that there is a market for their printers amongst Apple II users, if only we could get the necessary drivers.

As expected, the Apple II user community worldwide pulled together and convinced H-P to pursue solutions to our needs. In fact, according to Ms. Bailey, Apple II and IIgs users from around the world responded. She received in excess of 40,000 letters from places as far away as Australia, Sweden, and Kenya.

The result, so far, is one package of drivers from Vitesse (IIgs specific) and another on the way from Seven Hills Software (also IIgs specific). Owners of other Apple II models may need to keep the pressure on for awhile, as I am not aware of drivers being written specifically for the IIe or IIc at this time.

The important thing to note here is that through the concerted efforts of Apple II owners, a company as large as H-P can be made to take notice. Perhaps even Apple Computer itself will get wind of this and improve their support of the installed base of Apple IIs.

Once again, my thanks to all who wrote and called H-P. As a single voice, I could have accomplished nothing in this regard, but united, Apple II fans have "moved the mountain."

Dan Slaven

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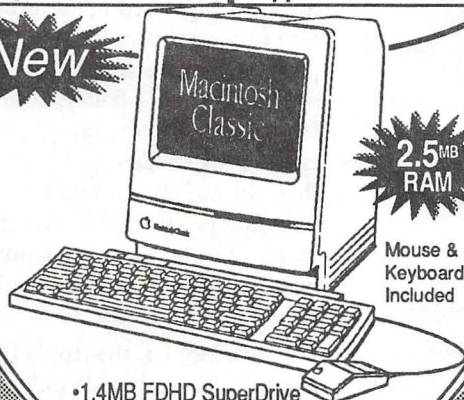
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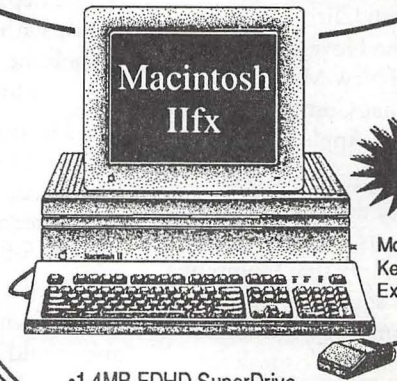
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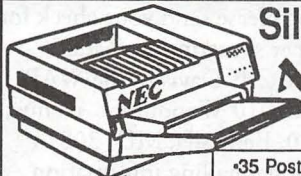
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What's new

Office News

by Nancy Pochecko

I.S.O.....the elusive "volunteer"

It's just the same old song here, we're still waiting anxiously for you good folks to lend a helping hand! Thanks go out this month to Freddi Gallo-way, Judy White and Brian Mason for their help in the office!

Software review

The Learning Channel (TLC) will be airing a new cable television series beginning in December. They have scheduled 13 weeks of programming with the theme of reviewing software packages on the air. They plan to cover one of the main topics of computing such as Word Processing, Utilities, Home & Business Accounting, Telecommunications, etc. each week. Tune in on Tuesdays at 6:30 p.m. EST or Saturdays at 10:00 p.m. EST beginning December 4, 1990 (each topic is repeated on the Saturday show). If you find that this new television programming is helpful, why not write an article for the Journal describing it to the rest of the members!?

It's been quiet in the office this month, I guess everyone is trying to get their holiday shopping done. I look forward to seeing some new faces in 1991!

WASHINGTON APPLE PI MEMBER DEALS AND DISCOUNTS

MACBOTTOM HARD DRIVES

We received a letter from Personal Computer Peripherals Corporation offering WAP members a 10% discount off the price of the MacBottom HD42 or HD84 External Drives purchased in November or December (Mr. Robert Graves, Regional Sales Manager) has extended this offer through the end of January 1991. The normal price is \$579 for the HD42, with the discount the price is \$521. The HD84 is normally \$789, after the discount it will be \$710. They are also offering HFS Backup for \$24.50 or NetStream Single User Backup for \$44.50 with the order of a MacBottom HD42 or HD84.

To place an order, receive a catalog or get a free demo copy of NetStream Network Backup, call PCPC at 800/622-2888. Be sure to tell them you saw it in the WAP Journal.

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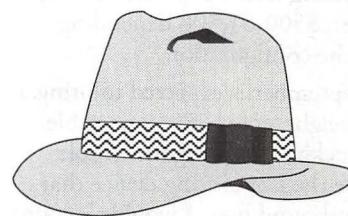
QUE CORPORATION BOOKS

We ran this part of this paragraph in the December issue, but the last few sentences didn't make it. Thanks to Que Corporation, we have recently added their Macintosh and Apple II books to our library. They are also offering a 35% discount on all of their titles (except instructor kits) to WAP members. To place an order, call 1-800-428-5331 x3476, fax 800-448-3804 or write Que Corporation, 11711 N. College Avenue, Carmel, IN, 46032 (ask for Debbie Hulse, and make sure you tell her you read about it in the WAP Journal!).

From Mr. Patience, himself

President's Column

by Eric Rall



Happy New Year With the holidays behind us and the new year just starting, it is appropriate to reflect about the past and anticipate the future.

I'm often asked if all the "trouble" in WAP is a thing of the past. For the most part, I'm happy to say yes. We still have a few crazies out there that seem to have too much free time on their hands, but we all keep hoping that someday they'll take up photography or model building and forget about computer clubs as a political platform.

The vast majority of our members are genuinely interested in computers and sharing knowledge about these 20th century wonders. Remember when 16K was a lot of RAM?

Lou Pastura and Rick Zeman have done a wonderful job of bringing in more journal articles about computer related stuff. And Frank Potter continues to shape the journal to your needs and desires.

John Ruffatto has really brought the Apple II disk library around and is continuing to add new volumes each month.

Dave Weikert and all his helpers are still doing an incredible job with the Mac library. It is amazing how quickly Dave gets new programs into our library.

The TCS has added echoes out to other systems through Novapple's Proline system.

Brian Mason has taken our reading library into hand and done wonders to straighten it out. He has sent letters to all of you that took out one of our books and "forgot" to return it for your fellow members to

enjoy. Our library has also been greatly expanded and updated by a donation from QUE Publishers. They were kind enough to give WAP one book each of their entire Apple II and Macintosh libraries.

Our membership has been rising for the past several months and we anticipate that it will continue. Computer Age in Annandale and Computerland in Rockville are giving WAP applications with each new Apple II or Mac they sell.

The search for better meeting accommodations continues. For now, we have settled upon the Holiday Inn in Bethesda as our regular monthly meeting site.

We have been holding our garage sale over in Eleanor Roosevelt HS in Greenbelt. Our next one will be there in June. If you avoided our garage sales in the past because of the crowded conditions, come by again. Eleanor Roosevelt is prefect for our garage sales.

The Washington Apple Pi database has been moved over to 4th Dimension to handle our increasing needs.

We weren't the only ones to doing things last year. Apple had their share of changes. The most recent additions to Apple's product line are especially welcome.

New Macs. As all of you already know Apple recently introduced three new Macintoshes. There has been some real excitement generated with their releases.

Unlike the previous high powered, high priced machines, these Macintoshes are priced to sell to consumers. Not so surprisingly, consumers have responded by

breaking out their checkbooks. It is estimated that Apple's sales jumped 50% in October. Half of those buyers are new to Macintosh. Many were leaning towards MS-DOS, but decided to buy Apple. If your one of those militant anti MS-DOS people, this has to put a smile on your face.

The demand outstripped Apple's wildest predictions. So right now, it will be tough to find discounts. For those to anxious to wait, expect to pay a premium.

Perhaps more exciting than the Classic is the Macintosh LC. This color Mac is the first to make the bridge between the Macintosh platform and the Apple II platform. Even though the LC isn't expected to be readily available until after the first of the new year, many of us are anxiously awaiting the Apple IIe emulation board. I can't predict what you will think of this, but I'm excited. We own both Apple IIs and Macintoshes. The idea of having one machine capable of running all our software is fabulous.

The Macintosh IIsi rounds out the package with color, speed, and low cost. If you're looking for the power of a Macintosh II with less cost than an SE/30, the IIsi is positioned for you.

Look for the new year to bring new Macintosh portables. At the January MacWorld, Apple is expected to introduce a newly revamped portable. It will be basically the same as the current one with a 16 mHz, 68000 Motorola microprocessor. The screen will be backlit and the high priced static ram will be replaced with lower cost (and higher power usage) dynamic ram. It

is also expected to be slightly less weighty, but still on the hefty side. Pricing is also expected to drop between \$500-\$1,500 depending upon the configuration.

September is expected to bring a light weight, color 68030 portable. The trackball will be gone. Apple will use the isopointing device that the Outbound uses. I wouldn't count on this baby being cheap. If you absolutely have to have one of these, start saving now.

HyperCard IIGS. The Apple II GS owners aren't being left in the dark, either. On the latest Apple

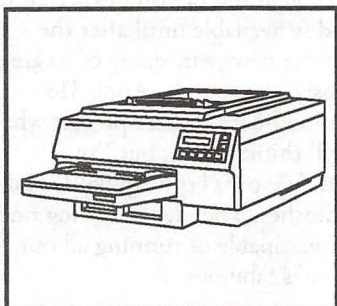
developer CD ROM, "The Night of the Living Disk", there was a beta release of HyperCard IIGS. Now I haven't seen this running, but I understand that there is a utility to convert Macintosh stacks over to HyperCard IIGS format! If anybody out there has had a chance to see this in action, let me know so I can tell your fellow members more.

Bringing HyperCard and the wealth of existing stacks over to the IIGS will strengthen Apple's position in the education market. Of all the programming languages that I've seen, HyperCard is easiest to get up

and going. I've watched young children pick up HyperCard will almost no effort. Moving it over to the IIGS platform is long overdue.

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Accounts Welcome

by Paul Tarantino

Our palatial penthouse meeting room at NIH had one more decoration than usual for the November meeting; a Magnavox 14" composite/RGB monitor was plugged into Gary's GS system. The monitor (model number 1CM135) was brought to the meeting by Lorin Evans, who has (I think I heard this right) been involved in procuring them for a school which has Apple IIGs machines. The picture was nice and bright (and large!), and the monitor has a swivel base and stereo speakers which will accept output from a stereo card. All this at a list price significantly less than that of the Apple RGB monitor, with potential for greater savings from discount sellers. Looks like a fine deal.

The evening's guest presenter was Bob Gurskey, whose subject was Cosmocade, a \$10 shareware game (two games, actually) from Pangea Software, known and loved for Orbizone, Senseless Violence I and II, and other GS-specific gameware. Cosmocade comes on two 3.5" disks, both downloadable from the TCS and commercial boards like America OnLine (or copyable at our meetings!). Neither disk is self-booting, but documentation is included which provides instructions on which GS system files to copy to one of the Cosmocade disks (labeled "Pangea A") to make it go; the Cosmocade files can also be easily moved onto a hard drive and run under system 5.0.3 from there. The two arcade shoot-em-up games accessible from the Cosmocade menu screen are called "Journey to Calibus" and "Naxos" (I have no idea if there is any mythological or other significance to the names). Calibus uses the joystick, and has ten successive levels, all involving flying a spaceship over scrolling terrain and

blasting a wide variety of critters. The terrain varies from circuit boards to outer space to the desert and a farm, with creatures appropriate (sort of) to each. The targets include a wide range of, well, stuff, from pulsing blobs to bananas and flying pigs. Some shoot back; some spew out colored balls as they die which, if intercepted, can replenish one's ammunition, increase weapon range or shield power, or speed one on to the next level.

For those who prefer creativity to the mindless zapping of bad guys, Calibus also includes editing features which enable the ten scrolling landscapes to be modified by the user, or even replaced completely by scratch-built landscapes, constructed with a tile editor and a map editor accessible from the menu. Bob had, without yet having received the game's instructions from the authors, managed to figure out most of the tricks involved in using these editors, as well as the inner workings of the games themselves, and shared his hard-earned knowledge with an eager audience, taking us through several levels of the game as it comes, one level he had designed himself, and a quick demo of the tile and map editors. Neat stuff, with a high addiction factor.

Naxos, the other game in the set, is like an arcade shooting gallery set in a jungle, with targets that shoot back. This game is played with the mouse, and can be just as habit-forming as Calibus, but Naxos has no editing features, so what you see is what you get. Game speed in Naxos can be adjusted in the control panel (system slow is really too slow for any but the terminally clumsy) or with a Transwarp card for those who want a real challenge. (Calibus seems to ignore any tinkering with Transwarp speed settings.) Both games can be paused with the escape key, the pulsating music can be toggled on or off (S key) or raised and lowered in volume (use < or > as needed). Both are splendid arcade games, an absolute bargain at the price of \$10.

Bob was a hard act to follow, but Gary Hayman managed to dazzle us in a different way, with two software packages, one updated and one brand new, for the GS graphics maven.

The update is version 4.2.1 of The Graphics Exchange, from Roger Wagner Publishing, a very powerful utility program capable of converting just about any Apple-formatted graphic (low-res, high-res, DHR, SHR, Print Shop, Mac graphics, etc., but not GIF or 3200 files) to any other format in its vast menu of selections, with cropping, shrinking or enlarging, selective color changes, color masking and a mind-boggling range of other options. TGE includes really elegant graphics file management functions (e.g. list all graphics of a given type on a selected volume) as well as a slide show display. Graphics can be converted singly or in batches, batch size being RAM-limited. A really powerful program and a great tool for the serious user of Apple graphic files, available at discount for \$30 or thereabouts.

Speaking of power, Gary's next demo was of Beagle Brothers' Platinum Paint, a brand-new and exceptionally powerful GS-specific painting program, apparently designed to make us forget all about Paintworks and Deluxepaint. This program has every feature you'd ever want in a painting program, plus several more neat ones that hadn't occurred to anyone yet. There was no time to go into all of Platinum Paint's tricks and tools in one evening, so Gary just ran a few of the program's features past us. The following is in no particular order, but that's the way my notes came out...

Platinum Paint has a familiar look to it, with an array of tool icons down the left side of the screen (they can be moved off-screen if they're in the way) but many of the icons have multiple functions, depending on which side of the icon gets clicked on, or whether Shift, Option, or Command (Open-Apple) is being pressed when the icon is invoked.

The pull-down menus across the top of the screen are jammed full; they go down to the bottom of the screen when opened, and often have "More" as the last selection. There are slick shadowing features, a complex gradient fill capability, adjustable perspective, shrink and expand for selected objects, and 3- and 4-point curve generators. A "squish" function was displayed to great audience enthusiasm, using a demo file on the disk called "Squish.Heads!" The last note in my trusty steno pad addresses the program's ability to retain up to four different graphic files in RAM, with the ability to easily cut and paste among all of them.

Pretty slick. Like all Beagle Brothers software, Platinum Paint is unprotected, and runs easily from a hard drive. The program lists for \$99.95, but I have seen discounts advertised at \$59 or so. Before Christmas (Is it too late already?) BB will sell the program for \$50 plus \$3 s/h if you can send them the first page of any other commercial Apple II paint program.

The usual copying session followed our formal presentations; Cosmocade, ZZCopy 2.2, and System 5.0.3 were most in demand. (As always, members who had remembered to format and verify their blank disks had head-of-the-line privileges.) The copying and discussion went on well past my bedtime; future topics for SIG presentations will include music and sound, more on AWGS, HyperStudio and HyperCard, hard drive speedup, Graphicwriter III, and lots more really good stuff. Join us!

Columbia Apple Slice

by Tim Childers

Our November 8th meeting was exceptional, at least so far as the sheer number of things that went on. In addition to full blown demos of ThunderScan and FileMaker II we had elections, announcements, upgrades and all three of the new Macintoshes set up for hands-on evaluation.

On the Apple II side Tom Cook gave a demo of the ThunderScan scanner for the IIe and IIGS. This device turns your Imagewriter I or II into a scanner by replacing the ribbon with a scanner head and scanning any artwork you roll into the platen. The cost is only around \$120 which is cheap for a scanner. The IIe version requires 128K and the IIGS version requires 768K. It can create files which can be used by PaintWorks Plus, PaintWorks Gold, and Deluxe Paint II. A BusinessWorks demo disk was also reviewed. Next months demo will be "Design Your Own Home" by Jim McCann.

Paula Shuck gave a demo and tutorial of FileMaker II. She is a professional database developer and uses FileMaker extensively. To show the program she demonstrated a database she designed for her own use which she calls Personal Services. It embodies a full featured Address book, To-Do list and prints labels. She highly recommended FileMaker for its ease of use and power. While it does not have the relational power of a 4thDimension or Double Helix she felt its power was plenty for most individuals and would be easier to tap without having to become a programmer. She gave away copies of her sample program to anyone who wanted it. She even managed to squeeze in some information on the new FileMaker Pro which had arrived just that afternoon. Paula's presentation was a hit and I'm sure everyone would like a future pro-

gram on FileMaker Pro. At the December 6th meeting we plan to share suggestions for what Mac products would make great gifts.

The demos were a bit shorter than usual because of the need to hold elections. We're pretty informal but the bylaws required that officers serve no more than two terms so we really needed some new volunteers. After some restructuring of the positions and a bit of coaxing someone had accepted nomination for each position except Apple Vice President and Macintosh Secretary. I've been informed that after the meeting Bill Campbell and Norman Schmuff were contacted and accepted their nominations as well. So, starting in January the new officers should be as follows:

President — Tim Childers
 Vice President Apple II — Bill Campbell
 Vice President Macintosh — Ellen Baniszewski
 Secretary Apple II — Tom Cook
 Secretary Mac — Norm Schmuff
 Treasurer — Paula Shuck
 Henry Yee will continue to serve as our SysOp on the TCS. One position that there seems to be a need for is a disk librarian. If you have any ideas on what you would like to see the club do in the coming year please get in touch with the officers and let them know. We want to make the club fun for everyone.

After a few brief announcements of special offers for User Group members the three new Macintosh computers were shown. These computers were announced by Apple on October 15th and one, the LC, will not be available till at least January. My sincere thanks to Leslie Morrisette at Apple Headquarters in Columbia. She went beyond the call of duty (and normal working hours) to provide these prototypes for our meeting. Apple Student Representative Fred Taylor even came to the meeting and helped me present some technical details of the new ma-

chines. I'm sure there is more detail elsewhere in the Journal but I must say the more time I get to work with the Classic and LC the more impressed I am with what you get for your money. The SuperDrive and internal hard disk are nicer than my Plus and for the low price I can give up a slot. The LC gives a real color Mac CPU with a 68020 processor for a list price of about \$2,500 and a discounted price of maybe \$1,700. I think most home users are not going to miss the math coprocessor or the 68030 chip or notice the slightly lower screen capabilities of the LC's built-in video versus the IIsi video. I think though, that any business user of the IIsi will probably want the optional math coprocessor.

After the meeting there were some sales of club disks and I upgraded the RAM in one Mac from 2.5 to 4 Meg. Our December 6th meeting will be at the Howard County Board of Education building.

NOTICE!

The January 3rd meeting will be in the computer lab at Mt. Hebron High School. The February and March meetings will be back at the Board of Education building.

dPubSIG

by Larry Ravitz

The October monthly dPub SIG meeting featured a demonstration of the not-yet-released Ventura for the Mac, presented by Sally Smith, president of NOVA-VPUG along with one of the developers of the application. Ventura will make some jobs which require extensive lists and references easier and faster than any currently available desktop publishing program.

In the regular question and answer period, members tried to stump Tom Piwowar and Ron

Moore with difficult problems, such as new viruses and font management problems caused by the proliferation of new type faces. Tom and Ron retained their status as superb problem solvers.

There was a discussion about full 24 bit color painting on the Mac led by Larry Ravitz who described Oasis, a new high-end program being developed by Time Arts (creators of Lumina for DOS systems equipped with a Truevision card). Larry displayed a portrait that he painted with Photoshop using a Wacom pressure sensitive tablet; the portrait was printed on a Kodak 7700 continuous printer.

EdSIG

by Tim Childers

The November 15 EdSIG meeting brought together some fresh new faces, along with the regular EdSIG stalwarts. Attending their first EdSIG meeting were Bob Williams, a Montessori teacher from Alexandria, VA, and Dunham Swift, a parent interested in educational software. EdSIG veterans Bill Wydro and Lorin Evans graced us with their presence too.

After introductions, Bob Williams inquired as to the best Apple II-compatible 5.25 inch disk drive for the two Apple IIc+ computers he uses at the Montessori school where he teaches. Suggested options include the Laser 5.25 inch disk drive, priced at about \$90, or the Meiji 5.25 inch disk drive, priced at about \$85. Lorin Evans offered the view that the Meiji drive is widely used, and can be repaired for under \$40, if it should ever break down. The repair facilities for Meiji drives is apparently located in New York. Care must be taken to specify which computer you're buying the drive for, as the connectors are sometimes different (depending if you're connecting the drive to a disk drive interface card, or to an external disk drive port.)

Dunham Swift then related how

he is planning on buying one of the Carmen San Diego geography disks for his kids. The consensus was that if you have a IIGS computer, it's best to get the IIGS version. The enhanced graphics and sounds are apparently worth the slightly higher cost.

Bill Wydro told us all about the Apple IIGS he bought second-hand. Prices on second hand computers have been falling of late, and sometimes you can find a real bargain. Of course, it helps to know about the various configurations of hardware before making any large purchases.

Lorin and Bill then went on to sing the praises of the rumored Duet card, produced by Cir-Tech of Scotland. (For those who may be wondering, the company's name is pronounced "Sir-Tech"). If the company comes through on their promised Mac emulation card, the Apple IIGS would get a real boost. Lorin called Scotland to find out further details, but the Cir-Tech people were tight-lipped as they said, "Sorry, Cir. No further details."

Following that we talked about online information services, and compared America On-Line to GENie. Dunham and Lorin both subscribe to America On-Line, and neither had much favorable to say of the service. Yours truly subscribes to GENie, whose new flat rate service seems to offer quite a lot.

So we called up GENie on the office's Apple IIGS, and played with Grolier's, electronic encyclopedia, sent some electronic mail to Lorne Walton, in British Columbia, Canada, and then perused the Education Roundtable.

The meeting ended up with Bill Wydro proudly showing off the new Applesoft BASIC programs that his daughter has written. Jenny, his teenage daughter, had created some nice branching text programs, with unexpected surprises lurking around every corner. It's obvious that computer talent runs in the Wydro family.

GameSIG

by Steven Payne

Fresh from their Halloween revels, GameSIG regulars gathered on November 1, 1990 for their regular monthly meeting. This reporter soon discovered that in his absence over the past few months there has been a dramatic transition of power. Our new co-chairmen Dave Hakim (for the Apple games) and Dave Romerstein (for the Macintosh) nervously insisted that former leader Paul Moore was "in New Zealand on business," though we all suspect that Paul is now enjoying a great view of the N.Y. Giants games with Jimmy Hoffa (unless, like co-worker Agent Cooper, he was wearing a bullet-proof vest).

In any case, the meeting began with an abbreviated "new software report" from former chair-being Charles Don Hall—abbreviated, of course, because there was little to announce beyond the release of *Three on Three* (Miles Computing, Mac), the new entry in Cliff Johnson's popular puzzle series that began with *The Fool's Errand* and *At the Carnival*. Then, as part of our mission "to boldly go where everybody else seems to be heading," the two Daves introduced us to some of

the alternative gaming products that seem to be showing more signs of life these days than the Apple market. Dave Romerstein passed around his *Gameboy* (complete with *Tetris* and *Super Mario Bros.*); he announced a few new products for the Mac, including *Armor Gallery* from Three-Sixty Software, and a new joystick attachment (called, I believe, "The Gold Brick"—my hearing is deteriorating now that I've reached the ripe age of 40).

Dave Hakim showed us the *Genesis* System (a cartridge-driven 16-bit system retailing for "about \$180" with "better color and resolution than the IIGS"). We saw a brief demo of Electronic Arts' *Populous*, a good copy of the MS-DOS version in which you get to pit your skills as a god against the evil computer. Dave H. also presented Sega's *Phantasy Star II*, a new fantasy role-playing game which has actually received *favorable* reviews in some of the more traditional computer gaming magazines; in keeping with the theme of most other recent articles in the WAP Journal, though, we thought we should mention our outrage that the font used in the game's text boxes had no true "descenders"; we're vigorously lobbying Adobe for a Gaming Font Manager.

Yours truly distributed promotional flyers from Shari Mitchell of

Sir-Tech on *Bane of the Cosmic Forge*, their new fantasy/role-playing game "in the spirit of *Wizardry*" (though Sir-Tech insists emphatically that this is not just *Wizardry V*, but a new gaming system and series.) Unfortunately, the demo disks in the package were for the MS-DOS version, and there were no IBM machines in sight in the WAP Offices. However, Sir-Tech promises that the Mac version of the game should be out by the time you read this (despite Dave Granite's comments elsewhere in this issue!), and we trust they will send us a review copy. Watch this space for further developments (well, maybe not *this* space on the page exactly, which is unlikely to change much until your copy of the magazine yellows with age, but *do* keep an eye open for GameSIG reports in future issues).

Lest we miss out on the national trend toward negative campaigning in this election month, we decided to end the meeting with a rousing bout of *Robot Tanks*. When the smoke cleared, only our new co-chairmen were left on the field, firing more than merely verbal charges at each other. Dave Romerstein emerged victorious, but who can tell what might happen in the future? Come to our next GameSIG meeting on the first Thursday of the month (7:30 PM in the WAP Offices) and find out!

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User Groups as conduits

by Phil Shapiro

Apple computer user groups serve many simultaneous functions: educating members on how to use computers and software; advocating the interests of end users to Apple Inc. and Apple dealers; and collecting, cataloging, and distributing shareware and public domain software.

With the new shopping market receipts project instituted across the country, Apple user groups have taken on the added role of serving as a conduit for getting collected receipts distributed to the most deserving local schools. In some case, these donated receipts have given schools enough extra receipts to receive an entire Apple computer system. In other cases, the donated receipts have been used to buy some of the educational software offered through this project.

The success of the supermarkets receipts project brings to mind another philanthropic role that user groups can play. People who would like to donate older hardware and software need a mechanism for finding deserving schools, libraries, or community service organizations. Many older computers, such as the discontinued Apple II+, are perfectly functional in an elementary school setting. The Apple II+ could also find much use in an adult literacy setting. Older models of the Macintosh computer, such as the Mac 512 and 512e, have a lot of functionality, too, when used in an educational setting.

In addition to the older discontinued models are the recently discontinued models, such as the Apple IIc (discontinued in 1988 with the release of the Apple IIc+), and

the Mac Plus (discontinued in October, 1990, with the release of the Mac Classic). These two stalwart workhorses run thousands of programs, and could serve eminently in a school setting. The Apple IIc could do equally well as a public access computer in a public library, allowing children and adults to use creative programs and other educational software.

But to get these computers from charitable owners to deserving schools and organizations requires a little bit of organizing effort. It's too much to expect a charitable donor to investigate in detail as to the most deserving local schools, libraries, or community service organizations. User groups are ideally situated to serve as an intermediary between charitably minded individuals, and deserving community charities.

Some user groups perform such a role in an ad hoc manner, creating instantaneous little committees whenever a hardware/software donor approaches them. However, this ad hoc method has potential flaws. One potential flaw is that in the rush of getting the hardware placed in a deserving organization or school, not all candidates are considered in a full and impartial manner.

So it makes sense for user groups to set up a standing Community Affairs committee to deal with the distribution of charitably donated computers, peripherals, and software. The task of such a standing committee would be to make contact with local schools, libraries, and community service organizations. After contact is made, proposals could be solicited, where potential

recipient would detail how the donated computers and software would be used, and why this recipient would be the most deserving recipient of the donated hardware/software.

Such a committee could then set up a registry of potential recipients. When a civic-minded donor stepped forward with hardware/software to donate, a suitable match-up can quickly and efficiently be made. It's possible to even give such donors full access to the registry of proposals, allowing the donor the chance of steering the donation towards the organization of his/her choosing.

Alternatively, the donor could let the committee make the determination as to the most deserving organization. To insure that the donated hardware/software is being used to its full potential, the committee might request the recipient to provide the user group with a progress report six months down the line, describing how the donated hardware/software is being put to use. The Community Affairs committee could then share such report with the rest of the user group membership.

Finally, it makes sense for such a committee to help coordinate technical support for the donated hardware/software. Technical support might include helping set up the system, suggesting appropriate software, suggesting appropriate vendors from which to buy the software, and being on call to answer questions as the need arises.

Everyone benefits when kind-hearted souls donate hardware and software to needy schools, libraries, or community service organizations. And such benefits are multiplied many times over when an appropriate distribution and support network is coordinated by a local Apple user group. The coordination effort is minimal, yet the positive benefits are likely to multiply goodwill throughout the community.

Artists on exhibit

by Nancy Seferian

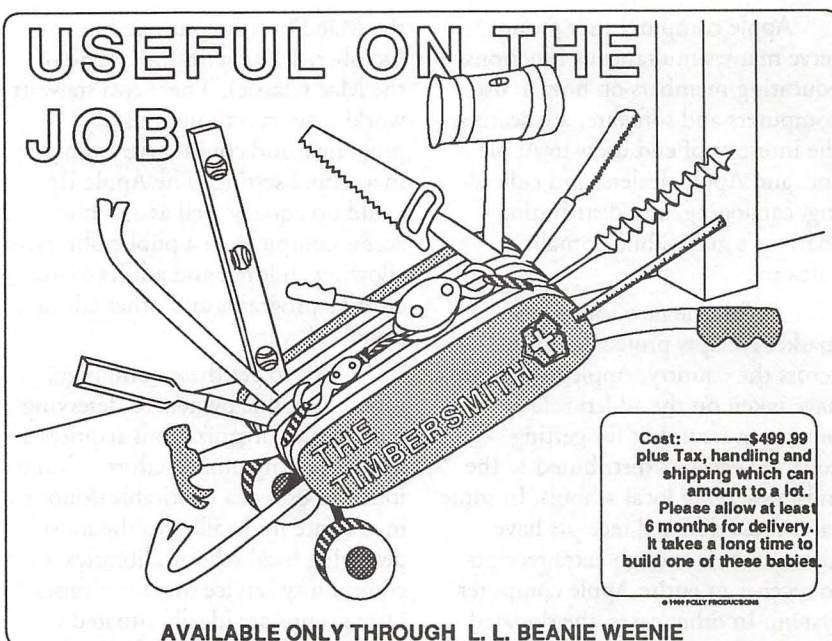
This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.

Artist Info: J. Perry Fitzhugh is a graphic designer who does freelancing, and owns his own business, Folly Productions, in Northwest, DC. He works with small companies and individuals doing graphics, desktop publishing and typesetting. He has an extensive art background.

Art: *Porgi* (below), *Timbersmith* (right), and *Juan* (opposite)

Tools: Mac Plus, LaserWriter IINT, MacDraw II and ReadySetGo.

Procedures: "As an artist the computer interests me as a medium and a tool. In the past it has seemed as if there were a world of computer people that is separate from the world of art. I explore the capabilities of the Macintosh as an artist and try to make computer art available and accessible to the people I work with.



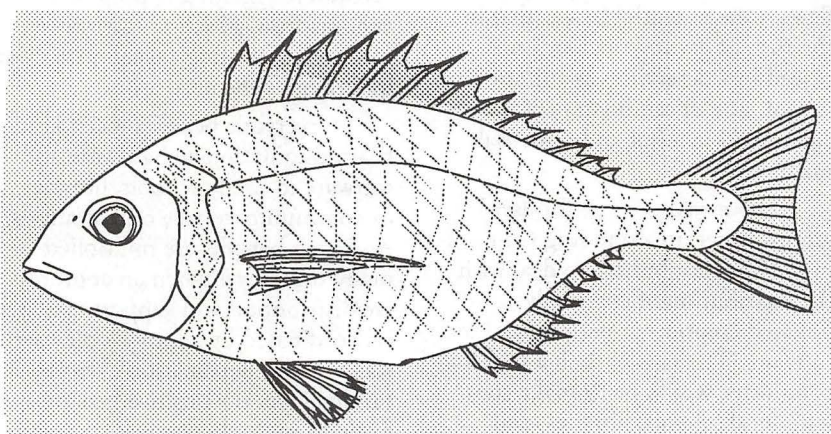
Timbersmith

I often invite them into my studio to use my Mac and explore the programs on the computer just to

have the experience. I think it's important for people to have access to what is happening in this area on some level.

"In the display graphics we see on TV the highest quality machines and programs available are used to create what we see, but the rest of us can't compete at that level because it's so expensive. We're at the beginning of the computer age. A lot of the programs are slow at this point. But you can expect it to get better and better.

"*Porgi* was created on MacDraw II. I bought the fish at the market and brought it home, setting it on my desk as a reference and began to draw it. This method is the same used in art school for still life drawing. I draw straight into the computer using the mouse. I work as fast as I can so it will stay fresh



Porgi

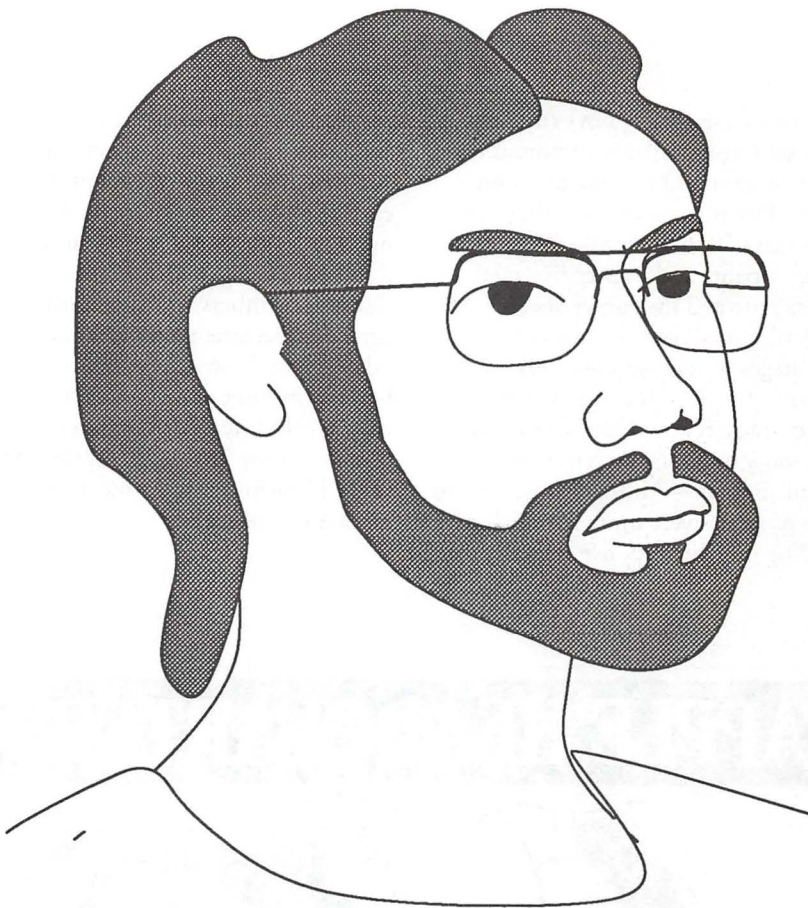
because I cook it in the microwave and eat it when I'm finished. Fish have been a recurrent theme in my art.

"I use the smooth polygon tool to create the body of the fish adjusting until I get the proper profile of the fish. The adjustments are made by pulling on the control points until I'm satisfied with it. Polygons are defined by control points and are smoothed using the bezier curve. These curves can be adjusted simply by moving the control points. This technique of adjusting the points to define the area being created is similar in MacDraw and Illustrator.

"I begin with the main body and add the fin, the eye and the other details. I keep comparing the image on the screen with the fish itself. A lot of people think that having a computer with graphics capabilities means that the computer owner has graphic capabilities, but this ability comes with training and practice.

"*Timbersmith* is a cartoon I created for friends of mine that I work with in Virginia. We use all those tools building the oak timberframe buildings. For this drawing I drew each tool separately and very large to make it easier to see them. Then I shrunk them down and rotated and placed them in position. I have planned two more — the deluxe model which can be towed behind your car and the super deluxe model which is self propelled.

"Juan is a professional model at the Corcoran and the drawing, *Juan*, was drawn using him as a model. It was an exercise to see if I could draw a human from life. I drew the shape of the head and constantly adjusted it as I did for *Porgi*. There's a line quality the computer produces, a type of curvature that is really neat which results from the mathematic



Juan

formula the computer uses to define curves. That line quality is very difficult to get by hand and I like it very much."

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

Nancy Seferian
1425 Foxhall Road, NW
Washington, DC 20007.

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

Making a difference

Mentor Program Update

by Manny DeVera

Survey Responses - I'm extremely pleased to report that responses to the mentor and protégé program (MAPP) are very encouraging. In last month's Journal we asked for participants and twenty five members returned the survey sheets. That's great! And the ratio of protégés to mentor volunteers is about 2 to 1—Not bad because I feared too few would volunteer to become mentors. Perhaps there was a built-in bias — those who wanted to be protégés were more inclined to filling out the response sheets.

