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# washington pple pi

The Journal of Washington Apple Pi, Ltd.

Volume 13, Number 4

April 1991



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# washington apple pi

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June ..... May 1

**Ad space reservations**  
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June ..... April 25

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## What's happening...

Springtime is approaching, bringing with it lots of good things. Including WAP elections...

It's time to start thinking about the kind of representation you want on the board of directors of this venerable organization—better yet, you might give some thought to more direct participation yourself. Helmets and flak jackets are a thing of the past, and the organization can always use new ideas and enthusiasm.

So think about this as the election approaches: consider the positive and constructive efforts of existing and proposed members of the board, and whether there are steps that you feel should be taken beyond those already in place or under way. If it all seems arcane and irrelevant to you, look a little further into the situation: you may find that it is not that at all, and that you can make a difference.

You can, if only you put your mind to it.

### Changes at Apple

Apple's stocks seem to be doing very well these days, what with the introduction of the new models and the other changes that are promised. System 7 will be out next month fersure (or so they say) and that may change things for a lot of Macintosh users—at least those with a touch of adventure in their souls and at least 2 megabytes of that of memory in their computers. Eric Rall, who understands these things, has been volunteered to watch over this undertaking, and so will be in a position to tell us What It All Means, as soon as he has figured it out.

Apple still appears to be talking with two different faces about the

future of the Apple II. On the one hand, we have been assured that they will continue to support the Apple II, while on the other educators (who appear to be the last major market for the Apple II) are now being told that the Macintosh is the platform of choice for the future. Someone probably understands what is happening, and if we can find anything approaching a definitive or even comprehensible position on these issues, we will pass it on posthaste. Until then, as Bob and Ray used to say, "Hang by your thumbs."

### Editor search

Anyone who thinks they might be interested in the job of editing this

Journal should take a look at page 75, which announces the formation of a committee to search for new blood (and perhaps even younger blood) for the organization. This has little or nothing to do with the blood on the floor that regularly graces the premises ad deadlines approach—but it does offer an opportunity for those of you who fancy your skills as desktop publishers to gather your resumes and scrapbooks and show the committee what you can do.

The editorship of this publication is by no means a lifetime job, and we welcome the focus that such a search requires. And if you should find yourself about to assume this position, know that the present editor will be happy to provide assistance and encouragement to the process. We may or may not enter the lists once again, but we are entirely confident that however the process turns out, the Journal will be the better for it. We all have a stake in that game, and everybody wins.

fmp

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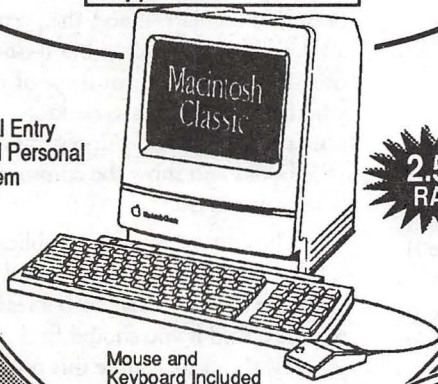
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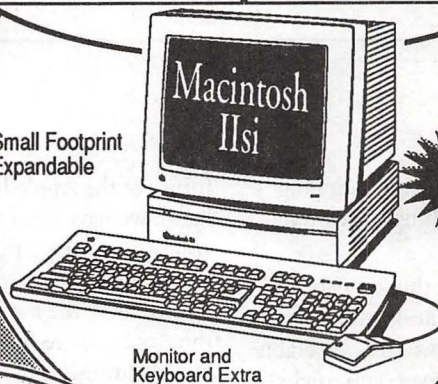
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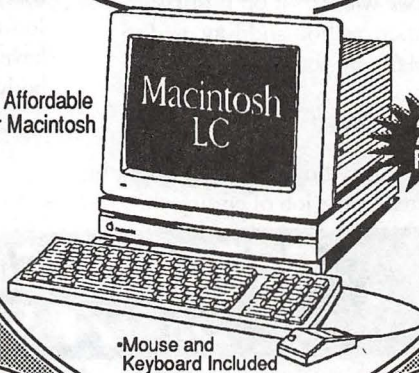
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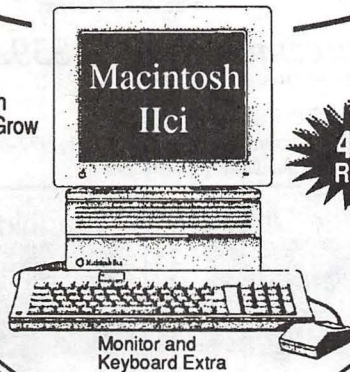
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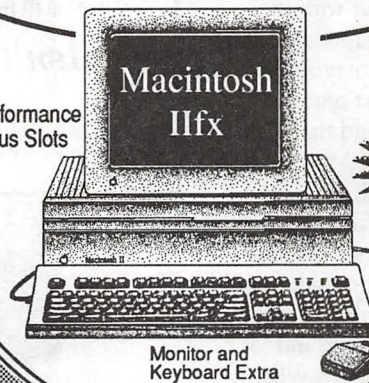
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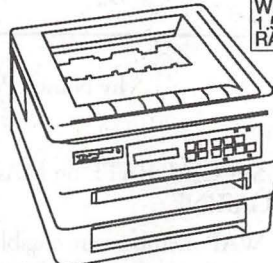
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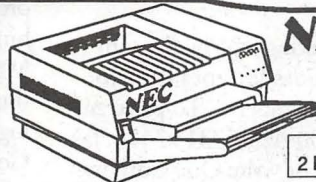
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What's new

## Office News

by Nancy Pochecko

It's been a hectic month, we've been working very hard at instituting new procedures which we hope will enable us to better serve each of you.

As always, we still need volunteers to fill some critical positions. I'm sure most of you think that we must get dozens of offers to help, but in reality a very few (treasured) volunteers do most of the work of keeping WAP functioning. If you have a few hours a month which you could donate to your fellow members, please let us know. One of the more important functions of the club, Apple II Disketeria Coordinator (5.25" disks), needs someone (or two, or three someones) to take it over. John Ruffatto has re-done the disks, but we need someone who will take on the responsibility of over-seeing the collection. For more details feel free to call me at 301/654-8060 during office hours.

Once again, let me thank those of you who work so hard to keep the information flowing!

### WASHINGTON APPLE PI MEMBER DEALS AND DISCOUNTS

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To order, call toll-free: 800-628-0693 Monday through Friday 8:30 a.m. - 5:30 p.m. (PST). Be sure to mention that you want to take advantage of the user group special and tell them that you are a member of Washington Apple Pi. Also, if you order a Thunderware scanner, you will receive a ScanPac free (it's a zippered pouch made of static-free cotton duck for storing your scanner, disks, etc.).

#### THUNDERWARE OFFER ENDS APRIL 1, 1991!

#### MACINTOSH BIBLE PRO- DUCTS by Goldstein & Blair

Although many of you have heard of *The Macintosh Bible*, some of the newer members may not know that it's probably one of the best "tips and hints" books ever published for the Mac. In over 1100 pages it gives you thousands of tips, tricks and shortcuts, logically organized and fully indexed. Goldstein & Blair have also come out with a new book *The Macintosh Bible "What Do I Do Now?"™ Book*. Authored by Charles Rubin, it covers virtually every error message the Mac can produce. First the error message is shown exactly as it appears on the screen, then there's an explanation of the problem (or problems) that can produce it, and there's a full discussion of what to do about it. Subtitled *What To Do Instead of Panicking*, the book deals with many other kinds of problems as well.

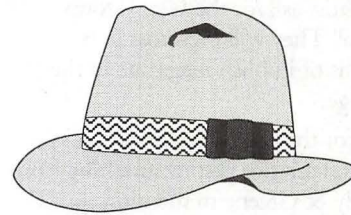
There is also a companion product, *The Macintosh Bible Software Disks, Third Edition*. This consists of two 800K disks with more than 1.5 megabytes of public-domain software, shareware, templates, fonts and art.

The way this offer was made requires that we submit an order in bulk. So if you are interested in ordering any of these products, please make your checks payable to Washington Apple Pi. We will send in an order no later than March 31, so be sure to get your checks in by then.



## President's Lair

by Eric Rall



A number of people help to make this club a better place for all of us. All too often, we tend to forget about their generosity and sometimes we even grow to expect it. I think it's time we stop to thank some of the selfless volunteers and organizations that provide us with their help.

Rob Clark has been in charge of our tutorial program. Not only has Rob dramatically increased the number and variety of tutorials, but the quality has been vastly improved. This is not a simple job. It requires considerable time, planning and effort. If you have ever attended one of these tutorials, you can appreciate how much goes into these programs. If you haven't attended one, maybe you may want to see what Rob has planned. In either case, please consider helping out. Rob is in need of assistants to help with the Macintosh and Apple II tutorials. More instructor volunteers would be greatly appreciated.

We all tend to just accept as a normal course of business the membership database. Your name appears on the mailing label of this magazine each month. Dana Schwartz deserves credit for maintaining and updating our database. Dana has been working with the database for years and has done a great job for all of us.

Not many of you realize it, but PEPCO provides our DTP SIG with a free monthly meeting place. Similarly, Mac-In-Office provides a free home to our Mac Database SIG. Both of these companies give us the use of their facilities free of charge with no strings attached. Thanks to both.

I want to extend my personal thanks to Nancy Seferian for giving this column a new hat. Nancy felt my

old hat was suffering from a severe case of the jaggies and she took it upon herself to redo the art work. Thanks, Nancy.

**Special Interest Groups.** At each monthly meeting, I point out the Apple IIGS SIG as being an active and vibrant special interest group. The credit belongs to Gary Hayman, the SIG chairperson. An active, hard-working chairperson really makes the difference in a SIG.

All of our SIG chairs need our recognition and thanks. David Ottalini and Jim Jutzin with our Apple III SIG, Nancy Seferian with the AV SIG, Nancy Byrd and Bruce Jacobs co-chairs of the Mac Programmer SIG, Ted Meyer handles the PI SIG (Apple II programming) and the ever-active GameSIG is chaired by Paul Moore.

For those interested in HyperTalk contact David Mudd. For those interested in bluechips and memory chips, Peter Kasper holds our Stock SIG meetings. Phil Shapiro continues as our Education SIG chair. Eric Gutsche as Mac Database SIG chair, Jeff Sutton CAD SIG, Tom Piwowar as DTP SIG, Jim Manley with the Federal SIG and Larry Feldman is in charge of the Excel SIG. In his spare time, Gary Hayman also chairs the always-popular Appleworks SIG.

**More Than a SIG.** Washington Apple Pi sponsors three larger groups called Slices. (Before you all start heaving rocks in my general direction, I want to totally disclaim responsibility for that awful pun.) Ann MacKay and Paul Retz run our Columbia Slice. Ray Settle is president of the Annapolis Slice and Scoot Galbraith is in charge of the Fredrick Slice. If you're up in Maryland on the meeting dates of

these SIGs, stop by and say hello and thank them for their efforts.

Sometimes a SIG can outgrow special interest group status. Such was the case with our NeXt SIG. Hugh O'Neill started the WAP NeXt Sig a couple of years back. Over the years, the NeXt SIG grew into an entity of its own. As more people became interested in the NeXt machine, their membership grew. Ultimately, the NeXt SIG grew to become a club onto itself. Only two or three of their members are WAP members. The rest were attracted by the fine programs that Hugh arranged. We should all be proud of our early sponsorship of this SIG and wish them luck and prosperity as the best NeXt club in the US. At least NeXt feels that way about them when they gave them the NeXt Golden Nugget award. Hugh wants to extend an open invitation to any WAP member interested in coming to their meetings held monthly at Mitre in Virginia. Check the Washington Post computer calendar for details if you're interested.

**User Group Special.** I don't want this to appear like a Washington Apple Pi endorsement. It really isn't. I just found this offer so attractive that I put down my own money and thought you might also be interested. Casady & Greene has put together a special offer for User Group Members. Through March 31, they are offering their Fluent Laser Fonts Library (79 Type 1 fonts) for \$129.95. Last year these same fonts retailed for \$1,800! They also have another package in which these fonts are bundled with Adobe's ATM (bringing the font total to 92, plus the ATM software) for \$179.95. This offer to User Group Members represents a \$50 savings. If



you're interested call (800) 359-4920. You must ask for the User Group Special! They will even toss in 6 months of Publish magazine in the package.

For those of you with suspicious minds, I am not getting anything from Casady & Greene to mention this. I just think it is a good deal for User Group members and wanted to let you know about it.

### *Board of Directors meeting*

by David Ottalini

The Board of Directors of Washington Apple Pi met on February 14th, 1991 at the WAP office. Lee Raesly and Dana Schwartz were the only BOD members not in attendance. Tom Vier participated by

conference call.

The Board:

- Approved a WAP Open House, to be held June 8th. The Open House will be part membership drive, part opportunity for current members to see what the Pi has to offer. SIGS and Slices will be invited to participate.

- Was given a proposal for a Trial Membership Program by Dave Ottalini. Comments and suggestions from Board members will be solicited over the next month before any decisions are made.

- Voted to continue holding WAP General Meetings at the current location (the Holiday Inn) until a new search committee (Manny DeVera and Bernie Urban) make their recommendations.

- Voted to commend Rich Wasserstrom for his efforts as Group Purchase Chairman upon his resigna-

tion from that post. The BOD is considering a bylaw change to do away with the position, and again discussed possibly ending the Group Purchase Program altogether.

- Voted to give Manny DeVera authority to go forward with a plan that would bring a vendor on a rotating basis to WAP General meetings. The vendor would offer hardware/software/services at reduced prices for WAP members. Manny was authorized to schedule vendors for the March and April meetings pending the results of a formal presentation on the plan to be made to the BOD during a special meeting March 2nd.

- Voted that the Journal publication date be established as nine days prior to each regularly scheduled meeting (which is the fourth Saturday of each month).

- Heard a report from Mary Hockmeyer on her project (in concert with other volunteers) to update the WAP Hotline.

- Affirmed the Executive Office Committee's recommendation to give Greg Pochecko a letter stating that he "will have a position as office staff for a minimum of three months to a maximum of six months, from January 13, 1991."

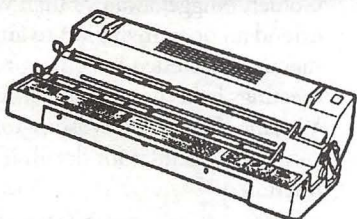
- Authorized the Vice President for Administration (Mary Hockmeyer) to seek a part-time bookkeeper.

- Authorized the purchase of accounting system software not to exceed \$1,000.00 and to rent a computer to run the software pending approval by the general membership to purchase a computer for that purpose.

- Authorized the purchase and installation of a Symplex Cypherlock for the tutorial room at a cost not to exceed \$400.00.

*[Ed.—errata notice: Tom Vier wants the record to show that he actually attended the January meeting in person, instead of by telephone. The world is so notified. There will be a pop quiz in the morning, so don't forget this.]*

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## Columbia Apple Slice

### Apple II by Tom Cook

At our February 7th Apple II Columbia Slice meeting, Steve Fink gave a presentation on educational software for the Apple IIc and Apple IIe. Steve uses these programs in the classroom in Howard County. He gave demos of programs to teach geography, math, language, logic, and science to children of all ages.

The geography programs were Dr. Jessie's Dinosaur by Grolier and The Spy's Adventure in Europe by PolarWare. Both games are similar to Where in the World is Carmen San Diego. Dr. Jessie's Dinosaur requires volume D of the New Book of Knowledge since all answers are related to the letter D and includes non-geographical facts as well. These programs are for children in the eighth grade and up.

The math programs included Math Rabbit by the Learning Company, Sticky Bear Numbers, Alligator Mix by DLM, and Meteor Multiplication by DLM. The ages of children covered by these programs is from three years old to about ten years old.

The language program presented was Peter Rabbit by Fisher-Price. This program had a simulated voice and is used to teach word recognition to children through the second grade.

Two programs to teach children thinking skills were also presented. These were FaceMaker by Spinnaker and Dinosaurs by Advanced Ideas. FaceMaker is a memory game similar to Simon Says. Dinosaurs by Advanced Ideas is a much awarded program used to teach pattern matching skills.

Two science programs were shown. The first program was the Body Transparent by DesignWare. This program teaches human anatomy, body facts, and body functions. The program is for children in the sixth grade and beyond. The second program was the Dinosaur Construction Kit by D.C. Heath &

Co. This program contained good graphics and animation.

Steve pointed out that a good educational program should be easy to use, have good feedback, be childproof, and keep a child's interest. The above programs certainly seem to do this.

Steve concluded his talk with a demo of QuickSolve by MECC. This program is used to teach estimation skills. Steve stated that there were several advantages of MECC software. These include the fact that Howard County has a multiple site license with MECC, MECC provides a book which lists programs by skills, and MECC programs can grow with the kids since the levels can be adjusted.

The Apple II topic at the March 1991 meeting of the Columbia Slice will be using Mac graphics and sounds on an Apple IIs. This meeting will be held at the Mount Hebron High School.

The Macintosh portion of our meeting was hosted by Frank Horshman in the Computer and Journalism lab at Mt. Hebron High School. This lab contains over 25 Macs networked with an AppleShare server and has a Projection Pad which allows everyone to see the instructors Mac screen projected on the wall and enlarged to 6' across. This lab was funded by BENDIX corporation and is used for English Composition, American History, Science Research, and Journalism. The German, French and Latin classes are considering using it. The Spanish class uses the Apple IIs. A popular application on the Macs has been a Gradebook for the teachers. The main software on the network is Microsoft Works. It seems that the standard version of Works supports multiple users on an AppleShare network and the school doesn't have to pay anything extra no matter how many users are using the one copy! There was other software on the net but the only one I remember is Cricket Graph.

At the combined business meeting after the Mac and Apple II programs Allan Gelb highly recommended the NEC SilentWriter II as a cheap

PostScript printer with 35 fonts which he got for only \$1600. I can also recommend the Hewlett Packard DeskWriter which gives laser-quality 300 dpi output even though it is not Postscript. If you cannot afford a real Postscript printer the HP is only \$645 through the COFFEE MUG User Group Buy.

The February 7th meeting will be in the Board of Education building while the March 7th meeting will be back at the Mt. Hebron H.S. computer lab. The Mac topic for February will be Graphics. In March Mr. Rob Clark, WAP Director of Education, will speak on Fonts and describe the upcoming Macintosh class which, for the first time, will be taught in Columbia. The class is planned to be similar to the Introduction to the Mac, Part III. The tentative date for the class is 14 March at the Mt. Hebron Computer Lab beginning at 6:30 pm. For further details come to the February and March meetings.

### Mac by Norman R. Schmuff

Our February 7 meeting was well attended, given its last minute move to Mt. Hebron High School (also to be the location of our March meeting). Our past President Ann MacKay announced that volunteers with computer expertise and equipment/software donations were being solicited by Learning Independence Through Computers, Inc. (LINC). LINC is a new non-profit organization located in South Baltimore, which helps children and adults with disabilities to achieve their potential through the use of computer technology. Their number is 301-466-6238.

Our current President Tim Childers announced that some Mac classes would be held in the Mac computer lab at Mt. Hebron. An introductory Mac course will be held on Thursday 14 March. The cost is \$20 for non-members and \$15 for members. The majority of the meeting was devoted to a presentation by Robert Dudley from Claris of the pre-release alpha version of MacDraw Pro. This new version has over 100 new features and 6 interface changes, but



will feel familiar to those familiar with earlier versions. There will be a free upgrade for those who purchased MacDraw II since 1 December of last year. Otherwise there is a \$99 upgrade and \$399 retail price.

One significant upgrade includes enhanced color capabilities which received only token support in MacDraw II. I was impressed with the flexibility in doing a graduated color fill. You can also modify the color in the pallets, and create custom colors by blending colors from the same or different pallets. Or if you can use the standard Apple color wheel if you're more comfortable with that. You can also create a custom color from an imported TIFF file.

A problem that I have had with SuperPaint is lack of extensive text formatting. MacDraw Pro uses the XTND technology to allow formatted text to be imported from other Claris and non-Claris products. Once imported, text can be manipulated in the ways you would expect from a standard word processor (e.g. bold or italicize individual words, set tab stops). Although it is possible to rotate text in 1 degree intervals, it's still not possible to wrap text around curves as with TypeAlign and TypeStyler. It is clear that Claris is looking towards a more seamless integration of applications in the present and forthcoming System 7 environment.

The incorporation of Bezier curves is also new to MacDraw Pro. Although I don't have much experience with drawing programs, I have found that the use of the Bezier tool in various programs to somewhat frustrating. It looks like Claris has recognized this problem and come up with what seems to be a more intuitive interface (though only hands-on experience will tell for sure). Another derivative tool that is new is the "Bezier-gon" tool that allows the drawing of Bezier polygons.

Overall my impression from the demo is that MacDraw II looks like a solid, well thought out product (though from the Informix demo I thought WingZ looked like it was easy to use, HA!). The litmus test comes

when it is in the hands of users.

The next meeting will be held on Thursday 7 March at the Mt. Hebron High School which is located on Rt. 99 about 1 mile west of the northern terminus of Rt 29. Rob Clark will provide a preview of his "All About Fonts" course. See you there!

By the way, we tried to notify all members by phone of the change of meeting site. If you weren't called, you might check with Tim Childers to see if you're on our active Slice list.

### GameSIG

by Jim Skalicky

GameSig regulars gathered on February 7, 1991 for their much awaited monthly meeting. Dave Hakim, with the absence of Dave Romerstein, started off the meeting with the quickly growing game system section. Among the games demonstrated was Sword of Vermillion, an interactive role-playing game. Also demonstrated was Revenge of Shinobi, a Kung-Fu type hack-'em-up.

The Macintosh portion, led by Ian Soboroff, discussed games such as Tetris, and Knight of Diamonds (Wizardry V). The Apple portion was cut short due to the failure of Dave's hard drive, but luckily, a second drive was available, with much of the same games. briefly discussed were various Shareware games of every type.

Attending the meeting was Bry Livingston of the Apple Connection users group. He explained to us how to get software to review, so look for some new ones in the future. As always, the group ended the meeting with Robot Tanks. the fighting was fierce and, after many cries of foul play, the battles were played again until all participants won at least once. From there, we adjourned to Shakey's for pizza and conversation. Would you like to know what your son/daughter does when

they disappear into the computer room with a 2-liter bottle of soda and a half pound bag of potato chips and come out an hour and a half later with the empty bag and bottle? Or would you like to have a second childhood (Or if you're like me, never grew up in the first place)? come on down to the WAP office every first Thursday of the month at 7:30. An experience not to be missed!

### Apple IIgs SIG

by Paul Tarantino

Dan Slaven did it all at our February meeting in McLean; he was guest star, computer bringer and guest host, our exalted leader Gary Hayman having had to skip the meeting because he was in Switzerland, or some other equally feeble excuse. No doubt Gary will bring back loads of new Alpine shareware, plus maybe some digitized yodeling to replace GS error beeps.

The subject at hand was Abracadata's Design Your Own Home software series for the II and the IIgs. There are three programs for the IIgs in this product line; one plans interior layouts, with furniture and accessories; another does landscaping plans. Dan demoed the architectural program, which falls somewhere below CAD (computer-aided design) software and somewhere above a generic object-oriented "drawing" program in its ability to create and modify floor plans for rooms or entire buildings.

The DYOH architecture package for the IIgs includes two disks, the program itself and a set of floorplan layouts, which may be modified as needed by the user who doesn't want to start a floorplan from scratch. This is essentially a draw program like BeagleDraw or Draw Plus, but with specialized tools and "objects" available which make architectural drawing much easier. The program requires at least 768k of RAM (1 meg is "recommended," says the manual, and Dan says at least 1.25 meg is his preference, especially in building large, detailed drawings, in order to avoid the dreaded "out of memory" warning.), runs just



fine under system 5.0x, is unprotected, and can easily be installed on a hard disk. Because the software is somewhat math-intensive, especially when changing scales in a drawing, its speed of execution will benefit from either an accelerator card or a math co-processor (or both).

DYOH uses the standard IIGs graphic user interface and mouse input; Dan was using a Kensington trackball, which gives him more precise control of the cursor than does his mouse. The pull-down menus across the top of the screen were labeled File, Edit, Adjust, Text, Objects and Options. Of these, File, Edit and Text did pretty much what they do in most IIGs application programs. The Adjust menu included those means of manipulating selected objects in a drawing which are common to most object-oriented graphic programs in the IIGs and Mac worlds, like group and ungroup, rotate, flip, align with grid, move to top and move to bottom (of a "stack" of objects).

The "Objects" menu includes a large collection of pre-drawn things which can be incorporated into a floor plan, grouped under headings like Bath Objects, Stairs, Doors, Windows, Electrical and Other. DYOH will also let you create and save your own custom objects for future retrieval. The "Options"

menu includes such tricks as "Full View," which is a page preview capability, Hide Rulers/Palette, Show Measurements (gives dimensions of a shape being built with drawing tools), a Feet/Decimal toggle switch, Grid on/off, and Scale (selectable from 1/32"=1 foot to 1"=1 foot). Set drawing Size allows you to create drawings bigger than a single page (memory capacity permitting).

Down the left side of the screen are mostly familiar drawing tools, selectable in the familiar way. One tool unique to this package is the Stud Tool, which automates the calculation of stud locations in a designated wall, given a selected lumber dimension and spacing.

There is a bonus program in the DYOH package, a full function

painting program (Paint Your Own House?). Drawings can be saved as paint files, which can be further modified/embellished as desired with this program or another bit-mapped graphic program, like Paintworks Plus/Gold, Platinum Paint or CheapPaint.

DYOH Architecture appears to fill a very specific niche very well. Some mail order discounters offer this software in the \$50-60 range; additional library disks with more floorplans are also available, as are the aforementioned sister programs for landscaping and interior design.

The remaining time allotted to us was spent in Q&A, copying PD and shareware software, and a short demo of the entertaining Battlechess GS, a chess simulator embellished with wonderful sound and animated graphics, fun to watch even if you aren't a real chess maven.

## EDSIG

by Phil Shapiro

The focus of the January 24th EdSIG meeting was a demonstration of HyperCard IIGS by computer whiz Lorin Evans. Side by side comparisons were made to Roger Wagner's HyperStudio program, and everyone agreed that HyperStudio came out on top almost all the time.

HyperCard IIGS is a program with good intentions, but the program itself is too demanding. It demands at least 1.5 megabytes of RAM (more than just about any other Apple IIGS program). It demands a hard disk drive (although you can use it with great frustration with two 3.5 inch drives). It demands an accelerator card, if you'd rather not spend the rest of your life waiting for the screen to refresh.

HyperCard IIGS doesn't have the digital sound capabilities of HyperStudio (so you can't record voices and music for your stacks), doesn't have the external x-commands (for greater programming flexibility), and doesn't have a runtime module (so that you could give away stacks to other users who haven't bought the program yet.)

After the presentation, Carol Hyatt

asked about hypermedia in general, and which are the best books to read on the principles of designing hypermedia stacks. Lorin offered the opinion that one of the best books on the subject is the HyperCard Design Guidelines, authored by Apple Computer. This book is available mail order from Reiter's Scientific and Prof. Books (1-800-537-4314). Hypermedia expert Dan Slaven, another Pi member, turned Lorin onto this book.

Following that, Sue Racoosin demonstrated a charming little arcade game named Ardie the Aardvark. She uses this challenging game with her special needs students. Since you have to concentrate on so many things at the same time, the program helps children strengthen their visual perception and hand-eye-coordination skills. The point of the game is to control an aardvark's tongue that travels through the maze-like tunnels of an anthill. You try to eat as many ants as possible, while avoiding the worms and spiders. After other people had a try at the game, Sue showed how the game is played by a true master (herself).

Carol Vogel contributed her usual valuable insights to the discussion. Her children regularly use the Apple IIGS at home, so they really haven't felt a need to buy a Nintendo machine. Is that a model of good parenting, or what?

Copies of the shareware game Math Invaders were then made. This arcade game is a good drill from children in first to fifth grade. It covers addition, subtraction, multiplication, and division and runs on any 64K Apple II, including the old Apple II+.

Peggy Davidson turned the discussion towards what types of software are available on CD-ROM for the Apple IIGS. Lorin Evans replied that Grolier's Encyclopedia is available on CD-ROM, and that it's possible to buy a CD-ROM drive for an Apple IIGS, although not many people are doing it. To hook up such a drive, you need to use a Small Computer Systems Interface (SCSI) card—the same type of interface card you would use to connect a hard drive to an Apple IIGS.

(Continued on page 79)



# 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:** The WAP artist this month is Joe Morey. He became interested in fine arts by going to classes, learning to draw informally and hanging out with artists. Joe is a fine artist and free-lance illustrator who does drawings on paper using graphite pencils, charcoal and pastels. He is also a science fiction buff, and says, "What I can do on the computer is like science fiction—an alternate reality."

**Art:** *Young Man* (below), *Karen* (right), *Portrait* (opposite left), and *Back Study* (opposite right)

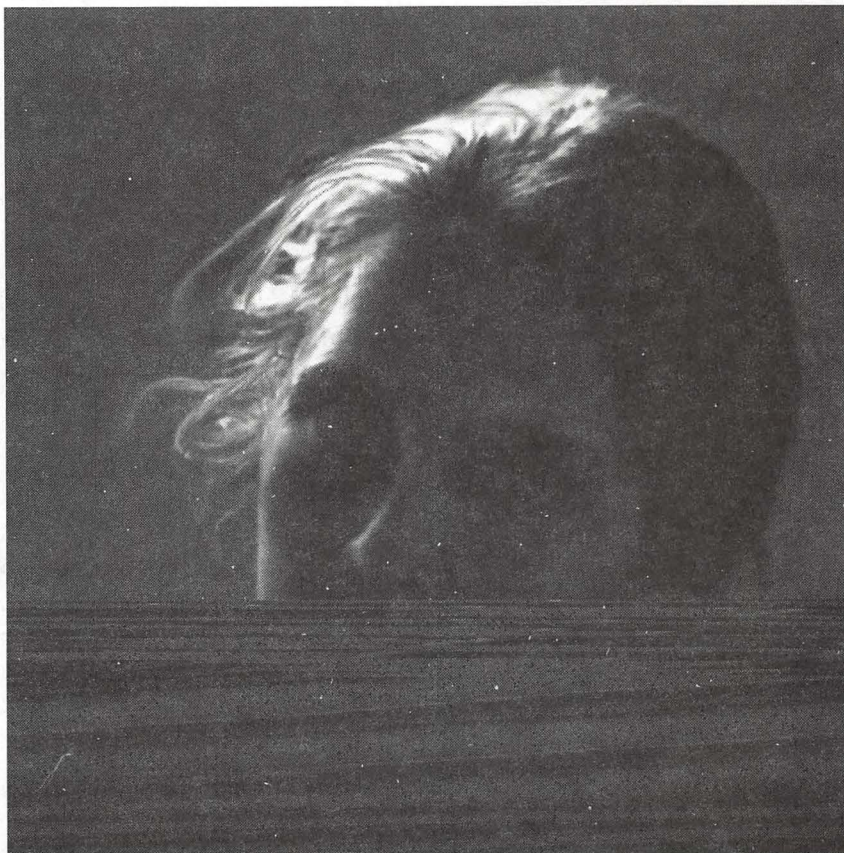
**Tools:** Mac cx, Photo Shop, Image Studio, Kurta Tablet, Microlaser TI printer, Microtech gray scale scanner.

**Procedures:** "*Young Man* is a scan of a drawing I did in a portrait class. It's a graphite and white chalk drawing on brown colored paper, a combination of media used since the Renaissance.

"The scanner operates from the desktop with a desk accessory. After scanning the drawing, I saved it as a TIFF file. Then I imported it to



*Young Man*



*Karen*

Photoshop, a grayscale editing program which opens any kind of format. The scan made it come out pretty flat in terms of contrast, so I had to adjust the brightness/contrast within Photoshop. Basically, the original drawing consisted of only three colors—the paper, pencil and white chalk. Those tones were too close together so I brought up the highlights and toned down the darks. The control for achieving that are sliders—one for brightness and one for contrast.

*Karen* was a full figure photo I took of a model. There something

about the face that attracted me. But if you saw the original photo it wouldn't look anything like this drawing. She was standing next to a window so she had deep shadows on one side which were much too dark and the other side was much too light. I had to draw in the details that were missing. I scanned the photo, then opened it in Photoshop. All file formats are shown in the dialog box which even has an option for 'Raw,' which will attempt to open any file. This program has painting tools which manipulate pixels.

"I cropped the photo so that I could work with just the face. First I



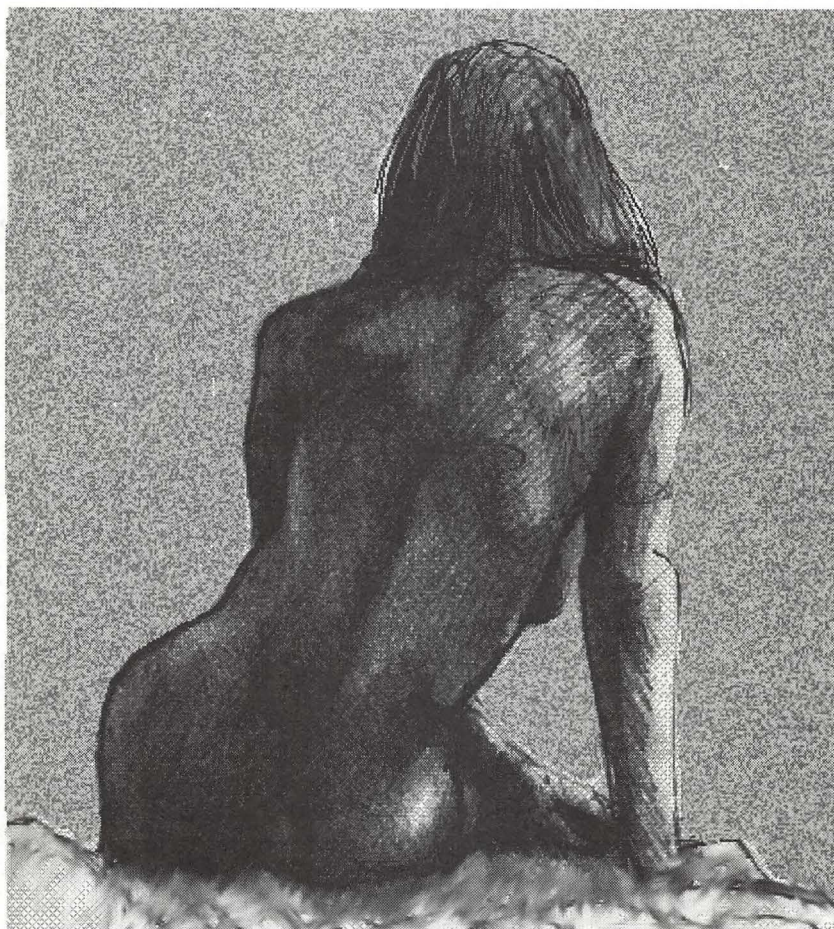
painted out the background which consisted on the windows and background of the room, and made it gray. Then I worked with the shadow side of the face, adding the light details, especially around the eyes, lids and cheeks, and defined the shadow side of the face a little more. I worked in this same way with the highlights. They scanned as white so I had to redraw the hair completely. The result is more of a painting than the original. This picture didn't work as a photo, but it works now as a computer painting.

"The main tools I used are the painting tools—airbrush, smudge and blur tools. This is much like drawing with charcoal where you get your fingers into it and smudge it around.

"*Portrait* was done originally from a model, then scanned and imported into Photoshop. I worked with this in the same way I worked with *Young Man* but this picture required a little more actual drawing in the program



*Portrait*



*Back Study*

after scanning. It was a case of half finishing the drawing, then not having the model for reference, and needing to work a little more from my imagination.

"*Back Study* was also a sketch done from life. I scanned it, imported it into Image Studio (almost a year ago, before Photoshop) and worked on it in much the same way as on *Karen*."

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.



## Exploring Typefaces—2

by Frank Potter

The fonts this month are considerably different from those we looked at last month, and they are designed for much different purposes. Last month, we focused on serif fonts—the kinds that you would typically encounter in magazines, books and other kinds of publications where text is the principal medium.

Here we have more of a mixed bag: typefaces designed to tell you as much about their message as the words themselves. Here the medium comes as close to the message as the printed page will allow.

### *Tekton*

Tekton is an—well, you would have to call it, or at least I call it, an—odd but curiously engaging typeface. It's one of the Adobe Originals, and was derived from the lettering of a Seattle architect, Francis D.K. Ching. Ching has written several books on design and drawing for architectural graphics and building construction, and the principal purpose of the typeface was for architectural plans, schematics and the like.

Adobe type designer David Siegel took the hand-lettered material and massaged it vigorously with Illustrator to produce what you see here. The straight verticals, the slanted horizontals and tilted elliptical shapes come together to produce what I have to conclude is an interesting and attractive result. I have no idea how it is handled by post office optical reading devices, but I have started to use this font for personal correspondence and informal communications. Maps, recipe books and announcements

might also look very nice in this clothing. This text is Tekton; 10.5/11.5.

### *Caslon*

William Caslon, an Englishman, produced some types in the 1720s and 1730s that proved to be immediate success stories. His designs were based on original Dutch typefaces, but they soon stood on their own feet, and were used as models by other type designers.

Carol Twombly produced this Adobe Original typeface, working directly from Caslon's material—no small feat, since Caslon himself designed and cut every letter of each size and style. As a resource, she had access to specimen sheets printed by the foundry in 1738 and 1786, showing a remarkable consistency in color and stroke contrast. This typeface has the additional virtue of looking sharp and clear at the high resolution of imagesetters like the Linotronic, and at the lower-end resolution of the laser printers that are increasingly showing up in homes and small businesses.