Having fewer protégés isn't a problem—we kind of expected it. And, we have assigned a mentor to each volunteer protégé. Several mentors volunteered to have more than two protégés. Our thanks go to those Pi members who graciously agreed to become mentors when we asked them. Now that's what I believe this user group is all about. Pi isn't much different than other organizations. Just personally asking other Pi members to be mentors was all that was needed.

In this short time, the mentor and protégé program has 66 participants. From the looks of things, participants are becoming active and it sounds like MAPP might be one route for putting Washington Apple Pi back on the road toward recovery and growth. An interesting statistic is that there is even balance between men and women participants. Among the most popular social activity checked by participants was the Rock 'n Roll Party followed by the family picnic. If there is more interest in the Rock 'n Roll Party, please don't hesitate to call me and let me know when you think the best time is to have one.

What should protégés expect from mentors?

In order to keep and encourage more mentors in the program, I think that protégés should have reasonable and realistic expectations of the role of mentors. A mentor is an advisor, confidant, and helper who can assist in the user's development of the Apple or Macintosh. He is also a Pi Volunteer. For the most part, many new members and users are genuine, sincere, and courteous. They are often enthusiastic about improving their computing skills using an Apple or Macintosh. However, there are some unrealistic expectations that some new members may have of mentors. Generally speaking, it would be a little unreasonable for the protégé to ask his or her mentor to set up and install the new Mac II Si system you bought through the Group Purchase; load 200 DAs and 1000 fonts, provide copies of his software, and then assure there are no viruses in your system! Perhaps, when protégés and mentors get together, it's a good idea to share expectations and establish when and where to contact each other.

If you are interested in volunteering as a mentor or protégé, please call Nancy at the office and ask for the sign-up form or call me at (703) 818-9626

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Other ways to help...

Mentors—Another View

by Carol Hyatt

Remember what it was like to be a computer novice? Can you imagine doing without your computer now? It's not difficult for me to remember how overwhelming it felt to get started with computers

I bought an Apple IIgs only three years ago, knowing almost nothing about computers. I wanted my kids (now age 7 and 4) to be comfortable using computers, and I was dismayed to discover that the local elementary school had no computer lab and less than one computer per classroom. If they were really going to learn to use computers, it seemed I would have to be the one to teach them.

I bought Appleworks and a couple of educational games designed for preschoolers and just plunged in. The computer salesperson recommended joining Washington Apple Pi and gave me the membership material. The Journal was completely over my head; calling someone on the hotline would mean revealing my utter stupidity; classes and workshops were difficult to attend since my husband works very long hours. So I just fumbled along by myself.

How much better it would have been to have had a mentor who could have answered my questions and shown me the computing basics. I was delighted to hear that WAP is initiating a mentor program. What a great idea! Have you all stepped forward to volunteer just a little time to help someone move a little further along on the learning curve? Just think of the impact we could have!

There are an incredible number of adults out there who do not know

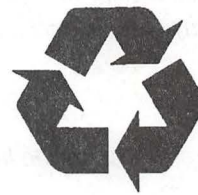
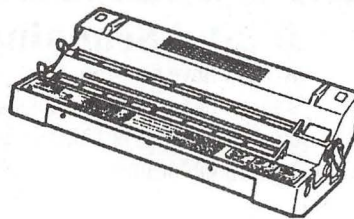
the first thing about computers and are pretty intimidated at the idea of learning anything technology-related. But with someone to "hold their hand" and gently help them see that it is not nearly so hard as they imagine, we can open up a whole new world for them. There is a need for outreach to those who are only beginning to toy with the idea that using a computer might be worthwhile. They don't know enough about what they can do with the technology to decide if it's a good investment of their time and money.

The problem with this vision of

reaching the computer-illiterate masses is that right now we don't have enough volunteers to serve even the newest WAP members. One way around this would be to develop a multimedia presentation for the computer novice. The first component would be a video to show how computers can be used at home in a variety of ways. The next step would be to produce a hypermedia stack for the Apple and the Mac, along with accompanying written materials. We could then make this package available to community groups, schools, senior citizens organizations, etc..

Assistance is needed to plan the content of the video and to develop the stacks. Or, maybe you have some other ideas on how to approach this. Your help can make the difference between whether such a program happens or not. If you would be willing to lend a hand in any way, please call Carol Hyatt, (301) 948-3748.

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And still we move

by Robb Wolov

As a group, Apple loyalists seem a fickle lot. We love our computers and even evangelize them. Yet, sometimes we do dwell inordinately on all the things that are wrong (or perceived to be wrong) with Apple. System 7 is late...the Mac is still too expensive...the latest System 6 upgrade has bugs...System 7 is late...Apple is slow in releasing those insanely great innovative products we know they're working on...System 7 is late...

It's nice to give an unconditional "well-done" for a change. This past November, for the fourteenth year running, Washington, D.C. hosted the Symposium on Computer Applications in Medical Care (SCAMC). Co-sponsored by the American Medical Informatics Association and George Washington University, SCAMC addresses the variety of computer applications in today's medicine. Apple was there in force and strutting its stuff...cybernetically speaking.

In the last decade, medicine has assimilated the small computer into all areas of practice. Patient monitoring, laboratory management, medical database acquisition, interdepartmental communications, education and medical graphics, have all benefited from the small computer. Yes...even billing.

SCAMC was a week long assemblage of physicians, scientists, educators and computer engineers who gathered to discuss the latest trends and solutions to medical problems being solved by computers. While SCAMC served as a forum for numerous universities, research centers and companies using assorted computer systems, it was gratifying

to see the number of problems addressed by the Mac in particular.

Granted, the use of computers in medicine may not be everyone's main focus of attention. However, computer tools have a way of crossing boundaries between disciplines. Or, did you think that only accountants use spreadsheets and graphic artists use drawing programs?

Medicine is a very graphic profession. We deal in photos of gross and microscopic anatomy and pathology as well as charts and diagrams of patient lab values. In this environment the Mac is a natural.

One trend was the heavy use of CD-ROMS (compact disk read-only memory). The little silver disks were everywhere being used on numerous systems for everything from bibliographic databases to medical image retrieval. While used on non-Macintosh systems, it was on the Mac that the use of CD-ROM seemed to come into its own. It was HyperCard and HyperCard-like interfaces which seemed to unlock things, making the hundreds of megabytes of data this medium contains comfortably accessible. Though it worked on DOS boxes, the operative term is work, even with a graphical interface like Microsoft Windows, the use of CD-ROM never seemed nearly as smooth as it did on the Mac. But, than again, I'm prejudiced.

A number of the medical schools which comprise the Northeastern Medical School Consortium (of which we spoke in an earlier column) were present, showing off their latest educational projects. Here, SuperCard (from Silicon Beach Software

recently acquired by Aldus) seemed the authoring environment of choice, showing up on numerous projects. And yes, Georgetown was there showing a few of our projects, including this author's.

I had the opportunity to try an intriguing device for myself—the DataGlove from VPL Research. This is a totally new type of input device which has the potential for some far-reaching applications—not just in medicine but in space exploration and the nuclear industry. The DataGlove is just as it sounds, a thin nylon glove, covered with fiber-optic sensors which are terminated and connected to the Mac. Once calibrated to the wearer's hand, the DataGlove can be used in a variety of ways. Occupational therapists (those physical therapists who specialize in rehabilitation of the hand) were shown how the DataGlove could be used to monitor and record hand function and measure incremental improvement in individual joints.

The DataGlove also was used in a "virtual" environment. The wearer could watch a graphic representation of his own hand on the Mac's screen as he moved about in the glove. It was then possible to "pick up" representations of 3 dimensional objects in this make believe world and move them about. It should come as no surprise that NASA is exploring the use of the DataGlove as a control device. An astronaut could use the glove to control a remote robotic device which would mimic his every action via telemetry, either from the ground or another space vehicle. It could also be used to control a maintenance robot within a nuclear reactor where no human dare go.

I confess a bit of clumsiness with the glove due to some disorientation as I attempted to move three-dimensional objects depicted on a two-dimensional screen. However, this brings up the work being done at the MIT Media Lab (who are also working heavily with the glove) on creating three-dimensional "virtual" image projections. But this will have



to be for another time. The occasion is coming when we will not just gaze at our computers but be transported as if we were within them!

DiskDoubler

"You can't be too thin or too rich..." Add to that old saw "...or have too big a hard disk." Also, Wolov's Seventh Law states "files expand to fit available disk space" with a corollary that "You can't afford the size of hard disk that you really need or want." There are all manner of new disk devices, from Syquest style removable media to hard disks and magneto-opticals in the gigabyte range (yep, that's billions of bytes). But if you're like me you have more storage requirements than wallet.

One way to mitigate this problem is to archive onto floppies the files that you rarely use. However, once you do this you're still left with files that you use often enough that you want to have them handy, yet would still like to save on space. After all, that's one of the major

reasons for using a hard disk.

A solution is to use one of the compression utilities routinely used to shrink files for transmission on electronic bulletin boards, such as Stuffit or Compactor. Both are effective in reducing the required storage space, yet are inconvenient for routine use. You must launch your compression application every time you want to decompress a file for use. You then have to click-launch on the newly decompressed file to launch its application. It works, but it ain't fun. The theory is sound, but faulty in execution.

Enter DiskDoubler by Salient Software, Inc. This compression utility is designed to perform dynamically while you are working within the Finder. It's comprised of an init and an application. The init places a new "DD" menu item on your Finder's menu bar. All you have to do is click on a file or folder and pull down DiskDoubler's menu to request compression or other DiskDoubler services. In a matter of seconds, DiskDoubler will compress your file or folder by an average of 50%. This percentage is Salient's claim and to date it seems an honest average. Your mileage will vary depending on the type of file. Word processor documents are compressed the most, and binary applications the least.

Like all other compression utilities, DiskDoubler works by finding repeating sequences of characters in your files and then substituting a smaller code to represent that sequence. There are a number of such compression formulas, some work better with certain data formats. DiskDoubler gives the user a choice of two methods with the additional options of allowing DiskDoubler to select the better of the two or always going through a test trial for the smallest possible compressed size (at the expense of speed).

You lose the application-specific icon for a file processed with DiskDoubler. However, if you double-click on such files, they will auto-

matically expand and then launch the appropriate application. After you quit out of that file, it will automatically recompress. Very handy.

DiskDoubler appears to be safe, and I've been comfortable trusting my data to it. There are two fail-safe mechanisms. A check-sum system which creates a code based on the characters of the file you are compressing and then checks to see that the code it expected is indeed generated. The second method is to simply not to erase the original file until the compression is complete and the check-sum test is passed. In the event of a power outage or hard disk head crash in mid stream, the original file is always intact.

There is a down side to DiskDoubler, but it seems fairly minor. While you can open DD compressed files within an application with the usual OPEN command, by Salient's own confession, DD files can't be opened from another favorite init of mine, On-Cue. But, most of the files I need to launch through On-Cue I probably wouldn't both to compress anyway.

A decompress-only version is also supplied which is intended to be given to your friends so that you can distribute compressed files. DiskDoubler costs about \$45 mail order and has given my 40 Meg drive new life until the day I can afford one of those humongous 660+ Meg drives. (dream on, Wolov!)

Until next time...Happy New Year!

Robert B. Wolov, M.D. is a pathology resident at the Georgetown University School of Medicine. His areas of interest, besides molecular and orthopaedic pathology, are digital microscopic image analysis and writing medical education software. He can be reached via InterNet at WOLOVR@GUV.M.BITNET or BISTI@GUVAX.GEORGETOWN.EDU

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Music Mouse

by Reinhard Weixler

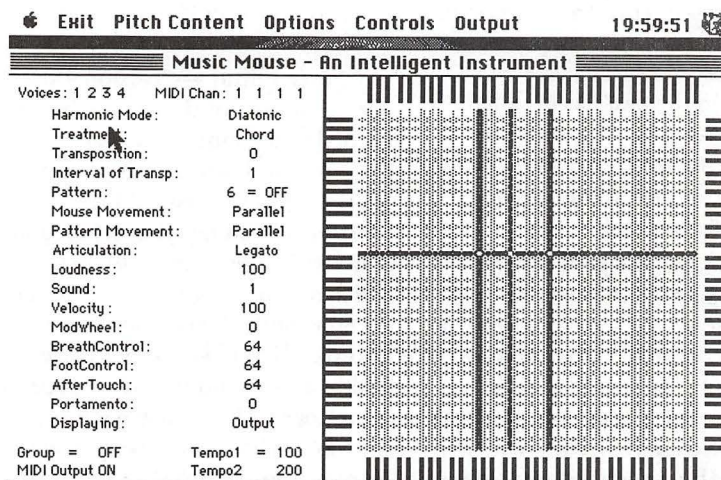
The mouse moves slowly in the upper right hand corner of my SE's desktop. The lights on my Sound modules light up and the control monitors let me hear the pentatonic sequence I am creating. Each slight move up or down changes the sequence within the key-range I have selected. "Very nice toy," I am saying to myself. My wife's 10 year old nephew, who is visiting, leaves the Nintendo set, comes over into my music lab, and while I try to explain some of the features to him, he takes control of the keyboard and the mouse, and dives deep into the magic world of music.

The program that's making all this possible, is MUSIC MOUSE, created by New York composer/musician Laurie Spiegel in 1986, when the use of computers and music applications was still considered very unusual all over the world.

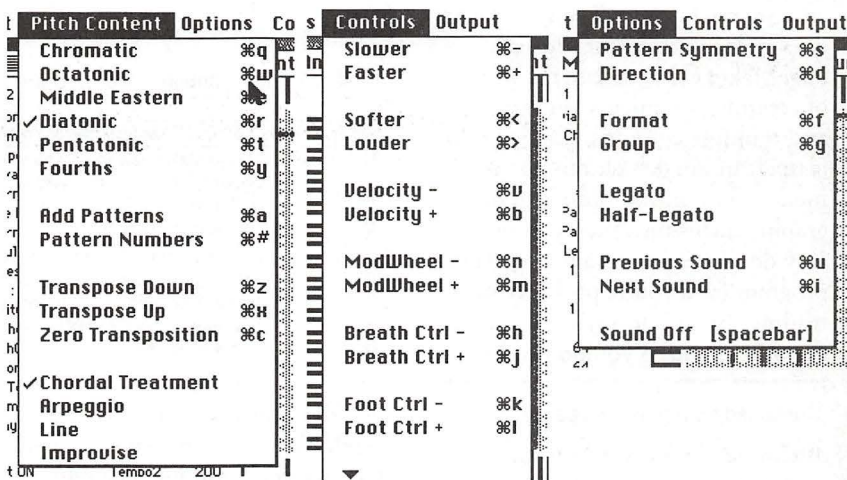
Of course this opinion has changed dramatically, and computers are pretty much the backbone of production in every professional recording studio or home-recording basement.

Now MUSIC MOUSE has been re-released and updated. The user interface is still as clumsy as it ever was, and the manual moreover shows us emphatically that software authors should *never* write manuals themselves.

The program is (unlike most music applications on the market) not a sequencer, which allows you to save your work after a session. You could say it is a controller program, another kind of input device, that lets you transform your ideas into music with the use of your mouse and the keys on your Mac keyboard.



Music Mouse 2.03 Main Screen



Sample pull down menus of MUSIC MOUSE 2.03

The sound source can be either the very basic sound-chip inside the Mac, or any Midi-module connected to the Mac. This feature makes MUSIC MOUSE interesting for a wide range of users.

You can play with the program as if it were just another computer

game. (The program is priced more like a game anyway.) You can work with MUSIC MOUSE to educate yourself and your kids about many aspects of music-theory, and the serious composer/musician will certainly welcome the nice and easy features it offers when looking for several more variations of the main theme in a new piece.

MUSIC MOUSE is fortunately a very intuitive program. If you had to rely on the explanatory information in the manual, you would have a hard time getting anywhere. As I said before, don't EVER let programmers write manuals

MUSIC MOUSE is being
(Please turn to next page)





PageMaker 4.0

by Frank Potter

PageMaker 4.0 represents, at least in my view, an important step in the right direction. PageMaker's biggest drawback in the past has been its awkwardness in dealing with text files imported from elsewhere, and that source of discomfort has been substantially reduced.

It is not yet the perfect page layout program, mind you, but it is solid and it is satisfactorily speedy, at least on my Mac IIx. I haven't run it on a Plus (and probably wouldn't want to, since I suspect that it would be a little...cramped...with less than at least 2MB of memory) but I have heard no serious complaints from SE and Mac II users.

So much for preliminaries: what does it do? Like earlier versions, PageMaker exists to ease the process of creating documents with graphics and multiple columns. If all you do is to create single-column documents, with only a minimum of graphic inclusions, then you probably don't need it, or any page layout program (and you're probably not reading this article anyway). But on the other hand, if you do need a

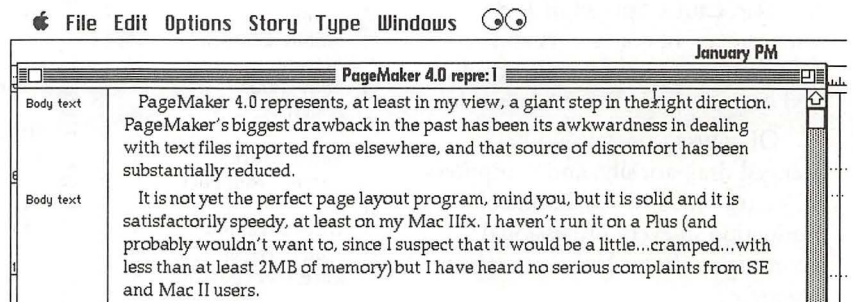
program like this, it fits the bill nicely.

Story Editor — Version 4.0 does a number of things that badly needed to be done. Principal among these is that it now allows you to check spelling, do global find-and-replaces (including type styles), and edit text in a separate Story file that will avoid the tedious (even with an fx) redrawing of pages on the screen. You simply triple-click any place within a story and that story appears transmogrified in a new window, showing styles and allowing easy text manipulation. No more exporting, editing and reimporting. This feature alone justifies the program. But it does more still...

bizarre places. Which of course never showed up until you produced the final copy, racing to meet a deadline. You can now avoid this by placing lines, boxes, pictures or other graphic images as inline graphics, which will move right along with the text that they relate to. Overdue but nice.

Table of Contents — Using the style capabilities of the program, you can now identify elements of a publication that you wish to include in a Table of Contents, which you can create at will. In fact, that is how the Contents in the Journal are created: every headline is written with a style that indicates that it is to be included in a table of contents. Then, at the very last moment (or what ought to be the very last moment but never is) you simply tell it to put the contents together, and off you go.

Type specifications — Aldus has given you considerably more control over elements of your text than it ever had before. You can now control character width (to compress or expand type), tracking (character spacing), additional kerning control



(Continued from previous page)

distributed by various software companies, which is very unusual; but so is the program. For this review, Dr. T's version has been used. Research with local music stores and mail order sources shows that MUSIC MOUSE is available easily for a very modest price between 50 and 100 US Dollars.

File Links — You can keep your PageMaker files somewhat smaller than before, if you use its ability to link graphics created elsewhere. When you update those files, PageMaker will ask you if you want the changes made, either automatically or manually.

Anchored graphics — Used to be, in earlier versions of PageMaker, that if you installed graphics in an article and then changed anything in front of those graphics, everything would shift, except those graphics, which would then appear in really

(control spacing between two characters in either .04 or .001 em spaces) and you can specify character size and leading (pronounced ledding, and related to the space between lines) in fractional amounts. These may not seem like important additions, but take it from us, they are.

Other changes — Aldus has incorporated several other features in this release, such as more control over alignment of text, ability to link documents in the printing lineup as a



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Find	
Change	
Change & find	
Change all	
Attributes...	

"book," longer documents (up to 999 pages in a single document, not that we would think of trying it), more control over hyphenation, tagging items to appear in an index, alternative forms of page numbering, the ability to specify particular Pantone colors, more printing control, ability to operate in a network of linked machines, and text rotation (of which more anon).

We are as yet only marginally familiar with other entries in the Macintosh page layout field, which include Quark XPress, Design

Studio, FrameMaker and Ventura. The general word is still that PageMaker is still the easiest and most intuitive of the lot. Candor requires us to add that we have been using PageMaker since version 1.1, and so the learning curve would naturally be expected to be, as it has in fact been, no real challenge.

Drawbacks — While it is a good program, it is not yet perfect, at least to some finicky editors. Features that we would like to see in PageMaker (and which exist in other programs,

so we are not being that unreasonable) would include the ability to open other files at the same time, the ability to use different Master Pages (you get a Left Master Page and a Right Master Page, and that's it, troops) and vertical justification (the ability to line things up neatly at the bottom of a page by doing artful and, ideally, imperceptible things to the spaces between lines and paragraphs. Oh (thought we had forgotten?) and text rotation. PageMaker 4.0 allows this, but only in increments of 90 degrees. That's probably enough for most applications, but it can be restricting.

These aren't big problems, though they would not exist in the ideal page layout program. Dare we hope that PageMaker 5.0 will address them? We dare. (We hastily add that we have no inside information to that effect.) Still, "(a) man's reach should exceed his grasp, or what's a Heaven for?"



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CheckWriter II

by Frank R. Kistner

CheckWriterII, by Aatrix Software, is an automated check writing and budgeting program for the individual or small business. It allows you to enter both recurring income and recurring expenses, and it provides a reminder when the expenses are scheduled to be paid. CheckWriterII provides additional features including:

- Multiple checkbook support
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- Paperless transaction support (service charges, debits, etc.)
- Reports (Income vs. Expense, Cash Flow, Address Book)
- A link to MacInTax and other programs
- CheckWriter Desk Accessory
- An INIT that reminds you when bills are due
- A novel context sensitive help system

Demo Disk Included

The CheckWriterII package comes with a demonstration disk which allows you to try out a limited version of the software to determine if the program meets your needs. As long as the seal on the actual program disk package is not broken, the program can be returned within thirty days for a refund.

Support

Aatrix provides thirty free days of technical support from the date of your first call the technical support line. After the free support period has expired, Aatrix offers a variety of support packages.

Software Installation

If you intend to operate CheckWriterII in a floppy disk environment, you should make and use a working copy of the original program diskette.

Installation of the CheckWriterII software on a hard disk is quick and simple:

- Create a CheckWriter folder on the hard disk
- Copy the files from the program disk into the new folder
- Install the CheckWriter Desk Accessory (DA)
- Install the CheckWriter INIT in the System Folder.

CheckWriter Setup Utility

If you intend to print checks with CheckWriterII, the Checkform Designer utility must be used to specify the dimensions of the checks, as well as the location of each line of check information such as check number, date, payee, amount, and memo. You can even copy a picture from your Scrapbook file onto the check for a more personalized check. Three check templates are provided as examples.

Setting Up Checkbooks, Budgets, and Preferences

Completing the installation and setup process involves:

- Entering the system password in the dialog box on the main screen in order to access the CheckWriterII software
- Opening new ledgers and entering the beginning balances for each ledger to be used

- Creating a list of the budget types to be used and the monthly budget amount for each type of income and expense
- Setting CheckWriter preferences, which consist of passwords, date, and language (English or French Canadian)

Using CheckWriterII

Using CheckWriterII is as simple as:

- Opening the desired checkbook or "Ledger"
- Filling in the check "form"
- Using the "breakout" feature if the check covers multiple expense categories
- Queueing the check for printing.

The amount, payee, and other relevant information are recorded in the check register as well as on the check. The amount is also posted to one or more budget categories for use with actual versus budget reports and cash flow reports. Deposits are entered via separate menu.

There are several nice features of CheckWriterII, including:

- Printing the address of the payee on the check for use with window envelopes
- Printing mailing labels for standard business envelopes
- A link to MacIntax for recording taxable income and tax deductible expenses in a format that can be used by MacInTax
- Context-sensitive help

The context-sensitive help, which is a new feature, is accessed by pressing CMD-? at any time. When you do this, a small dialog box pops up at the top of the screen and the mouse pointer changes to a question mark. Moving this pointer to any field on the screen causes text about that particular field to appear in the dialog box. Clicking outside the window changes the shape of the cursor back to an arrow.

You can print on custom or personal checks to any Apple printer including the Apple Laserwriter



using CheckWriterII. I tested check printing using a Laserwriter II and checks that were created using the checkform designer. Everything worked as expected.

CheckWriterII also allows you to enter checks and paperless transactions without printing. This is useful for entering checks into the ledger that were written while you was away from the computer or while the computer was out of service.

Deposits, Reconciliation, and Adjustments

To record a deposit using CheckWriterII, you fill in a form similar to the one used to write checks. Just as you can break out a check into various expense categories, a deposit can be broken out by various income categories. This feature is useful when you has several sources of income and has a requirement to keep track of the amount of income by type.

To reconcile your checkbook with CheckWriterII simply "click" on a check box in the check register for all cleared checks and deposits, make any unrecorded adjustments such as service charges, and enter the ending bank balance from the bank statement. If you have recorded everything correctly, the CheckWriterII "cleared balance" will be the same as your ending bank statement balance. If you cannot get the ending bank balance and the "cleared balance" to agree, CheckWriterII provides an option to automatically compute and record the amount of the adjustment to bring the two numbers into agreement. While this appears to be a convenient feature, it allows you to perpetuate errors throughout your checkbook.

The CheckWriterII INIT

If you installed the CheckWriterII INIT, and you entered recurring bills such as a monthly mortgage payment that is due on the first of the month,

CheckWriterII will remind you that the payment is due when the system is started up on the first of the month. If the system is started up on a day that no recurring payments are due, the CheckWriterII INIT will print a greeting upon system start up, indicating that "no recurring payments are due today."

The CheckWriterII DA

You can use the CheckWriterII Desk Accessory to write checks and record them in the check ledger. The DA allows you access to most CheckWriterII features. This DA is convenient to use in situations where a check is needed quickly and you do not want to quit out of an application that is currently running in order to start up the CheckWriterII program.

Backing Up Ledgers

CheckWriterII provides the ability to back up your ledger files. It allows you to specify maximum file sizes of 380K, 780K, or 1380K bytes, depending on the type of diskette and diskette drive being used.

Reports

CheckWriterII supports several report types including:

- A "Tax Item" Summary
- Printing of the Check Register
- Income versus Expense Report
- Cash Flow Summary
- Summary of Budget Income and Expense Types
- Summary of Recurring Payments and Deposits
- Printing of the Names and Addresses for Recurring Payments

Each report can be printed to the screen, a text file, or to the printer.

Recommendation

CheckWriterII is easy to use and effective at doing what it's documentation claims, making check writing easy. The CheckWriterII INIT provides an excellent reminder if bills are due on the day that the system is started up, and the reports are an

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Fractal Programming in C

by Thomas Hoyt

A Menagerie of Fractals: A Zookeeper's Handbook.

Lions, Tigers, Bears, Snowflakes, "Monsters", Phoenix, and Dragons. "Strange" attractors, "psychotic" curves, self-similar spirals, bizarre recursions, bifurcated iteration upon chaotic interaction, fractional (?) dimensions. Alice in Wonderland? No, just the vast zoological park of fractal curves as described in *Fractal Programming in C*, by Roger T. Stevens. If you are a slick C programmer, interested in discovering new realms of graphic creativity, and not intimidated by a little college level mathematics, this is the book for you. However, if you approach the monthly balancing of the checkbook with fear and trembling and your burning programming interest is in building the next Great American Excel Macro, then your \$24.95 might be better spent re-upping with *Fortune* magazine for another year.

From the introduction, Stevens leads the programmer gingerly into the somewhat arcane and complicated world of chaos theory and fractal geometry. After a short discussion about the mathematical underpinnings of chaos and several classes of fractal curves, the author identifies in detail these fractal classes in several chapter groupings. The chapters themselves consist of a mixture of mathematical theory and complete programming examples in C that implement the graphing of the type of curve being discussed.

When I say "complete examples," I do mean that in every sense of the term. As Stevens simplifies the mathematics involved,

he also rigorously details coding techniques in a comprehensive fashion, even to the point of illustrating his arguments with assembly language additions. However, this thorough treatment leads one to the biggest drawback of the book, at least for the Mac programmer: the code samples, indeed, the entire treatise, is intended for use on IBM AT-compatible machines equipped with a VGA graphics adapter. The author employs an entire chapter discussing a method of saving and manipulating fractal graphics as PC-Paint files. He implements his lowest-level drawing routines as IBM BIOS traps. He centers his scheme for coloring his chaotically precise creations around the VGA-standard color palette and various VGA settings.

There is an entire appendix devoted to reimplementing a graphics "toolbox" which he created for use on the Hercules Graphics Adapter. Naturally, this is not an insurmountable problem, but the Mac programmer nevertheless has a challenging port ahead of him. Fortunately, the Macintosh lends itself well to the redevelopment of the author's custom graphics routines, because it comes with ROM calls that can create the most convoluted of graphics. Mastering Color Quickdraw in order to reproduce the spectacular colors of the majority of fractals would require the most time. Fortunately, the fractal algorithms themselves are the same no matter what machine one runs them on. The principles of mathematics, being factory equipped, are not proprietary.

Stevens' major contention in his description of fractals is that they are

a family of curves that illustrate the inner workings of "chaotic" systems. Chaos theory is the effort of mathematicians to develop meaningful models of certain physical phenomena that are neither random nor entirely cyclic. Certain physical events, such as the weather, liquid in motion or population behavior produce, when graphed, models of curves that are orderly and predictable, but are never the same. They also have a "fractional" dimension of somewhere between one and two. Intuitively, they are more than a line, but somewhat less than a two dimensional planar object.

Other types of fractal curves have their own identifying characteristics. These "monster" or "psychotic" curves can have a tendency to be self-similar; i.e., they are generated by replacing each part of a regular curve (like a square or five-side star) with another pattern, ad infinitum. These self-similar or "iterated" curves can also be created using iterated equation systems. These are equation sets where the current value of the system is plugged right back into the system in order to compute the next value, again, ad infinitum. The plotting of these values is the method by which the most famous of fractals, the Mandelbrot set, is computed. The different colors in this set, as well as its cousins, the Julia, the Dragon, and the Phoenix sets, are determined by how fast these iterated values approach infinity.

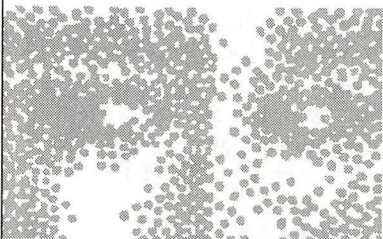
Obviously, a full treatment of fractal theory is beyond the scope of this article, as it is beyond the scope of Stevens' book. The author explains enough math to get into the programming examples and then lets the programmer take it from there. The book itself is richly illustrated with graphs of the strange curves described above, and includes a section of color plates of the different sets generated by the author's C examples. This brings up just one factor in the decision to buy this book: without a color system, one's ability to explore fractals is severely

limited. Am I willing to acquire a color system? How interested am I in fractals? As a Mac programmer, you will have to spend considerable time and effort in porting Stevens' MS-DOS examples over to the Macintosh Toolbox environment. How much is that time worth to you?

Overall, though, the book can be graded well. As an explanation of fractals to the layman, it does well as can be expected. As the title suggests, it spends most of its pages talking programming—as it should. It does so in a comprehensive and complete fashion. And, although it represents quite a challenge to the Mac programmer, for the fractal fanatic, it would appear to be worth the effort.

Thomas Hoyt resides in pastoral Sterling, Virginia. Outside of his work, where he is chief Unix Programming Peon for a local telemarketing company, he enjoys the companionship and love of his pet rabbits, his wife, and his teenage daughter.

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What's new...

Notes on the Mac

by Paul Schlosser

Apple announces "Customer Assistance Center"

On October 29th Apple announced the opening of the "Customer Assistance Center" (CAC), a new customer relations service available to all Apple computer owners. Owners of Apple computers can call the CAC when they feel that questions or problems aren't being sufficiently addressed by their local dealer.

"Apple doesn't want to circumvent the reseller relationship with the customer," said Jackie Whiting, Apple Assistance Center manager. If you call the new CAC be prepared with a complete description of the problem, a list of products being used, and details on previous efforts to solve the problem. "The Customer Assistance Center will provide an important feedback loop for Apple, enabling us to enlarge our knowledge base and speed our responses to customer concerns. We also want customers to understand that Apple stands behind its sales, service and support infrastructure. We want to address all individual complaints and concerns effectively," said Morris Taradalsky, Apple Customer Support Products and Services vice president. You can reach the CAC at 1-800-776-2333, Monday through Friday, 6 a.m. to 5 p.m. Pacific time.

More HyperCard 2.0 News

Clarix has finally released the details concerning distribution of HyperCard version 2.0. There are now three "versions" of HyperCard. The basic version that ships with every new Macintosh includes 3 sample stacks, a 35 page manual, and is set to the "Typing" level of access.

This access level permits users to browse through stacks, but prohibits modifying any stack. Users can change the access to higher levels, via one of two different methods. The first, a program called "Liberator," will modify the basic version to allow accessing higher levels. (Liberator is available for downloading from the TCS, or from the Pi's Disk Library.) The other method is to bring up the message box, type "set userlevel to 5", which will allow you to select the button tool and delete the button that covers levels 3 to 5 on the preferences. This second option obviously requires more detailed HyperCard knowledge than a new user is likely to have. Liberator, on the other hand, does all the work for you, once you tell it where to find HyperCard via the file dialog box.

The second version of HyperCard is for present owners that want to upgrade to version 2.0. The HyperCard 2.0 Upgrade Kit sells for \$49, and consists of a five disk set of over 15 sample stacks, with lots of HyperCard help, tools and samples. Clarix is accepting orders at 1-800-628-2100.

HyperCard developers and users that want complete documentation on version 2.0 will have to wait until January, 1991 to obtain the HyperCard 2.0 Development Kit, which sells for \$199. This version comes with the same 5 disk set as the upgrade kit, but also includes five manuals (over 1,400 pages of documentation). Call 1-408-987-7000 for details.

H-P DeskWriter News

The Hewlett-Packard DeskWriter printer is very popular with Macintosh owners, providing 300 dpi printing at an affordable price. Some recent messages discussed a press release from H-P, concerning an unusual problem that has been identified. The typical user will connect the DeskWriter to the Mac's printer port, and configure the printer for serial mode. The problem surfaces after a few weeks (or months) of use, when the DeskWriter fails to print. The DeskWriter's lights flash, and sometimes the error message "Error Trap 10864" is printed. Switching the printer to the modem port solves the problem, but only temporarily. The printer will again fail in a few weeks. H-P and Apple have been investigating the problem, and have pinpointed it to a component failure on the Mac logic board. The input/output line of the port gradually degrades, and eventually will fall below RS-422 specifications. At this point the DeskWriter will switch to AppleTalk mode and fail to print, since the Mac is still in serial mode. The Mac's printer port may still work with other printers, and would likely pass a diagnostic test performed by a dealer. H-P advises any DeskWriter owner with this problem to take their Mac to a local Apple dealer for repairs. H-P notes that Apple is readying a press release detailing the problem, but it hasn't been posted yet. Although the H-P notice did not mention the older serial mode-only DeskWriters, it would appear that this problem may not affect such systems. Stay tuned.

In more DeskWriter news, the new non-water soluble ink cartridges are finally available, and they are getting rave reviews. Included with the cartridge is a "Free Upgrade Kit" coupon. It turns out that some DeskWriter owners are getting less than 200 printed pages per cartridge, and H-P will provide the parts to correct the problem. To tell if your DeskWriter needs the new parts, check the serial number. If it is 2936 or lower, move the print cartridge to the left to uncover the little "sled" it

sits in. (Be sure to turn the printer off first.) If the sled is dark gray or black you need the upgrade. If it's beige or off-white you do not need the upgrade.

GCC Laser Printer Rebate

To celebrate their 10 year anniversary, GCC Technologies is offering a \$100 factory rebate on any laser printer purchased between November 1st, 1990 and January 31st, 1991. Any customer that receives a demonstration of a GCC laser printer at an authorized dealer can receive a complimentary copy of QuickEnvelope, no purchase necessary. GCC offers four laser printers. The PLP II and PLP IIS are QuickDraw printers specifically designed for the Macintosh. The BLP II and BLP IIS are PostScript printers that work with any Macintosh or IBM compatible computer. Call GCC Technologies at 1-800-422-7777 for details.

New Version Of Dos Mounter

Dayna Communications has announced version 2.0 of Dos Mounter, the utility that enables SuperDrive equipped Macintoshes work with MS-DOS files as if they were Mac files. Without Dos Mounter, Mac users must use Apple File Exchange to access MS-DOS files. With Dos Mounter installed you can access MS-DOS files directly from the Finder.