The Adobe Expert collection adds the kind of details that were described last month in connection with Adobe Garamond and Utopia: special letters, Titling, Alternate, Expert, Semibold, Swash—that kind of thing. If you were to standardize on Baslon as the typeface of preference for a publication or institution, the additional latitude that the Expert collection gives you might be very useful. We do not have access to these fonts yet, but will try to pick them up and show them to you in a later chapter of this series.

Adobe also produces some additional Caslon fonts: Caslon 3, and Caslon 540, in both roman and italic versions, together with an open face version, something like an Outline of a standard typeface, but considerably cleaner and more elegant.

This text is in Adobe Caslon regular; 10.5/11.5

### *Benguiat and Friz Quadrata*

There are actually two, very different Benguiat typefaces, both designed by Ed Benguiat (Behn-gat). One of them (ITC Benguiat) comes with another ITC typeface—Friz Quadrata. The other, ITC Benguiat Gothic, is in a separate package, and has several different variants.

Benguiat and Friz Quadrata are usually described as decorative or display fonts. If someone were to send you a proposal using these typefaces, or you were to see it in a legal brief (if you are lucky, of course, your exposure to legal briefs (the ultimate oxymoron) will be limited) you might be inclined to give it only passing attention. (I think I got all the parentheses sorted out.) But for announcements or ads, they might be just the thing. This is plain Benguiat, 10.5/11.5.

### *Conclusion*

I am, of course, interested in the views of readers on the best way to showcase these fonts. Having said that, I must admit that I think that the experiment tried here, of showing these fonts in their own clothing, as it were, comes out curiously unsettling and I doubt that the experiment will be repeated. It all goes to show the basic wisdom of the desktop manuals that strongly urge that no more than one or two typefaces be used on any given page.



# Tekton

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
 abcdefghijklmnopqrstuvwxyz  
 1234567890(48/50)

*ABCDEFabcdef—Tekton oblique*  
**ABCDEFabcdef—Tekton bold**  
***ABCDEFabcdef—Tekton boldoblique***

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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## ITC Benguiat Gothic

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z a b c d e f g

h i j k l m n o p q r s t u v w x y z 1

2 3 4 5 6 7 8 9 0 (48/50)

A B C D E F a b c d e f—Benguiat Gothic book

*A B C D E F a b c d—Benguiat Gothic book oblique*

A B C D E F a b c d e f—Benguiat Gothic medium

*A B C F a b c—Benguiat gothic medium oblique***A B C D E F a b c d e f—Benguiat Gothic bold*****A B C D E F a b c—Benguiat gothic bold oblique*****A B C D E F a b c d e f—Benguiat Gothic heavy*****A B C D E a b c—Benguiat gothic heavy oblique***

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/12

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/14



ABCDEFGHIJKLMNO  
 PQRSTUVWXYZabcd  
 efghijklmnopqrstuv  
 wxyz123456789  
 0(48/50)

ABCDEFabcdef—Benguiat book

**ABCDEFabcdef—Benguiat bold**

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT- POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waist-coat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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## Adobe Caslon

ABCDEFGHIJKLMN  
OPQRSTUVWXYZabc  
defghijklmnopqrstuvwxyz  
z1234567890(48/50)

*ABCDEFGHIabcdef—ACaslon italic*

**ABCDEFGHIabcdef—ACaslon semibold**

***ABCDEFGHIabcdef—ACaslon semibold italic***

**ABCDEFGHIabcdef—ACaslon bold**

***ABCDEFGHIabcdef—ACaslon bold italic***

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## Friz Quadrata

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 (48/50)

ABCDEFabcdef—Friz Quadrata

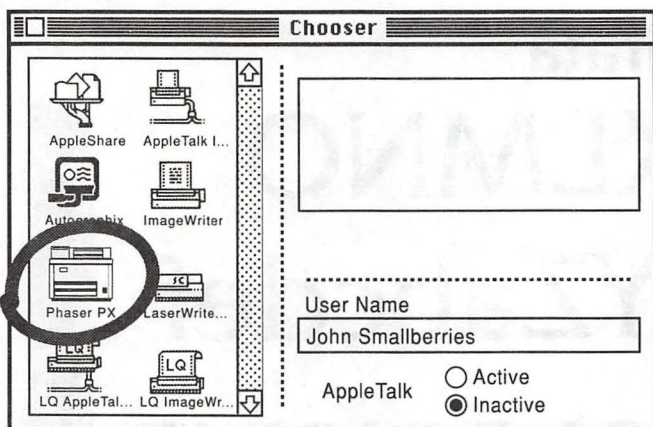
**ABCDEFabcdef—Friz Quadrata bold**

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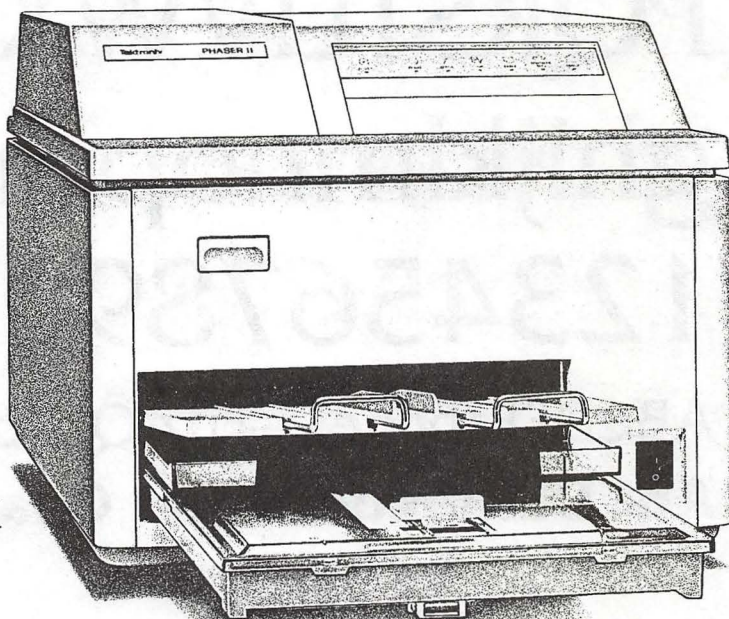
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# Busy, busy, busy

by Lee Raesly

I promised to answer questions this month. The two most often asked are; "Why do you copyright your articles in a publication intended to be used and reproduced?" The second: "What does LCSW mean?"

OK, here it is: The second one first. LCSW is Licensed Clinical Social Worker. It means I am a Clinician, a Therapist. I do Counseling and Therapy as a profession (NOT a Caseworker!). It also means I am licensed by the State of Maryland as such.

Now to the first one. These articles are intended for you to use, and even reproduce parts or all in your Newsletters. However, you cannot compile them all over time and produce or publish a compilation of them.

Since I was very young, I have had a "now and then" dream of being a writer. Yes, I have written many published articles in the past, on many subjects. Usually practical ones and often relating to computer usage, or my profession. I have long recognized that I do not have the talents or skill and "whatever" to write the "Great American Novel," so my sights have come down.

I first edited a Newsletter for a group about 15 years ago, and several since. Also, during the last ten years I have written a lot of specialty articles. All have been published and some even paid for! When I first began editing a Newsletter, I looked for books on the subject, and found many. However, I consider them all pretty useless, in terms of editing a Clubs Newsletter. They have been filled with items such

as, "Selecting your Printer," "Defending your budget in the Corporate world" and other meaningless subjects to a Club Newsletter Editor. Recent ones have focussed on things such as, "Getting the most computer for your Corporate \$20,000.00," and "Which is better for Corporate use, Ventura Publisher or Page Maker, and why." Not much use to any Newsletter editor I know of! The specialty books, on the other hand, are really software manual substitutions. They explain the complexities of specific software as an adjunct (or replacement) for the inadequate and incomprehensible manuals (or for people who have pirated the software).

My conclusion is that there is nothing out there that really addresses the needs and circumstances of a "Club Newsletter Editor." My estimation is that there are probably close to, or more than, 1,000,000 Club Newsletter Editors. Schools, PTAs, Social Clubs, Churches, etc. That's a lot!

I have had a dream for the last several years, that I might write, or put together, such a book. Hence, the articles are Copyright so that others cannot just edit and compile what I have written into a book. I want to do that, someday. Maybe!

So, use and reproduce what I present here, but don't steal my book! <grin>

Now on to "Busy." "Busy" is something you see all the time in some publications, and never in others. A professional Journal, a Corporate Public Relations piece will never be "Busy." Lots of white space, focussed pages, but never "Busy."

On the other hand, look at a

catalog. Boy, if there is any one thing you can say about ANY catalog, it is that it is "Busy" Par Excellence! "Busy" has both advantages and disadvantages. Let's look at some of each.

The biggest disadvantage is that the page competes with itself, all over the place! Your eyes are drawn to this graphic, then that; to this Bold Heading, then that. And it goes on and on. It can overwhelm you at times. Definitely, NOT GOOD!

In addition, if not properly done "Busy" can "underwhelm" the reader with so much information that it all gets lost. So much to see, you see nothing. So with so much against it, is there anything going for it? Yes! Several things if used in the right circumstances and in a balanced way. Let's look at some of them.

First, if giving a choice between "Busy" and "Boring," I will take "Busy" every time! "Busy" is at least alive, and SOMETHING is happening! But "Boring" is just that, Boooooorrrrrrr! It seems to me that in a Club Newsletter, there are at least two places that "Busy" is appropriate—the front page and the back cover. I won't have space to cover both this month, so let's look at the back cover first.

To me, the back cover can serve many functions, and concentrate Club repetitive info in one location. Properly done, you can easily list all of these functions on the back page: 1. Your mailing indices, return address, and recipients name and address, return address for the post office, the post office notice "Address Correction Requested," the legend "FIRST CLASS MAIL," and a place for the postage stamp. 2. Name of your Newsletter. 3. Location of your flying field. 4. Names and telephone numbers of the Club Officers. 5. Membership fees. 6. Where to send membership applications. 7. Club Calendar of events for the year (or remainder of the year). 8. Club & Newsletter telephone numbers (such as A. Club Events Hotline Recording number. B. Newsletter Fax Number. C. Newsletter Modem number. D. Newsletter Voice number.) 9. Date and time of the next meeting. 10.

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Location of the next meeting. 11. Topic or activity at the next meeting. 12. Deadline for the next Newsletter submissions. 13. Special "talkers" to point to announcements or stories inside by page reference. 14. Editor's name and address. 15. Where to send article submissions. 16. Newsletter Logo. 17. A list of the Club's Instructors and telephone numbers.

Why would you want to do any (or all) of these items? First, while there are some very precise functions to be achieved by the front page, the last page is sometimes the front of the Newsletter if dropped upside-down on the counter. Most people will also turn the Newsletter over when they first see it. If this reader is a non-member, you want him to have all of this information. Essentially, the Front and Back covers of the Newsletter are the Club's promotional brochure!

For most Clubs, the ONLY promotion they do is deliver a few copies of their Newsletter to the local hobby store(s). So you want the prospective member to have all of this info.

You can use the bottom 20% (1/5th) of the page for the mailing info. Actually, several functions can be combined into one. Here you can place the Editor's name, and use his address as the return address, thus accomplishing function #14 and #15 within #1. And here, within this "mailer" portion, is a good place to put your Newsletter's name (#2). Also within this area NEXT to where your

postage stamp will go, place the phrase "Address Correction Requested." By putting this phrase there, you will get the current address of your members if they have moved, and keep your mailing list up to date. And be sure to place the legend "FIRST CLASS MAIL" in this area. And the Newsletter Logo (#16) will usually fit in this area also. I like to separate this section from the balance of the back cover with a line drawn nearly all the way across the page.

You can combine the meeting information all together, and place it in a box just above the mailing portion. To make it seem to lift above the page, shadow the box with the info in it. A shadow gives the effect that the text box is "lifted" off the page by a fraction, and the light is causing a shadow behind and under it.

To do this with KCP, draw a box with a NRB (use a T-Square to get the edges square) on a sheet of paper slightly larger than needed to fit the text in. Draw the box slightly smaller than the width of the columns. Now use a roll of thin lines, and place them on top of the NRB lines. Cut clean with the Xacto knife. Now take a wide (1/4 inch) line roll, and place it tight against this border. Start this line about 1/4 to 3/8ths of an inch BELOW the bottom left side of your text block. Continue it for the same distance BELOW the left top corner of the box. Cut here with the Xacto knife. Now, using the same width roll, start against the side of the thin line on the left bottom and carry it over to within 1/4 to 3/8 inch of the right bottom. Cut. Firmly burnish the tape, and you have

now created a shadowed text block that gives the illusion of being ABOVE the sheet of paper!

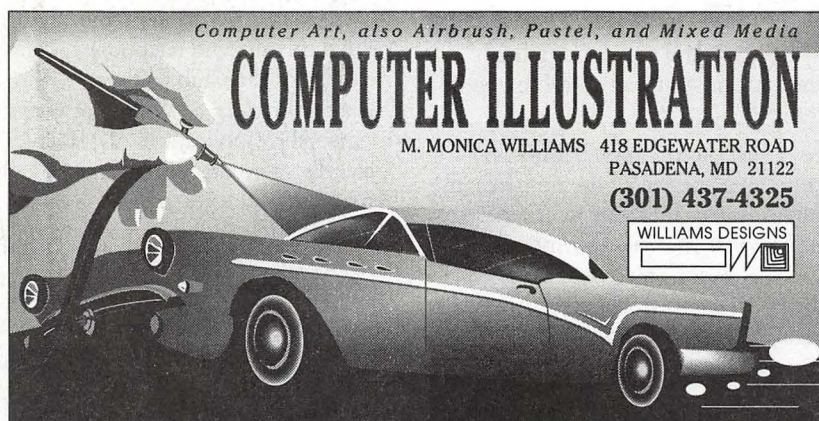
To create this same effect with DTP, place a block on your desktop page, and "fill" the block with black. Now create your text block 1/4 inch to the right 1/4 inch ABOVE the top of the black block. Carry it 1/4 inch above the bottom of the black box, and 1/4 inch to the left of the right bottom corner of the black box. Since it is on top, only the edge of the black block outside of the text block will show. Flow your text into the text block, and Viola! Shadowed Text Block!

If you are going to put all of this information on the back cover, you are going to need to do several things to make each section stand out. Definitely "Busy." But all very necessary. You will want to put some of the info in its own block, and others without a block

You can also use a doubled block to make some stand out. In KCP, just draw the a block in NRB pencil, then draw a second block 1/8 inch inside it. Using your ruling line roll, cover the NRB with the black line. Simple. For DTP, place one text block inside another, and tell the software to "Frame Borders" for both blocks. You will want to vary Bold, Shadow, Hollow and Plain text to also give the information a relative difference from other info.

I am running out of space. If you would like to see a sample of such a back cover, send me \$1.00 and a SASE. I will also include a copy of the front cover, which I am going to talk about next month. That way, you will have the actual copy in your hands as you read what I say about it. Oh, yes, why the dollar? If I receive 2500, I won't feel angry. Why the SASE? To make it easier for me. Send to:

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# Unscrambling spelling checkers

by Ralph J. Begleiter

not establish some conventions for COMMAND-key equivalent for the command "Check Spelling..." (For that matter, why is each program's spell-checking command *different*? FullWrite, FileMaker and MORE identify it as "Check Spelling." ReadySetGo! and MacDraw II call it "Spelling." In Works, the command is called "Correct Spelling!")

• Even *installing* spelling checkers is a puzzle. Some programs (ReadySetGo! MORE and FullWrite)

## Unscrambling Spell-Checking

A friend's recent problem getting one of his spelling checkers to work prompts the following thought: Shouldn't standard utility functions such as spell-checking become part of the standard Macintosh operating system, rather than remaining a hodgepodge of separate software problems for the user?

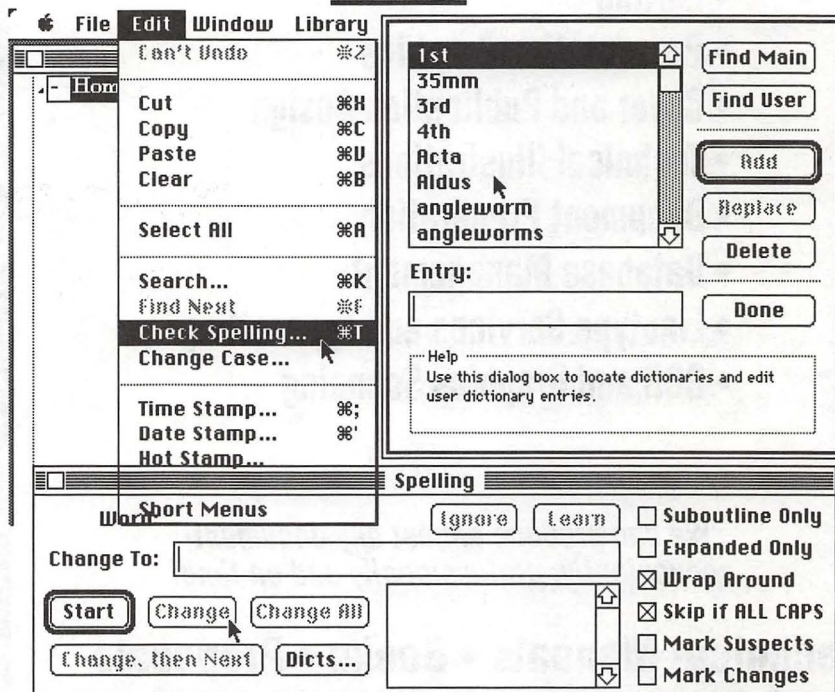
As things stand now, virtually every software writer's version of a spell-checker operates differently. And the differences are *not* trivial. They make a Mac Novice's life unnecessarily difficult.

Among the problems:

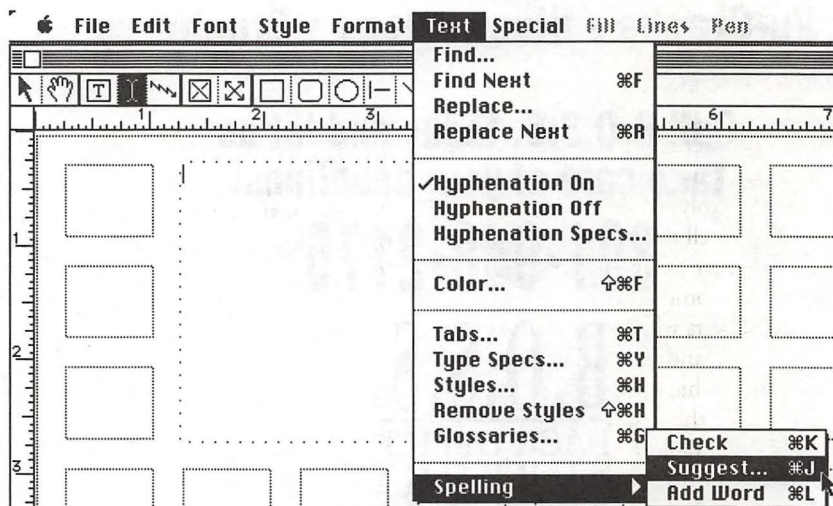
- FullWrite Professional's spell-checker appears in the EDIT menu. ReadySetGo's checker shows up under the TEXT menu. So does the checker in Canvas. MacWrite II places spell-checking in a separate SPELLING menu. But *other* programs by the same Claris developers, MacDraw II and FileMaker Pro, the spell-checkers appear somewhere else, in the EDIT menu. It's in the EDIT menu in MORE, too. But in Microsoft Works, there's a separate SPELL menu. Why not establish a custom? Since *every* Macintosh program has an EDIT menu, and since spell-checking is universally part of any document's editing process, why not have *all* software writers place spell-checking under the EDIT menu?

- Spell-checking rarely allows COMMAND-key equivalents. To check spelling, users often must use the mouse to pull down the menu command. Since spell-checking is among the classic repetitive tasks, why

## MORE 3.0



## ReadySetGo! 4.5







require that dictionaries be located in the same folder as the application. Others, such as Claris' MacWrite II and MacDraw require the dictionaries in the System Folder (actually, Claris wants a special "Claris" Folder *within* the System Folder).

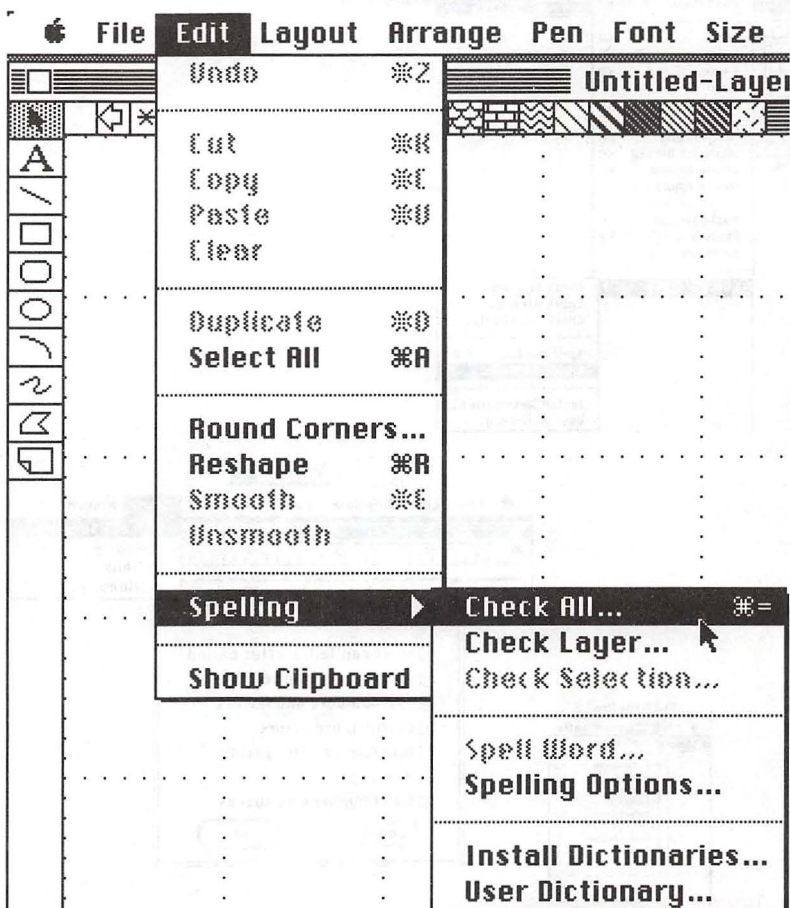
- Most applications allow for the *user* to create a special dictionary, often called "user dictionary" to hold words common to individuals, such as names, addresses, and often-used phrases and acronyms. But here's the big catch: *Each application creates its own user dictionary!* So the long list of words you've taught your word-processor to recognize won't be recognized by your page layout program, or by your drawing program or outliner. You've got to *recreate* the user dictionary for each application with a spell-checker.

- Each application's spell-checker operates differently. In some, such as FullWrite and MORE, running the spell-checker is like running a mini-program. You are presented with a separate dialogue window containing "suspect" words and suggested replacements. In others, such as ReadySetGo! and MacWrite, the spell-checker is integrated into the regular screen. "Suspect" words are *highlighted*, but *replacements* are *not* automatically suggested.

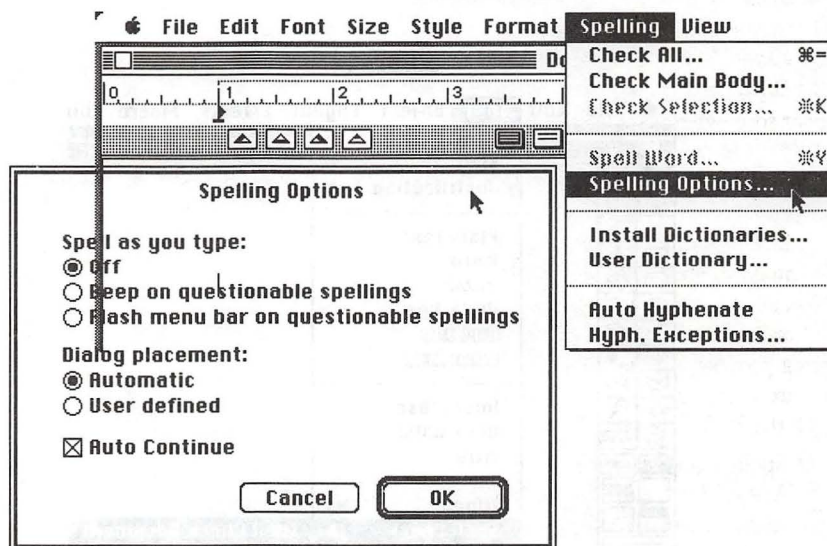
In short, spell-checking on the Mac has too many similarities to the uncoordinated world of the IBM-standard "DOS" operating system. Every program performs this standard function differently.

The problem has not gone unrecognized by Macintosh software developers, and there have been some efforts to remedy it. FullWrite and a few others actually incorporate a spell-checking "module" from a firm called Microlytics. And the developers of Canvas sell their own stand-alone spell-checker called "Coach." There have been some other stand-alone spell-checkers which operate as desk accessories (and are therefore identical no matter which program you're using). But these have drawbacks, because stand-alone products simply can't always "read" the formatting of various word processors, databases,

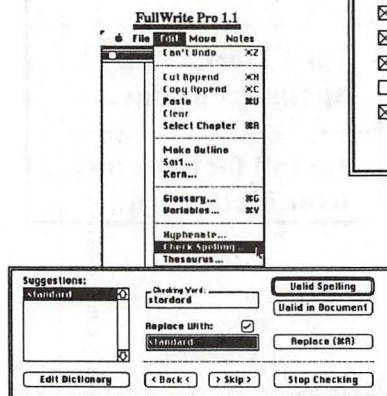
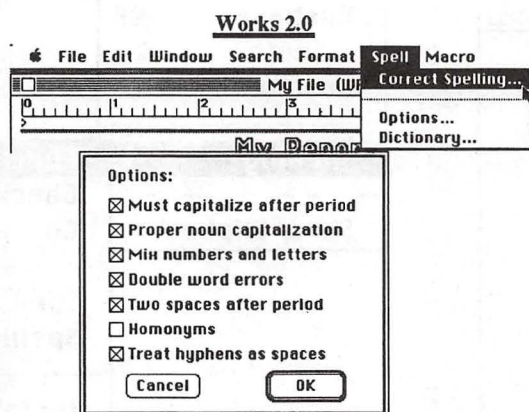
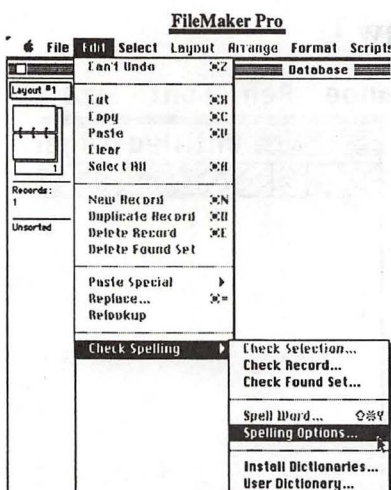
## MacDraw II



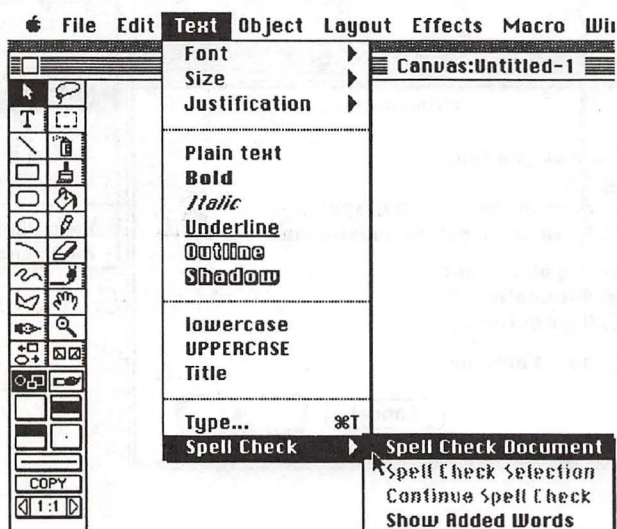
## MacWrite II







### Canvas 2.1



drawing programs and page layout software with which users *need* spell-checkers. And when *new* formats appear in *new* programs, the old spell-checkers are unable to cope with them.

Despite Claris's *own* inconsistency about handling spell-checking, Claris, the developers of MacDraw II, FileMaker Pro, MacWrite and other programs, appears to have gone the farthest to solve the disparate spell-checking problem. All Claris products can use a *single* spelling dictionary and a *single* user dictionary. These dictionaries must be located in a special folder called "Claris" within the System Folder. Each of the company's software products "looks" for the "Claris" folder when its spell-checker is running. If the folder is found, the program uses the dictionaries within it.

That's a good start. But it doesn't go far enough.

To make spell-checking *truly* Macintosh-easy and Macintosh *consistent*, Apple should establish installation standards for spell-checking at the level of the Mac operating system. For instance, a "Spelling" folder could be created within the System Folder. Apple could specify standards for dictionary files, so they're "readable" by *any* program which uses a spell-checker. Software developers could fix their products so they "look" for the "Spelling" folder, and so they can "read" whatever dictionaries are found in that folder. This is *most* important for individualized "user dictionaries," so Mac users don't have to duplicate their efforts.

Apple could also help by establishing standards for the spell-checking user interface. Place the checking command under the *same menu* in every program which uses one. All the checkers should *operate* the same way, with the same menu commands and the same COMMAND-key equivalents (just like CUT, COPY and PASTE in the EDIT menu). Variations, if any are needed, should be located in sub-menus.

Software developers should cooperate to make the fundamental function of spell-checking universally intuitive and consistent, like much of the rest of the Macintosh environment.





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What's new...

# Notes on the Mac

by Paul Schlosser

## *The Mysteries of ResEdit Explained...*

Have you ever wanted to explore the mysteries of ResEdit? And you were scared off by warnings from other Macintosh owners that this popular utility was dangerous? Your search for documentation failed to find anything useful, so you decided to leave ResEdit for another day, right?

These problems prompted Herb Goodman to begin compiling information on ResEdit from his own experience, and from hints and techniques that he collected from other ResEdit veterans. Over time Goodman found that he had gathered a large amount of useful information, and he released it in an application entitled "ResEdit Primer". The Primer is a stand-alone application that presents over ten chapters of hints and techniques that will allow even novice Macintosh users to modify different resources of their Macintosh to better suit their own needs or desires.

Goodman includes many screen shots in the Primer, and many practical examples that show in detail how to modify a resource. Many warnings are included that ask you to always work on a copy of the particular file - just in case something goes wrong. Primer is formatted in such a way that to make it easy to print, if you desire to browse through hard copy instead of reading each chapter on your screen. ResEdit Primer is freeware, and is available to be downloaded from the TCS, or purchased from the Pi Disk Library.

## *Apple - Sony rumors persist...*

Rumors continue to surface saying that Sony will manufacture a signifi-

cant portion of the new Apple laptop Mac due out later this year. Sony officials say the final contract has not been signed, and Apple officials describe all the discussion as "purely rumor and speculation". The current speculation has the new laptop weighing 5.5 pounds, with a 40 Meg hard drive, and retailing for about \$2,500. Sony currently supplies Apple with hard disks and video monitors.

## *New Apple Products*

Even though the release of three new Mac's last fall is still fresh in our minds, and those new products are breaking sales projections, Apple is set to release several other new products in the coming months. In mid-March two low cost printers will debut, the \$1,299 Personal LaserWriter LS and the \$599 StyleWriter. The Personal LaserWriter is rated at 300 dots-per-inch (dpi), the StyleWriter at 360 dpi. Also expect to see price cuts on other Apple laser printers at this time.

Mid-March will see the release of Macintosh System 7.0, at the Developers Conference. This release will include Balloon Helper, a set of windows that pop up to explain new features and the differences between System 7.0 and older versions of the Mac operating system software. Balloon Helper will eventually be a separate product, and can also run under System 6.0 to teach the Mac operating system to novice users. Two high-end printers will be announced in late summer, both with 300 dpi resolution and rated at 8 pages per minute. One model will have a 68030 processor that runs at 25 Mhz. Later this year Apple will announce a floor standing "tower" Mac with a 68040

processor that will operate twice as fast as the 40 Mhz IIx. This model will have on-board Ethernet, five NuBus slots, and room for four SCSI devices. This leaves the rumored Mac laptop (mentioned above) and the expected 68030 version of the Mac Classic. Whew! It's going to be a busy year for Apple!

## *Mac Portable Update*

Apple announced a new version of the Macintosh Portable early in February, featuring a backlit screen and new memory configurations. This new model is available with two or four megabytes of memory, and a 40 megabyte hard disk. The new backlit screen makes it possible to use the Portable in a wider range of lighting conditions, but reduces battery life to six hours. Current owners of the older Portable can have their computer upgraded to take advantage of the backlit screen, for approximately \$1,100. The 2 megabyte Portable will retail for \$4,200, and the 4 megabyte model is \$4,700.

## *New Coprocessor Card For Mac II*

Orange Micro has announced a 16 MHz 30386SX coprocessor card for the Macintosh II series of computers. This single slot card also has room for an optional 80387 math coprocessor chip. This card enables the Macintosh to run OS/2, MS-DOS, as well as the Mac operating system. An optional VGA card can be used to allow sharing of a multisync monitor between the coprocessor and the Mac video system.

## *New Diagnostic Tools*

A new series of diagnostic tools has begun to arrive at Macintosh repair sites. These new tools are designed to be very easy to use, and will eventually be released to Mac users and dealers. The old diagnostic application, MacTest, required specific versions for each model of Macintosh. The first of these new tools, MacTest MP, will run on virtually every current Macintosh. Macintosh Hard Disk Test is used to



test internal hard disks. These applications can be run once, to detect failed components, or set to run continuously to detect intermittent failures. An interesting feature of these new tests is the ability to read parameter RAM contents and system settings. Each Mac produced since the IIx records several items that will enable Apple to catch faulty production runs and get a better idea of mean-time-between-failure (MTBF) rates. These new models record the number of hours the Mac has been in operation and the date of manufacture. No estimate was given as to when these new diagnostic tools will be made available to users.

### *New SyQuest Drive Announced*

SyQuest Technology, the manufacturer of the popular 44 Meg removable cartridge drives, has announced a new model capable of storing 88 Megs per cartridge. The new model, the SQ5110, is scheduled to be available in June, and will retail for approximately \$1,800. Blank 88 Meg cartridges will cost between \$200 and \$250. The new drive will read (but not write to) 44 Meg cartridges, delivers 20—millisecond seek times, and offers faster over-all performance due to a new 32K buffer. The current 44 Meg drive is rated at 30,000 hours MTBF, the new 88 Mbyte model is rated at 60,000 hours. The 44 Meg model will continue to be sold, and now sells for as low as \$500 (original retail was \$1,800).

### *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**

044 LOOPDELOOP.SIT Type1 display font, looped effect

043 ALBATROSS.SIT Type 1 body font

#### **File area 14 - Mac Games**

091 NETBUNNY Eveready bunny for color macs

090 GRAVITY.CPT Game/puzzle, fascinating to watch

089 GOLF.MACWAY.CPT Golf game

088 IRAQATK102.SIT Color arcade action game for the Mac

087 MYSTERY.BOX.CPT Classic Black Box game, demo version

086 DIAMONDS.CPT Nice game, great graphics and sounds.

085 ANAGRAMM.CPT generates anagrams

#### **File area 15 - Mac Graphs**

084 ARTISTO.CPT DA for copying graphics to clipboard

083 DES.STORM.CPT Desert Storm logo, MacPaint format

082 BUSTER.BUNNY Buster Bunny

#### **File area 16 - Mac Hypercard**

095 PROTEGE.SIT Info on Protege drives and SCSI issues

094 VALENTINE.SIT HC2 Color Slideshow

093 WOMANMAN.SIT HC2 Pictures

#### **File area 17 - Mac Technotes**

032 TIDBIT40.SIT Tech TidBITS for 04 Feb 1991

031 TIDBIT39.SIT Tech TidBITS for 28 Jan 1991

030 TIDBIT38.SIT Tech TidBITS for 21 Jan 1991

#### **File area 18 - Mac Utilities**

267 PRINTINFO.CPT Util to show print driver specs

266 GIFCONV.CPT GifConverter 2.2d5, shareware

265 ICONCRAS.CPT After Dark module - icons/smiling face

264 HYPNOSIS.CPT Moire-like After Dark module

263 TEST.PATT.CPT Test Pattern

Generator

262 SNOW.CPT Animated snowflakes drift in background

261 KERMIT.SIT Kermit 0.98(62)

communications program

260 TRANSLATORS.CPT Add-on modules for Stuffit Dx & Classic

259 AUTOSQUEEZE.CPT Auto-compress files for more space

258 AUTO.MILEAGE1.0 Calculate auto mileage

257 KERMIT.SIT Kermit Communication Program

256 NETBUNNY.CPT NetBunny

255 DT.UPDATE.SIT Update DiskTop 4.0 to 4.0.1

254 CORNER.CPT Measure objects on the screen

253 FFX.CABLE.CPT FFX Cable Assignments

251 NETCHAT.CPT Send short messages over Appletalk net

250 MASTERFINDER.SIT Finder

replacement, demo version

249 MACDRAFT.CICONS MacDraft IC-18 color icons

248 THETYPEBOOK.SIT theTypeBook v1.2.9 font cat/display

247 SOUNDMASTER.CPT SoundMaster version 1.6.5

246 FPU.SIT PseudoFPU INIT, for Mac IIsi and LC

245 F.SV.UPDATER.1. Updates FONT & SOUND VALET ->1.2

244 FONT.HARMONY.UP Updates Font Harmony utility.

243 SUITCASE.II.UPD Suitcase II updater ->1.2.8

242 FLASH.IT.2.1.CP Flash-It v2.1

240 DESKWRITER.CPT H-P DeskWriter driver, v2.1

239 PICT.THIEF.CPT Picture/Sound thief utility

238 DEL.FOLDER.SIT Delete problem folders

237 SCSI.EVAL.SIT SCSI Benchmark (v1.03)

236 MATHMAT.CPT Mathematica demo — very interesting

235 SAV.MATIC.SIT Automatic file saver

234 COMPACT.PRO.SEA Update to Compactor, w/new features

233 SBU203.CPT Update to SuperBoomerang (to 2.0.3)

232 TCS.OFFLINE.2.0 Read, write, reply to TCS msgs offline

231 BINHGX.CPT DA to encode/decode binary files

230 PHONEBOOK.SIT PhoneBook DA, version 2.1.2

229 JUMP.START.SIT CDEV to specify which APP's to launch

228 PRINTER.CLOCK Imagewriter print control & clock set



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# MacProof

by Deirdra McAfee

As a writer, an editor, and, of course, as an English teacher, I am dubious about grammar-checkers, not because I believe they make life immorally easy, but because no substitute exists for the writer's own care and attention to his or her words. Writing is like making love: when it becomes automatic—it is unlikely to improve.