Version 2.0 improvements include faster operation and the ability to format MS-DOS disks. By assigning Mac applications to MS-DOS extensions you can double click on a properly named DOS file icon to launch a specific Mac program. This new version will also support removable media drives. Version 2.0 will be available on December 15th, and sells for \$90 (less via mail-order). Owners of the older version can upgrade for \$25.

New Thunder II In the Works

Baseline Publishing has acquired the rights to Thunder II, the popular spelling checker previously available

from Electronic Arts. Baseline has begun working with the Thunder II author, Evan Gross, on a major upgrade for the program. Current plans for the new version, to be called Thunder 7, include new application compatibility modules and an 80,000 word dictionary/thesaurus. No release date has been announced.

New Files on the TCS

The following files were uploaded to the Macintosh File Transfer areas on the TCS during the last thirty days. This listing represents only a small portion of the files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS.

File area 13 - Mac Fonts

038 TYPEBOOK.SIT Utility prints type samples of fonts

File area 14 - Mac Games

101 SKYSHADWFX.CPT Sky Shadow Sounds 11Khz samples
100 SOLSOUND.CPT Sounds extracted from Solarian - Enjoy!
099 NINETYNINE.CPT 99 Bottles "Sings." Needs System 6.0.7.
098 BUGS.CPT Evolution simulator
097 SIMEARTH.SIT Sim Earth screen shots

File area 15 - Mac Graphs

090 IDAHOSEA.CPT Great Seal of Idaho in EPS format
089 VIDEOCAS.CPT VHS video cassette in EPS format
088 EPA.LOGO.CPT EPA logo in EPS format

File area 16 - Mac Hypercard

099 VISUAL.CPT Visual effects of HC 2.0. Not for 1.2.5
098 WIPEOUT.SIT Delete files from within HyperCard
097 GLOBALIZER.XCMD For open/closeStack handlers
096 GET.SETTYPE.SIT Get/set TYPE from within HyperCard
095 GET.SETCREATOR. Get/set

CREATOR from within HyperCard
094 LOCKSMITH.1.0.S Lock/unlock files from within HyperCard
093 SETDATE.XCMD.1. Change date or time within HyperCard
092 GESTALT.XCMD.1. Gives details of configuration
091 NAME.THAT.STATE Name That State. HC 1.2.5 stack

File area 17 - Mac Technotes

020 RESED.PRIM.CPT HMG ResEdit Primer, v5.1
019 TN.ABOUT.90.10 10/90 About Macintosh Technical Notes
018 TN.INDEX.90.10 10/90 Index to Macintosh Tech Notes
017 TN.90.APR.SIT April 1990 Macintosh Tech Notes
016 TN.90.JUN.SIT June 1990 Macintosh Tech Notes
015 TN.90.AUG.SIT August 1990 Macintosh Tech Notes
014 A1.15.90SRP.CPT Apple's Suggest Retail Price List 11/90
013 TN.90.OCT.SIT October 1990 Mac Tech Notes
012 SCSI.INFO.TXT Info on proper SCSI termination

File area 18 - Mac Utilities

254 FLASH.IT.CPT Screen capture CDEV, version 2.0
253 CHEKLIST.CPT CheckList 1.1 - PageMaker analysis
252 WINDOWSHADE.CPT WindowShade 1.1 shrinks windows up!
251 ICL8.ADOBE.CPT Illustrator 3.0, ATM 2.0 color icl8s.
250 APPLEICL8.CPT Macintosh icl8s. From Immedium Design.
249 IVEFALLE.CPT I've Fallen and I can't get up! sound
248 BWENTR.CPT Black and White Enterprise for AD 2.0
247 SPINNER.CPT Another After Dark module...
246 HEAPT00L.CPT HeapTool 1.2 cdev. Adjust Heap size
245 GATEKP.AID.SIT GateKeeper Aid INIT for 6.0.7
244 SMP162.CPT Sound Mover Package 1.62 Copies Sounds
242 FRUITS.CPT Fruits of Passion change Apple on menu.
241 GOOPANEL.CPT System 7.0-type control panel DA
240 STARSHIP.CPT AD 2.0 color mod. of U.S.S. Enterprise
239 MOUNTM.CPT FKEY to mount/unmount SCSI devices
238 LIBERATOR.CPT Unlock scripting on HyperCard v2.0
237 WIZZYFONTS.CPT Display font names in actual typeface

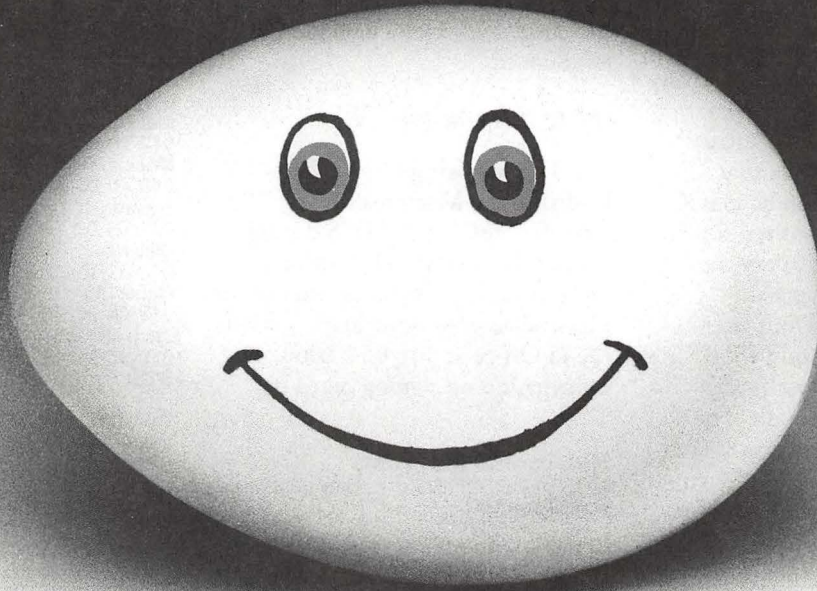
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Correct Grammar

by Dan Wahl

Correct Grammar (CG) is an online editor and proofreader. It flags grammatical errors, checks spelling, critiques style, and provides an enlightening Readability Summary. CG catches errors in syntax, subject and verb agreement, pronoun case, plural and possessive forms, hyphenation, punctuation, and split infinitives. The package is easy to install and use, and it is worthwhile.

Correct Grammar works with documents generated by a wide range of word processors, as well as with ASCII files. I had no compatibility problems using it with WordPerfect documents. Notice, however, that it works with documents, and not with the word processing software itself. This means that when you are working on a document and decide you want to run it through CG, you must close the document, quit the word processor, invoke CG, and then re-open your document for edit checking.

After opening your document, CG goes to work (CG did not catch this one!) to work. It begins at the top and analyzes each sentence. When it finds a transgression or questionable item, it displays its comments in the top half of the screen and highlights the text involved in the bottom half. In between are a number of buttons you use in responding to CG's comment (see Figure 1).

CG is carefully designed to avoid being overly bothersome. For example, CG always offers a 'SKIP' option, no matter how glaring the error. You can turn off any rule that you find inappropriate by pressing the 'QUIET' button. Access to the full set of rule classes is available

through the 'RULES' button (See Figure 2). The Rule Classes Dialog allows you to turn classes on or off. Using these two features, you can develop a customized rule set which minimizes the "nag" factor.

The 'TUTORIAL' button provides additional information on an error and provides suggestions on changes and improvements. Often CG offers a correction (e.g., "it's" for "its") which can be automatically applied using the 'CORRECT' button.

After CG is finished reviewing your document, it displays a Readability Analysis screen (See Figure 3). This display helps put your writing in perspective. When you see your material is rated 'Very Difficult' and can be understood by less than 5% of U.S. adults, you know immediately

that some rewriting is probably in order. CG provides a good reality check.

Good scores on the Readability Analysis report stem from relatively short average sentence length (the manual emphasizes the importance of variety), and use of simpler words with fewer syllables. These are excellent rating criteria. Most documents can benefit from editing with these criteria in mind.

CG is a good, friendly, reasonably priced, direct tool. It offers those features most useful in editing a document. I do, however, have a short wish list of additional features which would make it even easier to use and more flexible.

Direct Access from Word Processors—It would save some time and effort if CG could be invoked directly from your word processor.

Backward Scrolling—You cannot currently scroll backwards when in CG.

Direct Access to Rules—CG users are not allowed direct, easy access to individual rules. Individual rules only appear when they are triggered by your text. Access is limited in order to protect the years of effort invested in developing the

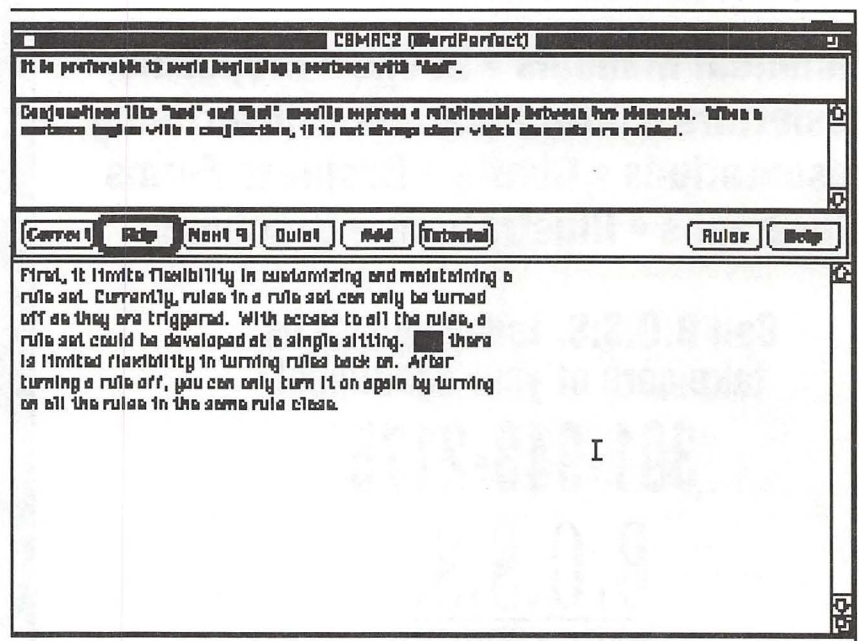


Figure 1

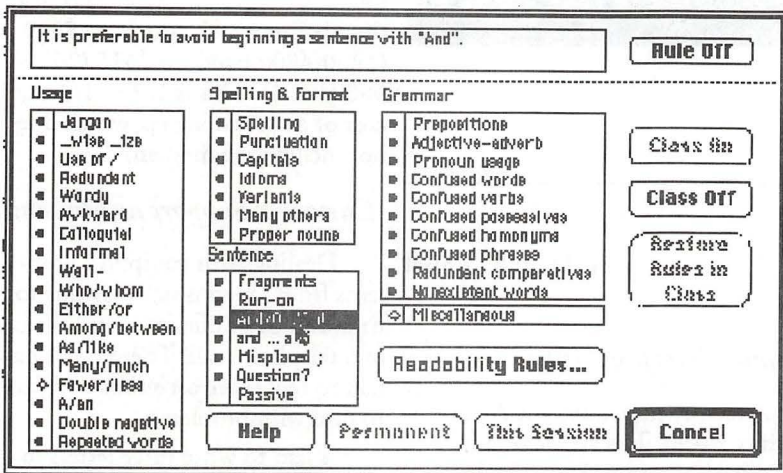


Figure 2

rules. While this is fully understandable, it limits the usefulness of CG in two ways.

First, it limits flexibility in customizing and maintaining a rule set. Currently, rules in a rule set can only be turned off as they are triggered. With access to all the rules, a rule set could be developed at a single sitting. And there is limited flexibility in turning rules back on. After turning a rule off, you can only turn it on again by turning on all the rules in the same rule class.

Second, direct access to rules would allow CG to be used as a reference for grammar and style. It would be nice to be able to double click on a Rule Class to get a list of individual rules, and then to click on a rule to get a description, tutorial material, triggering criteria, and examples.

Batch Processing—CG offers a batch processing alternative in its PC version. Instead of having to sit through CG's review, I can invoke CG and have it insert its comments into the text of a copy of the subject document. I can then print it for a review during "dead" time such as a trip or a staff meeting. This would be useful for those with limited Mac time, and can be a big timesaver on longer documents.

Range of User Dictionaries—CG can currently only work with Microsoft Word user dictionaries. If

I want to take full advantage of CG's features with my WordPerfect documents, I will have to patiently 'educate' CG's user dictionary with all of the acronyms, names, abbreviations and technical terms I have already so painstakingly entered into my WordPerfect user dictionary over the past few months.

Number of Rule Sets—You currently have only one rule set—the one you are working with. It would be useful to have various rule sets for various types of documents (e.g., technical, personal, business).

My "wish list" does not include any severe shortcomings. In fact,

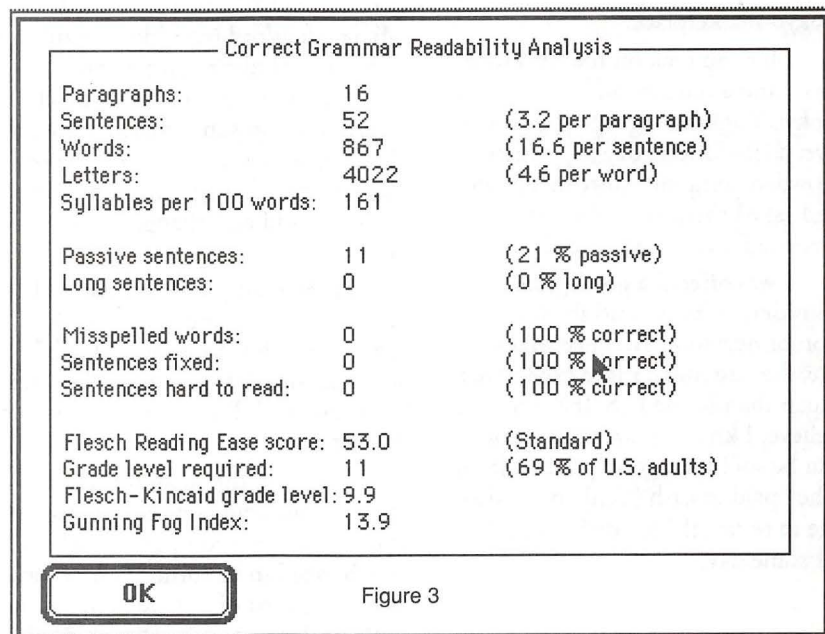


Figure 3

*Mac miscellany***Bits & Bytes***MacConnection*

MacConnection is a fine company but I recently cancelled an order with them because of the way they handled my order for an Abaton Interfax modem 24/96.

In the past, I have told readers to stick with well established companies with good track records and that MacConnection would probably match other advertised prices. It turns out that they apparently will not match other prices.

I asked them to sell the Interfax 24/96 for \$399 which was advertised in the WAP Journal. I have since seen it for \$375 in the back of *MacWeek*. They would not go lower than their advertised price of \$419.

Selling a Mac in Japan

I brought two Macs to Japan and when I could not use the second one at work, I sought to sell it in the Tokyo marketplace.

I had no luck on the Air Force Base, and a one day ad in one of the Tokyo English language papers was over \$100 for one day so I visited a crowded computer store in Tokyo and asked them what they would give me for my used Mac II.

I was offered a good price considering its age and the introduction of new models. Since Macintoshes are much more expensive in Japan than in the U.S. (hard to believe, I know?), even a used one can be sold for a good price in Japan. They paid in cash (Yen) and invited me to return if I wanted to sell the Ci some day.

by Lynn R. Trusal

Abaton Interfax 24/96

I recently purchased the Abaton Interfax 24/96. The article by Jim Board in the June WAP Journal was also helpful in making my decision. Yes, I too find useful information in the Journal, so thanks Jim for your article.

I do not have a direct telephone line and anyone who calls must go through the base operator who rings a particular extension. Therefore, for me to send a fax to the U.S., it is first necessary to manually place the call through the overseas operator and then manually send the fax after establishing contact with the other "fax's shrill tone." I have sent unattended faxes from my room to work with no problem.

It is obvious the Abaton software is still undergoing change since the screen dumps provided by Jim in his June article have some changes. The page setup dialog box has added Microsoft Word type "document" controls including margin and footnote controls. Fractional pixel widths are also supported along with the U.S. legal size. The Print dialog box also has changes including the ability to add and change "cover pages."

From a sample transmission, I found Helvetica and Times were better than the "Swiss and Dutch" fonts provided. If you have Postscript printing capabilities, use Times or Helvetica.

Although the Abaton Interfax modem can send and receive faxes it does require the computer to which it is hooked to be turned "on" which is not required of a standalone fax. In spite of this fact, if you have a need

for a fax (doesn't everyone?) consider the Abaton which cost from \$260 (1200/4800 baud) to \$415 (2400/9600 baud). This is 1/2 to 1/3 the cost of a standalone fax which does not include the modem.

Customer Support at Ehman?

Dealing with computer problems from Japan is not easy due to time and day differences and the cost of a telephone call. Therefore, I have had to rely more on letters and faxes to deal with problems.

I had to write three letters to Ehman over a 3-month period to get them to respond to the interfacing problems I was having with their Syquest cartridge drive. I detailed these problems in the October Bits and Bytes Column.

What I finally got was a short terse letter from Technical Service telling me they were sending me a new cable and new software. My original cable was fine but the new software did solve the one problem of the Apple File Exchange not recognizing the Syquest drive as being a Macintosh drive and asking if I wanted to re-initialize it. I also saw this addressed in a recent WAP article.

Unfortunately, that was only one of the problems and none of my other questions were addressed. Perhaps Ehman has joined the ranks of companies that have gotten "too big for their britches." I hope that my experience is not typical?

Just a warning to readers to beware of companies that have forgotten the importance of customer service as they have grown larger.

New Color Technology

ICI Imagedata of Wilmington, Delaware has developed a new color output technology. The technology is called D2T2 (I saw that movie!) or "dye diffusion, thermal transfer."

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(Please turn to page 38)

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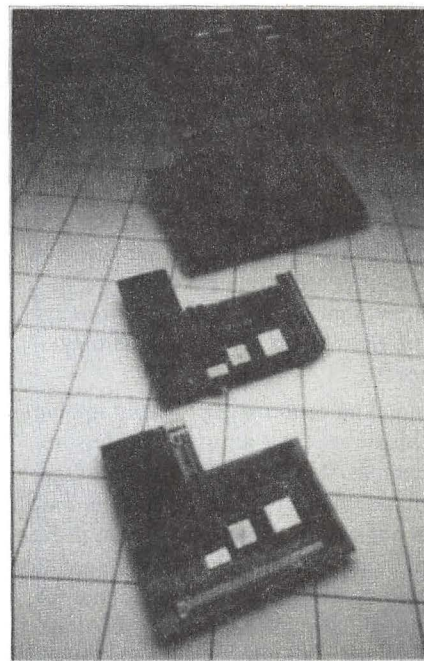
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(Continued from page 36)

using a thermal head which can vary the intensity of the color transferred by controlling the temperature of the print head. Sixteen or more intensity levels can be generated using this technique.

Goldstar Co. of Korea is the first company to offer a printer based on the technology but it will only be available to OEMs (original equipment manufacturers). (Source - InfoWorld).

How Private is E-Mail?

The Epson employee responsible for their E-Mail system was recently fired when she confronted her supervisor who was reviewing printouts of the messages. She was under the impression such messages were private. Epson said her firing was unrelated to her protest (we've heard that before) and that it retains the right to inspect E-Mail as they see fit.

The courts will probably resolve this but there is an important lesson here. First, assume that any message placed on an E-mail system or a TCS is not private. This is true even if the message is electronically addressed to only one other person. That goes for any TCS system, including WAP's! Second, if you don't want someone else to see a "private" message do not place it on a computer system controlled by others.

In a related vein, courts have recently decided that cordless telephone systems are not "private" and that electronic signals broadcast into the "air" are not protected by the same laws governing electronic transmission through "wires." (Source - InfoWorld)

Real Bits

1. Japanese Mac prices: Mac Plus-4MB RAM (\$1,138), Mac SE-4 MB (\$1,385), Mac SE-2 Super Drives, HD 40 (\$2,677), Mac fx-4 MB, HD 40 (\$7,677) and Mac Portable-1 MB, HD 40 (\$5,753).

2. "Mac's Place" is one of the newer Macintosh mail order firm. I

recently placed an order and they even send me a fax to clarify a price that had gone up. They also did not charge my credit card until a particular item was shipped. Perhaps in the same vein as MacDonald's recent environmental decision, Mac's Place uses "popcorn" as packing material for their products. It isn't buttered or salted and they warn you not to eat it. The notice about the popcorn, provided along with the order, is even printed on recycled paper.

3. Kodak has released a low cost color ink-jet printer retailing for \$1,595 for the Macintosh. It is called the Diconix Color 4 and uses non-water soluble inks which can print on standard paper, ink-jet paper or transparencies. The printer is a CYMK (cyan, yellow, magenta and black) based printer that can print 256 colors using dithering at a resolution of 192 dpi by 192 dpi. Each ink cartridge costs \$19.95 except the black one which is \$13.95 and each cartridge can be replaced separately. (Source - InfoWorld).

4. Motorola has developed a wire-less LAN which can transmit data over radio waves without needing the computers connected to the LAN by wires. Apple is apparently working on similar technology since it has petitioned the FCC asking for equal access for "data transmission" that is currently available for "voice transmission." Apple is interested in using the 1.7 to 2.3 GHz frequencies. Wireless LANs now use the 902-928 MHz and the 2.4 to 5.8 GHz frequency range. The frequency range Apple is interested in is also desired by many other users and approval is not certain. If approved, companies other than Apple would also have access to these frequencies. (Source - InfoWorld)

5. Matsushita Electric Industries will soon introduce a voice programmed VCR but it is only understood Japanese and will be not be sold in the U.S. One day will our PCs also be used to program the VCR? (Source - Business Week, personal commentary).

6. It appears that computers

based on speedier CPUs may break down more often. A recent survey revealed that 67% of the computers which use the Intel 80486 have needed repair over the past year. This was true of only 46% of the computers using the 8086 chip. (Source - Business Week).

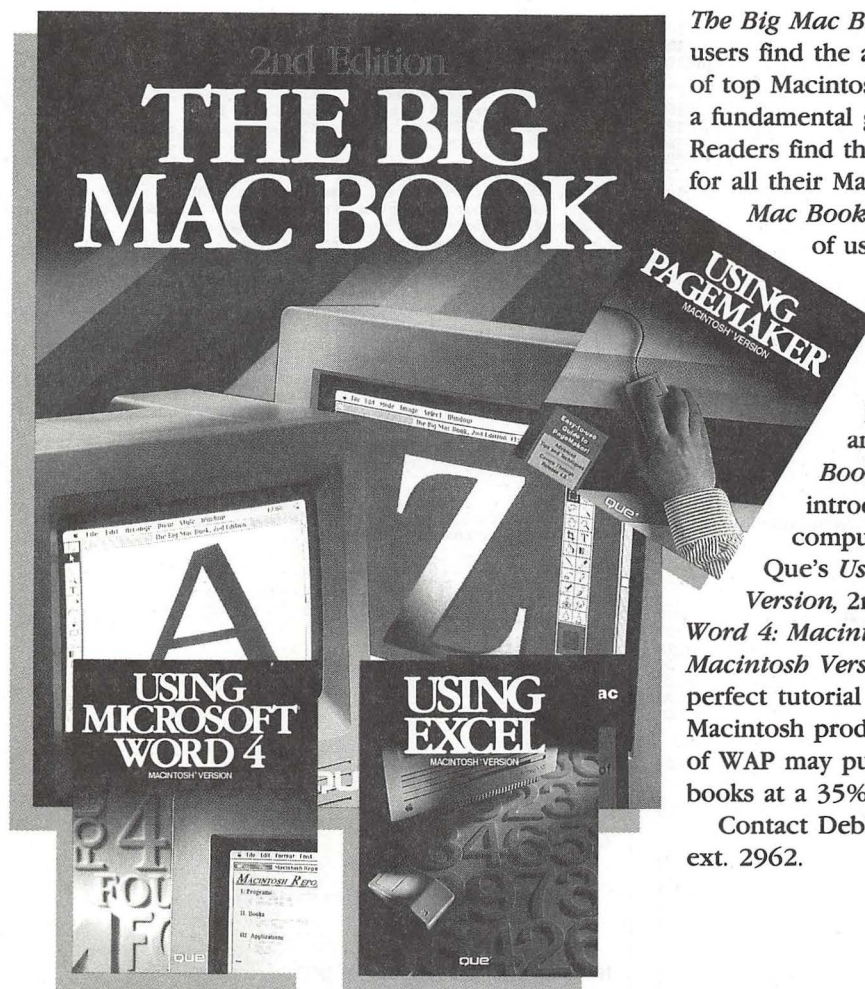
7. Some mail order vendors, such as Dartek are offering "fill it yourself" laser toner cartridges. For \$259.95 (LW II) or \$224.95 (LW I) you get one OEM laser cartridge that has been modified to fill yourself using the four supplied toner packs which you attach to the cartridge for refilling. Also included are four new wands. The ad states that each kit includes the equivalent toner of 3 OEM cartridges. The price seems high to me since you can buy a new cartridge for about \$80 or \$240 for 3 and you get only one OEM cartridge. (Source - Dartek catalog)

8. DayStar now offers a super Cache card for the Mac II ci called the PowerCache IIci. It plugs into the cache connector slot and includes 32 KB of static RAM but also a 40 or 50 MHz, 68030 CPU and an optional math coprocessor running at the same clock speed. DayStar claims it transforms a IIci to the same speed or higher of a Mac IIfx. The worst part is the price which ranges from \$2,699 for the 50 MHz with similar math chip to \$1,299 for the 40 MHz version without a math chip. (Source - MacWeek).

9. The Syquest drive mechanism found in many 44 MB removable cartridge drives has come under fire from some quarters for reliability problems. A competing Ricoh mechanism found in drives from GCC Technologies, Inc. among others is claiming better reliability. I have not had any problems with the Syquest mechanism in my Ehman removable drive. I hope that you will not have to read about it here in the future.

Lynn R. Trusal, Ph.D. is a Lieutenant Colonel in the U.S. Army stationed in Tokyo, Japan and may be reached at the PSC Box 1892, APO San Francisco 96293. The opinions expressed in this column are solely his.

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The Handwriting Analyst

by Christopher S. Lee

The *Handwriting Analyst* is a software package designed to develop personality profiles based on an individual's script writing style. The program asks a series of 57 questions pertaining to an individual's signature and a sample of that individual's writing. The questions range from the overlapping of the letters, to the manner in which the letter 't' is crossed, to the loop sizes of the lower case letters 'h', 'g' and 'y'. The key to developing an accurate profile is to answer the questions as accurately as possible and, when in doubt, select the 'Skip' option.

After answering all the questions, the user has the option of a

brief report or a detailed report. These can be viewed on screen, sent to a printer or stored on a disk. The report provides information describing a person's physical and material drives, emotional characteristics, intellectual style, personality traits, social behavior and vocational implications.

Just how accurate did the *Handwriting Analyst* turn out to be? After analyzing the writing samples of several close friends and relatives, the program reports were judged to be approximately 85% to 90% correct in the personality assessments.

There are several probable reasons for lack of complete accuracy. First, since I am not a professional graphologist (handwriting analyst), I may not have correctly answered some of the questions. Second, there are some programming bugs, primarily in the physical and material drives section of the package. And third, graphology is not an exact science. Hence the end results can ultimately only be as accurate as the science itself.

One feature missing from the *Handwriting Analyst* version 3.1 is the lack of graphics incorporated in the program. The authors should take advantage of the Macintosh graphing capabilities, and provide on-screen handwriting samples. Hopefully this feature will be added in future releases.

A recommendation for future releases is to provide the *Handwriting Analyst* as a HyperCard stack. With HyperCard 2.0 now available, the *Handwriting Analyst* could easily be adapted to a HyperCard format.

This format would allow for ease of use and incorporation of data base functions.

Overall, the *Handwriting Analyst* was impressive and fun to use. Professionals who may find the *Handwriting Analyst* helpful, include: human resource personnel, hiring managers, law enforcement officials, instructors, sales representatives, and human behaviorist researchers. Remember, the user of a personality examination should request and receive permission from the subject before conducting the test.

The *Handwriting Analyst* is published by Ciasa (Career Information and Software Associates), Inc., 2017 Cedar Street, Berkeley, CA 94709, voice phone (415) 644-2771. The program is available for both the Apple II family and the Macintosh. The Apple II version requires ProDOS 3.3 and Diversi-DOS (© by DSR, 1982). The Macintosh version requires at least 512K of memory and one disk drive, is Multifinder compatible and is not copy protected.

A 96-page manual accompanies the program. The manual contains sample signatures of celebrities, interpretations of handwriting traits and strokes, and a list of references for additional information. The suggested retail price is for the *Handwriting Analyst* is \$69.95.

Other personality profile packages available are (1), the HyperCard version of the Myers-Briggs examination, available through the WAP Disketeria, and (2), *Dr. Shrink* (formerly *Mind Prober*) available through Neuralytic Systems, 1670 Amphlett Blvd., Suite 326, San Mateo, CA 94402, voice phone (415) 571-5939.

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Ancient Art of War at Sea\$26
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Carmen SanDiego - Europe\$29
Carmen SanDiego - USA\$29
Carmen SanDiego - Time\$29
Test Drive II - The Duel\$30
Test Drive II - Calif Challenge\$13
Test Drive II - Super Cars\$13
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FileMaker Pro\$439
MacWrite II with
FileMaker Pro\$329

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Macintosh 512ke\$499
Macintosh Plus (used)\$625
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Macintosh SE30 (NEW) 5mb/105\$3649
Macintosh II (used) 5mb/40\$2949
Macintosh IIx (NEW) 8mb/620\$8900
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Video Displays:

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Raster Ops ClearVue IIGS\$1649
RasterOps 19" 24 bit Color System\$5996
Raster Ops 364 Card\$1496
MassMicro - QuickImage 24\$699
Digital Vision - ComputerEyes Color\$325

Color Monitors & Interfaces	8 bit Micro Xceed	24 bit RasterOps 264
Seiko CM-1445	\$935	\$1179
Sony CPD 1304	\$999	\$1269

E-Machines

T-168 bit System\$2089
T-1624 bit System\$3629

Scanners: with Interfaces

MicroTek MSF 3000s Color Scanner
w/ ImageStudio & ColorStudio\$1899
Sharp JX 100 Color Hand Scanner\$745
Sharp JX 300 Color Scanner\$2245
Caere - The Typist\$499

Abaton 300

w/ Scanning DA\$829
w/ Digital Darkroom\$929
w/ Image Studio\$1199

Acceleration:

Dove Marathon '030 bundled
with SUMII, SAM 2 & Virtual\$569

Daystar Digital

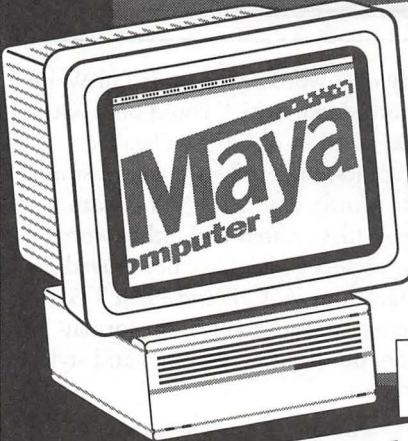
FastCache IIci\$279

PowerCard

25 mHz\$1079
33 mHz\$1435
40 mHz\$1435
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Modems:

Abaton Interfax 24/9600\$319
Supra 2400 baud Modem\$109
Supra 2400 baud w/Microphone 1.5\$163
Prometheus 9600 v.32 / FAX\$899
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Letter Writer Plus

by Tom Reynders

Letter Writer Plus, v. 1.0, by Power Up Software Corporation, is a mini word processing program packaged as a Desk Accessory (DA). It installs easily with Font/DA Mover. This is a pretty big DA, weighing in at 199K (by comparison, the old Acta DA is only 65K and MacWrite 4.5 is 69K). Letter Writer requires a Mac Plus or larger, System 6.0 or later, and is compatible with MultiFinder. I tested Letter Writer on a Mac SE with 2.5M of RAM and a 20M hard disk. I used it alone and with a variety of applications and had no compatibility or stability problems. Letter Writer lists for \$89.95, with a street price of \$53.00. It comes with 50 sample business letters taken from a set of over 400 contained in Letter Works, by Round Lake Publishing, which costs \$64.50, shipping included. I would not recommend buying them if the 50 samples are representative (figure #1 shows one canned letter, in another favorite letter the office manager chews out a habitually late subordinate).

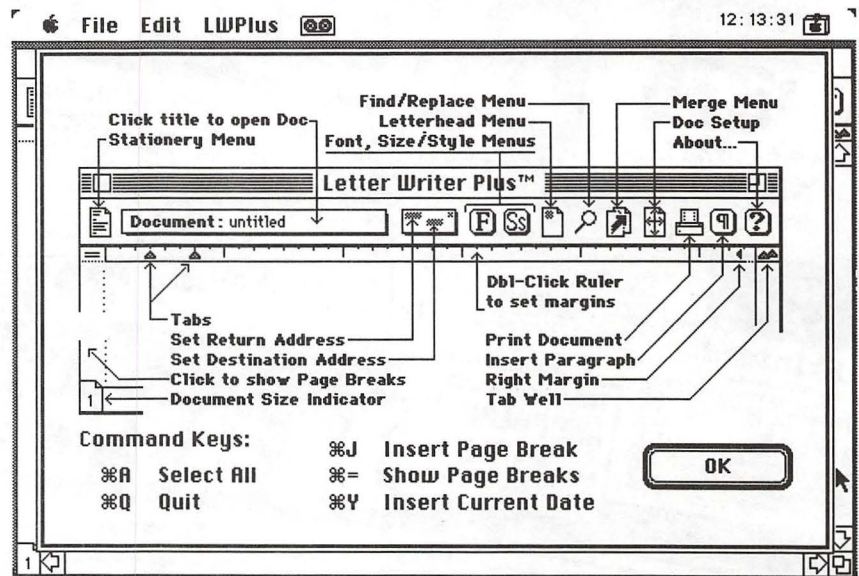
How it Works

Once installed, Letter Writer works like any low end word processor. You can pick up on most features without opening the manual, which is small, quite good and features an excellent tutorial. The DA opens to a blank, untitled document in about 15 seconds. From there, opening an existing document takes about 5 seconds. It allows multiple fonts, sizes and styles within the same document. Minimal tabs are supported through the use of the single ruler allowed per document, which gives as many plain tabs as you want, but there are no

decimal, right or center tabs. By choosing Preferences from the Letter

per document, and that one appears only on the first page. The header, once created, can be moved about and resized in the Header menu. Header graphics are inserted via the Clipboard while text is created within the Letter Writer document and then selected before you open the header menu. You cannot edit the header thus created either from the Header menu or after you return to the document.

Letter Writer can save in its own format, as styled text, and in ASCII.



Writer menu you can set default margins, font, style, and size and specify default paths to sets of Letter Writer Documents, the Letter Writer Mail Merge file and Letter Writer Paragraphs. The Stationery menu allows storing multiple document formats, which must be placed in the Letter Writer Documents Folder if you wish them to appear on the Stationery menu. Most Letter Writer features are available through icons, which are well done, but sometimes verge on overkill, especially the ones for Page Setup and Print (see figure #2).

Headers are simple to create, but not very flexible; if you want to put name and address at the upper right, for example, the justification will be uneven on the left edges unless all elements happen to be of the same length. There can be only one header

My own word processor is FullWrite Professional, which could only open text saved in ASCII; the header, graphics, font and style were lost in the translation. Letter Writer can open files created with other word processors which have been saved in MacWrite, ASCII, and Plain Text. Letter Writer retains most formatting, but headers, graphics and style are lost.

The merge feature is accessed through the Mail Merge menu, where you can either create a new merge database in Letter Writer or import an existing one. Documents created in spreadsheets, word processors or data bases and saved as Text or ASCII are accessible. The merge function also supports clipboard entries. If there is a limit to field length, it is big. The manual indicates a 30K limit to any merge



file and I got some strange size warnings when opening a small Excel file.

Paragraph inserts can be prepared in advance and called up easily as they are needed. Letter Writer encourages you to save items as paragraphs in a special folder, but in fact it can open any text it can read and insert it where the cursor is placed. It has find and replace functions, but given the type of documents I was dealing with it was pretty hard to put it to any real test; it found and replaced about as fast as might be expected. In practice, their most likely use is in converting shorthand abbreviations into full words or phrases. Letter Writer works with Address Book Plus (also from Power Up) in Mail Merge.