The two columns above illustrate the problem. They are the sample error file that comes with MacProof 3.2.1. The "Before" column is full of obvious mistakes, but even after MacProof read through and "corrected" them, deeper problems of organization, punctuation, and syntax remain. The writing rambles around, first talking about mistakes and customizing, then about confusing words and phrases and getting mad, then about "your" flags and how to delete them, and then about the importance of checking the manual.

Whoever wrote this wasn't thinking clearly and didn't care whether we followed it or not. Fuzzyheadedness and muddiness, the two cardinal sins in writing, took this couple of hundred words far more decisively beyond repair than all those little grammar, spelling, and mechanics problems.

"First," as your own English teacher probably told you long ago, doesn't belong in a piece of writing which has no "second"; the punctuation is whimsical, especially in the third paragraph, where necessary commas don't appear: "If you're sure [*that is unnecessary*] you know the difference between the words [*comma*] then delete them with just a couple of keystrokes[*comma*] and thereafter..." and "More important [*comma*]

MacProof will perform more efficiently ..." The last line of this little article should read "Wordworkers of the world, unite!"

The whole thing screams for a rewrite, but since the program ignores howlers like "MacProof often stops on what it believes could be errors but are not your problems" and "Either of the two is a medium for molding the program to your needs," I'd advise you to look elsewhere for help with that.

The good news is that the User's Manual is pretty clear, and that the program installs as it ought to, though here, too, commas were a problem. The package insert, clearly aimed at confirmed nonreaders of manuals, says: "Use the Font/DA Mover to load the program file and place the Sample and Read Me files in your word processor folder."

I am no Macbeginner here, so I didn't have to rack my brain figuring out how Font/DA Mover could be used to place files in my word-processor folder. But a comma after "program file" might make all the difference to a new user trying to get this thing installed. Such nonchalance about commas in the documentation of what Lexpertise, the manufacturer, calls "a desk accessory that scans for potential problems in your writing" did not reassure me.

The program ran all right, except it was slow, but it had some irritating drawbacks. You call up the DA from inside your word-processor—preferably MacWrite 4.6 or 5.0, MacWrite II 1.0, Microsoft Word 4.0, MindWrite 1.0 or 2.0, or PageMaker 3.0, which are the only ones that are "format-compatible," meaning you won't lose your formatting when

MacProof goes over your document.

MacProof is "text-compatible" (which means it reads documents but loses or damages format codes) with other, unspecified applications; the manual cautions you to "test MacProof on a sample document" and tells you how to run such a test. Be sure you do read the manual first; it's quite short and pretty clear.

Because MacProof has a few crotchets. It can act up with MultiFinder, won't process headers, footers, or footnotes in Word 4.0, deformats anything in Word versions less than 4.0, and won't do mathematical formulas (not that I do them either). It hung up my Personal LaserWriter once, and it has a *bad* kink in MacWrite II: when you click to close, and the dialog box asks, "Save changes to [filename] before closing?" *click "Yes" in MacWrite II or your text vanishes!*

To run MacProof, open the DA, select the text you want checked, and hit ⌘ on the menu bar. I thought it would just make changes when I hit "Change," but most of the "errors" MacProof finds require the user to type in corrections, choosing the right answer from a little grammar chart—the Explanation window—that comes up every time the program flags something. This was the program's main drawback: MacProof is really just a condensed but rudimentary electrified grammar handbook.

The other drawback is that you can't go back and redo things you skipped or overlooked without reselecting the text and calling up the program over again; if you said something was okay that wasn't, you can't expect MacProof to flag it again.

You can check the writing's mechanics, usage, and style, choosing various aspects of each. *Mechanics* looks at spelling, capitalization, and double words, all of which do include suggestions, and punctuation, which sometimes does. The punctuation part is inadequate, partly because it doesn't understand semicolons, and partly because, as any writer or editor will tell you, some punctuation is by feel (although those missing commas I





mentioned above are not).

Usage looks for offensive, often-confused, over-formal, imprecise, wordy, nonstandard, and user-defined words and phrases. You'll have to add your own favorite slurs, epithets, and dirty words; they left quite a few out. Also, the messages about offensive words are unwittingly funny: "This expression is inappropriate in standard written English," or "This expression is offensive to the people to whom it refers."

MacProof neither defines these words nor explains why they are offensive. It would thus be very little help to someone for whom English is a second language, for example. The other usage categories are similarly spotty; the ones the program catches are certainly problems, but so are the ones it doesn't catch.

You can overcome some of these drawbacks—except the more serious ones of organization, punctuation, and syntax I mentioned above—by doing what the User's Manual urges and customizing the program. It is easy to enter new terms and to modify the program's spelling, supplemental (user), and usage dictionaries, and MacProof virtually begs for such additions.

Style helps you check for for most writers' #1 problem, overuse of the passive voice. ("She reviewed the program" is the active voice, for which all writers should strive at all times. But "The program was reviewed by her" is in the passive voice, which buries the subject of the sentence using *a form of to be*, plus *a participle*, plus *with*, *by*, *to*, *etc.*—it ~~was~~ *reviewed* ~~by~~.) Because the passive voice is weak, wordy, and foggy, using it at all (except in a few special cases) should carry the death penalty, but unfortunately does not.

MacProof flags all form of *to be*, which could get to be a real pain if you were doing a paper on "Hamlet," but can alert you to passive constructions and can also detect what the manual calls "empty-subject sentences," those which begin with "There is," "There are," "It is," "It was," and "That was," the same sentences your English

## MACPROOF: A REASONABLE DOUBT

### Before

Firstly, its obvious that any one can make a mistake but not as many errors as youll see in this document. Start customizing the product for your use from the beginning.

Often MacProof stops on what it believes could be errors but are not you're problems. Since its true that this can become annoying, you should either delete the entry by using the "Update" button on the Run Checks screen or you can click "Ignore" to suppress the entry for the one proof-reading pass. Either of the two are a media for molding the program to your necessities.

By way of illustration ; their are many words or phrases which are often confused such as: accept and excdpt, insure and ensure, or affect and effect. if your sure that you know the difference between the words then delete them from the dictionaries with just a couple of keystrokes and there after you won't get angry at the system. More importantly MacProof will perform more efficiently for you by effectuating suggestions that fit your needs. If the "your" flag is becoming annoying, the next time MacProof flags it, click Update, click Delete, click Exit, and it won't flag "your" anymore.

Try and customize the system from the beginning and you will see the difference instantaneously. In the majority of cases this process will insure the betterment of your english writing.

Be sure and read the sections of the documentation which pertain to word processing interfaces. See the index for your word processor information.

Wordworkers of the world unite!

### After

First, it's obvious that anyone can make a mistake, but not as many errors as you'll see in this document. Start customizing the product for your use from the beginning.

Often MacProof stops on what it believes could be errors but are not your problems. Since it's true that this can become annoying, you should either delete the entry by using the "Update" button on the Run Checks screen or you can click "Ignore" to suppress the entry for the one proof-reading pass. Either of the two is a medium for molding the program to your necessities.

People often confuse such words and phrases as: accept and except; insure and ensure; or affect and effect. If you're sure that you know the difference between the words then delete them from the dictionaries with just a couple of keystrokes and thereafter you won't get angry at the system. More important MacProof will perform more efficiently for you by making suggestions that fit your needs. If the "your" flag is becoming annoying, the next time MacProof flags it, click Update, click Delete, click Exit, and it won't flag "your" anymore.

Try to customize the system from the beginning and you will see the difference immediately. Usually this process will ensure the improvement of your English writing.

Be sure to read the sections of the documentation which pertain to word processing interfaces. See the index for your word processor information.

Wordworkers of the world unite!





teacher also told you need vivid action verbs instead.

Under *Style*, you can also check for nominalizations, which the user's manual says are verbs (but can also be nouns or adjectives) used—forced into slavery is how I put it—as nouns: “He gave his authorization for the maneuver” instead of “He authorized the maneuver.”

MacProof says it analyzes structure, but its analysis is disassembly rather than scrutiny—lists, numbers, and averages. You can get lists of all sentences, of all sentence beginnings, of first and last lines of each paragraph, and of all phrases containing three or more words that recur at least three or

more times (repetitions). The counts and averages category gives you numbers of words, sentences, paragraphs, and words in the longest sentence, averages of words per sentence or per paragraph, or average number of sentences per paragraph. What MacProof really needs is a readability index—the User's Manual lamely suggests that you “find a few pieces of writing that you think are appropriate to your audience and analyze them with Counts and Averages. These statistics could then serve as a guide.”

I suppose MacProof does what it says it does; my problem with it is that the people who wrote it don't mind taking your money (List \$195, mail-

order \$115) for a fairly superficial tricked-out version of stuff even the grammar-impaired can look up. The best little handbook ever written, William Strunk and E. B. White's *The Elements of Style*, will tell you a whole lot more, cost you a whole lot less (\$3.95), and take up zero space on your hard disk. That's what I call a desk accessory.

*MacProof 3.2.1* (released last summer)  
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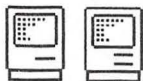
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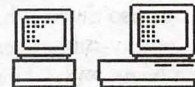
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## Attention All Writers

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*Open~Mac*  
Spreading the Power





# Potpourri

by Robb Wolov

Events have been progressing in the Mac community. Apparently, System 7 is only a matter of weeks, even days, away from final release... if you believe the May 13 rumors. We'll see. But the fourth beta version of System 7 has been deemed "bullet-proof" and Apple has told its developers that "b4" will be the version on which the shipped version will be based.

Demand for the new Macs have been greater than even Apple could have hoped for. It has been so great, especially for the Classic, that Apple has not been able to keep up with orders. This has a dual effect. It obviously brings new people into the Mac community which is good. As numbers of users increase, the Mac market becomes more desirable for software developers and third party hardware suppliers. Selection and scope of products increases with competition driving prices down. But, if Apple can't respond to supply demands, they could sour this new market.

## More Windows Ramblings

We've spoken of Microsoft Windows 3.0 (WIN3), the "Mac-like" DOS shell program, in months past with all sorts of predictions from various sources on its impact on the Mac. Well, now that people have had a chance to live with it for awhile, word is starting to trickle in. Sales for WIN3 has been quite high. Keep in mind that it frequently is given away free—bundled with assorted equipment and software. Sales of *applications* to run under Windows has been somewhat disappointing, according to a number of industry analysts.

The Windows environment has been likened to the state of the Mac Finder about five years ago. DOS users have at least gotten use to GUIs (graphical user interfaces). They have taken a look at the Mac out of curiosity as to what constitutes the "real thing." They must have liked what they saw since demand for the new Macs has outstripped supply. It seems that Windows is such a memory and "CPU cycle" hog that once the novelty of a GUI wears off, many DOS users prefer to return to their old text based applications in order to get usable speed. Not everyone is willing or able to purchase a top of the line 80386 or 80486 Intel computer in order to get usable performance out of Windows. Also, Windows has been reported to be ill-behaved in a network environment.

WIN3 is a shell, a facade over an operating system rather than integrated into the operating system. The warts are starting to show even to the die-hard DOS users. It would be simplistic for me to say that WIN3 is all hype and no substance. But, thus far it appears to be not enough substance to match the hype.

## Poor Man's PostScript

I've loved my GCC Personal LaserPrinter. It's given me yeoman service in the nearly three and a half years that I owned this non-PostScript, QuickDraw based printer. At a time when PostScript printers were priced in the stratosphere, the PLP was an affordable alternative.

With Adobe Type Manager, an entire world of PostScript type 1 typefaces became available for my humble printer which took much of

the sting out of not having a PS interpreter. But, PostScript graphics had been totally out of the question. Moreover, a newsletter I receive over the InterNet is sent to me in the form of pure PostScript code with the intent of either displaying it on screen via Display PostScript or sent directly sent to a PostScript equipped printer. I am, for lack of a better term, an *occasional* PostScript user.

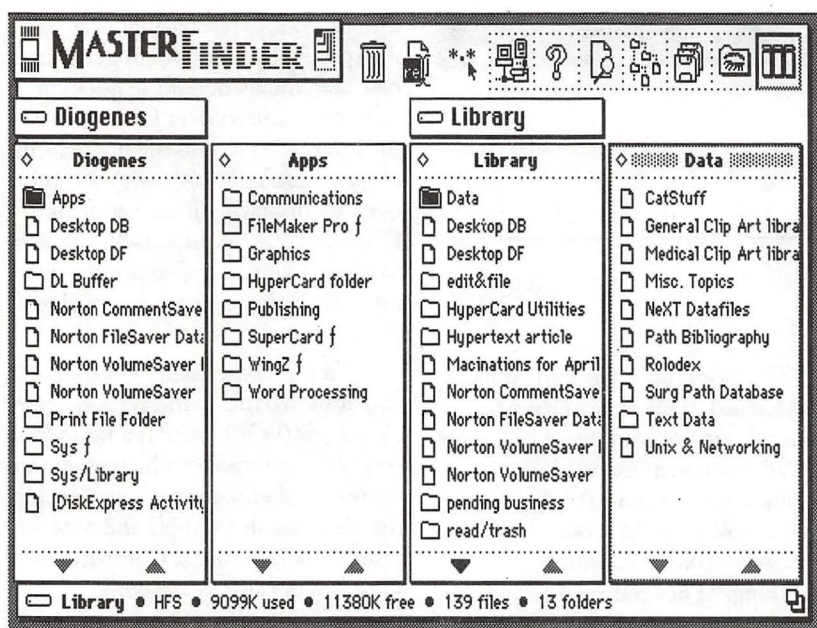
To the rescue comes Custom Applications, Inc. with *Freedom of the Press Light* (FOP). FOP is a PostScript *compatible* interpreter which resides in software rather than the firmware chip that Adobe sells to Apple and other printer manufacturers. Compatible, since it is not strictly speaking PostScript but a non-Adobe designed clone of PostScript. Supplied as a printer application and spooler combination, FOP is a satisfactory answer for the occasional user and works with the majority of non-PostScript devices. A more expensive "non-light" version is available for more complex typesetters and color output devices.

First impressions of running a PostScript-clone interpreter in software was like watching a dog sing. At first you're not overwhelmed by the artistic merit but that it can sing at all! Somewhat the same for FOP. At 300 dpi (dots per inch), the final output was indistinguishable from a true PostScript printer which is great. But, it is slow (running on 5 Meg Mac II) and just a bit "kludgy" but that is the nature of the beast. Depending on the memory requirements of the PostScript generating application you're using, under MultiFinder, Freedom of the Press can print out transparently via the application's **Print** command. But, if memory is tight (and some applications like *Illustrator* are designed to use all available memory making it appear tight to FOP) then you have to save your PostScript output file and print it as a separate operation. As I said, kludgy.

However, the ability to open an *Illustrator* 3 PostScript document or feed in pure PostScript code and print







it on what had been a strictly QuickDraw device is quite gratifying, especially when the mail-order price is in the neighborhood of \$55. Speed seems a fair compromise for someone who only needs to print a handful of PostScript documents per month. Heavier, routine users would find FOP unacceptably slow and should still invest in a true PostScript printer.

*Freedom of the Press* is ATM compatible for printing and screen display but comes with its own collection of basic typefaces which the program requires to be loaded in order to operate thus wasting a bit of disk space. But, as an inexpensive answer for the occasional PostScript user, *Freedom of the Press Light* is an effective solution.

### YAFR! (Yet Another Finder Replacement... but a goody!)

Most of us forget that the venerable Finder is, strictly speaking, just another application running under the Mac's operating system. We use that fact frequently through several Finder replacements (DiskTop, PowerStation, etc.) for those of us that prefer to handle desktop housekeeping functions their way rather than Apple's way. This has proven necessary as our hard disks have gotten bigger and file structures more complex. When the Finder was first created, who antici-

pated gigabyte sized optical disks or multi-megabyte CD ROM's.

When the NeXT computer first came out, one of the features of its operating system was the "Browser," Steve Jobs answer to the Finder. The Browser is set up as a series of vertical panels which permits the direct graphic representation of the telescoping tree structure of the NeXT's file system. Any level of directory or subdirectory (to borrow the phraseology of our DOS friends) is depicted as a list of names and small icons in a panel, much as the View by Name state under Finder. When a user clicks on a folder its contents will appear listed on the next adjacent panel. The user can resize the Browser to accommodate any number of panels. Double-click on an application in a panel and it launches. Double-click on a data file and it loads and launches its application.

Multiple disk drives or volumes can be listed in different panels and names or icons merely dragged across panels to copy or move them. Though wordy to describe, it's a very handy way of doing things and much neater than having many windows open and dragging files from window to window (though you can do that on a NeXT if you really wish to).

As an occasional NeXT user, I've always liked the Browser and wished

that something like it were available for the Mac. I just got my wish.

MasterFinder from Tactic Software combines the best features of such Finder substitutes as DiskTop with the multi-panel structure of the Browser (see figure). MasterFinder comes as an application to run under MultiFinder and a DA to work under Finder.

In addition to handling routine desktop housekeeping chores as moving, copying and launching files, *MasterFinder* also permits directly accessing AppleTalk or Ethernet nodes, searching for files by various modes, creating a launch menu ala Icom's *On Cue* and creating a "Launch Override" list.

This last feature is particularly handy. There are many format standards for the Mac, with applications capable opening files across these formats. MacDraw PICT files can be opened by Canvas, MS Word files opened by MacWrite II and so forth. What is not handy is that you have to first launch the application and then open the file. You can't just double-click on say an MS Word file and MacWrite II will start up. *MasterFinder* permits you to do just that. With the Launch Override list of application equivalences you can double-click on a file and the application *of your choice* will launch assuming it can handle the format.

*MasterFinder* is already System 7 capable. There are such features as "Make alias" within the file menu, dimmed under System 6 which will come to life under System 7.

*MasterFinder* retails for \$99 but Tactic Software will sell it to you for just \$30 if you send them a Xerox of the cover page from any of *MasterFinder's* competitors. There is a fully working "Cinderella demo" on the various bulletin boards which will work until March 31. I've retired DiskTop 4.0 from my system.