Disadvantages

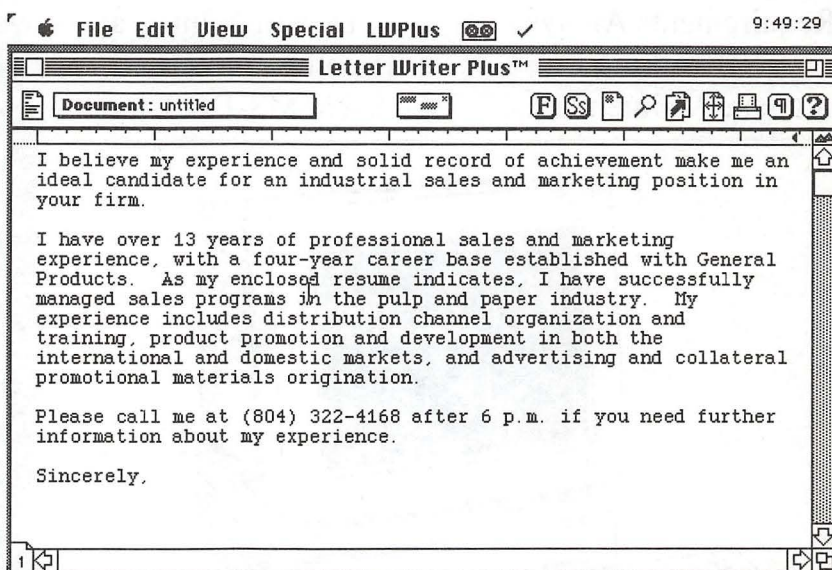
What don't I like about Letter Writer? My major objections are that it permits only one open document, has no page numbering ability, lacks automatic hyphenation, and is not really WYSIWYG, in that the page never actually breaks. A lower corner symbol shows only that it has page 1 or page 1+, without saying how many more than one there are. You can ask for page break markers, which will appear for a little while and then disappear again.

Other gripes? Letter Writer has a limited undo function, working with cut, copy, paste and clear. There is no spelling checker included although it does work with Thunder II. It permits graphics in the header but not elsewhere. It lacks smart quotes. It finds discarded files that haven't yet been emptied from the trash can! The envelope feature doesn't seem to work properly with an ImageWriter II, always missing the proper insertion point. It may work better with a laser printer, which I could not test.

I also question how Letter Writer creates and saves envelope text. To create an envelope, you must first select and then copy the text for the address (or return address) to the clipboard, then go to

the envelope icon and select the tiny address (or return address) part of the icon and paste the copied text into the dialogue box. Once created, you cannot save the envelope as a separate document; Letter Writer seems to automatically save and retain in memory only the last envelope created. For anyone whose envelopes tend to be repetitive, it would be more efficient to be able to

envelope handling, and mail merge. For what it does, I would only give it about 2 1/2 mice. But I would not buy it, because it does not fit my working style. For quick notes to myself, I would rather use Acta. For anything else, a complete word processor takes only a little longer to open and gives far better control over input and output. If you don't have and don't need a full-featured word



call up a folder of frequently used addresses.

Anomalies? The Auto-save feature measures keystrokes before saving, with 500 the minimum. In most Letter Writer documents, which I think would rely heavily on canned paragraphs, this feature might never get to operate. An added irritation to the Save feature is that each new save comes up as a Save As, which means that you must re-identify the document each time you alter a document and go to save it again. There is sometimes a funny backward jump when you scroll down, leaving you not exactly where you expected to be. Some functions do not work with Excel 1.5, specifically Mail Merge and Stationery.

Final judgment

Robert Wiggins in his Pinstripe Picks (MacUser, May 1990) gave Letter Writer 4 1/2 mice, liking its icon interface, ease of learning,

processor, but could use something to knock out an occasional quick note or letter, then Letter Writer is easy to use and its price is certainly right. Someone who runs a small business, such as a home mail order firm, or who frequently has standard text to plug into documents might find Letter Writer just what the doctor ordered. Others will probably find Letter Writer is just too lightweight for most purposes.

OfficeNews

December 1990

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VIRUSES: MDEF C has been discovered, and a new Disinfectant v2.3 released to combat it! Watch this space each month to keep on top of this serious threat to your productivity!

HOT PRODUCTS:

The latest version of **DynaPerspective** (2.0) brings powerful modeling, rendering, and animation to the Mac. **FrameMaker** 2.1 is the production house's dream come true for all-in-one publication work.

DR. MAC SAYS: "If you have a bad start-up disk stuck in the internal 3.5" drive, instead of using a paper clip (or other sharp object) to eject it, try holding down the mouse button on startup. This will cause the Mac to cycle the eject mechanism."

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Otis Greever (615) 638-1525

Dollars & Sense

Barry Fox (717) 566-6709

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Bernie Benson (301) 951-5294

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COMMUNICATIONS

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Alan Levy (301) 340-7839

Talk is Cheap/Pt. to Pt.

Barry Fox (717) 566-6709

DataBases

dBase II

John Staples (703) 255-6955

dBase II&III, Data Perfect. Db Master-PRO

Leon Raesly (301) 220-0717

Profiler 3.0

Barry Fox (717) 566-6709

HARD DISKS

CMC (not CMS)

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Corvus & Omninet

Tom Vier (12N-6PM) (703) 860-4810

Corvus

Leon Raesly (301) 220-0717

Sider

Jaxon Brown (301) 350-3283

Otis Greever (615) 638-1525

LANGUAGES

Applesoft

Louis Biggie (301) 967-3977

Peter Combes (301) 251-6369

Leon Raesly (301) 220-0717

John Love (703) 569-2294

Integer Basic

John Wiegley after 2:15 (703) 437-1808

John Love (703) 569-2294

Machine

Ray Hobbs (BBS) (301) 490-7484

John Love (703) 569-2294

Pascal

Michael Hartman (301) 445-1583

C and TML Pascal

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

OPERATING SYSTEMS

Apple DOS

John Wiegley after 2:15 (703) 437-1808

CP/M

Art Wilson (301) 774-8043

ProDOS

John Love (703) 569-2294

John Wiegley after 2:15 (703) 437-1808

ProDOS 8 and 16

Barry Fox (717) 566-6709

RWTS, Disk structure

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Thomas O'Hagan (301) 593-9683

SPREADSHEETS

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MagicCalc/SuperCalc2.0

Leon Raesly (301) 220-0717

Terry Prudden (301) 933-3065

Telecommunications

Allan Levy (301) 340-7839

TimeOut Series

Morgan Jopling (301) 721-7874

Utilities:ProSel

Barry Fox (717) 566-6709

WORD PROCESSORS

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Leon Raesly (301) 220-0717

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Word Perfect

James Edwards (301) 585-3002

Henry Donahoe (202) 298-9107

Word Star

Art Wilson (301) 774-8043

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Neil Laubenthal (703) 691-1360

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

GENERAL

Barry Fox (717) 566-6709

//e Upgrade

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(301) 721-7874

APW

Andy Gavin (703) 734-3049

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Deluxe Paint II

Rich Sanders (703) 450-4371

GS BASIC

Barry Fox (717) 566-6709

Multiscribe GS

Ray Settle (301) 647-9192

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Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

TimeOut Series & Utilities: ProSel

Chuck Ward bef. 9 pm (703) 830-3720

Barry Fox (717) 566-6709

VIP-Pro/Multibe

Jim Frison (703) 525-9395

816 Paint/Writ'rs Ch.El

Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives,

Guy Durant (202) 363-0366

Wayne Meckling (301) 263-4053

Apple III

GENERAL (APPLE III)

Jim Jutzin (703) 790-1509

3 Easy Pieces

Robert Howe (916) 626-8198

David Jernigan before 9 pm (703) 822-5137

Word Juggler

Tom Linders (408) 741-1001

Charlene Ryan (703) 822-5137

Pascal

Charles Sykora (912) 729-2968

Powerkeys

Robert Howe (916) 626-8198

Diskwindow III+

Robert Howe (916) 626-8198

Apple Speller

Robert Howe (916) 626-8198

Beagle Buddies

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W. T. Cook (Columbia) (301) 995-0352

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David Page (301) 599-7630





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

VIRGINIA

Kenneth De Vito (Alexandria) (703) 960-0786

Neil Laubenthal (703) 691-1360

January

- 2 Wednesday**
7:30 PM dPub SIGPEPCO
- 3 Thursday**
7:00 PM Columbia SliceColumbia
7:30 PM GameSIGoffice
- 4 Friday**
 Editorial Deadline—February Issue
- 7 Monday**
7:00 PM PI-SIGcall
- 8 Tuesday**
7:00 PM Tutorial (Apple IIGS: Intro.—I)office
- 9 Wednesday**
7:00 PM NeXT SIGNIH
7:30 PM Database SIG/4DComputer Factory
- 10 Thursday**
7:30 PM Board of Dir.'s Mtng.call office
8:00 PM StockSIGoffice
- 12 Saturday**
9:30 AM Frederick SliceFrederick
10:00 AM Annapolis SliceSeverna Park
- 14 Monday**
7:00 PM Tutorial (Macintosh: Intro.—I)office
- 15 Tuesday**
7:00 PM Tutorial (Apple IIGS: Intro.—II)office
- 16 Wednesday**
7:00 PM WorksSIGoffice
7:30 PM Excel SIGoffice
7:30 PM Fed SIGcall
7:30 PM HyperTALK SIGcall
- 17 Thursday**
7:30 PM AV SIGoffice
- 19 Saturday**
9:00 AM Tutorial (Adobe Illustrator—II)office
- 21 Monday**
7:00 PM Tutorial (Macintosh: Intro.—II)office
- 22 Tuesday**
7:00 PM Tutorial (Apple IIGS: Intro.—III)office
- 23 Wednesday**
7:30 PM Apple III SIGoffice
- 24 Thursday**
7:30 PM Ed SIGcall office
- 25 Friday**
 Ad Space Deadline—March Issue
- 26 Saturday**
8:00 AM AppleWorks SIGbefore WAP Mtng.
9:00 AM WAP General Mtng.call office
noon HyperCard SIGafter WAP Mtng.
noon New SIGafter WAP Mtng.
- 28 Monday**
7:00 PM Apple IIGS SIGMcLean (call)
7:00 PM Tutorial (Macintosh: Intro.—III)office
- 29 Tuesday**
7:00 PM Tutorial (All About Fonts)office
 Writers' Deadline—March Issue
- 30 Wednesday**
7:00 PM Tutorial (Microsoft Word: Intro.)office
 Ad Copy Deadline—March Issue
- 31 Thursday**
7:00 PM Tutorial (Microsoft Excel: Intro.)office

Meeting topics— Mac: Adobe Illustrator 3.0 and Adobe Photoshop; Apple II: educational software for the Apple II.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday; January meeting at the Bethesda Holiday Inn, 8120 Wisc. Ave, Bethesda. We are still looking for a semi-permanent "home" for the General Meetings. Requirements are: two meeting rooms, one holding approx. 50 people and the other approx. 250 people. Anyone with suggestions please contact Nancy Pochecko at the WAP office (301-654-8060 in Bethesda).

Come as early as 8:30 AM to join, buy public domain disks, schmooze. Attend the Q&A sessions to get your questions answered and hear the latest rumors. Listen to the main meeting topic at 9:30.

Meeting Notices

Annapolis Slice—2nd Saturday; Severna Park Library on McKinsey Rd(off Rt. 2) Severna Park, MD, 10:00am.

Apple IIGS SIG—normally the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and (NEW) NIH (building 31, C Wing, 6th Floor, Conference Room 9) in Bethesda at 7:00 PM. Call Gary Hayman 345-3230 for information.

Apple III SIG—4th Wednesday; WAP office, 7:30 PM.

AppleWorks SIG—just prior to the regular WAP meeting at 8:00 AM.

AV SIG (arts and video)—3rd Thursday; WAP office, 7:30 PM. May be subject to change; call Nancy Seferian (202) 333-0126 to confirm.

Columbia Slice—1st Thursday; Jan. meeting at Mt. Hebron High School. Usually at the Howard County Board of Education Bldg., Route 108, Columbia, MD.

Database SIG/4D—Second Wednesday, 7:15 pm start (until about 9:30 or 10:15 pm); Mac-In-Office Training Room, 4th Floor, Brick Triad; 101 West Broad Street, Falls Church, Virginia; (Along Route 7 at the intersection with US 29/211—Free office parking lot abundantly behind the office buildings) (Via Metrorail, use *East* East Falls Church Metrostation. Call Eric Gutsche to confirm, (703) 379-1265.

January

SU	MO	TU	W	TH	FR	SA
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

dPub SIG (desktop publishing) —1st Wednesday;
PEPCO Auditorium at 1900 Pennsylvania Ave., N.W.,
7:30 PM.

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

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

Fed SIG (Federal)— 3rd Wednesday; alternates
between Falcon Training Center, 1745 Jefferson Davis
Hwy. Suite 502, Crystal City, and Apple Fed. Sys.
Office, 1892 Preston White Dr., Reston, 7:30 PM. Call
Jim Manley (703) 490-1034 to confirm location.

Frederick Slice—2nd Saturday; at the library at 110
East Patrick St., Frederick, 10:00 AM.

GameSIG—1st Thursday; WAP office, 7:30 PM.

HyperCard SIG—after the WAP general meeting,
12:00 noon.

HyperTALK SIG— 3rd Wednesday, the Fairlington
Community Center, 3300 South Stafford St., Arlington,
7:30 PM.

Mac Programmers— 1st Wednesday; WAP office,
7:30 PM. No January meeting; next meeting will be Feb.
6.

NeXT SIG —meets 2nd Wed. of each month, NIH
Bldg 12A, Rm B51, 7pm. Call Hugh O'Neill, (202)
328-9510.

PI-SIG —(Programmer's Interface) 1st Monday,
7:00 PM (except for Monday holidays). Call Ted Meyer
(703) 893-6845 for date, time and location.

StockSIG —2nd Thursday; WAP office, 8:00 PM.

Telecomm SIG—currently unscheduled.

Notice: Anyone having information on changes to
the WAP calendar is requested to call the Calendar
Editor at home (301-595-2539, in Beltsville) or Nancy
Pochepko at the WAP office (301-654-8060 in
Bethesda). E-mail can be left at: Andy Shaw, Twilight
Clone BBS.

4 Monday

7:00 PM



PI-SIG call
Editorial Deadline—March Issue

6 Wednesday

7:30 PM

7:30 PM

dPub SIG PEPCO
Mac Programmers office

7 Thursday

7:00 PM

7:30 PM

Columbia Slice Columbia
GameSIG office

9 Saturday

9:30 AM

10:00 AM

Frederick Slice Frederick
Annapolis Slice Severna Park

13 Wednesday

7:00 PM

7:30 PM

NeXT SIG NIH
Database SIG/4D Computer Factory

14 Thursday

7:30 PM

8:00 PM

Board of Dir.'s Mtng. call office
StockSIG office

20 Wednesday

7:00 PM

7:30 PM

7:30 PM

7:30 PM

WorksSIG office
Excel SIG office
Fed SIG call
HyperTALK SIG call

21 Thursday

7:30 PM

AV SIG office

23 Saturday

8:00 AM

9:00 AM

noon

noon

AppleWorks SIG before WAP Mtng.
WAP General Mtng. call office
HyperCard SIG after WAP Mtng.
New SIG after WAP Mtng.

25 Monday

7:00 PM



Apple IIGS SIG McLean (call)
Ad Space Deadline—April Issue

26 Tuesday



Writers' Deadline—April Issue

27 Wednesday

7:30 PM



Apple III SIG office
Ad Copy Deadline—April Issue

28 Thursday

7:30 PM

Ed SIG call office

Meeting topics—Mac: Hewlett Packard printers,
scanners and related software.

February

SU	MO	TU	W	TH	FR	SA
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

Macintosh

GENERAL

Jeff Alpher to midnight (301) 630-2036

Art & Video

Nancy Seferian (202) 333-0126

Borland Products

Doug Ferris day only (800) 826-4768

DATABASE PROGRAMS

Fourth Dimension

Bob Pulgino (301) 474-0634

FileMaker II

Tom Parrish (301) 654-8784

Mort Greene (703) 522-8743

Paula Shuck bef. 10pm (301) 621-5549

Helix

Jim Barry to midnight (703) 662-0640

Harvey Levine (301) 299-9380

Double Helix

Paula Shuck bef. 10pm (301) 621-5549

MS-File

John Love (703) 569-2294

John Spencer (301) 730-1084

Mort Greene (703) 522-8743

Omnis 3 & 3+

Paul Tabler (703) 278-8657

Jeff Alpher to midnight (301) 630-2036

OverVue

J.T. Tom DeMay, Jr. (301) 461-1798

Tom Parrish (301) 654-8784

Pro-Cite

Elizabeth Mangan (703) 750-2710

DESKTOP PUBLISHING

General

Frank Potter bef. 9 pm (703) 620-8886

Jay Rohr (301) 655-0875

Freddi Galloway (V/TTY) (202) 234-5837

ReadySetGo

Jim Graham (703) 370-5737

Marty Milrod (301) 464-5981

Freddi Galloway (202) 234-5837

PageMaker

Mort Greene (703) 522-8743

Quark Xpress

Ron Mann (202) 333-3409

GRAPHICS

General

Bill Baldrige (301) 779-8271

Jay Rohr (301) 655-0875

Adobe Illustrator

Ling Wong (703) 378-5102

Canvas

Bill Baldrige (301) 779-8271

Tom Parrish (301) 654-8784

MacDraw

Tom Berilla (301) 434-3256

Tom Parrish (301) 654-8784

John Spencer (301) 730-1084

ImageStudio

Mort Greene (703) 522-8743

SuperPaint 2.0

Mort Greene (703) 522-8743

VideoWorks

Mort Greene (703) 522-8743

Inside Mac

Jon Hardis (301) 330-1422

John Love (703) 569-2294

LANGUAGES

Pascal

Michael Hartman (301) 445-1583

MS BASIC

John Love (703) 569-2294

SPREADSHEETS & CHARTS

General

David Morganstein (301) 972-4263

Bob Pulgino (301) 474-0634

Tom Cavanaugh (301) 627-8889

Excel

David Morganstein (301) 972-4263

Mark Pankin (703) 524-0937

Jim Graham (703) 370-5737

Dick & Nancy Byrd (703) 978-3440

Bob Pulgino (301) 474-0634

Tom Cavanaugh (301) 627-8889

Paula Shuck bef. 10pm (301) 621-5549

Kirsten Sitnick (301) 750-7206

Mort Greene (703) 522-8743

WingZ

Kirsten Sitnick (301) 750-7206

MultiPlan

John Boblitz (301) 356-9384

John Love (703) 569-2294

TELECOMMUNICATIONS

General

Allan Levy (301) 340-7839

CompuServe

Michael Spelske (301) 949-0203

WORD PROCESSORS

Microsoft Word

Marty Milrod (301) 464-5981

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On the Trail of the Apple III

by David Ottalini

Apple III SIG Co-Chairman

Some nice words

Science teacher Carol Sanders from Grace Episcopal Day School wrote to say how much her students are enjoying the Apple III that was donated by former SIG member Trish Babylon last Fall. The III is equipped with the Titan III+IIe cards and a 65C02 chip so it can run many of the "enhanced" IIe programs.

Carol says that "having another computer aids our program greatly as we use them in individual classrooms as well as the computer lab setting."

If you have an unused III or know of one that needs a home, please contact our Co-Chairman, Jim Jutzin about the Apple III Donation Program. Jim has been working on a number of fronts to obtain more IIIs, so be sure to give him a call if you would care to contribute.

Obsolete computers?

Peter McWilliams, a nationally syndicated columnist and author of "The Personal Computer Book" was recently asked during an interview on CNN how to ensure that a computer doesn't become obsolete. His comments, applicable to our SARA, were as follows: "Computers will continue to do what you bought them to do until they break. Will there be more sophisticated ones on the market next year? Yes. Will they be cheaper? Probably. But yours won't be obsolete."

And I like this comment from Dick Plum, writing in ATUNC's November Newsletter: "It never

ceases to amaze me that when I pick up an Apple III, I have in my hands more computing power and memory than the IBM 7090 had in the 1960s. The 7090 rented for about a million dollars per month, and supported an entire major scientific laboratory." If they'd only had a few IIIs instead ...

A+/InCider

Rumors proved true in December, as A+/InCider finally crossed the line and became an "Apple II/Macintosh" magazine. Editor in Chief Dan Muse says they're excited about reporting on both machines and how they interact.

The trouble is, that Apple II folks are interested in how Apple IIs interact. Mac folks don't really care. It's really great that Apple is coming out with a Mac that has ONE slot that can take a 128K Apple IIe card (another indication that the GS is on its own dead-end track). And frankly, covering that is something that A+/InCider should (and did) do.

But to cross the line this way is questionable. Why would a Mac owner want to read this magazine? And depending on how many Mac articles start popping up, how many Apple II folks?

Muse says covering the "two platforms" is not only "justified but natural." Sorry, but the fact is there are plenty of Mac magazines already out there. It's hard enough covering one "platform" well. I question whether A+/InCider will be successful trying to reach both audiences. Stay tuned.

Dobrowolski news

Joe Dobrowolski's Apple Users Group International is still kicking out there in Guam. In his September/October 1990 issue, Joe indicates that his News and Views newsletter will basically become an all-Mac publication as of this month. That means this subscriber will be saying so-long. But if you are interested in a good compilation of Mac news and reviews from a number of user groups around the nation, you might want to give it a try for just \$18.00 per year.

You can contact Joe at PO Box 21477, Barrigada, Guam, 96921 for more information. AUGI was, for many years a strong supporter of our III Community and Joe made an invaluable contribution to our PD by donating copies of his III PD disks to WAP. We'll miss him on the III side of things.

Back up your disks

Ahhhhhh. We talk about this on occasion, usually after a SIG member has had some problems. In this case, two Three EZ Pieces data base files were corrupted on a Profile and there was no backup. Luckily, the two files could be copied to a floppy, but they were unreadable by 3EZPS. What to do? I used Communications Manager (by On Three) to change the file type of the files from a 3EZP Data Base to an ASCII text file.

AppleWriter wouldn't touch it. But it was loaded without problem into the 3EZP's word processing module (again, as an ASCII file). Of course, all of the control characters and other associated garbage was left intact, along with the data.

Now the hard part came in. Trying to decide what was garbage and what was data. Then, reconstructing each record in a form that could be read into the 3EZPs Data Base module (it will read a text file in, if formatted properly).

Needless to say, that took some time and effort. But the data was saved. A backup, however, would have made life for everyone a lot easier. So if you haven't done it in

awhile, stop what you're doing right now (OK ... finish the column first) and go backup your hard disk.

Public domain disks

We start off the new year on a fun note with a new Games disk, 3GAM.04. I went through a number of old PD disks to put together two disk sides worth of some really great games for your Apple III. You'll find a program for you handicappers out there who really want to know if your horse will win, place or show. Knowledge of horseracing is a requirement for this one. There's an NFL ranking program, and a host of other fun diversions, so give it a try.

The Best of On Three programs, disk 3BSB-07 contains two sides of Basic programs originally available in On Three Magazine. There's a great graphics sketching program, a font demo program, graphics demos and much more. As with most of our disks, you'll find this one is self-booting on side one.

Finally, 3MSC.15 is our fourth Contributions Disk. It includes John Lomartire's Visicalc sorting utility and disk cleaning programs, Robert Boston's "Banker" checkbook program, ProPak's Printer Control Program for Epson and Epson-clone printers, and Barbara Dudman's improvements to the Pascal Menu.Maker program (requires Pascal knowledge to use).

As for future offerings, look for another "Best of Ottalini" disk with my columns from 1990. I've also been having a lot of fun with an all-music disk (contributions welcome) and a disk dedicated to all you Star Trek fans out there.

More Trek

Speaking of Star Trek and music, here's a program you can type in and run for a little indication of what our Star Trek disk will have to offer:

```
250 REM: STAR TREK
THEME
270 RESTORE
280 OPEN#1, ".AUDIO"
```

```
290 OUTPUT#1
300 FOR X=1 TO 18
310 READ N,T
320 PRINT
CHR$(128);CHR$(60);
330 PRINT CHR$(N-
256*INT(N/
256));CHR$(INT(N/256));
340 PRINT CHR$(T-
256*INT(T/
256));CHR$(INT(T/256));
350 NEXT X
360 CLOSE#1
380 END
390 DATA
31,5,215,10,234,10,297,3,372,3,173,3,196,5
400 DATA
196,10,196,10,173,10,284,10,196,3,284,3,234,3
410 DATA
2314,10,2915,10,2314,10,2597,40
```

Finally: on the graphics front

I've been working a bit more on that disk dedicated to showing graphics on the II and III (basic programs in their II and III forms). A December, 1990 A+/InCider article by David Thornburg, Ph.D discussed how to use mathematics to calculate the shapes of trees.

Great article and with some work, I was able to rewrite the examples into Business Basic. One problem is that Applesoft HiRes Graphics homes 0,0 at the top left of the screen, while Business Basic starts at the bottom left. That created some difficulties. But with patience, I was able to make the transition.

Here's one example: The calculated image of a cypress:

```
10
HOME:PRINT"CYPRESS":PRINT
20 INPUT"NUMBER OF
POINTS ";N
30
INPUT"MAGNIFICATION ";M
40 INPUT"CENTER COOR-
DINATES ";XC,YC
50 INPUT"START AT
";X,Y
60 INVOKE".D1/
BGRAF.INV"
70 OPEN#1, ".GRAFIX"
80 PERFORM RELEASE
90 PERFORM INITGRAFIX
100 PERFORM
```

```
GRAFIXMODE(%1,%1)
110 PERFORM
PENCOLOR(%15):PERFORM
FILLCOLOR(%0)
120 PERFORM FILLPORT
130 PERFORM GRAFIXON
140 FOR J=1 TO N
150 U=140+M*XC-M*X
160 V=95-M*YC+M*Y
170 IF U<0 OR U>279
THEN GOTO 200
180 IF V<0 OR V>191
THEN GOTO 200
190 PERFORM
DOTAT(%U,%V)
200 GOSUB 260
210 XN=R*X*COS(A)-
S*Y*SIN(B)+H
220
YN=R*X*SIN(A)+S*Y*COS(B)+K
230 X=XN:Y=YN
240 NEXT J
250 GET G$:PERFORM
RELEASE:END
260 Z=RND(1)
270
R=.8:S=.9:A=0:B=0:H=0:K=20
280 IF Z<.4 THEN
R=.3:S=.4:A=1.4:B=1.3:H=0:K=5
290 IF Z<.25 THEN
R=.3:S=.4:A=-1.4:B=-
1.3:H=0:K=5
300 IF Z<.1 THEN
R=0:S=.8:A=0:B=0:H=0:K=0
310 RETURN
```





From SAUCE to MESSY DOS-III

by Jim Suthard

Part III. Differences Between BASICS

As an Apple III user moving into the world of MS-DOS, I did not want to lose my investment in Business BASIC programs I had written or public domain programs I had collected.

The most commonly available BASIC language for PC type computers is GW-BASIC (GW stands for "Gee-Whiz," I'm told). It is bundled together with many MS-DOS computers, along with the operating system.

GW-BASIC (the MS-DOS version) is a very powerful language and you will find it quite similar to working in your III Business BASIC. But there are some differences you need to be aware of before you start converting your own (or some of the great III PD programs we have) to the DOS environment.

While GW-BASIC is the most prevalent in the DOS world, there are many others, including Microsoft's QuickBASIC and Professional Development BASIC, TurboBASIC (now PowerBASIC), and TrueBASIC.

Rather than being greeted by the copyright notice, as you are in Business Basic and then a clean screen with a "(") as a prompt, you will find both a notice and an annoying "?" prompt. I finally changed my "?" prompt in GW-BASIC by loading the GWBASIC.EXE file into a text editor, doing a search for "?" and then changing it to a space; you could change it to a "(").

You will also find a helpful or maybe distractive Function Key

Guide across the bottom of the screen. You can get rid of it by starting BASIC along with a BASIC program by typing at the MS-DOS prompt: GWBASIC Hello (if the program you want to start with happens to be HELLO.BAS).

GW-BASIC has a SHELL command which means you can use BASIC to launch another non-BASIC program. When you quit that program, you will return to BASIC. ProDOS BASIC (of the Apple IIe, IIGS world) is also able to do this.

Some GW-BASIC are a little different for us. Don't type "Home;" instead type "CLS" for clear screen. The syntax for "Open" and "EOF" statements are different. Your handy inverseINormal commands don't work at all. Your "Get" Statements becomes "x\$=INPUT\$(1)".

If you want to get rid of the question mark in an input statement, don't end your request for information with a double quotation followed by a semicolon before the variable input. Instead, use a double quotation followed by a comma. "Input#1;t\$" becomes "Input#1,t\$". A comma is needed after a "PRINT#" statement. You can use "LPRINT" to send anything to your standard printer. You can save a file as a text file but typing a comma and an "a" after the SAVE [filename] Command.

Your "cat" or "catalog" command becomes FILES (not "Dir" as at the MS-DOS Command Line). No "create" file statement is needed. No file type designation is used in MS-DOS. Just typing "open (for

"output" or "append") is sufficient. "Delete" becomes "kill." "Rename" becomes "name [File1] as [File2]". "ONERR" becomes "ONERROR." "For Append" is the same as Business BASIC's "Open AS Extension."

"If EOF(1) then 100 " is the proper GW-BASIC method to find the end of files.

"VPOS" and "HPOS" translate to "LOCATE [row], [col], [cursor 0-off, 1-on]".

To exit from BASIC, you don't type "Bye" like you do on our Apples. You don't type "exit" as you would at the DOS command prompt. You type "system."

In order to send a Business BASIC program file to an MS-DOS computer, you must convert it to a text file. This can be done easily by using the "Capture" program. Load the program and then type:

```
0
OUTREC=255;TEXT:HOME:INPUT"Pathname
for captured file:
";a$:CREATE a$,
TEXT:OPEN#1 AS
OUTPUT,a$:OUTPUT#1:LIST
1-
:PRINT:CLOSE:OUTREC=80:END
```

You can type this program and save it as a text file named "Capture." Once you have loaded the program you wish to convert to a text file, type "EXEC Capture" and wait for ")"s to go by on the screen. After the ")"s stop, type "run" and follow the prompts.

Translation from Business BASIC to GW-BASIC gets easier as you go along, especially if you use a text editor with a "Search and Replace" utility. Once the BASIC program is converted to a text file and you have made the appropriate syntax changes, you are then able to load or run the text file version into GW-BASIC just as you would any other BASIC program. To run a text file based program in the III's Business BASIC, you may remember that you always needed to use the EXEC command, followed by the file pathname.

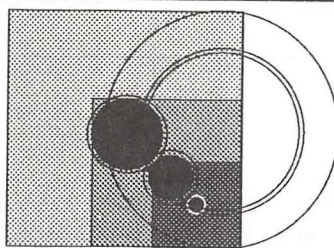
(Continued from page 46)

Confusion about slashes

Some time ago, I wrote an article for the Journal about loading the Three EZ Pieces program, or any other, into the III's RAM Drive available on the III+Ile Card. Unfortunately, there was some confusion over it because before publication, some well meaning person did a global "Search and Replace" on it. I used three slashes ("III") for the name of the Apple III, something we do on the TCS and Public Domain disks. This person wanted to change my slashes ("III") to Roman numerals ("III"). In the process, they accidentally changed all the "I"s in the pathnames as well. The article, designed to help novices, presented pathnames like "IProfileIThree.EP" as opposed to "IProfileIThree.EP." My apologies to any who were confused. Maybe now that article may make sense.

A similar thing happened in the first article of this series, you may have noticed, where "OS/2" became a totally new operating system called "OSIA."

Dr. James R. Suthard is President of Communication Arts International, Inc., a media consulting firm located in Northern Virginia. He is also Pastor of The One Loaf Christian Fellowship Church and Executive Director of The One Loaf Ministries. Dr. Suthard is a member of the Apple III Special Interest Group and SYSOP of the Apple III Board on the Washington Apple Pi TCS.



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Inpert's Corner

by Allan M. Bloom

CompuServe colleague Dave Weller came up with an interesting question relative to III EZ Pieces, that most popular of Apple III programs, and I thought y'all might be interested in his problem and in the solution. Dave is in a "mixed III" environment. His III's have all been upgraded to 512K of main memory (from ON THREE, 818-701-1355, \$160 if you buy your own memory chips and \$300 if you don't), but not all have hard disks. And therein hangs a tale.

Dale's situation seems bass ackwards to me. A cost freak might think that, since main memory is cheaper than high capacity disks (secondary memory), he or she should spend his or her bucks on main memory. No, my children. Main and secondary memory should be balanced. If not in balance, go for extra secondary memory. That can't hurt. You will never have Dave Weller's problem — files in memory that are too big to be saved to disk.

Dave stated his problem as follows: I AM RUNNING APPPLE III'S WITH 512K. USING 3EZ PIECES FOR DATABASE FILES I HAVE RUN INTO A PROBLEM WITH FILE SIZE. I HAVE A 152K DATABASE THAT I NEED TO SAVE TO FLOPPY DISCS TO LOAD ON MY OTHER COMPUTERS. PROBLEM IS DISK SPACE ON THE FLOPPY IS 136K. I HAVE NO PROBLEM GETTING THIS TO MY COMPUTERS WITH HARD DISKS, I CAN USE BACK-UP III TO SAVE AND RESTORE IT. I DO HAVE A COUPLE OF FLOPPY BASED COMPUTERS THAT NEED THIS FILE ALSO. IS THERE ANY

WAY TO AUTO-SEGMENT FILES IN THREE EZ PIECES ???

There is an easy solution to Dave's problem. Spend the extra \$500 per machine to add a 5MB ProFile (Sun Remarketing's price. \$200 on the street) and quit worrying about the small stuff. Reality intervenes. If Dave had the money to equip all his III's with hard disks, he wouldn't have asked the question.

And what if you, gentle reader, find yourself in a similar boat some day? A friend has an EZP file you'd kill to have, but it is bigger than your disk drives can hold? Can you use it? Sure you can. If you're careful. The method involves the EZP clipboard, a marvelously protean feature that most folk do not pay enough attention to.

It is easier (for me) to address Dave's problem from the perspective of a spread sheet rather than of a data base file. The differences aren't that big. I'm more used to dealing with EZP/SS files. I don't do data base processing on small computers.

The idea is to save the base spread sheet in two pieces, each of which can fit on a diskette. And reload your disk-only machine from both floppies. Let's say that the EZP-SS file is named BigSheet. These are the steps involved:

1. Load BigSheet from your hard disk.
2. Go down half way (openapple-5) and cut the bottom half of BigSheet to the clipboard (openapple-M, to clipboard, openapple-9, RETURN).
3. ESCAPE to the main menu and save the desktop file to a blank disk in D1 as BigSheetA.

4. Delete the desktop file.
5. Add a file to the desktop FROM SCRATCH.
6. At cell position A-1, load the clean sheet from the clipboard (openapple-M, from clipboard, RETURN).
7. ESCAPE to the main menu and save the desktop file to a blank disk in D1 as BigSheetB.
8. Take the "A" and "B" disks to your floppy-only machine.
9. Load BigSheetB from the "B" disk.
10. Cut BigSheetB to the clipboard from cell A-1 (openapple-M, to clipboard, openapple-9, RETURN).
11. Remove BigSheetB from the desktop.
12. Load BigSheetA into the desktop.
13. Go past the end of BigSheetA (openapple-9, downarrow).
14. Append BigSheetB (openapple-M, from clipboard, RETURN).

This doesn't work in all cases. An EZP-SS file can hold 999 rows. There is a 250-row (in SS, 250-record in DB) limit in what will fit in the clipboard. So maybe going down halfway before cutting the "B" segment to the clipboard should be modified to maybe 70 or 80 percent of the way down the file (openapple-7 or so) before starting the "cut" operation.

The method for splitting and re-joining DB files is similar to that for SS files with one exception. Upon re-joining you can't add BigFileB from the clipboard AFTER the last record in BigFileA. BigFileB has to be added "just before" the last record. Modify my previous drivel to "add a dummy LAST RECORD after loading BigFileA" before moving BigFileB from the clipboard, then "delete the dummy LAST RECORD" afterwards. If sequence is important. Further, in the original split-up of the file you must "zoom" (openapple-Z) into a DB record to

see which record number you are looking at to see if you can properly cut the remainder of the file to the clipboard.

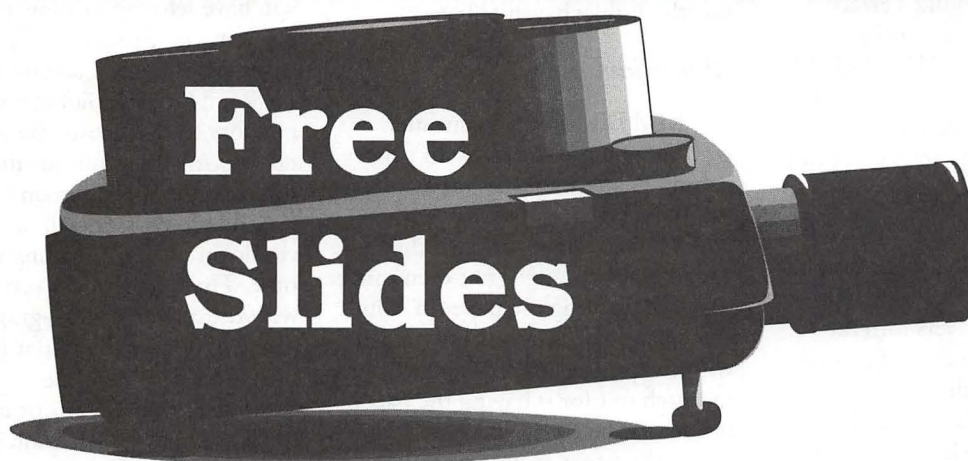
The key to this approach is that the clipboard doesn't forget. As long as you stay in the EZP environment, the clipboard holds whatever you last copied or moved to it. And it holds it in the format you saved it — spreadsheet cells with formatting and equations, complete data base records with each field's information complete and intact. Just remember that this is the EZP clipboard. It is special.

If you have ON THREE's "The Desktop Manager" (TDM), you cannot use TDM's same-name clipboard to do the same thing. TDM's clipboard can save and retrieve only what is on the screen as it is displayed on the screen. It doesn't know about spreadsheet cells or data base record fields. TDM's clipboard saves and retrieves chunks of text. Those chunks of text will not be recognized by EZP if you try to paste them into a spreadsheet or a data base. At the very best, the TDM clipboard entry will be stuffed into a

single spreadsheet cell or into a single data base record field. Try it. You won't like it.

Allan M. Bloom, PhD CDP

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Byts And Pyces

by Gary Hayman

This regular monthly column includes Apple II information of the hints, techniques, suggestions, helps, information, news, etc. genre. Information which may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers. You are asked to submit your hints, ideas and suggestions to me for monthly organization and publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to (301) 345-3230. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

Vitesse products

NEIL LAUBENTHAL learned from Compuserve that Vitesse is now shipping printer drivers for Harmony. Drivers include an Epson 24 pin driver and for the Hewlett Packard Deskjet, Paintjet and Laserjet series. The list price is \$49 but mail order prices are around \$30. Vitesse has also advised that they will release Contours, a package with 25-35 scalable outline fonts for use with the drivers in the Harmony and Contours package. Finally, the Deskjet and DJ Plus are being replaced by the Deskjet 500, which retains the speed of the Plus and fixes some of the font spacing problems in the earlier models. List price is in the \$600-\$700 range however mail order prices will be cheaper. Finally, they are going to release a new series of ink cartridges for the DJ series with permanent, non-water soluble ink.

Beagle Brothers updates

NEIL also saw that Beagle

Brothers has announced the release of the following updates: TimeOut TeleComm v1.2, TimeOut TextTools v1.2, TimeOut ReportWriter v2.5. Telecomm 1.2 has bug fixes and feature updating. TextTools and ReportWriter are primarily bug fixes. You can also order a new TeleComm manual by sending the original manual cover and \$5 to Beagle. Beagle Buddies should be getting these updates shortly, if they haven't already.

Paper jamming

KIM BRENNAN continues with some more thoughts on paper jamming, advising that, there is something else that will cause the paper to become misaligned that is so subtle that you might not even think about it. Feeding the paper in from someplace that is not directly in line with the printer. Another possibility to watch out for is having the paper bin too far below the printer. This causes the paper to weigh more than normal as far as the printer is concerned. These two factors can be enough to cause the paper to misfeed and jam.

EUCLID COUKOUMA tells us that he has run into paper jamming problems on his Epson RX 80 due to bits of paper in the works and something causing excessive drag on the paper supply such as a cable that pushes the paper on one side or the other.

Free Apple IIGS printer buffer

Your ImageWriter II has a small built-in printer buffer of about 2K which holds approximately two-thirds of a page of print material.

When you ask the ImageWriter to print text material, your computer sends a flow of information to the buffer, and then the buffer sends it to printer. If you have a document over 2K, there will be a delay, while the printer is printing until you can access your program again. With a big document, this delay can be significant. By expanding your printer buffer (there is hardware available - at a price), more of the flow will be held in the buffer and you will be returned to your program much faster. It really beats waiting for a very long documentation to be printed.

There is an init named PRINTBUFnn that is available on the TCS that when placed in your */SYSTEM/SYSTEM.SETUP folder will allow you to use part of the IIGS memory as a printer buffer, provided you have selected to allow printer buffering in the Control Panel. You have your choice of setting aside 8, 16, 24, 32, or 62 kilobytes of memory (don't know why its 62 and not 64) to act as your printer buffer. By installing this program in the specified folder you will drastically cut down on your printing waiting time. The buffer works very well with text printing (non-graphic). You will not see the buffer in operation when you use TO.SideSpread as your printer is faster than the information sent to it.

IIC ROMs and service

LORIN EVANS wants to share some information about IIC ROMs/service that he has discovered, stating that he can highly recommend Arminius Products, Inc in Merchantville, NJ 08109 (609) 662-3420. They give him a two day turnaround using UPS. He sends them all his IIC machines for repair, and receives a one year warranty on the mother board and 90 days on their labor. He is pleased with good prices and the fact that there is a human to speak to beat upon should something go wrong.

Mag ads hazardous to diskettes



I picked this piece of information up from an Online Hotline.

CAUTION: NEW MAGNETIC ADVERTISING MAY BE HAZARDOUS TO YOUR DISKETTES

We have noted a new trend, in recent weeks, that arriving in the U.S. mails are the new "magnetic" business cards and advertising placards that are currently the rage for everything from pizza and real estate to political campaigns. The idea, of course, to affix them on your refrigerator or other metal surface.

Magnetic business cards can be a headache if you also send or receive floppy diskettes in the mails. Blank diskettes will not be affected, but those with programs may very well be scrambled and unusable. Imagine what a bulk mailing of these can do to your diskettes while in mail sacks or in your carrier's pouch.

Our advice is, wherever possible, to have your diskettes shipped by some other service such as UPS where bulk advertising is not prevalent. To our knowledge, there is no postal regulation preventing the mailing of the new magnetic advertisements.

In S.A.N.E. again

As you may know, AppleWorks does not handle decimal numbers exactly that way we were taught in school. Somewhere, beyond the 7th decimal place, out of your sight, an incorrect digit may occur when mathematics is being conducted on a group of numbers. Although your spreadsheet will reflect the correct result, when you compare two numbers, which you think are the same, you will get an error notice. This may occur when you are comparing a horizontal addition of a group of numbers to a vertical addition of a group of numbers - such as the addition of the results of monthly disbursements in various categories of expenditures vs. the addition of each of your monthly checks. They should be the same, but when tested with a formula such as -

@IF(C50 = L50,"O.K.,"ERROR"), you may get the error message even though the numbers are equal. I discussed this two years ago in my article - @IF I Am In SANE It's Due To AppleWorks - on page 35 of the January 1989 edition of the Journal of the Washington Apple Pi. You may want to refer to that article for details. By the way, SANE stands for Standard Apple Numerics Environment - the mathematical process used by AppleWorks.

I bring this up now for I have been getting several HOTLINE calls concerning this. Here, try this short experiment. Start a new spreadsheet and place the following information in the cells: A1: +2.55+2.57; A2: 5.12; B1: @IF A1 = A2, "FINE", "ERROR"; B2: @IF(ABS (A1-A2)<.001,"FINE","ERROR")

Since $2.55 + 2.57 = 5.12$, then the formula in cell B1 should read "FINE", but it reads "ERROR". This is due to when SANE adds the numbers the resultant, which you can't see might be 5.12000000000001, making the compared numbers different. If you change the decimal numbers in A1, sometimes B1 will be correct (provided you provide A2 with the correct resultant), and sometimes it won't. B2 will always be correct and is the preferred technique when comparing numbers where mathematics are involved.

Let me explain. What we are doing is subtracting one number from another and accepting the fact that there might be a slight difference (tolerance) due to SANE, however we know that if the difference is very small, the numbers will be equal. We limit the comparison by one more decimal place than what we are working with - in this case, since we are involved with two decimal places, the comparison is made with three, thus the "<.001". The @ABS, in the formula, will eliminate any negative numbers. So the general rule is that if you are going to compare two numbers for equality, subtract one from the other, take its absolute value and compare it with a small

number one magnitude smaller than the possible decimal place ie. .001, .0001 etc. The problem only occurs when the values involved are decimals, not if they are all integers (whole numbers).

Don't ZIP NPS convert routine

HARRY BARR reminds us that if you have a Zip Chip installed in your system, don't try an convert old Print Shop (DOS 3.3) graphics to the new format of the New Print Shop, your computer will crash. It is suggested that you turn off the Zip before making the conversions. Other than the convert routine it appears that the Zip Chip will not cause a problem with other aspects of the New Print Shop.

RAMfast and removable media

DENNIS DOMS, writing in 'A2-Central', states that RamFast's firmware, does not, at present, work correctly with removable hard drive media. He says that C.V. Technologies, makers of the RamFast SCSI card is working on the problem [ed.note-you must reboot to switch cartridges].

New Apple II guide

Apple Computer recently released The Apple II Guide, a 240-page book filled with articles of interest to Apple II users. The Apple II Guide includes technical articles about networking and data exchange, troubleshooting, GS/OS, and an overview of popular Apple II applications such as AppleWorks, video production, hypermedia, and telecommunications. The book also includes Apple product information, a list of Apple dealers who expressed a commitment to the Apple II market, books, publications, electronic media and organizations that support the Apple II system.

The Apple II Guide has a suggested retail price of \$19.95. However, if you are a member of the National AppleWorks Users Group (NAUG), you can, until February 1, 1991, get the guide for \$4 plus \$2 s/



h directly from NAUG.

Fun with AppleWorks

ActaSoft recently announced the release of "Fun with AppleWorks", a 5.25-inch disk that demonstrates the power that TimeOut UltraMacros adds to AppleWorks. The disk includes two games that run within AppleWorks and are programmed entirely in UltraMacros. An article on the disk describes how to display mousetext characters within AppleWorks word processor documents. The disk also includes a demonstration of AlphaCheck, ActaSoft's accounting program that works within AppleWorks. Requires AppleWorks 3.0 enhanced with TimeOut UltraMacros 3.1 or later. Fun with AppleWorks costs \$6 plus \$1.50 s/h. Contact ActaSoft at 19700 Wells Drive, Woodland Hills, California 91364; (818) 996-6731.

AppleWorks resource guide

Claris recently announced publication of the second edition of The AppleWorks Resource Guide for Teachers and Parents. The Resource Guide includes more than 100 pages filled with ideas and ways to use AppleWorks and AppleWorks GS to teach mathematics, science, social studies, and language arts to elementary and secondary school students. The Resource Guide describes more than 140 templates and includes sample lesson plans to help you develop instructional activities and units.

The AppleWorks Resource Guide for Teachers and Parents has a suggested retail price of \$20. Contact Claris Software at Box 526, Santa Clara, California 95052; (408) 727-8227. If you are a NAUG member there is a reduction in price. Check your NAUG 'Forum' for details.

RAM 4000 memory card

Chinook Technology's RAM 4000 is a memory expansion card for Apple IIgs computers. The card uses 1-megabyte RAM chips, is DMA compatible, and is user upgradeable to 4-megabytes of on-board memory.

The card complies with Apple Computer's design and construction standards for enhanced Apple IIgs memory. The 1-megabyte card regularly retails for \$149 but there are discounts. By the way, I just purchased some memory chips (RAM 1MB x 1; set of 8) for my AE GS Ram Plus from Chinook for \$54.95. I remember when I first looked at a set of chips they were over \$150. At least the price of something is falling. You can contact Chinook Technology at 615 Main Street, #635, Longmont, CO 80501, or give them a call at (303) 678-5544.

AppleWorks AppleWorks

Claris Corporation is letting members of certain organizations such as National AppleWorks Users Group (NAUG) purchase AppleWorks 3.0 for \$99 (list price \$249) and AppleWorks GS version 1.1 for \$129 (list price: \$299). This is a great incentive for joining NAUG. Contact NAUG at Box 87453, Canton, Michigan 48187 for membership information and more details about this offer. You may call them at (313) 454-1115. I strongly recommend this excellent organization, particularly if you are an AppleWorks "Classic" devotee. NAUG states that their members who own earlier versions of AppleWorks and AppleWorks GS should use Claris' upgrade program. Upgrades to AppleWorks 3.0 cost \$79, plus \$3 s/h. Upgrades from any version of AppleWorks Classic to AppleWorks GS 1.1 cost \$99. Upgrades to AWGS 1.1 from earlier versions of AppleWorks GS cost \$29. If you have your original disks, contact Claris at (800) 544-8554 and request an AppleWorks upgrade packet.

Teachers' idea and information exchange

PHIL SHAPIRO, the chairman of the WAP Education SIG, writes that the same AppleWorks discount (\$99) is available through the Teachers' Idea and Information

Exchange (TI&IE), P.O. BOX 6228, Lincoln, NE 68506, Phone (402) 438-6987. PHIL continues, "The TI&IE organization is a large group of AppleWorks using educators. They distribute a monthly disk full of AppleWorks templates and files of interest to educators. Dues in the TI&IE are \$39.95 for six issues of their double sided disks (published each month). You can have your membership extended a few months if you submit anything that is used on their disks. They also have about 80 disks full of previously published AppleWorks templates for people to buy." PHIL notes that you don't have to be a teacher to join this organization for it also has many administrators and other people interested in using AppleWorks in education. PHIL adds that, "JIM CARLISLE is the fellow who runs things at the TI&IE.", stating "He really does a fabulous job, month after month." Please note that the AppleWorks offer by TI&IE expires on January 31, 1991, so if you are interested you must act now.

Q-Drives and SuperPatch

Quality Computers recently introduced Q-Drives; 40-megabyte and 100-megabyte SCSI-compatible hard disk drives for Apple II, Macintosh, and MS-DOS computers. Q-Drives use Conner mechanisms with voice coil actuators for fast head positioning, and data buffering for quick data access. The drives come with a 30-day money back guarantee and a 1-year limited warranty. The 40-megabyte drive costs \$599.95 with an Apple High Speed SCSI card or \$699.95 with a RamFAST SCSI card. The 100-megabyte drive costs \$999.95 and includes the RamFAST card.

Quality Computers also announced the release of version 7.0 of SuperPatch, a program that customizes AppleWorks. SuperPatch 7.0 contains more than 140 patches to AppleWorks 3.0, including 31 patches not available in earlier versions of this program. (SuperPatch 7.0 contains the same



150 patches for AppleWorks 2.x that are available on SuperPatch 6.1.) Twelve of the new patches enhance the functionality of AppleWorks 3.0. The remaining 19 patches customize the screen by changing messages and adding mousetext. SuperPatch 7.0 also enhances 11 patches that appeared in SuperPatch 6.1.

SuperPatch 7.0 lets you limit AppleWorks' desktop expansion to protect RAM disks, lets you tell AppleWorks where to look for its spelling dictionaries, lets you customize AppleWorks' preloading message, enhances the AppleWorks file card display and Desktop Index Menu with mousetext, disables the "delete files" and "create subdirectory" options (those are useful patches for teachers), lets you change the default zoom status in all three modules, and makes dozens of other enhancements to AppleWorks.

SuperPatch 7.0 has a suggested retail price of \$39.95 and is available from discount sources. SuperPatch owners who bought the program after September 1, 1990 can upgrade to SuperPatch 7.0 at no cost by returning the original disk and a copy of the dated sales receipt to Quality Computers. SuperPatch owners who bought the program before September 1 and who returned their registration cards can upgrade to version 7.0 for \$12 plus \$3 s/h by writing or calling Quality Computers, 20200 Nine Mile Road, St. Clair Shores, Michigan 48080; (800) 443-6697.

Telecommunications services

The major on-line communications services recently announced new pricing policies. Here are the current prices as of this writing:

CompuServe: CompuServe now charges \$6.30 per hour for 300 baud access and \$12.80 per hour for 1200 and 2400 baud access. The company no longer charges premium fees for day-time users. These prices include telecommunications service on CompuServe's packet switching network. Telenet or Tymnet charges are additional. In addition,

CompuServe charges a \$1.50 monthly service charge.

GENie: GENie charges a \$4.95 monthly basic membership fee that gives unlimited access during non-prime hours to more than 100 basic products and services including electronic mail, an on-line encyclopedia, single-player games, stock quotes, and news. Other GENie services now cost \$6 per hour during non-prime hours and \$18 per hour during prime time. There are no additional charges for 1200 or 2400 baud access.

America Online: America Online now charges a \$5.95 per month Membership Fee (which includes one hour of non-prime time usage), \$5 per on-line hour during non-prime times and \$10 per hour during prime times. There are no special charges for 1200 or 2400 baud access.

Apple Computer news release

PAUL SCHLOSSER is sharing with us this Apple Computer News "Cupertino, California, October 29, 1990 — Apple Computer has created the Customer Assistance Center, a new toll-free customer relations telephone line.

"The Customer Assistance Center opens today and will be available Monday through Friday from 6 a.m. to 5 p.m. Pacific time by dialing 1-800-776-2333. All Apple customers are eligible to use the service.

"The new toll-free line is not designed to be a technical support hotline, but instead is an extension to the comprehensive Apple customer relations effort. The Customer Assistance Center is a backup system to the many existing forms of customer support and service already available from Apple resellers and others. In the U.S., Apple sells and provides support through a network of authorized Apple dealers, higher education sales consultants, on-campus support centers, user groups, systems integrators and consultants.

'Apple doesn't want to circum-

vent the reseller relationship with the customer,' said Jackie Whiting, Apple Assistance Center manager. The Customer Assistance Center can answer questions about Apple sales programs and policies. Owners of Apple products should call the Customer Assistance Center when they believe their problems or concerns are not being adequately addressed by Apple resellers or by regularly designated support or service providers.

"When customers call the toll-free number to discuss a sales or support concern, they should be prepared to provide basic information including a description of the problem, a list of products being used, support sources previously contacted and the outcome of the contact.

'The Customer Assistance Center will provide an important feedback loop for Apple, enabling us to enlarge our knowledge base and speed our responses to customer concerns. We also want customers to understand that Apple stands behind its sales, service and support infrastructure. We want to address all individual complaints and concerns effectively,' said Morris Taradasky, Apple Customer Support Products and Services vice president.

"The Customer Assistance Center includes individuals with Apple product knowledge and diverse business and computer experience. This team is backed by a state-of-the-art call tracking system which will ultimately drive a report system designed to give Apple resellers fast, detailed feedback on customer concerns.

"Apple Computer, Inc., founded in 1977 and headquartered in Cupertino, California, designed and manufactures a broad line of personal computing products. It has sold more than 7 million personal computers, more than 2 million printers and hundreds of thousands of networks." [end statement]

**Note from the Apple II editor: Watch next month for a unique pre-review—of the world's FIRST GS-



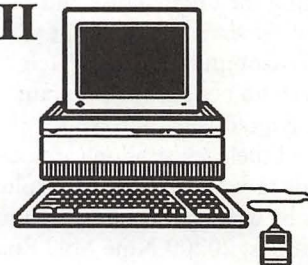
specific multifunctional desktop communications program...Impala is its name and I'm one of the six beta testers in the U.S, so you will read about this phenomenal new program FIRST in the WAP Journal!**

The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle Buddy and a Seven Hills Partner for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching.



Apple Macintosh/Apple II Group Purchase

Project 200 +



Thinking About Buying an Apple Computer at the best possible price?

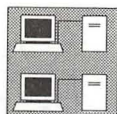
Members of Washington Metropolitan Area Computer User Groups (i.e. WAP, BRMUG, GRAMA, and the Pentagon MUG just to mention a few) are combining their buying power to buy Apple computers. The objective is to have the next 100 firm commitments to buy Macintosh/Apple II computers by the end of January 1991. The first 100 have already been ordered from an authorized Apple dealer.

The new low-priced Macs are here and the LC will be shipping in January/February 1991. Orders for LCs are being taken now!!!! All of Apple Computer's products are available as well as many third-party peripherals. If we don't have a quote, we can get one for you!

Manny De Vera (703) 818-9626
Craig Hirai (703) 506-0861



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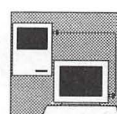
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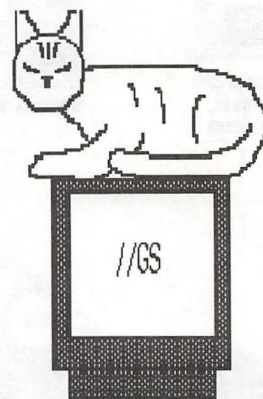
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View from the Cat House

by Kim Brennan



View from the Cat house by
Kim Brennan

More drive woes, new games,
new updates

No sooner did I begin to feel safe again with my Wren hard disk (my 150M and main hard disk) than it decided to fail. Fortunately, as detailed last month, I had a recent back up. Unfortunately that back up didn't include my latest files. I didn't lose much—only three spreadsheets, one database, and a couple of recent downloads. The spreadsheets I had printed out recently so I could reconstruct them. The downloads I could redownload, but that database...well I can only hope I get the drive back intact.

This was not a catastrophic failure of the hard drive. Rather this was one of those things that can strike anytime to anybody. The power supply on the drive failed. The computer wasn't accessing the drive at the time (otherwise my data surely would have been clobbered) but simply standing idle. The drive suddenly just shut down, just as if I had turned it off. As is normal for me when I have hardware troubles this happened at 10:30pm on a Saturday. Just late enough to assure that all the electronic supply stores would be closed for the weekend. Monday being a semi-holiday (Veteran's Day observed) I had little choice but to wring my hands and wait for Tuesday. Now the drive is in the shop and meantime I'm running off of my lowly removable hard drive [ed.note-lowly???]. At only 44M it does seem a trifle small, but it certainly has saved me a lot of heartache not to mention difficulty. My mind just boggles at the thought

of working from only floppies again.

One thing this experience did convince me of, was the necessity for frequent back ups. There are several methods for backing up your data. There is the (dreadful for hard disk users) file by file copy method I employed when transferring the data to my removables. I did this because I wanted to be able to access the data without using anything special. There are also specialized programs that will back up your hard disk to floppies. A program like Vitesse's Guardian program from the Salvation series will back up an entire hard disk to floppies or it will copy on the selected files you choose. It will also allow you to restore the files either individually or to the whole disk. This feature is especially convenient if the drive you are restoring to is differently sized than the drive that you backed up.

Guardian is not the only program to do back ups. ProSEL from Glen Bredon also has a backup utility in addition to many other utilities and functions. In fact ProSEL deserves more than a casual mention. I've only just barely used it and so can't give a quality description or review. But, I already have a few first impressions. ProSEL comes in two flavors the older version for standard Apple II computers and ProSEL 16 for the GS (the version I got). ProSEL 16 is frequently updated. The TCS is very good at getting the latest version.

ProSEL 16 is NOT a standard GS program. It doesn't make use of the desktop metaphor but rather uses a menu (or alternatively) a command line interface. Neither of these interfaces is worse than or better than

the desktop interface of the standard GS program. They are different and, especially for the command line, take a bit of time to learn. I don't have a complaint about this other than to say that I like the desktop interface. On the other hand there are several things I didn't like for a first impression. Most of these are due to the fact that this is a self-published program. In other words, Glen Bredon markets the program himself. He doesn't use a middle man (normally) and the program isn't really shareware as it is only available from BBS's in an encrypted form (which allows for a very easy way to get the latest version, but makes it almost impossible for someone to use the program without first buying it from Glen Bredon.)

The first problem I encountered was when I used the installer program that comes on the disk. The installer program (for ProSEL 16) is written in Applesoft Basic and it didn't recognize the pathnames of my boot disk, since it was expecting the ProSEL disk to be the boot disk. Well, that is easily corrected, thought I, I'll just boot the ProSEL disk. This time ProSEL wouldn't recognize my hard disk. Okay, when in doubt read the documentation. The documentation is stored on the disk (all 70 pages) in several files which can only be read by the ProSEL program (I think). However, when you boot the ProSEL disk you have an opportunity to read the docs and or print them. 70 pages is quite a few to just read from the keyboard so I decided to print them. The printing program (written in



Applesoft again) didn't work properly with my Laserjet. There is in option to print the docs to a disk in text file format. That is great. I'll just print them to my hard disk, that ProSEL doesn't see. At this point I threw up my hands and went onto other projects. I'll take another crack at this program next month.

There has been a lot of software updates in recent days. ZZ Copy a 3.5 disk copying program (freeware) is now up to version 2.2. A similar program, Photonix II, is also out. The original Photonix was very impressive, but like the current version of ZZ Copy had one minor problem. You had to boot the disk to use the program. Both boot very fast (as they use there own operating system) but this makes the program slightly less usable for hard disk owners. Photonix II, side steps the issue slightly. It is now launchable from your standard program launcher (Finder, ProSEL or whatever) but you still have to reboot after using the program. Photonix II has a lot of features but, it is still only a disk copying program not a file manager.

The system software is now up to version 5.03 [ed.note-by the time this issue reaches your mailbox, System 5.04 will be out]. Besides numerous bug fixes the most impressive new feature is a new Imagewriter printer driver. This driver works much faster than the old driver allowing for much improved print speed when printing graphics (or text that is printed graphically). Apple has also redone the Imagewriter LQ driver so that GS owners can make full use of that 27 pin printer. Speaking of printer drivers I should mention that GS users are no longer limited to printing on an Imagewriter or Laserwriter. Vitesse has released Harmonie, a package of printer drivers for various printers including many 24 pin printers and various HP printers, and Seven Hills Software should have released Independence by the time you read this. Independence will have printer

drivers for the HP Laserjet and Deskjet printers. I bought Harmonie and have experimented with it on my HP Laserjet IIP printer and my father's IBM Proprinter. I have also been beta-testing Seven Hills Independence. Either of these will be very nice to have if you have one of the printers covered by that package.

If you have a HP Laserjet or Deskjet I would recommend the Seven Hills product, which is very logically laid out, fairly fast in printing, and even with these beta-copies pretty much bug free. If you have a HP Paintjet printer (the color version of the Deskjet), a 24 pin printer (other than Apple's Imagewriter LQ), or an Epson compatible printer that doesn't work with Apple's Epson printer driver or if you are using a parallel printer then Harmonie is the best choice for you. Harmonie has several nice features including support for almost all parallel printer cards ever made for the Apple II. That's one of the strong points.

One of the weak points, in my view, is the poor choice of terms that Vitesse has used in defining the page set up. The terms are not really bad, as they accurately describe what is being changed, but they do lead for quite a bit of confusion. In the Page Setup Dialog window that appears any time you select Page Setup from the File menu of a GS program, Vitesse has included a Horizontal dots per inch (DPI) and a Vertical DPI setting. These two items specify how many pixels (individual dots as they appear on the screen) will be printed in one inch on the printed page. This is mentioned and described quite clearly in the Harmonie manual. However, most other printer drivers use the term Scaling to mean the same thing because the DPI settings can confused with the DPI setting in the Print Dialog window (the box that appears when you select Print from the File Menu). The Print Quality setting (this other DPI setting) defines how well individual characters of text will be printed. On an Imagewriter when selecting Best

quality the Printer driver actually prints the text using a font twice as big as appears on your screen and prints it at half size on the paper. This gives very impressive looking print. The same thing happens on a Laserjet, except that Vitesse has provided more settings. The choices range from 75x75 DPI (the coarsest) to 300x300 DPI (the highest quality). In the 300x300 mode the printer driver uses a font that is 4 times larger than the font on your screen and prints it on the Laserjet at a quarter of its size. This gives you a print quality that rivals Postscript. There is a catch to this, of course. You have to have fonts on your disk that are four times larger than those that you are using if you wish to get the best quality. Otherwise the print quality will suffer.

Vitesse has one other very nice feature, a choice to use the built in fonts of your printer (rather than printing graphically). Vitesse refers to this as external rendering. This feature allows you to print very quick print outs without worrying about quality or which fonts are on your GS.

And now for the bad news. In my tests with two different printers (my Laserjet IIP and the IBM Proprinter attached to my father's GS), I haven't gotten the print outs I was expecting. In the case of the Laserjet, the printout (done at 300x300 DPI) was blank in some places on the left side of the page. Text was in the middle of the page and everything past an arbitrary point roughly in the middle of the page was blank (as if it had been erased). The same document printed with the Seven Hills Laserjet driver printed properly with no blank spots. The Seven Hills driver also printed faster. I've tried the Harmonie driver at all different types of quality settings and there was no difference. In fact that print was exactly the same which leads me to think that there must be something wrong with the driver when printing text from Appleworks GS. I've used the Harmonie printer driver from



Drawplus with wonderful results. I can't say what the differences are.

On my father's GS the symptoms were different. And in this case I suspect it was either my fault or a hardware problem unrelated to Harmonie. The IBM Proprinter should be an Epson MX-80 compatible. My father has it attached with an Orange Micro Buffered Grappler Plus parallel printer card. Harmonie has a port driver for the Grappler Plus so I chose that as my Port driver and MX-80 as the Printer driver. The program I was using to print out may have had some difficulty with colored text and fonts which weren't there (it was GS Softdisk #9) so my test results are hardly definitive. After today I should have a better idea of what is going on, but that will be too late to report in this column this month.

I've heard from other people using the Deskjet drivers of Harmonie and they have been pleased. And there is that Paintjet driver which is probably the only other color printer driver designed for the GS other than Apple's own.

And now for a soliloquy. Which is better, having a printer driver native to the printer or using Postscript (via the Laserwriter driver)? It depends, as is usually the case. Postscript can do everything the native printer driver can do, if you have appropriate applications, programming skills, or the inclination. At the present time, however, I only use Postscript for documents that need completely scalable fonts (font sizes that I don't have available on the screen or the GS or on the boot disk). The native printer drivers are great for everything else, and they are easier to use and faster in printing too. I'll keep both options available just because I like variety.

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GS+ Magazine

by Frank Evangelista

The First Apple IIGS Magazine and Disk Publication had its first anniversary in September and my confidence in this excellent publication has encouraged me to renew my subscription. Just one of the programs they provided during the past year convinced me that it was worth an annual cost.

One may subscribe to the magazine only for \$15 a year (six issues) or the magazine and disk for \$36. I would recommend the latter.

The following is a description of a few of the programs provided during the past year that I have found extremely useful:

Shuffle:

Shuffle is a Permanent Initialization File (PIF) which permits you to cycle through the windows on the screen with the press of a few keys. If you have had the frustrating experience of resizing and moving windows around, this little gem will lower your blood pressure. After installing it in the */System/System.Setup folder of your boot disk, and rebooting, you should watch the action. Open up a few windows, press the Open-Apple, option and shift keys simultaneously to see the windows "shuffle" from one to the other until you see the one you want to work with.

BATTERY BRAIN:

This is a Control Panel Device (CDev) that allows you to save to disk, and later restore, your BRAM configuration. This is extremely useful if your battery decides to conk out and you just cannot remember all of those settings you had for your modem and printer, etc.

EGOed:

A terrific New Desk Accessory (NDA) which I have been using for over a year and have found it to be one of those things that people say "how did I get along without this beauty?" Furthermore, this NDA is one of the few that has never interfered with any other program I have run, which is a lot more than I can say for some NDA's. EGOed allows you to create, edit and print plain text, Teach Format and AppleWorks Classic Word Processor Files from inside any desktop program that supports NDA's. You are able to choose any font including sizes and styles. You will like this one.

TRANSFUSION:

An NDA which takes advantage of the IIGS's internal modem port to allow simple terminal functions along with XModem file transfers. The user's guide for this program is five pages but explained in terms that most anyone will be able to use it. Written in ORCA/C, there is also a programmer's guide for those who are interested in this area.

All programs provided are explained in detail and most have the source code included for those interested. In addition the publication has reviews of software and hardware, tutorial (ie., Beginner's Guide to the Finder; Beginner's Guide to System Disks), graphics and one of my favorites-Trash Can Award for really rotten (editor's opinion, of course) hardware and software.

The first anniversary issue contains features such as: Making the most of your Video digitizer; An interview with Brian Greenstone (Xenocide, Cosmocade, etc.); Writing Arcade Games on the IIGS, EXE.Launcher (run EXE files from the finder); a review of GS Sauce Memory Card, Salvation, Wings, Qix and others.

The magazine is produced on a IIGS using Graphic Writer III, EGOed, AppleWorks GS, and an Apple LaserWriter IINT. Their address is EGO Systems, P.O.Box15366, Chattanooga, TN 37415, Telephone (615)870-4960.





Math Blaster Mystery

by Shari Sternberg

Math Blaster Mystery's content area is mathematics with an emphasis on higher order thinking and problem solving. The intended audience is 10 through adult. Math Blaster Mystery runs on any Apple IIe, IIC, IIC+, and IIGS with 128K. It runs with one or two disk drives and printer and mouse are both optional pieces of hardware. Math Blaster Mystery is also made for the IBM/Tandy (MS Dos Computers) with 256K. Needs Dos 2.1 or higher to run and second disk drive, mouse and printer are still optional.

Instructional quality

General

Math Blaster Mystery is useful in school-based instructional setting.

The program allows for completion of a lesson in one class period.

Instruction is integrated with previous student experience.

Program saves teacher time when compared to other means of presenting this topic.

Content

Most of the content is appropriate for the intended student population although I found some of the activities to be too difficult for 10-year-old children.

Content is accurate and current, divided into four activities. Each activity represents a different concept and supports the school curriculum. Follow the Steps does a nice job of taking the learner through 4 steps of problem solving.

The processes and information learned are useful in domains other

then the subject area of math. The processes can easily be transferred and very valuable in science application and general area of thinking and problem solving.

Math Blaster Mystery is free of grammar, spelling, punctuation, and usage errors.

Math Blaster Mystery is free of bias and stereotyping but by the same token there is no evidence of any multi-cultural infusion.

Math Blaster Mystery has definitions easily accessible on screen when needed.

Learner must have prerequisite skills (they need to know how to think and problem solve) to be successful in Math Blaster Mystery.

Appropriateness

The pedagogic approach used in Math Blaster Mystery is an alternative to teacher instruction.

Readability level and tone of address is appropriate for intended audience.

Questioning Techniques

The program is divided into four activities. Each activity varies as to the questioning technique used.

Follow the Steps: allows 2 wrong questions with feedback of "try again" before the correct answer is given.

Weigh the Evidence: Allows students to do a lot of random guessing to find the answer. There is no real feedback except a few comments like check your addition and you can't put larger weights on smaller weights. The student can take an unlimited amount of guesses

and is never given the correct answer. That could become frustrating (I know it did for me) for students.

Decipher the Code: Allows for 15 tries before the correct answer is given. Each try reveals more information but 15 random guesses with no thinking could be taken. The program never questions the students thinking.

Search for Clues: A clue is given each time to give student information to make an educated guess about what the mystery number is. Random guesses could be taken but a visual cue of an arrow points to the clue that was not followed telling the student to think again and this time follow that rule. For example, a random guess of 7 would have the arrow pointing to the clue that states "N is an even number". But the arrow does not stop the student from making wrong guesses. No keys are disabled and the student came make many, many wrong guesses (I got up to 25 and then quit).

Approach/Motivation

Each of the four activities has a different visual presentation on screen. Each activity requires a different type of thinking as well as different manipulation of the data for the student. The activities in Math Blaster Mystery motivate the student to think and solve the problem.

Evaluator's Field Test Results

I received Math Blaster Mystery from Washington Apple Pi, an Apple Computer users group. They asked me to evaluate it as an educator. The program that was given to me was on a 3.5 inch disk. While I have a 3.5 drive at home I do not have one available at school to use with the children. Therefore this program has not been field tested by this evaluator. There is a card that comes with the program to allow a free swap from one size disk to the other. This was not possible due to time constraints from when the software was received to when the evaluation was

due.

Creativity

All activities in Math Blaster Mystery are challenging and stimulating to the student. Students need to think and make many decisions throughout the different activities.

Learner Control

Learner has control over the activity he/she chooses as well as the level (1-4). Learner can ask for hints, get definitions or formulas, or use the on-screen calculator at any time. Learner can also stop at any time or restart the activity they are doing without any penalty. Smart students can learn to beat the system by using approximately 13 or 14 tries to get closer to the answer and then start over with the information they already have and get the answer in only a few guesses. If the learner stops in the middle of an activity there is no way to resume where he/she left off.

Learning Objectives, Goals, and Outcomes

Objectives are stated in the teacher's guide. Learning can be generalized to other situations.

Feedback

All feedback is positive (Brilliant, Shari) or neutral (try again). Feedback is given at appropriate times. In some sections the feedback does not stay on the screen long enough so sometimes the screen changed before I finished reading it. Feedback is brief and to the point.