Until next time...



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# Editorial Advisor

by Douglas M. Bloomfield

Editorial Advisor is just about everything you need to know about your writing but didn't know where to find or who to ask, written in HyperCard.

This new program is for a person who does a lot of writing or editing and runs into problems with grammar, punctuation, usage and the like. The publisher aptly bills it as "a comprehensive reference library," and as the name states, it is an advisor, not an editor, grammar reviewer, spelling checker, or document processor. It won't tell you what to write or how to write it, but it sure will tell you what you need to know about what you're writing.

It's the kind of material that made your eyes glaze over in English class. The million and a half impossible-to-remember, easy-to-forget rules, road signs, conventions, and standards that any serious writer needs.

It will answer your questions about grammar, punctuation, spelling, composition, usage, citation of sources, indexing and editorial conventions. The program consumes 2.3 megs on your hard disk and is arranged in six HyperCard stacks (HC 2.0 required). It is arranged in a convenient hierarchical system that permits the user to browse through in any direction or go directly to the answer needed.

Editorial Advisor explains things in clear language and provides lucid examples along the way. In typical HC fashion, overlapping information is connected by convenient buttons that take you directly to the related topic or back where you came from. All boldface text acts as a button. In addition, across the top of every card is a row of icons corresponding to the 18 primary features of Editorial Advisor.

Some of the features include:

- How to cite sources, from films to microfilm, including sample entries. The information is arranged by types, such as credit lines, footnotes and different types of bibliographies.
- How and what punctuation marks to use in regular text, index entries, glossaries, quotations and tables.
- Two comprehensive indexes — by word and by subject — take you directly to where you need to go.
- A complete guide to copy editing and proofreading marks will assist in polishing your drafts and preparing copy for typesetting.
- Users can create custom style sheets for each document as it is being edited. Unusual spellings, unique abbreviations, special citations and other data can be recorded to assure a document's uniformity.
- Rules, styles and practices can be incorporated in one's own "House Style Guide," or the user can select a general style from 11 leading authorities or create a new one. I prefer the AP stylebook. There are also the New York Times, McGraw-Hill and American Psychological Association styles and others that make up the House Style Guide.
- A reference base of spelling, capitalization, punctuation and unique words, terms or names can be created by using the House Word List.
- The user can customize many elements through HyperCard's authoring ability.
- Resources such as the House Word List and House Style Guide can

be printed out for hard copy references.

An added convenience is the notepad: an electronic version of stick-ems, enabling the user to stick a note on any card. It is very convenient and once used, it sticks a temporary icon (it's up to the user to keep it or delete it) on the appropriate card. Click on it and the note appears. Unfortunately, it is not as easy to use as it could be. Clicking on the icon enables you only to read the note; if you want to write to the note, you have to go to the pull-down menu (there is no keyboard equivalent) to select among hide, edit or show note.

The default should be edit, to permit immediate writing. The notepad also has some other shortcomings: there is apparently no way to print the note (except to copy the text to the clipboard and then to a word processor), nor is it possible to scroll. That means you could start writing and go right off the page after the 16th narrow line. This is largely only an inconvenience and should not be a determining factor when deciding whether to purchase the program.

Editorial Advisor is a serious program for the serious writer. It pays for itself when it helps you make the right decisions on an critical project for a client, a term paper or dissertation, a free-lance article or any important document.

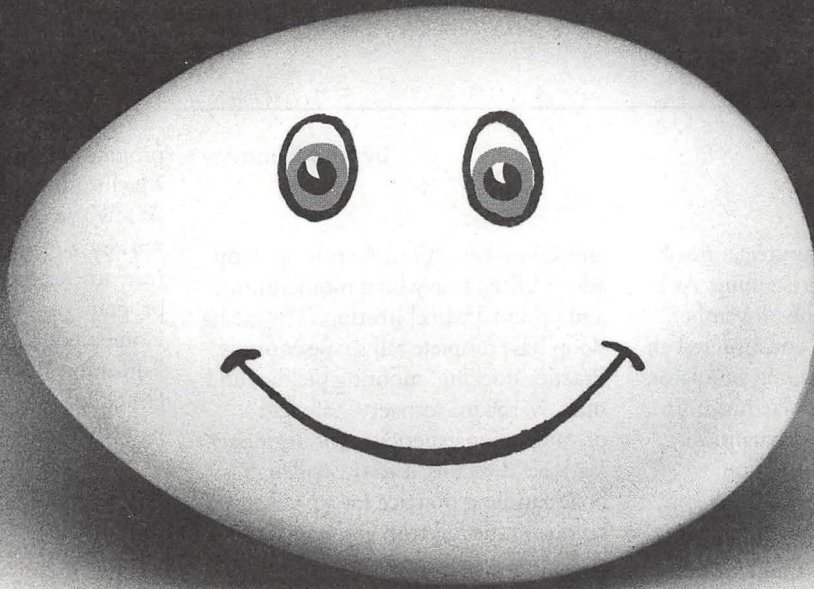
The manual itself is less a "how to" than a "what is" document. The various elements of the program are well described. It is written clearly and succinctly, and is a helpful guide, as far as it goes. A brief tutorial in the 46-page manual would be a welcome and valuable addition, making a useful program even more helpful.

Editorial Advisor 1.0.2  
Published by Petroglyph, Inc. of San Francisco  
Requires HyperCard 2.0  
Suggested retail price: \$149.95

[Douglas M. Bloomfield is a Washington-based writer and government relations consultant.]



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Software review...

MACINTOSH

# Sailboat Dynamics Simulator

by Kim Cimmery

Besides microcomputers, one of my long-term interests is sailing. As I was reading through the November, 1990 issue of *Sailing* I encountered an advertisement for six sailing simulators for IBM PC's and the Macintosh. In particular, the Sailboat Dynamics Simulator caught my attention.

Experience steering and sail trim in four boat types. In the dinghy, you control mainsheet, tiller and crew position. The daysailing sloop adds jib

and spinnaker action. A cruising sloop adds reefing, heavy boat momentum, and optional wheel steering. The racing sloop has complete sail shape controls. Practice docking, mooring pickup, and man overboard recovery. Safe and private sailing experience for beginners. Variable difficulty levels. Challenging boat handling practice for advanced sailors. Hone sail trim and windshift skills racing the clock on a five leg course. Practice collision avoidance in a

shipping channel and dead reckoning navigation in fog, 3D graphics. 100 page manual with special sections for beginners.

The simulators are available from Posey Yacht Design (101 Parmelee Rd., Haddam, CT 06438). The cost for the Sailboat Dynamics Simulator (SDS) is \$49.95 plus shipping.

I had not read a review of this program in any of the popular Macintosh publications like *MacWorld*, *MacUser*, or the *Washington Apple Pi Journal*. Also, I had never read any messages related to this program on the TCS Macintosh Conference Entertainment and Education Bulletin Board. Thus I lacked information on its quality and performance. Combining my interests in Macintosh software and sailing seemed like a good reason to produce a software review to fill this void. So I purchased the SDS program.

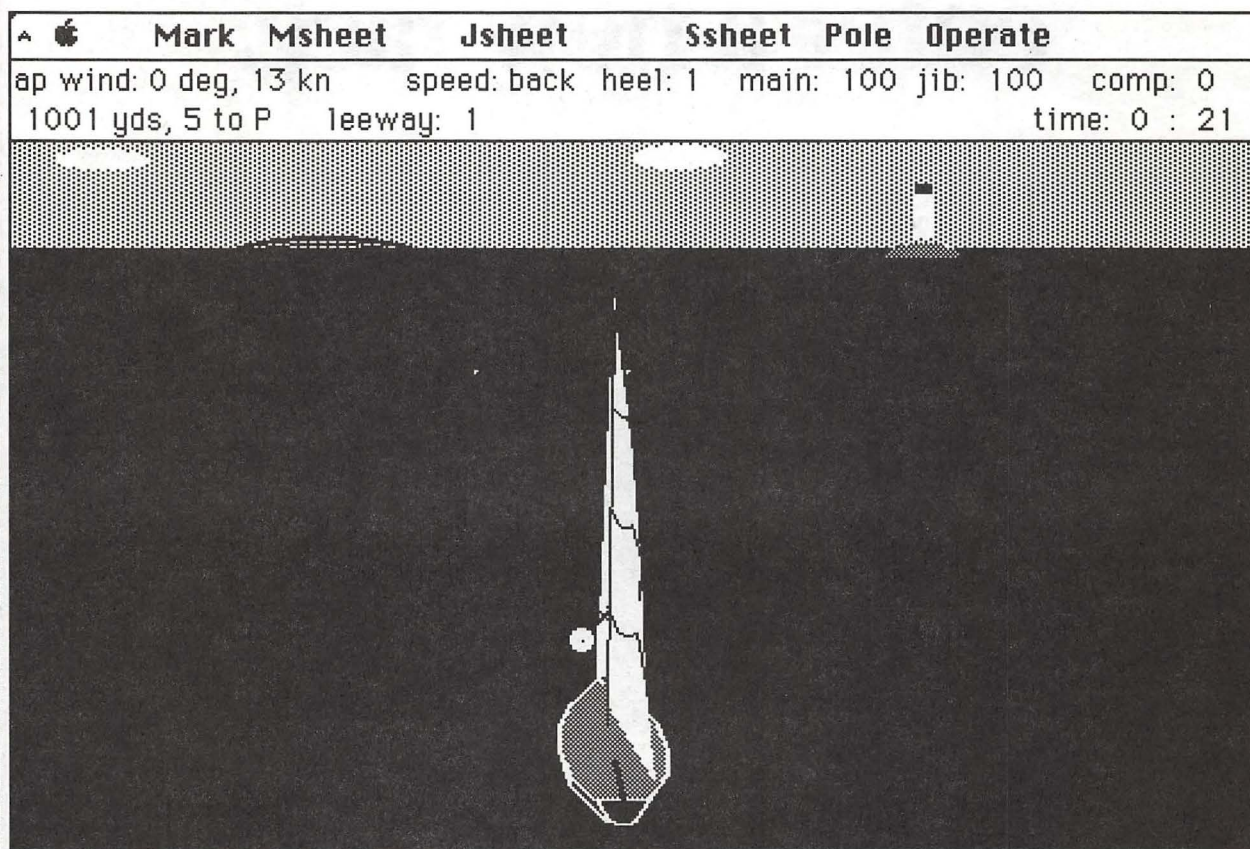


Figure 1. Steering View at start of session.

(Please turn to page 38)





My hardware system is a Macintosh SE with 4.5 MB of memory, two 800 KB flexible disk drives, an internal 30 MB hard disk, and two printers (an Imagewriter I and Hewlett Packard Deskwriter).

The startup screen is text only. This screen displays the program name, version number and copyright notice, and instructs the user to either press the space bar to continue or enter a number to slow the simulation action.

Next, several text only screens are displayed listing options for the next simulation session. The first one asks the user to enter a module number for one of eight modules. Modules set the "theme" for the session. The eight modules to choose from are:

1. A little reach.
2. Beating.
3. Land at the dock.
4. Drop and pick up the mooring.
5. Man overboard.
6. Race the clock.
7. Collision avoidance.
8. Fog.

Once the module is selected the user is asked to identify a boat type: dinghy, daysailing sloop, cruising sloop, or racer.

The smallest boat that can be selected is a single person centerboard dinghy. It has one sail, a mainsail. The mainsail is trimmed using the main sheet. The tiller is used to steer the boat. The dinghy is the only boat of the four that includes a person in the graphics display (Steering View) during the session. The dinghy is sensitive to heeling angle. The person can be hiked out to starboard or port, depending on the tack. The display changes accordingly as does the boat performance.

Next largest is a small daysailing sloop with a keel. Its sail inventory includes a mainsail, jib, and spinnaker. The main and jib sheets can be trimmed individually or the jib can be set to change with the main sheet trim. The spinnaker is controlled by the spinnaker sheet and pole. The pole can

be positioned fore and aft and its height can be adjusted. The spinnaker can also be set and trimmed automatically by the simulator if desired.

The cruising sloop provides simulation of a heavy-displacement sloop: a 40-foot keelboat weighing around 21,000 pounds. Tiller steering is standard and wheel steering is selectable as an option. Available sails include a mainsail, spinnaker, #1 and smaller genoas. During heavy weather sailing, the mainsail can be reefed. The main, jib, and spinnaker trim are similar to the daysailing sloop options.

The fourth type is a 40 foot keelboat racer weighing 12,000 pounds. As with the cruising sloop, tiller steering is standard and wheel is selectable as an option. According to the manual, it has a high tech, bendy rig. Besides the main, jib and spinnaker, the sail inventory includes #1, #2, and #3 genoas. The shape of the main is controlled by adjusting the luff tension, outhaul, boom vang, traveler, and main sheet. The mainsail can be reefed during heavy weather. The mainsail chords can be displayed for a better understanding of the sail shape. Jib control is maintained through jib sheet trim, luff tension, and position of the jib fairlead and barber haul. You can change mast bend and forestay sag

to adjust the rig or the simulator can do this automatically. Spinnaker trim options are similar to the cruiser and daysailing sloops. A special view of the sails on the racer is available to allow for fine adjustments to the sails and the effect of changes on the sails and boat performance.

Three wind conditions are available.

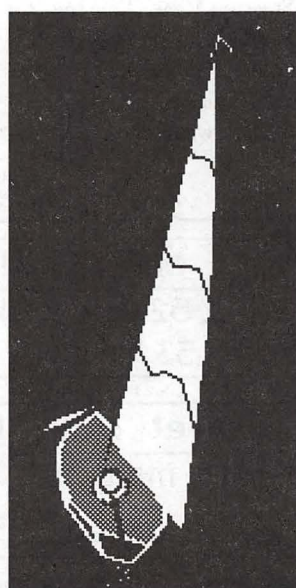
1. Steady, moderate wind.
2. Shifty breezes.
3. Strong, gusty wind.

The range of wind conditions is from 12 to 30 knots. In the first option, the winds do not shift direction as in options 2 and 3. The maximum wind speed in the first option is 12 knots. This option is a good selection when starting out with SDS.

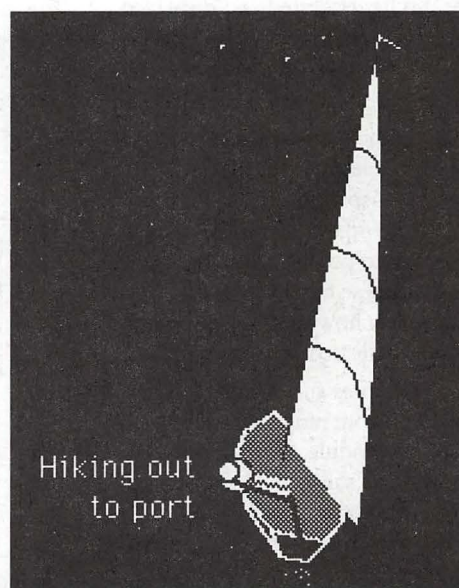
Option 2, shifty breezes, has winds up to 20 knots that do change direction.

The last option, "strong, gusty wind," has wind strengths up to 30 knots and will be shifty. Rough weather sailing techniques can be practiced when this option is selected.

Before the session, a weather forecast is displayed (it is recallable during the session). Wind strength and direction are somewhat predictable



(a) Sail luffing.



(b) Sail trimmed.

Figure 2. Sail trim graphics.



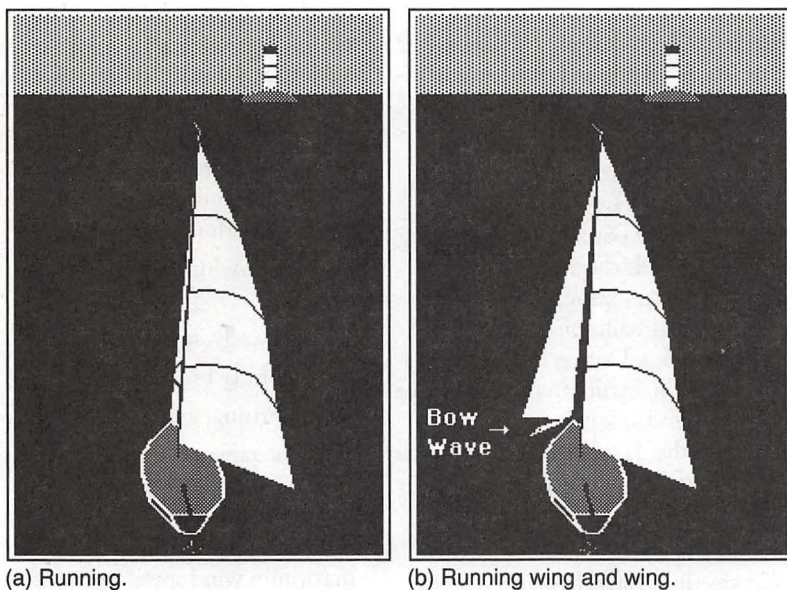


Figure 3. Bow wave.

based on the forecast. You must be sensitive to shifty breezes because they make necessary frequent sail and helm adjustments.

After you have selected the wind factor, you can choose to have tidal currents affect your boat. When they are in effect, tidal currents will vary between 1 and 2 knots in north or south directions.

The cruising sloop has radar available when the collision avoidance module is selected. Distance and direction off the bow of oncoming ships can be requested and displayed. When you select Top View graphics, while in this module, a radar screen view will be displayed.

After the various session options have been selected, a weather and tidal forecast is displayed on the screen. The forecast provides information that allows you to predict wind and tide changes. These factors have an influence on how well you complete a session as reflected through scoring.

Two scores are generated. The individual score ranges from 0 to 100 points per module. This score shows how well you sailed the boat considering winds, tidal currents, whether you met the objectives of the session, and whether you had the computer do any sail trim.

The second score is called a Skill

Level Score. It is created based on your average score in modules 2 through 8, provided they are run in one sitting, without shutting down the computer. The same module can be run more than once. Only the best score on that module, during that sitting, will be used.

Three graphic or viewing modes are available during the simulation session. The Steering View and Top View are available for all boats. The Sail View is only available for the racer.

When the session starts up, you are in the Steering View. This mode is where most user interaction takes place. You guide the boat using the tiller or wheel. The mouse is used to move the tiller or wheel to port,

starboard or to center. Sails are selected by accessing drop down menus. For example, when the racer has been selected, the Jib Menu allows the user to select from #1, #2, or #3 genoas. Adjusting the main and jib sheets can also be done by accessing drop down menus. When adjusting the jib sheet, you can select a number ranging from 1 through 14. If you select '1', the jib is trimmed in tight; if you select '14', the jib sheet is out all the way. The main sheet operates the same way except values 1 thru 3 pull the boom down and the range is extended to 17. An alternative to using the drop down menus for sail trim, is to use keyboard commands.

I found the use of the keyboard commands for adjusting the main and jib sheets to be more "realistic" recalling crew messages like, "Hey, pull the main sheet in a little, the mains luffing!" For example, pressing the 'U' key trims the main sheet in a lot while the 'I' key trims it in about a foot.

When you are in this viewing mode, you are observing your boat from behind, slightly above the deck, and slightly from the windward side. This provides a good perspective for controlling the action. Figure 1 shows you the Steering View immediately after the session begins. Note the mooring buoy just past the bow of the boat in the figure.

Figure 1. Steering View at start of session.

There are indicators for current wind conditions and sail trim. On top of the mast is a masthead fly that

A	Apple	Mark	Msheet	Jsheet
ap wind: 52 deg, 17 kn		speed: 6.5		
48 yds, 53 to P		leeway: 4		
Ssheet Pole Operate				
heel: 18		main: full	jib: full	comp: 119
		par: 0	time: 19 : 24	

Figure 4. Information portion of Screen View.



indicates wind direction. When you are moving it will show apparent wind direction. On the mainsail are draft stripes. When the main is trimmed properly, these stripes will form smooth curves (Figure 2[b]). If the main is luffing, these stripes form jagged or wavy curves (Figure 2[a]).

There is a telltale on the leach of the main. This is supposed to help you judge how the sail is set. I was not able to use this effectively. I think it is due to the black and white graphics on my Macintosh SE. The telltale often blends in too much with the background graphic pattern. The jib has a pair of telltales. Again, I was not able to take advantage of these due to my graphics. It would be interesting to see if a color Macintosh would render the telltales more useable. The manual states that the starboard telltale on the jib is green and the port telltale is red. I can see where color would make a big difference.

When your boat is moving forward, a wave from the bow will appear. Nice touch. Figure 3[b] displays a cruising sail boat running wing and wing with a bow wave on the port side.

Other graphics will appear in the Steering View depending on which module was selected. For example, the objective of the reach and beating modules is to sail between two buoys. The buoys appear on the screen in the water. Other modules will include a mooring, dock, a person bobbing in the water (the man overboard module, of course), or fog. The horizon moves with the boat movement. There are also islands and lighthouses.

The islands and lighthouses do not change in perspective. That is, they do not change in size as you get closer to or farther from them. I was a little disappointed in this since changing perspective is a technique for sensing distance. In the simulator, you sense distance by using the information window.

Figure 4. Information portion of Screen View.

The information window is at the top of the Steering View screen (Figure

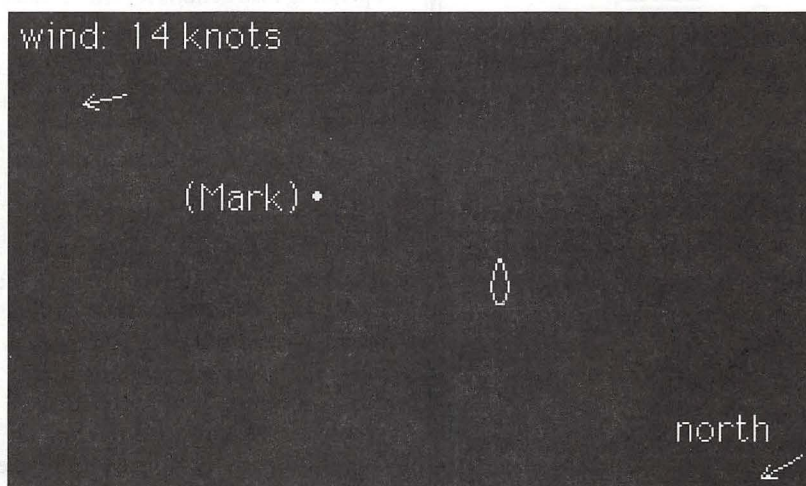


Figure 5. Top View (compressed).

4). It provides information on the wind, your location and boat performance. Below is a list of the contents of this window.

1. Apparent wind angle and speed.
2. Speed (boat speed in knots).
3. Heel.
4. Leeway.
5. Compass (magnetic heading in degrees).
6. Velocity made good (rate of progress to windward).
7. Yards to an object.
8. True wind.
9. Time (displays the minutes and seconds since the module started).
10. Main (indicates whether the main is trimmed).
11. Jib (indicates whether the jib is trimmed).
12. Spin (indicates whether the spinnaker is trimmed).

The window provides much information. The "yards to an object" variable allows one to get a feel for distance traveled. Its real purpose is to show your boat position relative to an object, such as buoys. For example, it will show how many yards to an object along with whether it is to port or starboard and how many degrees off the bow.

The Top View is the second mode that is available for all boats (Figure 5). This view provides an overhead view of

your boat and the buoys, ships, and other objects in the area. A wind arrow shows the direction the true wind is blowing and its speed in knots. Tidal current (if selected as an option) is indicated by a tide arrow. Its' speed in knots is shown.

As indicated earlier, the Sail View is only available for the racer boat. The Sail View provides an overhead view of the racer so you can see the sails. While in this view, you can set sails and adjust sail. The screen display will adjust depending on any changes you make. The IBM version of SDS displays all the pertinent settings for the sails on the left side of the screen for the Sail View. In the Macintosh version the user has to access the pull-down menus to see the current settings.

A module is selected for the upcoming session from eight choices. This module sets the objective for the session. This determines how the session will be scored. If your interest is not in the scoring you can still set sails and sail trim, steer, and even capsize without restricting your interaction with the simulator. All the options are still available to you. But the scoring aspect does add a measure of performance for your efforts and a measure of possible improvement over time.

The instruction manual accompanying SDS is for all versions; i.e., for IBM PC and Macintosh. The first two sections of the manual provide





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operating instructions for the simulator in the two environments. The remaining sections deal with how to use the simulator and explanation of sailing theory, techniques, basics, etc.

After explaining how to use the simulator, the modules, scoring, etc., a section is provided called "Getting to Know Your Boat." Using examples, you discover how to use the SDS. You are instructed to use module 1, a little reach. The manual leads you through many of the options for the various boats. This includes things like tiller verse wheel steering, mainsail and jib trim, hiking (in the dinghy), spinnaker trim, etc. Nearly all the topics in the rest of the sections use examples with the SDS.

Following the "Getting to Know Your Boat" section is an introduction to Sailing Basics. Topics covered are apparent and true wind, how sails work, points of sail, steering tips, and leeway, heel, and drag. The Advanced Sailing Topics section covers sail trim and shape for the racer, weather and wind patterns, windshift strategy, tidal current, and collision avoidance.

There is also a section called Advanced Sailing Drills. Here you learn how to steer using the sails and techniques called feathering and the death roll. Other topics are also presented.

One of the last sections provides a detailed explanation of each module. It describes specifically what the objective is for the module, how you will be scored, useful techniques, and comments. Comments provide hints on how to use the tools available in the simulator to help you meet the objectives of the module.

### Discussion

The first thing I did was to read the manual. Besides explaining how to use the SDS, the manual provides a lot of information about sailing techniques, basics, theory, etc. Most of these subjects are discussed relative to the SDS.

After running the program for the first time, my impression of it was not very good. In fact, I was beginning to

fear that my \$50 was not well spent. The use of text screens to collect information from the operator is very, very un-Maclike. This approach is probably an artifact from the DOS to Macintosh conversion of SDS. The Screen View graphic screen seemed slow. The refresh rate for program action appeared to be about once per second.

After many hours of using SDS, my impression has changed. The text screens are still there and the graphics still seem slow. But I have learned to use and understand all the information displayed on the screen. I have set up sessions using many different combinations of modules, boat types, and wind conditions. I have learned to read the sail trim indicators, such as the draft stripes on the mainsail. And I have paid attention to the catspaw moving across the water and changed my tack or sail trim accordingly. I have learned to sail by the numbers. Most, actually all, of my sailing experience has been in a 16-foot dinghy. No numbers there. I have learned a few things from SDS. It is enjoyable. And I feel much better about my \$50 investment.

I was hoping that the Sailing Dynamics Simulator would be the marine equivalent to the Microsoft/SubLogic Flight Simulator. It is not. It is the only sailing simulator I have encountered for the Macintosh. I think the price is a little high, but I would recommend it to anyone who is interested in sailing and is looking for a Macintosh tool that can help them better understand the variety of factors that affect sailboat performance.



## Apple II/III

### Apple II

#### GENERAL

John Wiegley after 2:15 (703) 437-1808  
Leon Raesly (301) 220-0717

#### ACCOUNTING PACKAGES

BPI Programs  
Jaxon Brown (301) 350-3283

#### BPI & Howardsoft (Tax)

Otis Greever (615) 638-1525

#### Dollars & Sense

Barry Fox (717) 566-6709

#### Home Accountant

Leon Raesly (301) 220-0717

#### Quicken

Gary Hayman (301) 345-3230

#### Apple SSC

Bernie Benson (301) 951-5294

#### AppleWorks

Ken DeVito (703) 960-0787

Ray Settle (301) 647-9192

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

Gary Hayman (301) 345-3230

Leon Raesly (301) 220-0717

#### AppleWorks Database

Morgan Jopling (301) 721-7874

#### COMMUNICATIONS

#### ProTerm

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)

Barry Fox (717) 566-6709

#### Corvus & Omnlnet

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

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

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

#### Print Shop

Thomas O'Hagan (301) 593-9683

#### SPREADSHEETS

#### General

Walt Francis (202) 966-5742

#### MagicCalc/SuperCalc2.0

Leon Raesly (301) 220-0717

#### Telecommunications

Allan Levy (301) 340-7839

#### TimeOut Series

Morgan Jopling (301) 721-7874

#### Utilities:ProSel

Barry Fox (717) 566-6709

#### WORD PROCESSORS

#### General

Walt Francis (202) 966-5742

#### Apple Writer II

Dianne Lorenz (301) 530-7881

Leon Raesly (301) 220-0717

#### AppleWorks GS

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

#### Letter & Simply Perf

Leon Raesly (301) 220-0717

#### Mouse Write

Barry Fox (717) 566-6709

#### Publish.It!

Gary Hayman (301) 345-3230

#### ScreenWriter II

Peter Combes (301) 251-6369

Gene Carter (202) 363-2342

#### Word Perfect

James Edwards (301) 585-3002

Henry Donahoe (202) 298-9107

#### Word Star

Art Wilson (301) 774-8043

### Apple IIGS

Paul Tarantino (before 10pm) (703) 451-5608

Neil Laubenthal (703) 691-1360

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

#### GENERAL

Barry Fox (717) 566-6709

#### //e Upgrade

Morgan Jopling (301) 721-7874

#### APW

Andy Gavin (703) 734-3049

Leon Raesly (301) 220-0717

#### Deluxe Paint II

Rich Sanders (703) 450-4371

#### GS BASIC

Barry Fox (717) 566-6709

#### Multiscribe GS

Ray Settle (301) 647-9192

#### TELECOMMUNICATIONS

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

#### TimeOut Series & Utilities: ProSel

Barry Fox (717) 566-6709

#### 816 Paint/Writ'rs Ch.El

Andy Gavin (703) 734-3049

#### Apple II Hardware Epson printers, hard drives,

Guy Durant (202) 363-0366

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

#### MARYLAND

Ray Settle (Annapolis) (301) 647-9192

Scott Galbraith (Frederick) (301) 865-3035

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

Gary Hayman (Greenbelt) (301) 345-3230

Lee Raesly (Adelphi) (301) 220-0717

Allan Levy (North Potomac) (301) 340-7839

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



# APRIL

- 1 Monday**  
7:00 PM  PI-SIG ..... call  
Editorial Deadline—May Issue  
Ad Copy Deadline—May Issue
- 2 Tuesday**  
7:00 PM Tutorial (Apple II e/c: Intro) ..... office
- 3 Wednesday**  
7:30 PM dPub SIG ..... PEPCO  
7:30 PM Mac Programmers ..... office
- 4 Thursday**  
7:00 PM Columbia Slice ..... Columbia  
7:30 PM GameSIG ..... office
- 6 Saturday**  
9:00 AM Tutorial (Microsoft Word: Intro.) .... office
- 8 Monday**  
7:00 PM Tutorial (Macintosh: Intro.—I) ..... office
- 9 Tuesday**  
7:00 PM Tutorial (Apple II e/c: Intro.—II) .... office
- 10 Wednesday**  
7:00 PM NeXT SIG ..... NIH  
7:30 PM Database SIG/4D ..... Computer Factory
- 11 Thursday**  
7:30 PM Board of Dir.'s Mtng. .... office  
8:00 PM StockSIG ..... office
- 13 Saturday**  
9:00 AM Annapolis Slice ..... Severna Park  
10:00 AM Frederick Slice ..... Frederick  
9:00 AM Tutorial (Microsoft Word: III) ..... office
- 15 Monday**  
7:00 PM Tutorial (Macintosh: Intro.—II) ..... office
- 16 Tuesday**  
7:00 PM Tutorial (Apple II e/c: Intro.—III) ... office
- 17 Wednesday**  
7:30 PM Excel SIG ..... office  
7:30 PM Fed SIG ..... call  
7:30 PM HyperTALK SIG ..... call
- 18 Thursday**  
7:30 PM AV SIG ..... office
- 20 Saturday**  
9:00 AM Tutorial (Adobe Illustrator: IV) ..... office
- 22 Monday**  
7:00 PM Tutorial (Macintosh: Intro.—III) ..... office
- 23 Tuesday**  
7:00 PM Tutorial (PageMaker: Intro.) ..... office
- 24 Wednesday**  
7:00 PM Tutorial (MORE 3.0: Intro.) ..... office  
7:30 PM Apple III SIG ..... office
- 25 Thurs**  
7:30 PM  Ed SIG ..... call office  
Ad Space Deadline—June Issue  
Writers' Deadline—June Issue
- 27 Saturday**  
8:00 AM AppleWorks SIG ..... before WAP Mtng.  
9:00 AM WAP General Mtng. .... CALL!  
noon HyperCard SIG ..... after WAP Mtng.  
noon New SIG ..... after WAP Mtng.
- 29 Monday**  
7:00 PM Apple IIGS SIG ..... McLean (call)  
7:00 PM Tutorial (Excel intro) ..... call

## WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday; in February and March at the Bethesda Ramada Inn, 8400 Wisc. Ave. 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 Pochevko 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, 9 :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.

## April

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				



## Meeting Notices

**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**—currently dormant.

**HyperTALK SIG**—not dormant at all (contrary to what we told you last month); they continue to meet (as always) on the 3rd Wednesday of the month at the Fairlington Community Center, 3300 South Stafford Street, Arlington, VA at 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 Pochevko at the WAP office (301-654-8060 in Bethesda). E-mail can be left at: Andy Shaw, Twilight Clone BBS.

## MAY

### 1 Wednesday

7:30 PM  
7:30 PM



dPub SIG ..... PEPCO  
Mac Programmers ..... office  
Editorial Deadline—June Issue  
Ad copy Deadline—June Issue

### 2 Thursday

7:00 PM  
7:30 PM

Columbia Slice ..... Columbia  
GameSIG ..... office

### 6 Monday

7:00 PM

PI-SIG ..... call

### 8 Wednesday

7:00 PM  
7:30 PM

NeXT SIG ..... NIH  
Database SIG/4D ..... Computer Factory

### 9 Thursday

7:30 PM  
8:00 PM

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

### 11 Saturday

9:00 AM  
10:00 AM

Annapolis Slice ..... Severna Park  
Frederick Slice ..... Frederick

### 15 Wednesday

7:00 PM  
7:30 PM  
7:30 PM  
7:30 PM

WorksSIG ..... office  
Excel SIG ..... office  
Fed SIG ..... call  
HyperTALK SIG ..... call

### 16 Thursday

7:30 PM

AV SIG ..... office

### 22 Wednesday

7:30 PM

Apple III SIG ..... office

### 23 Thursday

7:30 PM

Ed SIG ..... call office

### 24 Friday



Ad Space Deadline—July Issue  
Writers' Deadline—July Issue

### 25 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.

### 27 Monday

7:00 PM

Apple IIGS SIG ..... McLean (call)

### 31 Friday



Ad Copy Deadline—July Issue  
Editorial Deadline—July Issue

## May

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	



## Macintosh

### GENERAL

Jeff Alpher to midnight (301) 630-2036  
Shabtai Klein (301) 270-2250

### Art & Video

Nancy Seferian (202) 333-0126

### Borland Products

Doug Ferris day only (800) 826-4768

### DATABASE PROGRAMS

#### Fourth Dimension

Bob Pulgino (301) 474-0634  
Peter Yared (301) 564-1560

#### FileMaker Pro

Tom Parrish (301) 654-8784  
Mort Greene (703) 522-8743  
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+

PJeff 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) (703) 768-5315

#### ReadySetGo

Jim Graham (703) 370-5737  
Marty Milrod (301) 464-5981  
Freddi Galloway (V/TTY) (703) 768-5315

#### 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

(703) 522-8743

#### WingZ

Kirsten Sitnick (301) 750-7206

#### MultiPlan

John Love (703) 569-2294

### TELECOMMUNICATIONS

#### General

Allan Levy (301) 340-7839

#### CompuServe

Michael Subelsky (301) 949-0203

### WORD PROCESSORS

#### Microsoft Word

Marty Milrod (301) 464-5981  
Harris Silverstone (301) 435-3582  
Tom Cavanaugh (301) 627-8889

#### Freddi Galloway (V/TTY)

(703) 768-5315

#### Kirsten Sitnick

(301) 750-7206

#### ThinkTank-More

Jim Graham (703) 370-5737

#### Tom Parrish

(301) 654-8784

#### Hebrew Word Processing

Tim Childers (301) 997-9317

#### WriteNow

Bill Baldrige (301) 779-8271

### WordPerfect—Mac

Curt Harpold (202) 547-8272

### Microsoft Works

Amy Billingsley (301) 622-2203

### MISCELLANEOUS

#### MacProject

Jay Lucas (703) 751-3332

#### Norbert Pink

(703) 759-9243

#### HyperCard

Rick Chapman (301) 989-9708

#### File Transfer

Mort Greene (703) 522-8743

#### Backfax

Mort Greene (703) 522-8743

#### HyperCard Scripting

Jamie Kirschenbaum (eves) (703) 437-3921

## General

### Games-Apple II

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

### IBM

Leon Raesly (301) 220-0717

### Math-OR Applns

Mark Pankin (703) 524-0937

### Modems-General

Allan Levy (301) 340-7839

### Hayes Smartmodem

Bernie Benson (301) 951-5294

### Practical Peripherals

Allan Levy (301) 340-7839

### Printers-General

Walt Francis (202) 966-5742

Leon Raesly (301) 220-0717

### MX-80

Jeff Dillon (301) 662-2070

### Stat Packages

David Morganstein (301) 972-4263

### Stock Market

Robert Wood (703) 893-9591

### MS/DOS

Tom Cavanaugh (703) 627-8889

### Dvorak Keyboard

Ginny & Michael Spevak (202) 362-3887

## Frederick Apple Core Help Line

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

Oscar Fisher	(Frederick)	694-9237	Apple II, GS
Dick Grosbier	(Frederick)	898-5461	Apple II, GS, & Mac
Harold Polk	(Frederick)	662-6399	Apple II
Tony Svajlenka	(Frederick)	694-6209	Apple II
Doug Tallman	(Frederick)	663-3268	Mac
Scott Galbraith	(Monrovia)	865-3035	Apple II & GS



# Powericons

by Thomas Hoyt

## *A little help for the Finder*

Don't you just hate it when you are all ready to open a brand-new document with your favorite application and neither the application nor any documents of its type are anywhere to be found on the desktop? Doesn't it just drive you crazy when you have to search through several directory levels, opening and closing Finder windows, searching for the right type document to click on just so that you can immediately close it to work on something new? And then put your new document back in the directory where you wanted it in the first place? Doesn't it simply boggle your mind to realize that the "Finder" doesn't really "find" anything, anytime, anywhere?