Most times the feedback is helpful. For example, "Check your addition" or "you can't put larger weights on smaller weights". This helps the learner to redirect his thinking. In Decipher the Code feedback is given by leaving correct numbers and signs and eliminating incorrect ones. That can be helpful but I found that it was easy to just random guess since there was no feedback given to help with the

thinking process. Feedback like "you used that number already" or "to get 3 digits in the answer you need to add or multiply" would have proved more helpful.

There is no branching for remediation but since the objective is higher order thinking skills remediation is not necessary. There is no branching to adjust difficulty levels based on student response.

Certificates can be printed based on score at the end of the activity which provides more positive feedback. Once the correct answer was found positive comments like "way to go" or "good work Shari" were given even if guessing, illogical or repeated answers were used.

Simulations

Safeguards in simulation stop the student from getting wrong answer that they could in real life situation. In Weigh the Evidence the program will not allow the student to put a heavier weight on a lighter one. In real life a teacher (or partner who knew the answer) would need to be present to avoid that from happening.

Time for simulation on the computer very close to real life. For students who are concerned with their learning and challenged by the program decision making and calculation are highly encouraged. For the learner without the aptitude or prerequisite skills guessing will most certainly occur.

Teacher modifiability

The program is set and does not allow for many teacher modifications.

The only parameters that the teacher can set are for which activity and the difficulty level. And even those are just set for that one time and not permanent settings. The student can adjust the same things as the teacher.

There is an editor in Follow the Steps which allows the teacher to either modify the names and numbers on the word problems or to

create her own.

Evaluation and record keeping

Evaluation is based on correct responses. Points are awarded or subtracted based on correct or incorrect answers. In Search for Clues for example, 5 points are subtracted for each logical (but wrong) guess while 10 points are subtracted for illogical (and wrong) guess. Student is never told however, which guess is logical and which is illogical.

Student scores can be recorded but only on a separate data disk. Once on the data disk it is easily accessible by the teacher. Program has screen display of scores after each activity which could also be printed out for hard copy.

Documentation and support materials

One guide comes with the program that could be used by parent, teacher, or student. Quick start-up section is included but it proved not to be very helpful since I couldn't get the program started without reading the manual. No supplemental materials or worksheets are provided though there is a "Teacher Tips" section for each activity that gives ideas for pre and post usage as well as worksheet ideas.

Documentation describes each activity and the difference in levels within each activity. Documentation is clear, concise and easy to use.

** Error in Documentation*

The documentation states that in Follow the Steps each of the 4 steps is worth 25 points. A student who skips steps but answers step 4 correctly will still receive the full 100 points. This is not the case. If student skips to step 4 and answers the question correctly only 25 points are awarded.

Technical quality

Sound and graphics can be





turned off and on. Graphics are acceptable with a monochrome monitor.

Program runs without any undue delays while in an activity. It does however, access disk drive regularly to change activities or level, get formulas or definitions, and when another problem is needed. Program runs with keyboard or mouse.

When using the keyboard there is minimal amount of typing but the mouse allows the program to run easier and quicker and is highly recommended by this evaluator.

Math Blaster Mystery seems to be bug-free and crash-proof. In Follow the Steps there is no randomization of problems. The problems come up in the same order each time for each level. The other 3 activities are all randomized. Several keys will activate the response (spacebar or return).

Minimal amount of teacher supervision is needed once student knows how to use the program. Printing is easy and simple to accomplish.

In Follow the Steps, which is the activity with the word problems, when the student brings up the calculator to help solve the problem the calculator covers a portion of the problem. It made it difficult to know what numbers were needed. I had to close the calculator, reread the problem, find and then copy the data needed, and then pull the calculator up again to solve the problem. I found this to be a tedious process. Somehow the screen needs to show the problem and the calculator at the same time.

Clarity

Instructions in the documentation are clear and easy to follow though the on-screen directions are not clear enough and leave the student (and me) confused. Main menu is presented in a neat attractive manner. Since the activities are not in a hierarchy of skills any of the four activities can be accessed in any

order.

Hints are clear though some hints are not as helpful as others. For example, one hint gives the student a range of numbers that could be the answer while another only tells the student to look at the problem again.

No demonstrations or samples are given in the program.

Start-up and Implementation

Start-up is relatively quick and easy. Little computer knowledge is required by students or teacher to run the program. Activities are brief enough to be completed in small amount of time. Score will be recorded (or printed) at whatever point the student is at when they stop.

Graphics and Audio

Graphics and audio are used to motivate. There are no graphics in Follow the Steps. It might be beneficial to have a visual/graphic representation of what the problem is actually asking. Color enhances the program. Graphics are not distracting.

In Weigh the Evidence graphics are used at the end of each problem to reinforce the solution. The graphics however, present every problem horizontally. Teachers try to get students to do problems with more than 2 numbers vertically in columns. In that example the program does not reinforce the teaching methodology.

Hardware and marketing issues

The usefulness of Math Blaster Mystery justifies its price of \$49. Math Blaster Mystery was tested in the classrooms of Fleming Junior High School in California and was said to be an effective tool for addressing several math curriculum objectives. The specific objectives are not listed. No mention of backup or preview copies. There is a five year warranty. There is customer service available via telephone. Though not mentioned in documentation

network versions and multiple copy discounts are available.

The "New" Graphic Exchange

by Gary Hayman

It's been a year and one-half since I wrote a glowing review about The 'Old' Graphic Exchange (see July 1989 edition of the Journal of the Washington Apple Pi, page 44); and I am even more impressed with the NEW double disk version 4.2.1. This just-released edition, authored by John MacLean, has been updated to take advantage of the Apple IIGS desktop interface with familiar pull-down menus. Briefly, The Graphic Exchange (TGE) is a super-duper utility that allows you to quickly convert various types of Apple (and Mac) graphics from one format to another.

No longer billed as "The Ultimate Graphics Conversion Tool", it still comes pretty close. The new version can process most of the major and some minor graphic formats, easily changing them from one mode to another. The range includes Low and Double Low Resolution, 5 types of High Resolution, 6 types of Super High Resolution (320 and 640), Print Shop graphics (both in the common DOS 3.3 mode and the newer PSGS mode), Quickdraw Icon, MacPaint Screen and MacPaint Document.

For me, the very strongest new feature is that you can now BATCH process conversions rather than doing them one at time. This means, for example, I could select a large group of Print Shop graphics for conversion to Print Shop GS and walk away from the computer while the process is in progress. I could do the same for HR, DHR, or Print Shop graphics being transferred to SHR for later use in AppleWorks GS, HyperStudio, GraphicWriter III, or other popular SHR paint

programs. If I am into movies, I could convert Print Shop graphics into standard formats for use with animation packages such as Take 1 and Animate. Since I am heavy into Desk Top Publishing with Publish.It! 3, I can convert almost any graphic into DHR for use with that program. If you decide to watch the progress, you will be treated to thermometers of completion, file names that are being worked on, and a countdown indicator. Graphics, converted by any of the four available methods, can be "batch" saved if you desire.

Most existing IIGS set-ups will handle this program. You only need 1Mb of memory, an Apple mouse and a 3.5 drive. Although, with the old version, you ran into conflicts running the program with too many CDA/NDAs on board, this new edition runs smoothly when installed on your hard drive.

Besides the useful Batch transfer, there are three other transfer modes of interest:

The Standard transfer mode converts graphic images pixel for pixel. This mode is useful for extracting parts of an image using the "mask" function. This function allows you to "hold back" one or more of the existing colors of the source. You may want to use this feature to keep a background color from being transferred over. The existing color on the destination will not be painted over when the conversion takes place when masking colors are selected. An additional feature is the Translation Colors. Normally, color for color is transferred from the source to the destination. But you have the

flexibility to change a color(s) "on the fly" if you desire. You can select parts of your source graphic with a "box" (selection rectangle) feature which will undergo the transfer and also, using the box, select the size it will appear in the destination graphic as well as where you want it to appear. Now this technique is not always your best choice since graphic modes have different resolutions. The horizontal mode gives us the most trouble so you may find that some of your graphics have widened or narrowed in the transition.

The Scaled transfer mode allows you to specify the size of the destination graphic and select all or part of the source graphic to be used in the conversion. This mode allows you to better specify how you want the destination graphic to look. You can compensate for the different resolutions in an easier manner. You can, if desired, do masking and color translations here too.

The Full (Screen) transfer mode converts all of the source graphic, filling the screen of the destination graphic in the format you have selected. Mask and color translations are available also. Selection rectangles are not used since this is a full mode. This is what the aforementioned Batch transfer uses, without allowing mask and color translations.

As with the "old" program, the new TGE's manual is superb. There is a tutorial section that takes you by the hand through a typical conversion, using graphics that come with the disk. You are guided through all four transfers. The rest of the 56 page manual explains the program, each of the menu choices, and gives you more explanation as to some other features. I had a little trouble understanding the section on "Custom" which dealt with the Icon Graphic Format. You can cut pieces of graphics and transform them into "Finder" icons specifying certain information that Finder uses in launching programs. I don't use Finder and am not into icons so I wasn't familiar with the discussion.

There are a lot of goodies in the





pull down Display menu dealing with memory availability. The three that I find useful are Format Information that goes into technical detail about your selected graphic, source or destination; Original and Destination Graphic displays that allow you to see each graphic in memory by stepping through them.

Two interesting features allow you to select a portion of the Destination graphic and exchange black and white. Any other color will be undisturbed. You can also do simple color editing to "touch up" or correct mistakes, usually in Print Shop graphics or Icons. Also, the program has the capability to exchange colors during the transfer if you desire. Since, in Standard and Scaled transfer, you can specify capture and placement areas, you can place several small graphics on the destination screen and build a collection in one graphic to be used by Desk Top Publishing programs, such as Publish.It! 3 and Graphic Writer III.

There is a GREAT Slide Show feature that lets you examine all graphics of a particular type that are in a directory or even all on a disk or hard disk. If you want an eye opening experience, just select your volume level of your hard drive and choose a graphics format, say 640 SCREEN. You will be surprised to see the graphics that you have on your drive that you might not even be aware of. This is also a good way to examine the graphics on the WAP library disks or the new DHR graphic collections that are appearing in the download area of the WAP Telecommunications System (TCS). It is fun to also watch your Print Shop graphics whiz by.

Missing from the program is the availability to process GIF graphic files. This would be a strong addition to the program and a very useful one. Also, there is no way to convert to or from the NEW Print Shop format. A reliable source at Roger Wagner advised that both these shortfalls are being addressed in the next version of the program. 3200 graphics are

not compatible with the program.

There is an addendum to the manual that discusses the use of version 3.7 which is INCLUDED on the TGE disk. This version, very similar with the older version of TGE, will actually read Macintosh disks. The publisher even supplies you with a Macintosh disk with some MacPaint screens and pages on it for you to practice with. The idea is to use the supplied version 3.7 to import MacPaint graphics and then save them to a GS/OS disk. From the GS/OS disk, you can now load them into the "new" Graphic Exchange for processing. If you have a collection of MacPaint files saved by an earlier version of the Graphic Exchange (pre v3.7) as GS/OS files, there is a conversion file on the disk that allows you to adjust those files so that you can use them.

When I loaded the processed MacPaint graphics they had a poor aspect ratio (narrow and tall) but this is most likely due to the Mac format and can be adjusted later when using Scaled transfer conversion. Once in the program some of the conversions were rapid and some were slow - it depends on the mode of conversion and the area of the graphic selected. I wasn't too impressed with some of the transfers from Mac to SHR 640 or DHR except in cases where you did scaled conversions of small areas. But I find that this is an area where you would have to do a lot of experimenting.

There is also another way to read MacPaint Screen (mono) and MacPaint Document (mono) graphics. You can use the Apple File Exchange from the Macintosh System Master disk to move a graphic file from a Mac disk to a GS/OS disk and then proceed as I have described above.

The Graphic Exchange is available from the Roger Wagner Publishing Co., 1050 Pioneer Way, Suite "P", El Cajon, CA 92020 (and possibly other places) for a retail price of \$49.95. I haven't seen any discount prices from the various mail order houses as yet but I would

expect a price in the \$30-\$40 range. TGE is a worthwhile investment if you do a lot of work with graphics, collecting them from various sources to use in Apple II DTP projects, slide shows, and HyperStudio development.

Super Story Tree

by Ron Evry

What has lots of pictures and text, goes "tick-tick-tick" and fits on a 5.25" disk? Super Story Tree, that's what!

This entry into the hypermedia field by Scholastic Software is packed with refreshing differences that make it a top contender for the limited software budgets of today's classrooms. Before going into these differences, it might be appropriate to explore what hypermedia is and how it has developed to this point.

All computers are essentially databases: big electronic closets where information is tossed in and electronically stored in a way that makes it possible to sort and retrieve on command. The earliest computers had very little memory with which to perform these sorting and finding operations. They were generally limited in function to manipulating the tapes, disks or cards where the information was stored, and printing results either on paper or a monitor screen.

More recent developments have brought about machines possessing large amounts of functional operating memory, as well as almost unbelievably miniaturized mass-data storage equipment. This has freed programmers to do some incredible things with the way the stored information is presented. Most of the early developments in hypermedia was done on the Macintosh with Hypercard.

Hypermedia itself is differentiated from other data storage and retrieval programs by virtue of its interactive qualities. A user can make a number of choices throughout the display of the program. Information is presented graphically, as well as with text. Some hypermedia programs

offer sound, animation, and even live-action video to enhance the output.

Up until now, one needed either very expensive computers or tediously complicated software for lower-level machines to create a hypermedia presentation (otherwise called a *stack*). Now this is no longer so. Super Story Tree works on 128k Apple II E's, C's, GS's and compatibles. Any child from third grade up should have no trouble learning how to create stacks that have text, artwork, sounds and plenty of interactive choices.

Super Story Tree comes with a nice selection of ready-made backgrounds and clip art, but any other single hires artwork is usable in the stacks. This means that the thousands of original Print Shop graphics floating around can be used, and by using the freeware program II GIF (available from the Pi TCS) to convert them, the unlimited supply of GIF graphics can also be worked in.

The program comes with an interesting collection of background sounds, music, and even speech snippets that can be put into Super Story Tree presentations. More art and sound can be bought directly from Scholastic.

Ten different fonts can be used on any graphics page as well, and switching them around is relatively easy. On text-only pages, the font choices are not as varied but enough is available to make any presentation attractive and sound effects or music can be included. The color choices of text, background and borders can be manipulated on text pages, and there are a nice collection of easy to use drawing tools in the program for creating or altering graphics.

All these features (and many more as well) are built in to the

program and are menu-driven, making the actual task of making stacks pretty simple to learn. Designing stacks is a different matter, and children using Super Story Tree will need to learn to plan very carefully. Each page designed will lead to one or more pages. The method of continuing can be one of three different styles of "links".

The simplest link is simply to continue to the next page. The "chance" link will continue to one of two different pages on a random basis, although the odds of getting one page or another can be weighted ahead. By using the "choice" link, up to four different paths can be chosen by the viewer. Careful planning is necessary to ensure that all paths are written through to their end before actually producing the program on disk. There is only so much room available. A rule of thumb to use in putting together a Super Story Tree disk is to count each graphic page as eight to ten text pages, and allow for no more than the equivalent of one hundred text pages altogether on a 5.25" disk.

Of course, the most fun of creating a story with this program is in watching people use the disks. While a mouse or joystick is helpful in creating the stacks (although not entirely necessary), only a keyboard is needed to view them. The Super Story Tree program itself is not needed to view a disk created with it, and Scholastic has generously given permission to copy and give away or trade story disks. They are a bit nebulous about the matter of actually selling stacks, but nothing in the instruction manual specifically forbids it.

Super Story Tree can be bought for under a hundred dollars, but teachers who have saved up bonus points from Scholastic's book clubs can get it free for 225 points. It is available on two 5.25" disks or one 3.5" disk. For people who want an easy to grasp introduction to stackware, this is the program to get. For teachers (or parents) who want a fun way to teach organizational skill to kids, Super Story Tree is a must.





Centauri Alliance

by David Granite

Of course you remember **Wizardry**! (Sir-Tech plans no more entries in the original **Wizardry** series—they're working on a new game by the author of **Wizardry V**, but so far it's for the PC-clone crowd.) Anyway, if you remember **Wizardry**, you remember **Bard's Tale**. If you liked **Bard's Tale** you'll like **Centauri Alliance** (Brøderbund, Apple II series, \$49.95 list).

Centauri Alliance takes place in the future of an alliance of star-faring races of which we humans are, naturally, a key part. We and our buddy aliens are attempting to expand out into the universe in a peace-loving fashion. However, evil non-buddy aliens are trying to invade our sphere of influence. We are peace-loving but since this was written by the author of **Bard's Tale** we are also armed to the teeth (or mandibles, depending on your species). Along with eight other individuals from these other races, your job is to kill and maim and find various useful artifacts which will help you to further kill and maim and solve the game.... To get a party, you can use the pre-created party on the disk, roll your own group, or import characters from **Bard's Tale**, **Wizardry**, **Ultima**, or **Might and Magic I**. You can also buy robots or accept alien volunteers during the game, so it's a good idea to leave some open places in the roster.

During the game you move from planet to planet, with each planet being constructed in a 3-D maze. There is, thank the Ideal, auto-mapping, but (sob) each map disappears as you go to a new level, meaning that you must draw your own anyway. As you explore, you get

into fights, of course. Combat occurs on a hexagonal grid where you can strike groups next to you, but you must use firearms or psionic abilities to strike at groups further away. The bad guys will try to get you at long range, so the ability to fire weapons or use mental powers accurately over several spaces is important. You **MUST** have a joystick to aim your attacks across the grid.

Note the lack of magic spells; this is a science-fiction RPG, but psionic abilities accomplish the same ends as magic. As you advance through the game, your abilities in each of the psionic categories of Mind, Body, Matter, and Energy improve. Each of these groups has 18 abilities which are increasingly potent in destruction, healing, etc. The abilities are called up by typing in their abbreviations and **BLAMMO!** fired at Vargs, Sturbeasts, etc. Not only can you advance in psionics, but you can improve your skill in Melee, Thrown, or Sidearm weapons, or become more adept at repairing machines and people. Each advance in level requires you to return to the Academy on Lunabase. One annoying aspect of this procedure is that you cannot advance several levels at a time, but have to return after making a minimum of 1000 experience points for each advance, so you must set out again on another hunting trip, even if you are very close to achieving a new level.

The puzzles in this game are primarily of the "find the password" variety and the major goal is to discover the traitor inside your alliance who is giving secrets to the enemy. One of the game puzzles lies

in determining exactly what it is the artifacts can do. You usually have to just try them out or try to sell them at the armory, where you will be told approximately what they're for, who they kill, and whether your men can use them at all.

I enjoyed the game, but found it to be imbalanced in its combats, much like **Bard's Tale III**. By the end game, you are fighting groups in which, unless you kill *all* opponents in the first exchange, even one survivor can wipe out your entire group. Reloading the game is easy, but it becomes very tiresome having to repeat this job over and over, as you are annihilated over and over. For that reason, I would recommend this game to the obstinate and the persistent, but would recommend **Dragon Wars** as more fun.

Centauri Alliance
Brøderbund Software
17 Paul Drive
San Rafael, CA 94903
(800) 521-6263



Apple II Disketeria

by Phil Shapiro

This month we have four new disketeria disks:

Games 12, AppleWorks templates 04, and Miscellaneous 24 and 25.

GAMES 12 is a joystick arcade game entitled "Squirrel." The object of the game is to cross the major highway once, gather up the acorns, cross the highway again, and then run to the tree while avoiding the hunter, the dog, the stream, the rocks, and the hawk. If it sounds challenging, it is. I didn't even attempt the expert mode!

The graphics are regular hi-res graphics. One small drawback to the program is that it takes a full half a minute to restart the program after you lose.

To have a fighting chance at winning this game, you ought to turn your joystick's springs off. You'll need a lot of fine motor control to navigate around the battalion of treacherous beasts and obstacles in your path. Good practice for aspiring Wall Street brokers.

APPLEWORKS TEMPLATES 04 is a shareware disk entitled Small Business Accounting Package. This disk includes 8 spreadsheet files for use by a single proprietor or partnership business. Seven pages of documentation are contained in an AppleWorks word processing file.

Some of the spreadsheet files contain actual examples of how the books can be kept in a small business. These include three journals: 1) The Purchases and Cash Disbursement Journal, 2) The General Journal, and 3) The Sales and Cash Receipts Journal.

The documentation also

explains different asset depreciation methods, and gives details on how to manage payroll accounting. All in all, this looks like a very useful disk. The disk was prepared by Michael Harris of South Milwaukee, WI. The requested shareware fee is \$10.

As an added bonus, an AppleWorks database file of Apple user groups has been copied onto the disk. This large file contains the names and addresses of user groups across the nation. An attempt has been made to update the entries wherever possible.

This database can come in handy in surprising ways.

For example, if you ever needed to know the addresses of all Apple user groups in Alaska, the database will pop up the names of all three of the groups. So next time you're in Anchorage you can look up the folks in the local group.

Miscellaneous 24 and 25 are both double-sided disk based newsletters from the Apple Computer Enjoyment Society (ACES), in Florida. Miscellaneous 24 is Jan/Feb 1990 issue. Miscellaneous 25 is the Sept/Oct 1990 issue. Each one of

these disks is equivalent to a fifty-to-sixty page newsletter, complete with software and hardware reviews, hints and tips, and assorted delectable gossip.

Reading these disks is as easy as a one press keystroke from the disk menu. Escape gets you back to the menu at any time. If you get tired of reading the material on your screen, a simple press of the letter P will get you a hard copy of the material you're reading.

Miscellaneous 24, for example,

has an article about alternate keyboards for the IIGS, the Vulcan hard drive for the IIGS. The disk also contains AppleWorks tips, and selection from other user group newsletters, including a good article giving advice on buying second hand Apple II's.

The Miscellaneous 25 disk, the most recent newsletter from ACES, contains an interesting article on how heat can damage the chips inside your computer. (This article is primarily interest to folks who have a lot of add-on cards inside their Apple II.) This disk also has a review of Jam Session and SoundSmith, two music programs for the IIGS. But the disk also has plenty of interest to Apple IIe/IIfx owners.

Thanks for these disks are owed to two people: Stan Feller, the editor of the ACES Bits and Bytes newsletter, and the programmer who created NORT, the program that displays all the text on these disks.



IIGS Disketeria

by Chris Hutmire

Disketeria News

Several disks have been revised. The Nucleus Graphics Demo disk (GSGX-05: IIGS.GRAPH.05) has been upgraded. It is now compatible with ROM 3 machines. The Jumpstart Program Selector disk (GSUT-02: IIGS.UTILS.02) has been upgraded and now includes Jumpstart version 3.0. The Tutor Tech WAP Stack disks have also been upgraded and now contains recent information about WAP. The Tutor Tech WAP Stack is available on a 5.25" or a 3.5" disk.

The May issue of the Journal included an article written by Ted Meyer about the new set of font disks that are now available. Several people have stated that they wanted to see what these new fonts looked like. This article should include a small sampling of these fonts.

A Note about Shareware

Bouncing Bluster is a "shareware" program (\$15 fee). The writers of shareware code ask that the user of his program pay for its usage. Information on how to pay the programs author is included in the documentation.

New Disks

We have a three disk set containing the Bouncing Bluster game. Bouncing Bluster is a variation on the traditional Breakout game. You must destroy a wall of bricks with a racket and a ball. This game includes advanced features: randomly moving monsters, a construction set module, six types of bricks (Normal, Rainbow, Invisible, Teleport, Steel and

Come-Back), bricks that resist several times and bricks that release a capsule. Touching the capsule with your racket will produce a variety of good or bad effects.

This game is contained on a three disk set. The disk /B.BLUSTER/ contains the game Bouncing Bluster. The disk /BB.DATA/ contains the game's data files and documentation. The disk /BBCSET/ contains the construction set module.

/B.BLUSTER/ - Boot Disk

This disk contains the Bouncing Bluster game. This disk is configured to load the Finder when this disk is booted. Double click the mouse pointer on the icon named B.BLUSTER to launch this game. This disk contains GS/OS v4.0 because Bouncing Bluster is not compatible with newer versions of GS/OS. This game also requires two "new" tool files, Tool050 and Tool051. These tools are included on this disk in the /SYSTEM/TOOLS/ folder.

/BB.DATA/ - Data Disk

The disk /BB.DATA/ contains data files needed by the B.BLUSTER program. This disk should be online when you boot the B.BLUSTER program. You may have some problems if you have only one 3.5" disk drive.

This disk also contains a utility, named WINDOWS, that will display or print the documentation that is located on this disk. Boot this disk if you wish to view or print the documentation. Included on this disk are 2 AppleWorks Classic word processing files, DOCUMENTA-TION and

DOCUMENTATION.M. These files explain how to use the construction set module and includes instructions on how to play this game. DOCUMENTATION.M contains the information found in DOCUMENTATION and includes a note describing an incompatibility with GS/OS v5.0.

/BBCSET/ - Construction Set Module

The disk /BBCSET/ contains the construction set module. This disk is not required to play this game. Boot this disk if you wish to use the construction set module. The application BBCSET allows you to create new boards for the Bouncing Bluster game. This disk also includes GS/OS v4.0.

GS Graphics

We have 19 new disks this month. They include four disks in the GS graphics series (GSGX-06, GSGX-13, GSGX-14 and GSGX-15), five disks in the Finder icons series (GSIC-03, GSIC-04, GSIC-05, GSIC-06 and GSIC-07) and two revised disks and eight new disks in the sound disk series (GSSN-01, GSSN-02, GSSN-03, GSSN-04, GSSN-05, GSSN-06, GSSN-07, GSSN-08, GSSN-09 and GSSN-10)

GSGX-06-GIF Graphics and Utils 1


GIF (Graphics Exchange Format) was started on Compuserve in order that many different types of computers could exchange graphics files. This means that you can convert and view graphics created on MSDOS, Amiga, Atari or any number of other computers. The main attraction of the GIF format lies in the ability to view it on many types of computer.

Two different GIF conversion programs are included on this disk. The GS-specific "SHRConvert" is the most versatile, but it's much slower than IIGIF. Also, even though IIGIF's sharpest resolution is Double Hi Res, you can sometimes actually see more of the picture with it than you can with SHRConvert! The

Fonts A-1

Albuquerque
Alderney *Aragon*
Aberdeen Alice
AguaMundo

Fonts A-2

Atlantic City

Author Austin Econ
Athens **ASTAIRE**
Art Deco

documentation on each is very informative and complete.

/SHRCONVERT.2.1/ folder:
SHR Convert is a Sharware GS program (\$ 20.00 Shareware Fee) that converts to/from GIF, Mactintosh, Atari etc., and most Apple][Graphics formats.

/GIF.GRAPH.1/ folder:
Contains the following GIF files for your conversion/viewing pleasure:
Noid.GIF - Dominos Pizza Noid;
Batlogo.GIF - Bat Signal from "Batman"; Bambi.GIF - Disney Deer; Bob.Hope.GIF - Digitized picture of "Ski-nose"; Wizard.GIF - From the movie "Wizards"; MIC.Mouse.GIF - Mickey Mouse as "The Sorcerers Apprintice"; Indian.GIF - Native American Artifacts; Eagle.GIF - American Eagle; Chipmunk.GIF - More Disney Characters; Mt.Hood.GIF - Drawing of Mt. Hood; Donald.GIF - The duck; Bartsimpson.GIF - Contemporary cartoon character; Voyager.2.GIF - Symbols from the side of Voyager II; Dragon.GIF - Obligitory Dragon.

/GIF.GRAPH.2/ folder:
Contains the following GIF files:
NCC1701D.GIF - The Enterprise; Crystal.cave.GIF - Fantasy Adventurers entering a Crystal Cave; Tallship.GIF - Sailing Vessel under way; Tiger.GIF - Digitized close-up of Tiger's face; Cheeta.GIF - Digitized Cheeta Eyes; Orchid.GIF - Digitized picture of an Orchid; Parrot.GIF - Digitized picture of a Parrot; P38.GIF - WWII Fighter plane; Yori.GIF - Digitized picture from "TRON"; Biplane.GIF - WWI Biplane; Earth.GIF - View from Space of our endangered planet; Laurana.GIF - Fantasy Female warrior from "Dragonlance";

Bilbo.GIF - Bilbo Baggins from "The Hobbit"; Coke.GIF - Nice Coke can; Pepe.GIF - Dirk Bakker's Lassa, Pepe!; Pepe.Apre.GIF - Dirk Bakker's rendition of his Lassa Apso apre Ski.

/GIFSTRIPPER/ folder:
GIFstripper is a program that strips the Binary header that some Macintosh communications programs add to transferred files. Includes documentation. By Joey Schober.

/IIGIF/ folder: Another GIF conversion program, can run on all Apple][s (special version needed for

Fonts B-1

Banner Italic
Baraboo Basel
Batavia Bauhaus
Beverly Hills

][c)

GSGX-13-Pics and Graphic Utils 5

/DISPLAY/ folder: This IIGs shell program allows you to display Super HiRes pictures and animations independently of any graphics program. It must be run from a IIGs native-mode shell, such as APW, Orca/M-GS, or Don Elton's ECP-16. The DISPLAY shell program will display the following picture types: Uncompressed SHR pictures (type BIN or \$C1); 816/Paint pictures with color cycling (type BIN); PaintWorks Plus compressed pictures (type \$C0 subtype 0); PaintWorks Plus animations (type \$C2). Includes documentation. Public domain. By Jason Harper.

/PIC.LIBRARIAN/ folder: This is a handy program for cataloging a

lot of SHR pics. This program allows you to print many pictures on a single page. Works pretty well, though I have not been successful getting it to print multiple pages (on a laser printer). Handles \$C0 or \$C1 picture, but not GIFs or 3200s.

/PICTURES/ folder: The folder contains the following 18 pictures:
Bills.Girl.320, Bogie.Bergman, Car.Head.Blue, Color.Girl.320, Indiana.Jones, Jessica.Rabbit, Lisa.640, Rocket.Ranger, Roger.Rabbit, Shuttle1.SHR, Shuttle2.SHR, Shuttle3.SHR, Snakes.640, Space.Shuttle, Starwars.Pic, Sunset.Lil.Harb, Three.Girl.320b, ThreeWorlds.640.

/SHR.BASIC/ folder: Adds a set of ampersand commands to Applesoft Basic which allows plotting on the Apple IIGS 320x200 super hi-res graphics screen. These are contained in the BINary file SHR. To load it into bank \$01, simply run

Fonts B-2

Borderline

Bold 1 Book
Boston **Bodoni Ultra**
Bookman Boise

the BASIC program LOADER.SHR. There are 6 functions in this version of SHR: turn on SHR graphics and clear screen; turn on SHR graphics without clearing screen; return to text mode; set plotting color; plot on SHR screen; change a color. Includes Documentation.

/VIEW.3200.PICS/ folder: This is an application to view 3200 color pictures. Version 1.2. The following six 3200 color pictures are included in this folder: Astro.3201, Bdragon.3201, DG.3200, Flag.3201, NewTut.3201, Samburu.3201.

GSGX-14-Slide Show 4

The pictures on this disk are all file type \$C1 and can be loaded into the majority of commercial paint programs as well as displayed with the BASIC program (SHOWDIR.GS) on this disk.



Fonts C-1

Calligraphy Centura
Charleston **Circus**
Chicago Camelot
Cavanaugh

Fonts C-2

Congo Columbia
Clairvaux **Cross**
Copenhagen
Cosmo

The following 23 pictures are included: Ben.Franklin, Buzz.Aldrin.C1, Cougar, Earth.C1, Earthrise.C1, Fractal, Jupiter.C1, Mac.Geisha, Moonlighting, Neptune1.C1, Neptune2.C1, Planets, Saturn, Shuttle.C1, Space.Walk.C1, Starry, Stoneage, Sunset, Triton.Crat.C1, Triton.Lava.C1, Uncle.Sam, X.30, ZZtop.

GSIX-15-Slide Show 5

The pictures on this disk are all file type \$C1 and can be loaded into the majority of commercial paint programs as well as displayed with the BASIC program (SHOWDIR.GS) on this disk.

The following 23 pictures are included: Apple, Bud.Light, Candle, Desktop.Pic, Enterprise, Escher.1, Gold.GT.Revised, Holly.Legs, House.2, IA.Grape, Jupiter1, Knight, Lady.Liberty, Lake1, Liz, Medfly, Nagel.141, Nagel.85, Opus.N.Mickey, SFox.SCR, Tiger, TopGun, Uncle.Ronnie.

Finder Icons Series

These disks contain a variety of icon files for use with the Finder. To make use of these icons, copy the desired icon files to the /ICONS/ folder. Each of the following five icon disks contain these three files:

/DICED.1.2/ folder: Desktop Icon Editor v1.2, by David A. Lyons. DIcEd lets you create and modify icons stored in icon files. DIcEd is Shareware. Requires System Disk 3.2 or later.

/ICONED.GS/ folder: This is the new version of Iconed. Major improvements in speed, changes in keyboard equivalents, and the ability to save custom icons in APW source code are some of the improvements

over 1.2. This program is Shareware.

/ICON.TIPS/ folder: This folder contains a file written by Rob Moore and Jim Merrit of Apple to help users of IIGS icons with editing and other things. Includes a variety of hints and tips on creating and editing finder icons. A very well written, clear document that anyone can understand. This is a text file.

GSIC-03-Finder Icons 3

/ICONOGRAF.V1.2/ folder: This program is a replacement for TIE. It allows a FINDER icon to be made from scratch. Read the Docs that are with it. Version 1.2.

/TIE/ folder: An Applesoft program for editing the Finder icons. Written by K.Flynn.

/ICONS/ folder: This folder contains the following 101 icon files: Extra.Icons, Finder.Icons, Misc.Icons, Music.Icons, Other.Folders, Paint.Icons, Word.P.Icons, Altair.Icons, Altair.Icons2, Aline.Icon, Alink.ACUIcons, Alink.Icon, Alink.Icon2, Alink.Icon4, Alink.Icons, Am.Online.Icon, America.Online, AppleLink.Icon, AppleLink.Icons, AppleLinkIcon, A2Fx.Icons, AWGS.Icons, Cdev.Color.Icon, Cdev.Icons, Cdev.TWGS.Icons, DeARC.Icons, DrmGrphx.Icons, Euchre.Icons, FasText.Icons, FastImage.Icons, Fetus.Icons, File.DIR.Icons, FileSqueez.Icons, FndrPtchr.Icons, FourPlay.Icons, Fractal.2e.Icon, FreeTermGS.Icon, GIF.3200.Icons, GIF.Strip.Icons, Image.v3.2.Icon, InitMaster.Icon, Leapfrog.Icons, Leapfrog2.Icons, Load.CDAS.Icon, MDBAS.Demo.Icon, Mini.Golf.Icons, NuFx.MsngR.Icon, Nupak.Icons, Pic.Lib.Icons, Plunder.Icons, Polygonia.Icons, Ptwks.Ptch.Icon, Res.Spy.Icons,

Rescue.Icons, ResLin.Icons, RunQ.Icons, Sheepshead.Icon, ShrinkIt.Icons, SndSmith.Icon, SnowTerm.Icons, Sub.Battle.Icon, Sys.Switch.Icon, Tetrotrix.Icons, Three.D.Icons, TransProg.Icons, TSGS.Icons, TWGS.Cdev.Icons, Twilight.Icons, View.3200.Icons, Windows2P.Icons, WormHole.Icons, Zapparoidz.Icon, DJB.Icons3, DJB.Icons4, A.Bomb, Acer.Icons, Ack, Ark.Icon, ArkII.Icon, AW.GS.Icons, Best.Icons, BillTheKat, Finder2.Icons, GenerIcons, Other.Icon, RogerRabbit.128, RogerRabbit.256, Special.Icons, Tetris.Icon, Trash.On.Fire, ApIc.Icons, Binary.Icon, Comm.Icons, Comm2.Icons, File.Icons, Finder.Icons, Folder.Icons, P8.Util.Icons, Thexder.Icon, ShrinkIt.Icons, Tosh.Icons.

GSIC-04-Finder Icons 4

/ICON.TIPS/ folder: This folder also includes two AppleWorks Classic word processing files, Icon.Doc1 and Icon.Doc2, which contains useful information about some of the icons that are found on the disks GSIC-03 through GSIC-07.

/ICONS/ folder: This folder contains the following 76 icon files: AplWorksGS.Icon, AplWrks.GS.Icon, AppleWorks.Icon, ApW.Icons, ApWorks.Icons, AWGS.Icons, AWGS.Icons2, Bounce.It.Icon, Chinook, Chinook.Icon, CopyII.Icon, Corsair.Icons, Cust.Icons, Desk.Acc.Icons, Desktop.Icons, FinderGSOS.Icon, Programs.Icons, Alink.Icon, ApIc.Icons, AplWorks.Icon, Arch.Icons, AWGS.Icons, BlackJack.Icon, Boot.Icon, C2P.Icons, Comm.Icons, DAC.Icon, File.Icons, Finder.Icons, Finder.Icons.X, Folder.Icons, IconEd.Icons, Mean18.Icon, ProSel.Icons, PWgold.Icon, ReportWork.Icon, Shanghai.Icon, ShowFile.Icons, Solitaire.Icon, TassTime.Icon, Finder.Icons, Game.Icons, HD.Icons, File.Icons,



Folder.Icons, BASIC.Sys.Icon,
Block.Ward.Icon, Bounce.It.Icon,
Reach.Star.Icon, Shrink.Icon,
Silpheed.Icon, Trash.Can.Icons,
F.T.01.Icon, Mine.Icon, Mode.Icon,
S.v1.0.Icon, Alink.Icons,
FinderAdd.Icons, Misc.Icons,
MouseTalk.Icons, Sil.Servc.Icon,
System, System.Icons,
System.Icons2, BLU.Icons,
Copy2Plus.Icons, FastCopy.Icon,
FinderAdd.Icons, PrintShop.Icons,
System.Icons, Alink.Icon,
BlkJack.Icon, F1.Race.Icon,
ProTerm.Icon, Sub.Sys.Icon,
Yahtzee.Icon.

GSIC-05-Finder Icons 5

/ICONS/ folder: This folder contains the following 93 icon files: Mean18.Icons, Animated.Watch, App.Eng.RAM, Apple, Art, Aux.1, Aux.2, AuxFinder, BASIC, BASIC.Launcher, Binary.II, BlackJack, BLU, BLU.New, Boot, Calvin.Hobbes, Clock, Copy.II.PlusB, Cubination, Custom.1, Custom.2, DA.1, DeluxePaint.II, Desk, Dialog.1, Dialog.2, Disk.5.25, Diversi.Tune, Draw.Plus, FF, File.1, File.2, File.3, Floppy, Floppy.2, Four.in.a.Row, FreeTerm, Full.Trash, Fun, Game.1, Game.2, GIF, GMP, Golf, Graphic.Writer, Grass, GSOL, GSVT, Icon.Icon, Icon.Icons, Icons.1, Icons.2b, Icons.To.Go, Jims.Icons, Kermit, Kings.Quest, MAUG, Mean18, Meltdown, Monte, More.Icons, Multiscribe.GS, Music.STudio, NDA, New, New.2, New.3, Ninja, Notebook, ORCA, Othello.2, Othello.3, Outhouse, P16.Icons, P8.Icons, Pacal.Icons, Pacals.Icons, PaintWorks.1, PaintWorks.2, Point.To.Point, Alink.ACU.Icon, Backgammon.Icon, Beeps.Snd.Icon, Finder.Icons, Icons.Icon, Mosaic.Icon, Othello.Icon, Pictures.Icon, Snd.Icons, Othello.Icon, Finder.Icons, Finder.Icons.X, PakFile.Icons.

GSIC-06-Finder Icons 6

/ICONS/ folder: This folder contains the following 46 icon files (and a Ftype file): Shadow1.Icons, Shadow2.Icons, Shadow3.Icons,

Apples, Capelton.Icons, Copy2.ProSel, Diamonds, Folders, Hardware, Programs, Stationery, Writing, FX.Drive.Icon, Print.Shop, ProPacked, ProTerm, PTH, Pyramid, Quadomino, RAM.IconsIII, RAM.IconsIV, RAMkeeper, ROM.Icon, Ruler.NDA, ShowFile, ShowPic, SHRconvert, Sider.2, Sider.Icon, Sider.Icons, Snd.Beep, SnowTerm, Squeeze, StartPic, SysBeep, System.Switch, Talk.is.Cheap, Thexder, Thunderscan, TML, Tower.of.Hanoi, Untitled, Untitled.01, Utility, Wacky.II, ZBASIC.

GSIC-07-Finder Icons 7

/ICONS/ folder: This folder contains the following 32 icon files: DA.Icons, Desk.Acc.Icon, Desk.Acc.Icon.N, New.Icons, New.Icons.N, S16.Icons, S8.Icons, Daves.Icons, Daves.Icons.A, DuoDisk.Icons, Finder.Icons, Finder.1, Finder.2, Finder.3, Finder.4, Finder.5, Finder.6, Finder.7, Finder.8, Animals, Humungous, Oversize, Aplic.Icons, File.Icons, Finder.Icons, P8.Aplic.Icons, P8.Util.Icons, Finder.Icons, Finder.Icons.X, Icons, Icons.2, Misc.

Sound Disk Series

The sounds included in the sound disk series have been compressed with ACER. This compression allows the disks to contain more sounds than would be normally possible! To use these sounds with programs that do not support ACER sound files, you will have to use ACER to expand these files. ACER can save these expanded ACER sound files as BINary files which can then be used by Sound.Studio and other applications.

ACE offers two different compression ratios, 8:4 and 8:3. This means that for every 8-bits of original data, ACE will compress it down to either 4 or 3 bits in size. For example, a 100K sound file compressed by ACE is GUARANTEED to be exactly 50K in size with an 8:4 compression, 37.5K in size with an

8:3 compression! This not only means faster downloading/uploading of files, but much faster disk access with those programs supporting ACE.

The first two disks in this series (GSSN-01 and GSSN-02) have been revised. The sounds that were originally on these disks have been compressed using the ACE format. This allowed me to place additional sound files on these disks!

With few exceptions, the sounds on disks GSSN-05 and GSSN-06 were captured from VCR by Jon Thomason, several friends, and several pizzas on one very late summer night.

The following 3 applications can be found on all ten of the sound disks:

/ACER/ folder: ACER is an Audio compression and expansion utility designed to save disk space, speed disk access, and speed uploading/downloading of large, digitized sound files. ACER uses the new ACE toolset that has been introduced with the 3.2 System Release. The ACE toolset contains routines that are specifically designed to compress/expand digitized audio files in a highly efficient manner. This program is FREEWARE. By Joe Jaworski. Includes instructions.

/SOUND.STUDIO/ folder: This is a new 640 mode version (1.2) of Sound Studio. It allows you to load, edit, and play digitized sound files. It will load any type of sound file, except ACER compressed sound files. Instructions are included.

NOIZE: Noize is a "Slideshow" program which will play all of the sounds that are located in the sounds folder. This program can not be used with system disks before 3.2. NOIZE supports the ACER compressed sound file format.

GSSN-01-Sounds 1

/ACER.SOUNDS/ folder: The following 52 ACER sounds files are included in this folder: Alfred, Appleboy.220, Beep01, Beep02, Beep03, Beep04, Beep05, Beep06, Beep07, Beep08, Beep09, Beep10,



Beep11, Beep12, Beep13, Beep14, Beep15, Boom, Bugle1.ACE, Death, Hail, Hal.450, Hiccup.600, Honk.600, Kbeep, Kcom, Klaxon.220, Kphasers, Ktorps, Laugh.600, MGM.Lion, Rbeep, Rcom, Rocky.Welcome, Rphasers, Rtorps, Sam.Scream, Scream.45, Sound.A, Stooage.220, Tbeep, Tcom, Tiger.286, Tphasers, Transporter, TryToThink, Ttorps, Vulcan.Mind.45, Whump.600, Wipeout, Won.T.Work, Woob.Woob.

GSSN-02-Sounds 2 - Nostalgia

/ACER.SOUNDS/ folder: The following 26 ACER sounds files are included in this folder: Birthin.440, Charlie.440, Complain, Congrat.Capt, Does.She.440, Engineer.440, Fiddlelede.440, Force.Be.W.You, Frankly.440, Friendship.220, Gooood.220, Hal, Hello.Computer, Hi.Ho.440, Ill.B.Back.44, James.Bond.ACE, Looking.440, Nixon.Sock.440, Perry.440, Play.It.Sam.440, Rosebud.440, Shadow.440, Smith.Snd.ACE, Sorry.Chief.440, Three.Intro.440, WitchWitch.440.

GSSN-03-Sounds 3

/ACER.SOUNDS/ folder: The following 14 ACER sounds files are included in this folder: Dangerous.Dude, Depressed, Door.Bell, Elmer, Freeze, Functional, Game.Over.45, Grossness, Hasan.Chop, Have.You.Now, That.s.All.Folk, Time.Will.Tell, Title.Sound, TMN.Turtles.

GSSN-04-Sounds 4

/ACER.SOUNDS/ folder: The following 17 ACER sounds files are included in this folder: Alert, Bad.For.Eyes, Boingk, Boom.Ooo.45, Commence.Igniti, Get.Ready.ACE, Hans.Franz..ACE, Hi.There.93, Ill.B.Back.44, Na.Na.Na.Oof, Operational, Paradise, Peewee.Know, Peewee.Make.Me, Peewee.Meant, Play.W.Nut, Remix.

GSSN-05-Sounds 5 - Simpsons

1

/SIMPSONS.SOUNDS/ folder: The following 12 ACER sounds files

are included in this folder: AyeCarumba, Bart, BoyWoMischief, Brunch, CaressIt, CmonCheerUp, DeadLeg, EatMyShorts, Entertainment, TenMinutes, UghWhoops, YoungSingles.

GSSN-06-Sounds 6 - Simpsons

2

/SIMPSONS.SOUNDS/ folder: The following 18 ACER sounds files are included in this folder: DontMakeMe, Handbasket, HappyBirthday, HeresThePitch, HiMan, IKnowTheAnswer, KwyJibo, LetsGetToWork, OhOhOh...Me, OkieDokie, PartyGuy, PlanetCornball, SenseOfHumor, SneakinIn, SoFeminine, SpaceMutants, SpanishExpo, TalkingAbout.

GSSN-07-Sounds 7

/ACER.SOUNDS/ folder: The following 16 ACER sounds files are included in this folder: Badges.ACE, Been.Waitin.ACE, Believe.In.Love, Birds.ACE, Bling.600.ACE, Break.Glass.ACE, Bruce.ACE, Car.Start.ACE, Crash.450.ACE, Duck.ACE, Explosion.ACE, Fanfare.1.ACE, Mad.Max.450.ACE, Odd.Ball.450, Styx.Sailing, Whoops.ACE.

GSSN-08-Sounds 8

/ACER.SOUNDS/ folder: The following 23 ACER sounds files are included in this folder: BeExcellent.ACE, Dust.Wind.ACE, Game.Over.ACE, Gunshot.ACE, Hal.Moment..ACE, Hal.Nothing.ACE, Hal.Please.ACE, Ill.Be.Back.ACE, Im.Kirk.ACE, Iron.Maiden.ACE, Jungle.Geor.ACE, Kirk.Here.ACE, Kphasers.ACE, Make.My.Day.ACE, NiceSoftwar.ACE, Not.A.Crook.ACE, Operational.ACE, Rocky.ACE, Senseless.W.ACE, Sixty.Nine.ACE, Thats.All.ACE, Transporter.ACE, Whale.Song.ACE.

GSSN-09-Sounds 9

/ACER.SOUNDS/ folder: The following 60 ACER sounds files are included in this folder: Are.You.The.ACE, Baby.Coughi.ACE,

Baby.Crying.ACE, BabyLaugh.ACE, Banjo.ACE, Bass.ACE, Bass.Guitar.ACE, Beethoven.5.ACE, Bike.Horn.ACE, Boingg.ACE, Cackle.ACE, Cash.Regist.ACE, Cavalry.ACE, Cavalry.Cal.ACE, Click.ACE, Cosmic.ACE, Curly.Victm.ACE, Cymbal.ACE, Da.Da.Da.ACE, DishCrash.ACE, Doorknob.ACE, Dopes.ACE, Duck.ACE, Explosion.ACE, FactoryWhis.ACE, Finger.Snap.ACE, Flute.ACE, Frankly.My..ACE, Functioning.ACE, Glass.Break.ACE, GM.Vietnam.ACE, GranddadClo.ACE, GrandMother.ACE, Hal.Sorry.ACE, Happy.Birth.ACE, Harmonica.ACE, Harp.Up.ACE, Helicopter.ACE, High.Horn.ACE, Howl.ACE, I.Am.Sorry.ACE, Jack.Hammer.ACE, JawHarp.ACE, Jet.ACE, Knock.ACE, Marimba.ACE, Orchestra1.ACE, Orchestra2.ACE, Plucked.Hit.ACE, Scratch.ACE, Short.Drill.ACE, Sitar.ACE, SmallEngine.ACE, Timer.ACE, Twilight.Zn.ACE, Voices.ACE, WhataYa.Wan.ACE, Where.Do.Sn.ACE, Winds.ACE, Your.Move.C.ACE.

GSSN-10-Sounds 10

/ACER.SOUNDS/ folder: The following 36 ACER sounds files are included in this folder: Ayaaaah.ACE, Boom.ACE, Door.Bell.ACE, Drum.ACE, Eagle.Land..ACE, Eagle.LiftO.ACE, IBM.Selectr.ACE, John.Glenn.ACE, Knock.ACE, Laughter.ACE, MGM.Lion.ACE, Monkey.ACE, Nyuk.5.ACE, Oooooo.ACE, Peewee.Spea.ACE, Puppy.ACE, Refs.Whistl.ACE, Sawing.ACE, Scotty.ACE, Scream.ACE, Scream2.ACE, Secret.Word.ACE, Ships.Horn.ACE, Short.Phase.ACE, ShortTruckH.ACE, Shuttle.ACE, Small.Step.ACE, Snake.ACE, Space.Gun.ACE, STS.29.ACE, Swords.ACE, Ticking.ACE, TinkleMusic.ACE, Truck.Horn.ACE, Violin.ACE, Wipeout.ACE.

Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi. Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the 1st of each month for inclusion in the following month's issue. Any ads postmarked after that time will be included at the discretion of the Editor. Cost is \$2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi., Ltd., may place ads up to 3 lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

VOLUNTEERS NEEDED

Your Users' Group needs you!! Washington Apple Pi needs volunteers to coordinate and/or help with the following tasks:

- Apple II Tutorial Coordinator
- Apple II Disk Annotators
- Public Relations Coordinator
- Mac 400K Disk Coordinator

If you are interested in lending us a hand, please call Nancy at 301/654-8060.

FOR SALE

Printer muffler by Kensington. Large enough for an Imagewriter LQ. \$35 as is. Call 703/641-0083 weekdays.

FOR SALE

Microsoft Works for the Macintosh, version 2.0, includes registration card, \$159. Call Tom at 703/712-5133 (w) or 202/546-9479 (h).

FOR SALE

100MB Vulcan internal HD. Brand new w/ warranty. Trade for removeable HD or \$1000. Call Ken Schwartzreich 508/485-0050.

FOR SALE

ImageWriter II excellent condition has Applecare through 12/91. \$350 or best offer. Leave message 202/898-5002.

FOR SALE

DAYSTAR Digital Fast Cache IIci (still in box) \$600 or best offer. Call 703/207-0521.

FOR SALE

Apple 3.5" 800K external floppy drive. New. \$249/ o.b.o. Call Larry 703/749-9120.

NEEDED

Bulk disk duplication needed for 3.5" disks. Looking for MS Works Mac templates. Call 301/530-4172.

INSTRUCTION

Learn to create interactive video. Link hypercard stacks to lazordiscs., Instruction eves, Sat. Call Mary, 703/528-5491.

HAVE FILES, NEED LASER!

I'd like to send (by modem or disk) MacWrite II, etc. files for printing. \$10/hour. Call Mike 681-3553.

HELP WANTED - PART TIME

Part time work on a Macintosh available for 1 to 2 days per week. Use of Word and Adobe Illustrator at a basic to intermediate level needed. Also admin work for a project.

Experience and initiative essential. Call Alan on 703/846-2303 for details.

HELP WANTED

Mac operator needed for typesetting and photo retouching. Must be experienced in the following software programs. Quark Xpress, Digital Darkroom, Photoshop, Color Studio, Pagemaker, and Illustrator. Qualified applicants send resumes to:

Chesapeake Photo Engraving Inc.
1107 E. Fayette St.
Baltimore, MD 21202
Attn: Perwonnell

ANNOUNCEMENT

Balloons Software is a new educational software company, founded by Pi member Phil Shapiro. The company makes learning games for the Apple II line. Currently the company is distributing Number Squares, a disk of fun logic puzzles. Pi member discount: \$20. For more info, call 202/244-2223.

PRO-TERM SPECIAL DEAL

Pro-Term version 2.2 \$70 from Q-Labs in quantity (group purchase). Also get a \$15 rebate from InSync for sending in registration card.

To participate, call Frank Koczot at 301/496-2119 office or 301/946-1415 home.

**YOUR AD COULD BE
HERE.....CALL (301) 654-8060
FOR DETAILS**



Macintosh Disk Library

by Dave Weikert

Holiday Specials

In observance of the forthcoming holidays, the Disketeria is offering special pricing for Mac disks. From 8 December (the day of the semi-yearly garage sale) until 12 January, all disks are priced at \$3.50 per disk for up to four disks and \$3.00 each for five or more.

Oh Joy!

There were no updates to the Anti-Virus Utilities this month.

Mac Disk Catalog

The newest Disketeria Catalog is still available for purchase and is being included in Macintosh New Member packets. The catalog covers all Macintosh disks issued through August 1990 and includes disk descriptions and alphabetical lists of programs and files. The catalog price is \$3.00 and it is available at the office or at the monthly general meeting from 8:30 to 9:30. You may also have it sent to you for an additional \$1.50 to cover postage; use the Macintosh Disk order form in the back of the Journal.

The office also has a supplement to the catalog that includes descriptions of all the programs on the disks released since the catalog was last updated. However, it does not include the alphabetical list of files. If you stop by the office, you may copy the supplement for the cost of using the copier. If you are doing business by mail, call the office and ask the staff for the current price.

New and Recent Disks

We have seven new disks this

month; six Desk Accessories series (Mac Disks #2.11B through #2.16B) and one INITs/cdevs series (Mac Disk #9.17). We also have Apple System Software 6.0.7 (a five disk set) and HyperCard 2.0 (a five disk set).

The most recent disks include Anti-Virus Utilities series updates (Mac Disks #1.01B, #1.02B, #1.03B, #1.04A and #1.05), LaserWriter Fonts series (Mac Disks #6.06 through #6.09), INITs/cdevs series (Mac Disks #9.14 through #9.16), Telecommunications series (Mac Disk #13.10 through #13.12), Programmer/Hacker series (Mac Disks #14.21 and #14.22), System Utilities series (Mac Disks #16.09B through #16.13B), Word Processing Utilities series (Mac Disks #17.04 through #17.06) and a special HyperCard StackWare set of six disks (Mac Disks #19.35 Disks 1 through 6).

Desk Accessories

It has been such a long time since we last issued Desk Accessories (DAs for short), that we accumulated a full six disks worth. DAs are usually installed in the System file and are found under the menu. The DAs may be installed with the Font/DA Mover found on the Apple System Software disk (Utilities 2). DAs may also be installed in Application files such as MacWrite or Word. (To select an application file rather than the System, hold down the option key when opening the file from within the Font/DA Mover). DAs may also be "installed" using a commercial utility such as Suitcase II (Fifth Generation Systems) or Master Juggler (ALSoft).

INITs & cdevs

With Mac Disk #9.17, I have caught up with the majority of the backlogged INITs and cdevs (at least until I receive a new batch). I was just able to complete this one before deadline and with any luck, there won't be enough new INITs & cdevs within a month to make up another full disk.

INITs are small programs which, when placed in the System Folder, are run on system startup to modify the operation of the System File, Finder, or a subsequently opened application. Control Panel documents (or cdevs) are placed in the System folder and show up in the Control Panel, where they often can be turned on or off or customized. Some cdevs have INIT components and must be run at startup to be effective; others may be dropped into the System folder and immediately accessed.

HyperCard 2.0

HyperCard Version 2.0 is a five disk set and is the same as the version sold by Claris. The new Mac Classic and Mac IIsi come with an abbreviated set of 2 disks. Contrary to rumors you may have heard, the version packaged with the new computers is completely functional including all of the scripting capability of the version sold by Claris. What is missing from the version accompanying the new computers are some of the example and help files and the documentation does not describe the scripting. If you need the full documentation, buy the Claris labeled HyperCard from one of our advertisers. (Don't forget to ask whether they offer a discount for Pi members.)

You must have proof that you have been an owner of HyperCard in order to purchase this set. To demonstrate proof of purchase, you may show us the first page of the HyperCard manual, a sales receipt, an original disk or one of the update



disks.

Apple System Software 6.0.7

We have received the latest version of Apple System Software which is shipped with the new Mac Classic and the Mac IIsi and is expected with the Mac LC. This upgrade provides some "bug" fixes but is primarily for use with the new computers. If you do not have the new machines and are using System 6.0.5, there is no compelling reason to upgrade to 6.0.7 unless you must produce "boot" disks that will work on all Macs.

In addition to Apple System Software 6.0.7, we will continue to sell 6.0.5 while there is demand. When you order, please specify whether you want System Software version 6.0.7 or 6.0.5.

DISK #2.11B — DAs 11

DESK ACCESSORIES

AddLPrepDA f (v 1.2): AddLPrepDA: By Software101. Adds a modified version of the PostScript code from the Laser Prep file to a PostScript file (created by hitting Option-F) producing a file suitable for downloading to any PostScript printer or typesetter. AddLPrep is an application version as described in the text format AddLPrep docs. *Shareware* — \$20.

Address Book DA 2.5 f: Address Book DA 2.5 and Address Book 2.5: By Jim Leitch. This is a phone list and dialer in DA and application formats which permit viewing of 66 names (length limited to 40 characters) in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is MultiFinder compatible. Files can be exported. ADBK Manual MacWrite and Read me are in MacWrite and text formats respectively. Sample Addr_list is a sample address list. *Shareware* — \$20.

Adobe Menu combin... f (v1.0): Adobe menu combinations: Display DA by Bill Steinberg and content by Terry Harpold. This DA lists the true

PostScript font names of volumes 1 to 85 of the Adobe Type Library, and the choices from Font and Style menus in most Macintosh applications used to create type in each of these fonts. If you can't always remember that the way to get "New Calendonia Black Italic" is to choose "Sb New Calendonia SemiBold" and the "Bold" and "Italic" styles, then you'll find this DA useful. *About AMC 1.0* is in text format.

Adobe Vols by Name f (v1.0): Adobe Vols by Name: Display DA by Bill Steinberg and content by Terry Harpold. This DA lists the volume numbers of volumes 1 to 85 of the Adobe Type Library by font name. *About AdobeNames 1.0* is in text format.

Adobe Vols by Number f (v1.0): Adobe Vols by Number: Display DA by Bill Steinberg and content by Terry Harpold. This DA lists the fonts in each volume for volumes 1 to 85 of the Adobe Type Library. *About AdobeNumbers 1.0* is in text format.

Apples f: Apples: By Michael D. Speir. A challenging puzzle; rotate all of the faces of nine cubes so each face displays an apple. This is complicated by the rule that specifies that when one cube is rotated, the previous cube also rotates. *Apples.doc* is documentation in double clickable format.

ASCII Chart 3.2 f: ASCII Chart 3.2: By Jon Wind. The chart shows all 256 ASCII characters and their decimal and hex equivalents. A menu selection permits changes to displayed font and size (9, 10 and 12 point). *ASCII Chart 3.2 Docs* is in text format.

Ascii Charts: By Kevin Bleicher. Another ASCII chart DA which shows all 256 ASCII characters, this one has a separate chart for decimal, hex and octal character numbers. *Shareware* — \$5.

ASCII/Font Peek f: Ascii/Font Peek (v1.52): By Ladislav Hala. Another ASCII chart DA which shows all 256 ASCII characters. Click on the character of interest to display the decimal, hex, octal and binary numbers. *Ascii/Font Peek DA Info* is in text format. *Shareware* — \$10.

Boston Mac BBSs v.2 3/89: A short list of Macintosh BBSs in the Boston, Mass. area.

CalendarDA f: CalendarDA: By Kirstan A. Vandersluis. A DA that displays any calendar month in the year range

1753-2653 (A.D.). *CALNDR.txt* is in text format.

Character Map f: Character Map: By Günther Blaschek. To insert a special character into your word processor document, find the character in the map, click on it, copy it into the Clipboard and paste it into your document. *Character Map Doc/TEXT* is in text format.

Clipboard magician DA f (v.64): Clipboard magician DA: By Ed Lai. A desk accessory that displays the scrap. It is just like a clipboard but it also allows you to manipulate the data there. You can paste just about anything there from an application and convert it to something that can be read or displayed by another application. *About Clipboard Magician* is in text format.

ConText 1.0.5 f: ConText 1.0.5: By Michael J. Conrad. A text editor in a desk accessory format. It is compact, has good windowing, excellent speed and flexible text manipulation. Font face and size are available as is a search and replace function. *ConText.Doc* is in text format. *Shareware* — \$8.

DISK #2.12B — DAs 12

DESK ACCESSORIES

Cal 3.02 f: Cal 3.02: By David Oster. A calendar and agenda pad for your appointments; it is suitable for solo use or for shared use over an or TOPs network. *Calendar Tools* can convert calendar files from the author's earlier "Calendar" program. It can also pack an entire calendar database into a single text file for maintenance. *Cal Intro* is in text format. *Shareware* — \$15, *reduced per copy price for multiple nodes*.

Count: By Neal Trautman. Counts the number of characters, words and characters in a text file. *Shareware* — \$15.

DeskAcc Copy: By Louis King. Copies text or WriteNow files into the clipboard for pasting into other documents.

DeskPat 1.3 f: DeskPat v1.3: By Roy M. Lovejoy III. Change the desktop color and pattern of Mac II color machines. using 256 colors. There is a library feature to restore the normal patterns. *Read Me!* is in text format. *Shareware* — \$15.

DeskZap f (v2.0b11): DeskZap : By



Bruce Tomlin. Lets you perform many functions from anywhere you can use a desk accessory, including setting the Finder information for a file; removing line feeds; 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. **DeskZap 2.0b11 instructions** is in MacWrite format. *Shareware* - \$25.

Dialer DA f: **Dialer DA** (v1.1) and **Dialer FKey** By J. Hill, Bugless Software, Ltd. Lists phone numbers and dials them in tones to the sound port or via the modem. **Dialer Readme** is in TeachText format. *Shareware* - \$15.

Disk Accessory 1.0: By Vertical Solutions. Initialize, Erase and Duplicate disks, copy and delete files and create folders without returning to the desktop.

DtCalculator f (v3.03): DtCUS: By Lars Sundström. A basic scientific rpn calculator with four stack registers and 20 additional registers. **About DtC** is in MacWrite format.

Easy Envelopes+ 2.0.2 f: **Easy Envelopes+ 2.0.2:** By Andrew Welsh. Lets you print envelopes with a return address, up to 99 stored addresses, and an optional endorsement line. **Easy Envelopes Plus 2.0.2** is the documentation in application format. **2.0.2 Update Notes** is in text format. *Shareware* - \$15.

Ez-Mail 1.20 f: **Ez Mail 1.20:** By James K. Miles. Maintains multiple files of names and E-Mail addresses for up to four different services for frequent E-Mail or bulletin board users. **Ez-Mail 1.20(MW)** and **Ez-Mail READ ME!** (text) are in MacWrite and text format respectively. *Shareware* - \$15 for full featured version.

DISK #2.13B — DAs 13

DESK ACCESSORIES

FileTran V1.3: By James Robinson. Allows you to copy, delete, and do a "get info" for files. *For instructions and improved version* - \$20.

GIF Watcher DA f (v1.0): GIFwatcher DA: By Kerry Shetline. A DA for viewing GIF files; it is especially designed for viewing GIF files during download. **GIFwatcher doc** is in MacWrite format. *Shareware* - \$15.

Gizmo 1.0 f: **Gizmo™ DA** and

Gizmo™ FKEY: By James K. Miles. Another DA for viewing GIF files on the fly as you download them. **Gizmo™ FKEY Instructions** and **Read Me (Gizmo)** are in text format. *Shareware* - \$30.

Guess: By Michael D. Speir. A fun DA in which you try to guess the number of spots that will be displayed on a series of squares.

Insect f: **Insect:** Disassembled and tweaked by E.M.Vishniac. When opened, the crawling insect DA starts a bug working its way up the screen. Opening the DA repeatedly creates more bugs. Command-option-opening the DA kills all the bugs.

IW.Control f: **IW.Control:** By Randy Hootman. Provides control over your ImageWriter from your Mac. Features form feeds, multiple forward line feeds, and multiple reverse line feeds. **IW.Control Docs** is in MacWrite format. *Shareware* - \$5.

LED Clock f (v1.0): LED Clock: By Ludis Langens. Displays the time in half inch tall digits; designed for color or gray scale but may be used with monochrome systems. **LedClockRead Me** is in TeachText format.

LockOUT™ v1.4 f: **LockOUT™ v1.4:** By Stewart Davidson and Mike Pell. Allows you to lock out other people from using your Mac by displaying a "password protected" idle screen. **Extras Release Notes** is in TeachText format.

Lotto DA 1.1 f: **Lotto DA 1.1:** By Robert Abatecola. Generates 1-8 random numbers in a specified range. You can configure the number of picks and the range. **Lotto DA Notes (MacWrite)** is in MacWrite format.

MacMeter f (v1.0): MacMeter: By Kent V. Klinner, III. Displays a graphic representation of Macintosh cpu activity. Like its Unix and VMS counterparts, MacMeter provides a relatively simple display of cpu activity and the load that various components are placing on the cpu. **About MacMeter 1.0** is in MacWrite format.

MaxFiles: By Keisuke Hara. A disk/file utility that creates folders, moves, copies and deletes files, compact memory and performs other useful functions.

McSink DA V7.0A f: **McSink DA V7.0A:** By Dave McWherter. A general-purpose text editing DA multi-window memory-based editor. Use up

to 16 windows, with the amount of text in each window limited only by the amount of available memory. **McSink** also provides a number of special purpose editing and file access commands. **VCMDs folder** includes external commands ASCII Codes, Catalog, Compare Files, Copy Icon Grabber, Curly Quotes, Delete Files, File Munger, Hex Icon Grabber, Join Files, Open Files, Sloppy Compare, Sloppy Search and Straight Quotes. **McSink V7.0 Changes** is in text format. *Shareware* - \$45.

melt 1.2 f: **melt:** By Gordon A. Acocella. Melt if a fun DA that "melts" the screen contents. Click the mouse or press a key to stop it. **melt.doc** is in TeachText format.

MIDI DAs f: These MIDI related DAs have not been tested.

CZ Bank List: By Al Spohn. If you know what a CZ Bank Number is you may be able to use this.

DelayCalc: By Don Box. A BPM (bits per minute?) to delay time calculator.

MIDI Mode DA: By Austin Development. Send Midi messages to your synthesizer from your computer.

MacMIDI: Didn't seem to do anything on my Mac but I do not have any MIDI to test against.

MIDI Prog. Sel: By Austin Development. Lets a MIDI program and up to 16 channels be selected or initialized.

Midi Controller #'s: Display DA by Bill Steinberg and content by David Lewis. A list of MIDI control numbers and their respective controller (i.e. 93 = chorus depth).

MidiHz v1.1: Display DA by Bill Steinberg and content by Mark Erickson. Displays a list of the frequencies and numbers of 11 octaves of musical notes. *Shareware - Donation.*

Tapper DA: By M. J. Williams. Gives a window with a value in it that

Tracks (TRAX): By Mark Erickson. Prints a track sheet. It says shareware on the screen but there is no price or address.

DISK #2.14B — DAs 14

DESK ACCESSORIES

MenuShot <v 1.6> f: **MenuShot <v 1.6>:** By John Love. Capture screen shots with or without the menu bar extended



in either MacPaint or MacDraw (PICT) formats. Lots of interesting effects in this program. Read Me {MacWrite}*:and Read Me {WORD}** are formatted as indicated.

miniWRITER1.6 f: miniWRITER 1.6:

By David Dunham. A text editor with features such as font face and style selection and a find command.

miniWRITER.doc. is in MacWrite format as are supporting files **mWRT-Business Envelope** and **mWRT-Personal Envelope**. *Shareware* - \$12.

MKS50 P.C. #'s: Display DA by Bill Steinberg and content by Robert Greenberg. A list of PPG vs PC numbers (whatever they are). Folks, this must be good stuff for somebody to go to the trouble of typing it in; somebody tell me what it is.

Note Pad II v2.2: By Arthur Britto II. A notepad with a table of contents feature. *Shareware* - \$20.

NotePad++.da f: NotePad++.da: By Alexander S. Colwell. A notepad with font face, style and size selection as well as left, center and right justification. **AAAReadMe.NotePad++** is in Word format.

Open It!™ Viewer f: Open It!™ Viewer: By TENpoint0. This DA allows you to open documents printed to disk using Print It!.

pCalculator f: pCalculator: By Peter Ohler. A programmers calculator supporting integer decimal, hexadecimal, octal and binary calculations and real calculations in fixed or scientific notation. The programming code is included in the **CalcDA sources** folder. *Shareware* - \$5 or \$10.

PM4 ShortCuts 1.0 f: PM4 ShortCuts: By Mark Teranishi and Paul Sorrick. Lists all of PageMaker's keyboard shortcuts as well as some undocumented features. **README** is in Word format. *Shareware* - \$10.

Pocket Calendar 1.3: By MacBear *ShareWare*. A small calendar that covers one month at a time. *Shareware* - \$3.

Port Watcher 1.0 f: PortWatcher 1.0: By Steve Fine. Monitors a serial port for incoming information while telecommunicating, putting up a "string art" screen blanker while you wait. (The blanker can be used by itself; see the **PortWatcher Info** documentation.) *Shareware* - What

it is worth.

QDial 1.6 f: QDial 1.6: By Leo Laporte. Re-dials in the background up to five BBSs, rotating them continuously until one is reached. Supports Hayes compatible modems operating at 300, 1200 and 2400 baud as described in **QDial Docs**, a comprehensive manual.

Quill f (v1.0): Quill: By Sergio Villone. Lets you examine the text contained in documents saved in a variety of formats including Plain Text (from QUED, EDIT, TeachText etc.); MacWrite, both old (i.e. 2.2) and new formats and Microsoft Word, 1.xx, 3.xx even 'fast saved. **Quill.doc** is in MacWrite format. *Send the author a postcard.*

QuoterDA f (v.73): Quoter DA: By Pete Johnson. Converts text on the Clipboard into quotes in the form generally used by FidoNet boards. **About Quoter DA...** is in text format.

ResMaster DA f (v1.0): ResMaster DA: By Mike Calbaum. Allows the user to move, remove, rename, renumber, display as a hex dump and change the attributes of the resources in a file. Copy and paste resources to and from the clipboard, create new resource files, display some types of resources, play beep type 'SND' resources and remember and repeat the last resource move the user performed. *Shareware* - \$10.

RKO Clock DA: A spinning globe with an RKO antennal at the North Pole and satellites and orbiter. Click the mouse to change from time to date to date of full moon.

DISK #2.15B — DAs 15

DESK ACCESSORIES

Rolodesk3.3: By Tim Endress. A desk accessory phone list like Bill Atkinson's QuickFile (Rolodex) application. This one includes selectable font face and size.

rpnda f: rpnda: By Jonathon Hess. A reverse Polish notation calculator inspired by the Hewlett Packard machines with many features. **RPN calc Documentation (MW)** is in MacWrite format and includes an excellent explanation of the use of Reverse Polish or postfix notation. *Shareware* - \$10.

SilentWriterSelector f: SilentWriterSelector: By Timothy S. Smith. Selects either of the two bins

(hoppers) of the NEC LC-890 SilentWriter Printer. **SilentSelector Docs** is in text format. *Shareware* - \$1 or a can of local brew.

Suitcase Companion 2.0: Works in conjunction with Suitcase and, when invoked, adds a DA menu that lets you select and run installed FKeys or play installed sounds.

SysErrTableDA 3.0: By Bill Steinberg. Displays a comprehensive list of Macintosh errors. The window comes set for the proper width, and it autocenters itself on the main screen. On a color Mac II, it'll be in color. With a little work with ResEdit it can be used to display other information too. Click on the author credit of the DA for the documentation.

System Idle f (v1.0): SystemIdle: By Bryan MacKinnon. Measures the system performance of your Macintosh. by approximately measuring the time that your CPU is idle (i.e. is not doing anything). **SystemIdle-Doc.MacWrite** and **SystemIdle-Doc.Word** are in MacWrite and Word formats respectively.

To Do! 3.01 DA f: To Do! 3.01 DA: By Andrew Welch. Allows you to keep track of the myriad of things you need to do in an organized and easily accessible manner. Permits tasks to be categorized by any number of topics and then assigned any of four priorities. It sorts all lists alphabetically and permits printing by topic and priority. **To Do! 3 Docs** is in double clickable application format and **To Do! 3.01 Update Info** and **To Do! Blurb** are in text format.

Turbo View DA 1.06 f: Turbo View DA 1.06: By James K. Miles. A graphics viewing utility with standard viewing capabilities; the ability to view MacPaint, StartupScreen, and PICT files; a selection tool for copying portions to the Clipboard; and picture scrolling for viewing large pictures and features for the more experienced Macintosh user such as the ability to view GIF, RLE, and Macintosh II StartupScreen format files and modest editing features. (GIF is the graphics format used on CompuServe.). **Turbo View History** is in text format. *Keyware - This version is locked and partly disabled; \$30.*

TX802 P.C. #'s: Display DA by Bill Steinberg and content by Robert



Greenberg. A list of INT vs PC numbers (whatever they are). This is another one somebody will have to tell me what it is.

Varityper DAs f: By Varityper Inc; software by Ken Winograd. ReadMe First - A789, VT FontConflicts ReadMe, VT FontMaster ReadMe, VT FontWizard ReadMe and VT PSFontFinder ReadMe files are in text format.

VT FontMaster-1.3: Greatly simplifies the management of fonts by giving the user the capability of listing all fonts, or just those installed in the system file.

VT FontWizard-1.3: Approaches the problem of font management from the perspective of the FOND resource. Shows the name of the PostScript font and the name of the printer font for each style variation of the font. In addition, indicates whether or not an outline font corresponding to the font selected is resident on the attached and chosen PostScript output device.

VT PSFontFinder-1.3: Permits you to scan "well-behaved" PostScript files and prepare a list of the fonts that will be invoked by that file and to determine in advance what font conflicts will occur when printing a job on one system that was prepared on another.

VT FontConflicts-1.1: Permits you to determine in advance what font conflicts will occur when printing a job on one system that was prepared on another.

VirusDetective f (v4.0.3):

VirusDetective™: By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. It includes the capability to search for operator-entered strings and to write a log file to disk. Detects files infected by all of the currently known viruses including Scores, nVIR A & B, INIT 29, ANTI, WDEF A & B, CDEF, ZUC, MDEF A (Garfield) and MDEF B (Top Cat) and MacMag (Peace). This version has extended capabilities over previous versions and permits you to easily check out an entire floppy disk library. VD 4.0.3 Doc (MW) IW is the terse but comprehensive documentation on the theory and use of VirusDetective. The DA is included in the System file as noted following. *Shareware - \$35, for license, \$40 for*

license and disk with other demo programs.

WriteFontSize™ f (v1.0):

WriteFontSize™: By Jeffrey S. Shulman. Lets you type MacWrite documents using any font size. Also lets you use special Macintosh screen characters, such as: (ASCII 17), (ASCII 18), (ASCII 19), and (ASCII 20). WriteFontSize Doc is in MacWrite format. *Shareware - \$7.*

Yacronyms DA 1.2: Display DA by Bill Steinberg and yacronyms by Software Ventures (Microphone) staff. A sometimes tongue-in-cheek list of acronyms and other abbreviations and symbols used on BBSs and telecommunications systems.

DISK #2.16B — DAs 16

DESK ACCESSORIES

Database DA (Demo) f (v 1.11):

Database DA (Demo): By Andrew Welch. An elegant database in DA format. DAtabase Builder (Demo) is used to define the database structure and format. DAtabase Samples includes Clip Art Portfolio, Disk Library, Icon Collection, Telephone Messages and other useful formats for direct use or as examples for developing your own database designs. Extra Features supports the DAtabase Builder. Learning DAtabase™ is a comprehensive self running HyperCard stack to teach you how to design and use DAtabase. Some of the files are compressed with Stuffit because there was not enough room on one disk to include all of the support files. Move them to another disk and they will automatically unstuff themselves when you double click on them.

DISK #9.17 — I/C 17

INITs & CDEVS

After Dark 1.1 Add-ons f: Doodles,

Logo, Messages, NightLines, Picture Frame, Puzzle and Warp!: By Berkeley Systems, Inc. Modules for the earlier version of After Dark screen saver. Not tested.

After Dark Add-on f: Shotgun: By Chris Reed. A very simple After Dark module that shoots up the screen with a shotgun. Read Me! (MW) is in MacWrite format. Not tested.

Shareware - \$5.

AutoShutdown (v1.0): By Farallon Computing, Inc. Part of Farallon's Remote/WakeUp™ package.

Dithering Idiot f (v1.0): By Brian Lowry. Dithering Idiot: A utility for modifying pictures — specifically color bit map images — so that they dither when drawn in environments where all the required colors are not available. Needs System software 6.0.5 or later. Dithering Idiot docs is in text format. Not tested. *Shareware - \$10.*

Icon Colorizer f (v1.5.2): Icon Colorizer: By Robert P. Munafo (documentation by Damian W. Grabowski). Displays a replacement set of multi-color icons for a variety of programs on the Desktop. icons can be modified in ResEdit following the instructions in the documentation. Icon Colorizer 1.5.2 Doc is the MacWrite format documentation. For color or gray scale Macs.

MaxAppleZoom f (v1.3):

MaxAppleZoom: By Naoto Horii. Reprograms Apple's standard Mac II video card so that it displays a 704 by 512 pixel screen instead of the normal 640 by 480. Most applications will gain more usefulness and comfort thanks to this larger display area! MaxAppleZoom Doc is in MacWrite format. *Shareware - \$25.*

Mouse Odometer f (v1.0): Mouse

Odometer INIT: By Sean P. Nolan. The INIT records the distance (in miles) your mouse cursor moves across the screen. The Mouse Odometer application reads the distance anytime you run it. Mouse Odometer README is in TeachText format. *Shareware - \$5.*

NamedFolder f (v1.0): NamedFolder:

By David P. Sumner. Alters the Finder's "New Folder" menu command and lets you name a folder before it is created instead of having it automatically named 'Empty Folder'. Named Folder Instructions is in text format.

Pyro Add-ons f: Flashlight, Life, Restless Picture and Slinky: These are add-ons to the Pyro screen saver.

Remember? (v2.00r) f: Remember?

Startup: By Dave Warker. An INIT and a Desk Accessory to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The



Remember? DA reminds of impending events when invoked. **Remember? Manual** (MacWrite), **ReadMe!** (in TeachText format) and **Sample Occasion Files** are the documentation and supporting files. **Shareware – \$20.**

Scroll2 v2.07 f: Scroll2 and reInstall **Apple ScrollBars:** By Mayson G. Lancaster. Replaces Apple's standard scrollbar. It saves you time by letting you scroll either way from either end of the scrollbar. **Scroll2.doc** is in

TeachText format. **Shareware – \$15.** **SuperVideo (v2.06):** By SuperMac Technology. Used to configure and control SuperMac color video cards. **SureSaver f (v1.0):** **SureSaver™:** By Kent R. Glenn. Automatically saves the file that you are working on in most applications at a user specified time. Requires System 4.2 or greater. **SureSaver™ Notes** is in text format. **Shareware – \$10 or whatever you think it is worth.**

UnScrollly f (v1.0): **UnScrollly:** By Frédéric Miserey. When the Control Panel is active, this permits you to select between either a "list view" or "Icon view." **UnScrollly.Doc.Wrt** is in MacWrite format. 🍏



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Tutorials — January

by Rob Clark

Washington Apple Pi Tutorials for January

Washington Apple Pi provides training to you, the members, on a regular basis. These classes are also available to the non-member, at a slightly higher rate. We've provided complete course descriptions for the Macintosh tutorials, and a general description for the Apple II courses.

We urge you to bring your computer with you to most classes, since we have no computers for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder. Please note that some classes not require you to bring your computer with you.

Occasionally, the WAP class schedule changes due to circumstances out of our control. Please call the office at least one business day prior to the class date to confirm that your class will be held as scheduled. We regret any inconveniences that may arise.

Payment for Courses

The fee for each session are generally \$15 for members, \$20 for nonmembers. Please refer to specific class for exceptions. Mail or phone in your registration to the WAP Office. We request that you pre-register for the class or classes you wish to take by either sending in the registration form or by phoning your registration into the office. Please do not ask any of the Education Program volunteers to register you for a class. If you've signed up for a class and need to cancel, please do so two business days prior to the class, otherwise we cannot refund your money.

Apple IIGS Tutorials for January

We're providing the Apple IIGS Introductory Tutorials, a three-part series in January. The courses are held each of the first three Tuesday evenings in January from 7:00 to 10:00 pm at the WAP office. The dates are January 8th for Part I (course # GS 10191), January 15th, for Part II (course # GS 20191), and January 22nd, for Part III (course # GS 30191). You may sign up for one or for all three, if you wish. Of course all three courses will provide you with the most benefit. These classes are designed for beginners, not experienced users.

Macintosh Tutorials for January

This month's courses, in addition to the three beginning courses, are *Learning Adobe Illustrator, Part II*, *All About Fonts*, *Introduction to Microsoft Word*, and *Introduction to Microsoft Excel*. Classes are held at the WAP office; please refer to the listing below for more details.

Introduction to Macintosh, Part I (Course # M10191). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the System, Finder, Icons, the Active Window, and how they all work. You'll also investigate the components of the Control Panel.

Materials required: Your Macintosh, external drive or hard

drive, start-up disk, and an unformatted disk.

Course Date: Monday, January 14th, 1991, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to Macintosh, Part II (Course # M20191). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key equivalents (keyboard shortcuts for Menu Bar commands).

Materials required: Your Macintosh, external drive or hard drive, start-up disk, and an unformatted disk.

Course Date: Monday, January 21st, 1991, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to Macintosh, Part III (Course # M30191). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn which version of the System software you should be using; you'll learn how to update your system files; about the Set Start-up command; how to use the Font/DA Mover; learn about what a RAM disk is and how to use one, if you wish; how to use Switcher or MultiFinder; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, start-up disk, and an unformatted disk.

Course Date: Monday, January

28th, 1991, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Learning Adobe Illustrator, Part II (Course #AI20191). This class is for the beginning user of Illustrator. The class will focus on *Illustrator 88*, but will also cover some of the features of *Illustrator 3.0*, as well. This will be the first of a series of classes designed to fully exploit the power of Illustrator. Each class will cover specific technics to boost your skills using the program. Skills covered will include masking, blending, etc.

Materials required: Your Macintosh, external drive or hard drive, and a copy of Adobe Illustrator.

Date: Saturday, January 19th, 1991, at 9:00 am.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

All About Fonts (Course #MF10191). This is a special class designed to help the new user learn about the various types of fonts for

the Macintosh. This class will cover bit mapped fonts (also called screen fonts), outline fonts, Postscript and what it does for fonts, Type 1 and Type 3 Postscript fonts, Adobe Type Manager, what it is and what it can do for you *and* what it won't do for you, and more. This is one of our more popular classes, please sign up today!

Materials required: None

Date: Tuesday, January 29th, 1991, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to Microsoft Word (Course # MW20191). This class is for those who little or no experience with Microsoft Word. Topics covered are: the many uses of Microsoft Word, Word's environment, a simple demonstration of Word's features, menus and menu commands, window icons, keyboard shortcuts, formatting exercises, and Word's different views of your document.

Materials required: Your Macintosh, external drive or hard

drive, copies of your Microsoft Word software.

Course Date: Wednesday, January 30th, 1991, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Introduction to Microsoft Excel (Course #ME10191). This class is for those who little or no experience with Microsoft Excel. Topics covered are: the many uses of Excel, what Excel is used for, environment, a demonstration, Excel window and tools, menus and menu commands, keyboard shortcuts, advanced features, exercises, and other views.

Materials required: Your Macintosh, external drive or hard drive, copies of your Excel disks.

Date: Thursday, January 31st, 1991, at 7:00 pm

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814
301-654-8060

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Mail registration and payment to the above address

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2.07B - DAs 7	9.09 - I/C 9		16.01B - SU 1	19.15 - SW 15	SS3.U1
2.08B - DAs 8	9.10 - I/C 10	Telecommunications	16.02B - SU 2	19.16 - SW 16	SS4.U2
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2.10B - DAs 10	9.12 - I/C 12	13.01 - T 1	16.04B - SU 4	19.18 - SW 18	
2.11B - DAs 11	9.13 - I/C 13	13.02 - T 2	16.05B - SU 5	19.19 - SW 19	HyperCard Update 1.2.5
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2.15B - DAs 15	9.17 - I/C 17	13.06 - T 6	16.09B - SU 9	19.23 - SW 23	
2.16B - DAs 16		13.07 - T 7	16.10B - SU 10	19.24 - SW 24	HyperCard Update 2.0
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4.02A - FKs 2		13.12 - T 12	Word Processing Utilis	19.29 - SW 29	HC Stacks+ - HC.04
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5.02 - IW 2	11.03 - P 3	14.02 - PH 2	17.04 - WP 4	19.34 - SW 34	
5.03 - IW 3	11.04 - P 4	14.03 - PH 3	17.05 - WP 5	19.35 - SW 35 ---->	6 disk set; \$15
5.04 - IW 4	11.05 - P 5	14.04 - PH 4	17.06 - WP 6		
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5.08 - IW 8	12.01 - S 1	14.08 - PH 8	18.02A - AF 2	20.02 A- M II 2	
5.09 - IW 9	12.02 - S 2	14.09 - PH 9	18.03A - AF 3	20.03 A- M II 3	Serially Numbered
5.10 - IW 10	12.03 - S 3	14.10 - PH 10	18.04A - AF 4	20.04 A- M II 4	Disk 30/92
5.11 - IW 11	12.04 - S 4	14.11 - PH 11	18.05A - AF 5	20.05 A- M II 5	Disk 74/75
5.12 - IW 12	12.05 - S 5	14.12 - PH 12	18.06A - AF 6	20.06 A- M II 6	Disk 77/78
5.13 - IW 13	12.06 - S 6	14.13 - PH 13	18.07A - AF 7	20.07 A- M II 7	Disk 80/84
5.14 - IW 14	12.07 - S 7	14.14 - PH 14	18.08A - AF 8	20.08 A- M II 8	Disk 85/89
5.15 - IW 15	12.08 - S 8	14.15 - PH 15	18.09A - AF 9	20.09 A- M II 9	Disk 91/95
	12.09 - S 9	14.16 - PH 16	18.10A - AF 10	20.10 A- M II 10	Disk 96/104
LaserWriter Fonts	12.10 - S 10	14.17 - PH 17	18.11A - AF 11	20.11 A- M II 11	Disk 105/106
8 disk set; \$24	12.11 - S 11	14.18 - PH 18	18.12A - AF 12		Disk 108/128
6.01 - LW 1	12.12 - S 12	14.19 - PH 19	18.13A - AF 13	HyperCard Externals	Disk 134/143
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6.03 - LW 3	12.14 - S 14	14.21 - PH 21	18.15A - AF 15	21.01 - HE 1	Disk 150/151
6.04 - LW 4	12.15 - S 15	14.22 - PH 22	18.16A - AF 16	21.02 - HE 2	Disk 153

HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

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COMM-04 WAPABBS.1 (135/136)
COMM-05 DI COMM - Shareware (503)
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EDUC-07 Boot for L'Hote and L'Hote (48/49)
EDUC-08 Tic-Tac-Toe in French /L'Hote Quiz
EDUC-09 French Poetry Tut and Appollinaire
EDUC-10 Rafael Boot Disk and Rafael (55/56)
EDUC-11 Tic-Tac-Toe in Spanish /Rafel Quiz
EDUC-12 Matute and Lo Fatal (58/59)
EDUC-13 Reading Fun (Shareware) (505)
EDUC-14 Language Arts Treasures
EDUC-15 Floppy Book 1
EDUC-16 Computation Game /AW Temp
EDUC-17 Algebra Tutorial and Bagels Disk
EDUC-18 Newton's Apple (Cocaine)
EDUC-19 Newton's Apple (Teeth)
EDUC-20 WAP Stack and Tutorial Demo

FORTH

FRTH-01 Assembler/Disassembler /Screen Editor
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GAMES

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LOGO

LOGO-01 Logo Tool Kit and \DocS (145/146)
LOGO-02 Sample Disk and Dallas Apple Logo

MISCELLANEOUS

MISC-01 SS (Coin Collect) and Misc. (95/115)
MISC-02 Miscellaneous (119/120)
MISC-03 Miscellaneous and Recipe Files
MISC-04 Glaq and No Name Yet (129/175)
MISC-05 Special Databases /Jim's Data Base
MISC-06 Misc and Applesoft /AppleWriter IIe)
MISC-07 Astronomy Short Programs (506)
MISC-08 Griffith and Weise Astronomy (507)
MISC-09 Aviation - General (Disk 1 of 2) (514)
MISC-10 Aviation - Navigation (Disk 2 of 2) (515)
MISC-11 Gardner's Assistant (518)
MISC-12 Music and Sights / Sounds (71/126)
MISC-13 Merry Christmas and Happy Holidays
MISC-14 Graphics and Cat Graphix (108/171)
MISC-15 Print Shop Graphics (172)
MISC-16 Color Graphics for Fun/Science / Engi.
MISC-17 Plots / Graphs and Charts / Graphs
MISC-18 Business/Math Stat and SS (70/90)
MISC-19 SS (Investment) and SS (Business)
MISC-20 Business A and B (104/113)
MISC-21 Investments A and B (153/154)
MISC-22 Spreadsheet A and Miscellaneous
MISC-23** Riley's Personal Instrumentation (173)

PASCAL

PASC-01 AttachBios for Pascal 1.1 and Utilities
PASC-02 Crypto / Graphics and Bios / Printers
PASC-03 Misc and Read/Write DOS / Printers
PASC-04 Catalogger and Hires Printing / Lisp
PASC-05 Puffin / Holiday Music -CPM-Pascal
PASC-06 3D Education /Drill /Hackers Stuff
PASC-07 Stocks / Weightwatch/Guerilla Guide
PASC-08 Pascal / To & From DOS /(133/314)

PILOT

PILT-01** Pilot Language (167)

UTILITIES

UTIL-01 New Member's Disk - 2.01 A/ B (821)
UTIL-02 New Member's Disk - 2.01 C/D (822)
UTIL-03 Utilities A and B (100/101)
UTIL-04 Utilities C and D (112/118)
UTIL-05 Utilities E and F (124/132)
UTIL-06 Utilities G and H (138/43)
UTIL-07 Utilities I and J (44/77)
UTIL-08 Mach. Lang. Utilities and One-Key DOS
UTIL-09 Beginners Choice /Intermediate Utils.
UTIL-10 Diversi Copy and Diversi DOS (45/130)
UTIL-11 Additions to ProDOS and Zap Utility
UTIL-12 Utilities A (ProDOS) and File Cabinet
UTIL-13 Imageworks (174/807)
UTIL-14 DOS 3.3 System Master and Tutorial
UTIL-15 Visi-Trend / Visi-Plot and Calculink
UTIL-16 AppleSoft Tutor and Picture Packer
UTIL-17 AppleWriter Utilities (168)
UTIL-18 AppleSoft Programs and Love's Follies
UTIL-19 "Old" New Member's Disk (134)
UTIL-20 JoyReader (Shareware) (819)
UTIL-21 Large Type JoyReader (SW) (823)
UTIL-22 DB Master V. 5 - Program Disk
UTIL-23 DB Master V. 5 - Sample Files /Docs

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THESE ARE ALL 3.5" DISKS

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GSAS-01 System Disk V. 5.0.3
GSAS-02 System Tools V. 5.0.3

IIGS COMMUNICATIONS

GSCM-01 FreeTerm GS (2003)
GSCM-02 SnowTerm

IIGS DESK ACCESSORIES

GSDA-01 Desk Accessories I (2020)
GSDA-02 Desk Accessories 2
GSDA-03 Desk Accessories 3
GSDA-04 Desk Accessories 4
GSDA-05 Desk Accessories 5
GSDA-06 Desk Accessories 6

IIGS FONTS (10 DISK SET \$30)

GSFT-01 Fonts A-1
GSFT-02 Fonts A-2
GSFT-03 Fonts B-1
GSFT-04 Fonts B-2
GSFT-05 Fonts C-1
GSFT-06 Fonts C-2
GSFT-07 Fonts D-1
GSFT-08 Fonts E/F-1
GSFT-09 Fonts G-1
GSFT-10 Fonts H-1

IIGS GAMES (5 DISK SET \$15)

GSGM-01 Mean 18 Golf Courses 1 (2007)
GSGM-01 Mean 18 Golf Courses 2 (2018)
GSGM-03 Bouncing Bluster Boot Disk
GSGM-04 Bouncing Bluster Data and Docs
GSGM-05 Bouncing Bluster Consn Set

IIGS GRAPHICS (16 DISK SET \$48)

GSGX-01 Demo Disk A (2002)
GSGX-02 Slide Show 1 (2004)
GSGX-03 Slide Show 2 (2016)
GSGX-04 Slide Show 3 (2017)
GSGX-05 Nucleus Graphic Demo (2024)
GSGX-06 GIF Graphics 1
GSGX-07 Pics and Utilities 1
GSGX-08 Pics and Utilities 2
GSGX-09 Pics and Utilities 3
GSGX-10 Pics and Utilities 4
GSGX-11 Modulae
GSGX-12 Paula Abdul demo
GSGX-13 Pics and Utilities 5
GSGX-14 Slide Show 4
GSGX-15 Slide Show 5
GSGX-16 Nucleus Graphic Demo

IIGS HYPERSTUDIO (12 DISK SET \$36)

GSHS-01 HyperStudio System - Demo
GSHS-02 HS.Demo - Demo Version
GSHS-03 HS Sounds - Demo Version
GSHS-04 More Stacks - Demo Version
GSHS-05 More Stacks 2 - Demo Version
GSHS-06 Video Demo - Demo Version
GSHS-07 Com Stack - Demo Version
GSHS-08 MUG 087 - Demo Version
GSHS-09 USA - Demo Version
GSHS-10 Hs Art 2 - Demo Version
GSHS-11 Misc. HS stacks 1
GSHS-12 Misc. HS stacks 2
GSHS-13 Arizona Stack Disk 1
GSHS-14 Arizona Stack Disk 2

IIGS ICONS (7 DISK SET \$21)

GSIC-01 Finder Icons 1 (2022)
GSIC-02 Finder Icons 2 (2027)
GSIC-03 Finder Icons 3
GSIC-04 Finder Icons 4
GSIC-05 Finder Icons 5
GSIC-06 Finder Icons 6
GSIC-07 Finder Icons 7

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES () AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

IIGS MUSIC (7 DISK SET \$21)

GSMU-01	SoundSmith and Songs
GSMU-02	SoundSmith Songs 1
GSMU-03	SoundSmith Songs 2
GSMU-04	SoundSmith Songs 3
GSMU-05	SoundSmith Songs 4
GSMU-06	SoundSmith Songs 5
GSMU-07	Diversi Tune (C) Songs 1

IIGS MISCELLANEOUS

GSMS-01	New Member's Disk (2000)
GSMS-02	Demo Source Code 1 (2005)
GSMS-03	Demo Source Code 2 (2006)

IIGS SOUNDSIIGS MISC.

GSSN-01A	Sounds 1 (2014)
GSSN-02A	Sounds 2 - Nostalgia (2015)
GSSN-03	Sounds 3
GSSN-04	Sounds 4
GSSN-05	Sounds 5 - Simpsons 1
GSSN-06	Sounds 6 - Simpsons 2
GSSN-07	Sounds 7
GSSN-08	Sounds 8
GSSN-09	Sounds 9
GSSN-10	Sounds 10

IIGS TUTOR TECH

GSTT-01	WAP Stack- REV. (2019)
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IIGS UTILITIES

GSUT-01A	Utilities 1 (2001)
GSUT-02	JumpStart Program Sel V. 3
GSUT-03	Utilities 2 (2028)
GSUT-04A	Utilities 3 (2029)
GSUT-05	Utilities 4
GSUT-06	ZZ Copy - v 2.12
GSUT-07	Utilities 5
GSUT-08	UtilityWorks GS
GSUT-09	Utilities 6

APPLE ///DISKS

THESE ARE ALL 5.25" DISKS

/// ACCOUNTING

3ACT-01	Easy Accounting
3ACT-02	Easy System and Accounts Rec.
3ACT-03	Easy System and A/Cn. Ledger

/// 3EZP & AW TEMPLATES

3AWZ-01	AW - EZP Bus Templates
3AWZ-02	Checkbook Plus by Lomartire

/// BUSINESS BASIC

3BSB-01	Pohlman Disk 01 (1017)
3BSB-02	Pohlman Disk 02 (1018)
3BSB-03	Pohlman Disk 03 (1019)
3BSB-04	Pohlman Disk 04 (1020)
3BSB-05	Pohlman Disk 05 (1021)
3BSB-06	PPT Demo / BASIC Helps
3BSB-07	BASIC 1.23 & Utilities / Auto BASIC Editor by Boston

/// GAMES

3GAM-01	Games 01 (1001)
3GAM-02	Games for Kids (1007)
3GAM-03 A	Cap'n' Magneto - Revised 1/89

/// GRAPHICS

3GRX-01	Sketchpad and Slideshow
3GRX-02	Fig Factory Manual (1069)
3GRX-03	Fig Factory - Black and White
3GRX-04	Fig Factory - Color (1071)
3GRX-05	Raster Graphics Tool Kit (1072)
3GRX-06	3-D Modeling Tool Kit (1073)
3GRX-07	Chartmaker III (1074)
3GRX-08	Graphics Utilities (1075)
3GRX-09	Graphics Disk 01 (1062)
3GRX-10	Graphics Disk 02 (1076)
3GRX-11	Graphics Disk 03 (1077)
3GRX-12	Graphics Disk 04 (1078)
3GRX-13	Graphics Disk 05 (1079)

3GRX-14	Graphics Disk 06 (1080)
3GRX-15	Calendar by Bloom (1081)
3GRX-16	Typewriter Art Disk 01 (1082)
3GRX-17	Typewriter Art Disk 02 (1083)
3GRX-18	Poster by Bloom (1084)
3GRX-19	Raster Demo / Tmapio
3GRX-20	Icon Demo / Tfont
3GRX-21	Triemap Demo / Mask Demo
3GRX-22	Tmem Demo / Trecks Demo
3GRX-23	GIF Graphics 01
3GRX-24	GIF Graphics 02
3GRX-25	GIF Graphics 03
3GRX-26	GIF Graphics 04
3GRX-27	Grafixworks 1 and 2 (Shareware)
3GRX-28	Grafixworks 3 and 4 (Shareware)
3GRX-29	Sign by Bloom

/// INFORMATION

3INF-01	AWAP III SIG PD Catalog - 7/1/90
3INF-02	A New Member's Disk - 7/8/90
3INF-03	Best of MAUG (1008)
3INF-04	Best of The Source (1009)
3INF-05	Best of TAU (1010)
3INF-06	Best of ATUNC (1055)
3INF-07	Best of III's Company - Disk 01
3INF-08	Best of III's Company - Disk 02
3INF-09	The Best of Bloom (1035)
3INF-10	Impert's Corner by Bloom (1096)
3INF-11	Phase III Conference Plus! (1047)
3INF-12	Best of Ottalini - Disk 01 (1040)
3INF-13	Best of Ottalini - Disk 02 (1058)
3INF-14	Best of Ottalini - Disk 03 (1059)
3INF-15	Best of Ottalini - Disk 04 (1087)
3INF-16	Best of Pair BBS
3INF-17	Reviews by Bloom
3INF-18	III Cheers (Boot and Program)
3INF-19	III Cheers (V 1 and 2)

/// MISCELLANEOUS

3MSC-01	File Cabinet / Sort Directory (1046)
3MSC-02	Contributions - Disk 01 (1053)
3MSC-03	Contributions - Disk 02 (1061)
3MSC-04	Contributions - Disk 03 (1086)
3MSC-05	Le Grayhaven Cookbook Plus!
3MSC-06	Double Boot - SOS and ProDOS
3MSC-07	Apple III Demo Disk 01
3MSC-08	Apple III Demo Disk 02
3MSC-09	Apple III Demo Disk 03
3MSC-10	Apple III Plus Demo - Pascal
3MSC-11	Best of Salerno
3MSC-12	Apple II Boot Disk

/// REPAIRS

3REP-01	Apple 3 Diagnostics - Disk 01 (1013)
3REP-02	Apple 3 Diag - Disk 02/Block Edit
3REP-03	Repairing your Apple III (1088)
3REP-04	Brain Surgeon (1089)
3REP-05	Disk Map (1090)
3REP-06	Disk Check and Pro Health (1091)
3REP-07	Vindicator and Catalyst Fixer (1092)
3REP-08	Block Editor and Block Byter (1093)
3REP-09	

/// TELECOMMUNICATIONS

3TEL-01	Telecom - Disk 01 (1063)
3TEL-02	Telecom - Disk 02 and Access III
3TEL-03	Telecom - Disk 03 (1065)
3TEL-04	Kermit III (1066)
3TEL-05	XModem III (1067)
3TEL-06A	TerminALL Manual - 7/89 (1032)
3TEL-07A	TerminALL Program - Revised 1/89
3TEL-08	WAP TCS Disk

/// UTILITIES

3UTL-01	System Utilities and Data (1004)
3UTL-02	Apple II Emulation - Disk 01 (1043)
3UTL-03	Apple II Emulation - Disk 02 (1044)
3UTL-04A	SOS Drivers - revised 9/90 (1052)
3UTL-05	Basic Boot Disk (1014)
3UTL-06	Basic Utilities - Disk 01 (1002)
3UTL-07	Programmers Power Tools (1056)
3UTL-08	Applecon (1016)
3UTL-09	Diskmaker and Appleseeds (1045)
3UTL-10	Basic XT and Basic Utilities - Disk 02
3UTL-11	The Retriever (1023)
3UTL-12	Power Print III (1024)
3UTL-13A	Disk Window III Plus - 2/89 (1025)
3UTL-14	Source Window and Data Window
3UTL-15	Powercat and Basic XRF (1027)
3UTL-16	Basic Extension (1031)
3UTL-17	Power Keys DM Plus (1034)
3UTL-18	RAM Plus III and Two-n-Fro III /128K
3UTL-19	Basic GTO (1051)
3UTL-20	Custom Font Manual (1037)
3UTL-21	Custom Font (1038)
3UTL-22	Fonts - Disk 01 (1039)
3UTL-23	Disk III Backup by Bloom (1011)
3UTL-24	Gucspar by Bloom (1042)
3UTL-25A	ASCIIDIF by Bloom - 4/88 (1028)
3UTL-26	Mail List Manager Manual by Bloom
3UTL-27	MLM Utilities by Bloom - Disk 01
3UTL-28	MLM Utilities by Bloom - Disk 02
3UTL-29	MLM Utilities by Bloom - Disk 03
3UTL-30	AppleWriter to 3 EZP by Bloom
3UTL-31	Pascal Menu Maker (1054)
3UTL-32	Catalyst Release
3UTL-33	Reformatter III

/// WORD PROCESSING

3WDP-01	AppleWriter (1006)
3WDP-02	Footnote III (1003)
3WDP-03	Ink Well Manual (1029)
3WDP-04	Ink Well Program (1030)
3WDP-05	AppleWriter Demo
3WDP-06	Script III - Pascal Text Editor

APPLE II DISKS

THESE ARE ALL 3.5" DISKS

APPLE SYSTEM DISKS

2APS-01	System Disk - Utilities V. 3.1
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COMMUNICATIONS

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

EDUCATION

2EDU-01	Newton's Apple / Cocaine & Teeth
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TECH NOTES

2TEN-01	IIGS-GSOS-About-Index
2TEN-02	Ilc-Ile-IMWR — etc.
2TEN-03	FTNS-STDS-Tidbits

UTILITIES

2UTL-01	New Member Disk 2.01
2UTL-02	DB Master V.5 (Shareware)

Mentor and Protege Survey Form

Name: _____ Home phone _____

Address: _____ Work phone _____

Please indicate your desire to participate in the Mentor / Protege Program.

I desire to participate: ☐ As a protege ☐ As a mentor

I prefer my mentor/protege to be based on one or more of the following:

We will try to accomodate your preferences.

Please identify appropriate
interest or information below.

- ☐ special interest or SIG
- ☐ geographical location / residential area
- ☐ profession / work experience
- ☐ random selection / no preference
- ☐ Within same WAP SLICE
- ☐ Outside my SLICE
- ☐ Same sex
- ☐ By name request
- ☐ Same type of Apple/Mac

The type of Apple or Macintosh computer I have is:

I am a member of the following SIGs:

Please check the following if you are interested.

- ☐ Participating in a Pi ski trip
- ☐ Attending a family picnic/outing to the National Zoo
- ☐ Attend Rock 'n Roll Party

Please mail this questionnaire to the Pi Office: 7910 Woodmont Avenue, Suite 910, Bethesda,
MD 20814. If you have any questions or suggestions please call Manny De Vera (703) 818-9626
or at work (703) 325-4994 between 12 and 1 o'clock. You may also call David Wood (301) 827-
8805.

Please leave my name on the Pi mailing list. (The list never leaves the office and all mailings are supervised by the Pi staff). Yes No

Washington Apple Pi GENERAL MEETING LOCATION Questionnaire

The location of the General Meeting has been changing on a monthly basis (sometimes more frequently). We understand that this is a tremendous inconvenience to the members and are in the process of rectifying the situation. However, before we can make any definite plans, we would like to hear from you. Please return this questionnaire by November 30, 1990.

1. Do you attend WAP General Meetings? (circle one) YES NO

If no, why not?

2. Please rate the following meeting criteria:

1 = NOT IMPORTANT 2 = SOMEWHAT IMPORTANT 3 = VERY IMPORTANT 4 = AN ABSOLUTE MUST

- ☐ Close to a Metro stop
- ☐ Close to the beltway
- ☐ Free parking facilities
- ☐ Comfortable seating
- ☐ Appropriate environmental control (i.e. Heat ed in winter, Air Conditioned in summer)

3. Please consider the following areas as potential meeting locations, and indicate your first, second and third choices:

- | | |
|---|--|
| <input type="checkbox"/> Reston/Herndon (Dulles corridor) | <input type="checkbox"/> BethesdaChevy Chase |
| <input type="checkbox"/> Falls Church/Vienna | <input type="checkbox"/> Rockville |
| <input type="checkbox"/> Tysons Corner/McLean | <input type="checkbox"/> Potomac |
| <input type="checkbox"/> Fairfax City/Burke | <input type="checkbox"/> Gaithersburg/Germantown |
| <input type="checkbox"/> Greenbelt/College Park | <input type="checkbox"/> Arlington/Crystal City |
| <input type="checkbox"/> Landover/New Carrollton/Bowie | <input type="checkbox"/> Alexandria |
| <input type="checkbox"/> Suitland/Clinton | <input type="checkbox"/> Springfield/Annandale |
| <input type="checkbox"/> Laurel | <input type="checkbox"/> Woodbridge/Lorton |

4. One of our options is to switch the meetings between regions. For example, on even numbered months (Feb., Apr., Jun., Aug., etc.) the meeting would be held in Northern Virginia; on odd numbered months (Jan., Mar., May, Jul., etc.) the meetings would be held in Suburban Maryland. (Note: The location in Virginia would always be the same, and likewise for the Maryland location.) Is this something you would like to see implemented? (circle one)

YES NO

If no, why not:

5. Other suggestion for improving the General Meetings.

Name _____ Phone () _____

Please send questionnaire to: WAP, 7910 Woodmonth Avenue, Suite 910, Bethesda, MD 20814



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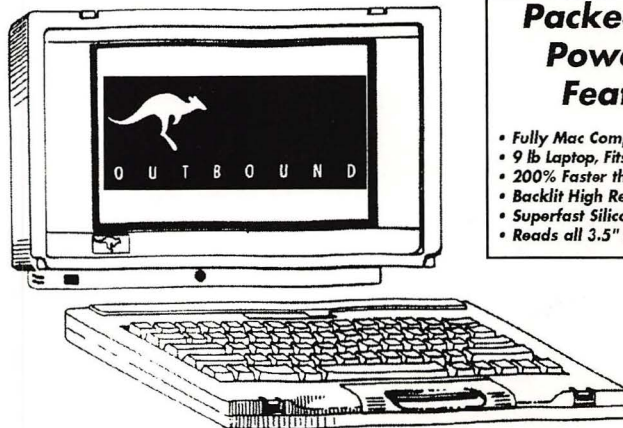
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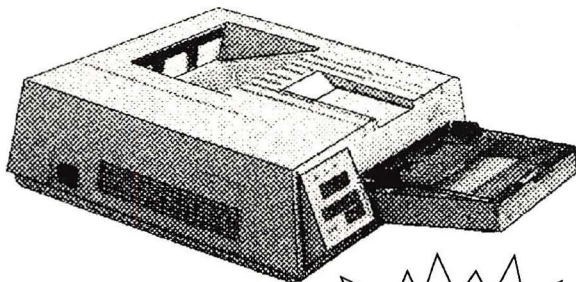
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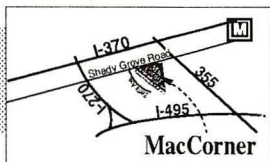
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