Ever since The Macintosh Way was revealed to me some years ago, this irritating little facet of the Finder file and directory interface has periodically driven me batty. Here I am, happily being productive on The Computer For The Rest Of Us, when suddenly—bam!—I get an earthshattering idea that will change the world as we know it. But I need to be in application *X* immediately to develop this staggering notion. I want to simply click or select one thing, and—wup!—smoothly continue implementing my messianic blueprints without a missed beat or thought. Instead, I have to stop everything, put on the mental brakes, and spend precious minutes wondering what's the fastest way to get to the MacWrite folder and back again. Sigh...

Fear not, gentle reader—help is on the way. No, it's not spending hundreds of dollars on memory and Multifinder so that you can keep all your favorite programs in memory

simultaneously. It's something much cheaper. It is called Powericons. Powericons, from Magic Software, Inc., is the latest entrant in the Finder improvement wars. This application enables you, the user, to create "links" to applications on your hard disk. In fact, as far as the user is concerned, Powericons provides the same functionality as Unix links do, albeit limited to applications. This means that you can create an alias Powericon application for a given real application somewhere else on the disk. Clicking on the alias application or "Power Icon" has the same effect as clicking on the original application: up it pops, ready to perform your bidding.

These Power Icons, once created, can reside anywhere in the directory tree. Their location does not affect the relationship they have with their assigned application. Because of this, you have more options for organizing your hard disk. In general, for backup purposes, you should keep data segregated from applications. With Power Icons, you can keep your important application and application support files (dictionaries, help files, preference files, etc.) safely tucked away in an applications directory tree without making them inaccessible in the aggravating way described above. By throwing as many Power Icons as you like in your data file directories, you regain the functionality of having a copy of your application(s) sitting in your working directory. For disk neatness freaks like this reporter, this is a godsend.

Using Powericons is a snap. You access the program through a single dialog window. In it are buttons that allow you to change your directory, pick the application to create a Power

Icon for, name your new Power Icon, and finally create the new Power Icon. There is also an option that allows you to decide whether the new Power Icon will look like the application icon it is linked to or look like the default "Powericons" icon (a diamond with a thunderbolt through it). You can also set up your Power Icon to bring up the application assigned to it with a specified data file open. Presumably, this allows a systems integrator to create a variety of "one function" Power Icons, perhaps with the same application, but with different files, thus relieving the "less-sophisticated" user from the trouble of dealing with the standard Macintosh file I/O dialog.

This reporter had no difficulty setting up and using the package and the Power Icons created with it. It is completely Multifinder compatible and works like a champ on my SE/30. The only possible problem you may run into is that, under Multifinder, it may be necessary to increase the application memory size in the Get Info finder dialogue for these Power Icons. Essentially, these Power Icons are mini-applications that do nothing but launch the correct application and immediately quit. If you click on one and the proper application does not launch, doubling the size parameter will fix the problem (the default is only 20). As far as disk space is concerned, these Power Icon applications are only 2K in size. All these technical details are well documented in the manual.

Speaking of which, the small manual that comes with the package is well-written and is tolerably short: a few paragraphs of reading and you are Power Iconing to your heart's content. Unfortunately, at this writing, no price information was available. Overall, I would recommend this to anyone tired of finding applications for the misnamed "Finder." And the end of that frustrating search is something that won't drive you crazy.

*[Thomas Hoyt resides in pastoral Loudoun County, VA. When he tires of his Mac, he has a lovely wife and several pet rabbits that divert him greatly.]*





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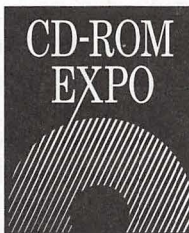
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# On the Trail of the Apple III

by David Ottalini  
Apple III SIG Co-Chairman

## Adieu to Apple III Anonymous

Word from the West Coast is that this San Francisco Bay-area group has decided to combine with ATUNC - The Apple Three Users of Northern California. Newsletter Editor (and WAP III SIG member) Tom Linders wrote in the January, 1991 Newsletter that "Neither club is doing well at meetings, and memberships are waning. So we are going to combine the two clubs as of the first of February, 1991. There will be one newsletter, one set of officers, one dues, but two meetings."

The new group will be called ATUNC, with a southern chapter (like our Slices) called "ATUNC South." Its combined membership will be about 70 members (just a little under what the III SIG membership has).

We're sorry to lose Apple IIIers Unanimous, but happy to see ATUNC strengthened and perhaps better able to focus on the needs of all the Bay-area owners of our SARA.TITAN III+IIe CARDS! We've talked a number of times about this set of two cards you can buy for your III to give it full 128K Apple IIe compatibility. Add a 65c02 chip (replace it for your IIIs 6502 CPU chip) and you can run ANY program that can run on an enhanced Apple IIe including Publish It!3 and AppleWorks 3.0. They also work with the less expensive hard disks now being sold by On Three (1-206-334-8001).

The cards are still available from a company called GR&D for \$299.00. If there's enough interest, I may be able to get a group purchase deal from them like we did a few months ago. Their phone number is 1-313-677-4122.

If you've never given much thought to owning these cards, Ron Collins recently gave some great reasons on MAUG (Micronetworked Apple Users Group) on CompuServe):

The benefit of the Titan boards over even an original IIe when installed into the Apple III are many. The few I am impressed with are... A) I can still run all of my II software. B) I can now run any of the IIe and some of the IIc software. C) I can use my III's 256K memory as a high speed ramdisk without having to purchase an add-on board. D) I get a number pad that the IIe doesn't have and I get extended graphics support and extra video memory without the enhanced IIe's extra cost. E) I get 80 columns without the expense of a IIe 80 column card. To me, the cost of the two boards (which have a IIe joystick port onboard as well!) is far less than the cost of a new system with similar hardware.

### Software Notes

If you've purchased the EaSY Accounting System and are having some problems getting it up and running, please check your disks to make sure the files are UNlocked. EaSY needs its files unlocked to write to them and responds in a very unfriendly manner if they are not (i.e. it won't work!).

Additionally, please be sure to read the instructions on side one of Disk 3ACT-01. They are not complete by any means, but should help to get you up and running. Most importantly, the instructions explain the password you'll need to use to get into the system.

And on one other front, your illustrious III SIG Co-Chairman

misnumbered some of the PD disks the past few months. As a result, you'll notice a few holes in our Miscellaneous category. We'll fill those in soon, so stay tuned. APRIL PD DISKS Five disks find their way into our PD this month and yes, we are finally going to release the long-anticipated Star Trek disk. IIIs from all over the nation have been clamoring for this, so send in that \$2.00 for your copy before we run out (just kidding ... we'll transport more into the WAP office if demand warrants).

The Star Trek disk is 3GAM.05 and includes the only two known versions of the Star Trek game (both in Basic) for the Apple III. There is some musical entertainment, some Foto Files, and information about what you can find on the Science Fiction Forum on CompuServe about Star Trek. There's even a file describing fan clubs you can join.

Be forewarned that much of this material is Next Generation (or as they call it on CompuServe STTNG) in nature (since it's my favorite). And just wait till you see the boot program!

Moving on, Disk 3INF.21 is our IIIs Company BBS Information disk. If you've never tried Ed Gooding's Bulletin Board, here's your chance to see what it is you are missing. This disk shows you what the BBS looks like and what it offers. That includes descriptions of many of the newest files that are being offered. IIIs Company is free save for the phone call and has truly been a labor of love for Ed over the years. By the way, this is our third IIIs Company disk. 3INF.01 and 3INF.02 has programs and other information you might enjoy.

Disks 3MSC 13 and 14 are for those of you interested in learning or practicing your French or Italian. Contributed by Jim Salerno, French Tutor and Italian Tutor can run you through the paces to hone your skills. These disks are really great for students who want a fun way to practice. The French Tutor disk (3MSC.13) is double sided and self-booting, while Italian Tutor is only a single-sided disk.

Jim also donated a program for

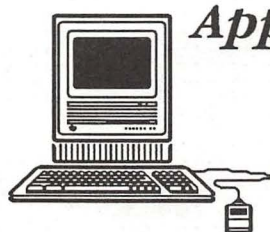




our final disk, 3MSC.16. Bowling is a Basic program designed by Jim for a senior center interested in keeping track of bowling league scores. It could easily be adapted to your own league needs if desired. On the flip side, we've but some programs for teachers. Grid Grade allows teachers to keep track of their students and grades. There are four programs, GRIDDER, GRADER, GRADESHEET and CLASSLIST. All are written in Basic and the disk is self-booting.

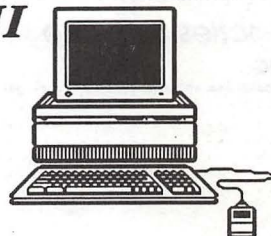
In the works for future disks, more offerings from Dr. Al Bloom, and another Contributions disk. I've also started working on a disk that will be called "How Can I..." that will include articles explaining many of the questions folks seem to ask when they call on the Hotline (i.e. "How can I transfer files from my III to an IBM or Mac", "Where do I find software?" and more). Contributions for that disk are more than welcome.

Finally, I've updated the New Member disk to reflect continuing changes in the Apple III Community.



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NEC 2200XE (192 cps, 24-pin quality at a bargain price)	349
5200 / 5300 (265 cps, 24-pin, std / wide carriage)	549 / 729
Toshiba 321SL (216 cps, 24-pin)	519
HP LaserJet II (8 ppm, 512k)	1699
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Sonic Blaster (stereo digitizer / playback for ][gs)	109
Transwarp II (7 mhz 6502c accelerator for ][+ and ][e)	149
Transwarp GS (7-mhz accelerator for ][gs)	295
PC Transporter (IBM-on-a-card, 768k)	389
AMR 80-column card (64k, for ][e)	59
Zip chip (4 mhz / 8 mhz CPU chip replacement)	119 / 155

### HARD & FLOPPY DISKS

Sider II (20 / 40 / 70 / 90-meg for ][+, ][e, ][gs or Mac)	(call)
Applied Engineering Vulcan 20 / 40 / 100 (internal hard disk for ][ series)	549 / 699 / 1295
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AMR A.5d (143k, daisychain port, for ][gs)	149
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ProGrappler (parallel printer interface w / graphics)	85
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Microbuffer Mini (32k-512k printer buffer)	85
Applied Engineering Timemaster H.O. (clock card, supports ProDos time / date functions)	85

## )(-series Software

### WORD & PAGE PROCESSING

Appleworks 3.0 (word processing, database, spreadsheet for ][e, c, c+, gs)	179
Word Perfect (for ][e, ][c, ][gs)	109
pfs:Write (w / speller)	75
Beagle Write (][gs)	59
Newsroom	25
Publish It! 2.0	79
Sensible Grammar	59

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VIP Professional (][e, ][c / ][gs)	79 / 89
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### DATABASE

pfs:File w / Report	75
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Managing Your Money 4.0	95
Quicken (easy home accounting)	45
BusinessWorks (best ][e / ][c / ][gs-series business accounting)	259
Dollars & Sense	79
Peachtree Back-To-Basics Professional (GL / AR / AP / INV for ][e, ][c, ][gs)	169

### COMMUNICATIONS

Applied Engineering ReadyLink (split screen, VT-100 emulation)	79
Compuserve Starter Kit	29

### MISCELLANEOUS SOFTWARE

Beagle Timeout SideSpread / Power Pak / Program Writer / Thesaurus	32
UltraMacros	39
QuickSpell / SuperFonts	42
Graph	55
pfs:Workmates (includes Write, File, Report, Plan)	125
Print Shop / Print Shop Companion	35 / 29
Copy ][+ v8.0	29
Avery List & Mail	45
PaintWorks Gold (for ][gs)	49
Flight Simulator II	35
Where in the World is Carmen Sandiego?	29

## Mac Hardware

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General Computer Personal LaserPrinter (QuickDraw-compatible, six fonts)	1549
Personal LaserPrinter Plus (as above, w / seven additional fonts)	1649
Business LaserPrinter (6 ppm, Postscript, 2-meg)	2995
WriteMove (QuickDraw-compatible inkjet printer)	525
HP DeskWriter (QuickDraw-compatible inkjet, 300-dpi)	899
NEC LC-890 (8 ppm, Postscript / HP emulation, 3-meg, dual-bins)	3199
Qume CrystalPrint Publisher (8 ppm, Phoenix Postscript, 3-meg)	2895

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Infinity (40-meg removable disk, also reads IBM floppy disks)	1049
Infinity Optical Disk (570-meg read / write removable, SCSI)	3949
TurboFloppy 1.4 (1.44-meg floppy, read / write Mac & IBM disks, SCSI)	325
CMS 20 / 30 / 60-meg SCSI	435 / 495 / 649
100-meg internal, SE, II	925
DaynaFile (360k floppy, reads and writes IBM disks)	475

### 68020 / 030 ACCELERATORS

Dove Marathon 68020 accelerator (for SE)	475
68030 accelerator (for Mac II, Ix, SE/30)	999
Irwin Excelsator XL 16 (16-mhz 68000 for SE)	329
Excelsator XL 20 (20-mhz 68020 for SE)	649
Excelsator XL 25 (25-mhz 68020 for SE)	1125

### MISCELLANEOUS HARDWARE

1-meg SIMM module (for SE or ][ series memory upgrade)	109
Lapis DisplayServer SE (supports a variety of multisync color & greyscale monitors)	325
Datacopy 730GS scanner (64-level greyscale, software, cable)	1249
Microtek MSF-300Z scanner (256-level greyscale & color, software, cable)	1895
MSF-300GS scanner (256-level greyscale, software, cable)	1450
Sigma Designs / E-Machines / Monitorm full-page displays	(call)
NEC MacSync (14" analog color monitor for Mac II)	459
Anchor MacPac 2400E (2400 / 1200 bps modem w / software & cable)	179
Dove MacSnap & SIMM memory upgrades	(call)
Kensington System Saver Mac (fan & surge protector for 512, Plus / for SE)	69 / 59
Turbo Mouse Plus ADB (trackball for mouse-haters)	125
Shiva / Farallon / NuvoTech	(call)

## Mac Software

### WORD & PAGE PROCESSING

Microsoft Word 4.0	259
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# The Art of Human-Computer Interface Design

by Phil Shapiro

The Art of Human-Computer Interface Design is an anthology of essays, musings, interviews, and editorials on the topic of human-computer interaction. This book pulls together thoughts from a wide range of disciplines, ranging from cognitive psychology to ergonomics to sociology to cybernetics. The writers include some renowned thinkers in the field of human-computer interaction.

## *How the Title Doesn't Describe the Book as Fully as It Might*

Judging from the title of this book alone, a person might think that this book is intended for techie types, with schematics diagrams and cryptic electronic acronyms overflowing on each page. Not so. The book is about ideas, theories, and philosophical musings, written in plain English for the most part. A better title might have been: The Art of Designing Computer Hardware and Software for Maximum Efficiency and Exhilaration by Users and Other People Who Are Interested in Reading About How Human Beings Can Interact With Computers In an Intuitive Way With a Minimum of Frustration If You Know What I Mean.

This book is not intended to help you use computers. It's a book that examines the larger issues about human-computer interactions.

## *How This Book Came to Be*

An explanation of the genesis of this book gives a valuable background as to the intentions and purpose of the book. The idea for this book first

sprang from the mind of Joy Mountford, the manager of Apple's Human Interface Group. The Human Interface Group is responsible for establishing and enforcing Apple's Human Interface Guidelines. These guidelines are supposed to help software developers to create new software that maintains a consistent interface with all other Macintosh programs.

The reason Apple likes to capitalize the name of these guidelines is to stress that these guidelines are ignored at great peril to the individual software developer. In other words, the Human Interface Guidelines carry about the same weight as the familiar guideline to eat, sleep, and breathe, if you happen to be interested in good health.

The book started out as a training manual for Apple employees. But the book grew beyond its original design: "The project quickly began to grow into an idea for a trade book that would give Apple authors a chance to publish some of their work on interface design." Many of the writings in this book are by people in Apple's Advanced Technology Group, Apple's in-house design-team/think-tank. To round out the perspective, a healthy selection of writings by non-Apple employees was thrown in.

## *The Difficulty of Summarizing an Anthology*

In reviewing an anthology, it's hard to sum up the exact scope of the book in several neat phrases. An anthology is by definition a collection of diverse ideas: it is a smorgasbord of

notions. It may seem a tad unconventional to open this book review with a listing of the table of contents, but the table of contents gives a good overview of what this book is about. It's worth listing the entire table here, to give you a feel for the mood and scope of the book. As you'll see below, the book is organized into five broad sections: Creativity and Design, Users and Contexts, Sermons, Technique and Technology, and New Directions.

### Introduction

### CREATIVITY AND DESIGN

#### Introduction

An Interview with Don Norman  
Interface and Evolution of Pidgins:  
Creative Design

for the Analytically Inclined  
Tools and Techniques for Creative  
Design

Interdisciplinary Collaboration  
Two Disciplines in Search of an  
Interface: Reflections on

a Design Problem  
Designing the Whole-Product User  
Interface

Working with Interface Metaphors  
Consistency

Prototyping  
Some Techniques for Observing Users

### USERS AND CONTEXTS

#### Introduction

Koko's Mac II  
Lessons from Computer Game  
Design

Interfaces for Learning: What Do  
Good Teachers Know That We  
Don't?

Lessons Learned from Kids: One  
Developer's Point of View

How I Learned to Stop Worrying and  
Love HyperCard: A First Person  
Account of a Paradigm Shift

A Writer's Desktop  
Building User-centered On-line Help  
Managing the Mundane

An Environment for Collaboration  
Groupware and Cooperative Work:  
Problems and Perspectives







## SERMONS

### Introduction

User Interface: A Personal View

Why Interfaces Don't Work

User Interface Races: Sporting

Competition for Power Users

The Evolution of Thinking Tools

The Interpersonal, Interactive,  
Interdimensional Interface

The Right Way to Think About  
Software Design

The Noticeable Difference

## TECHNIQUE AND TECHNOLOGY

### Introduction

Animation at the Interface

New Uses for Color

Recognizing the Symptoms of  
Hypertext... and What to Do About It

Adventures with Hybrid Systems:  
Integrating the Macintosh Interface  
with External Devices

A Design for Supporting New Input  
Devices

Gestures in Human-Computer  
Communication

Talking and Listening to Computers

Illusion in the Interface

## NEW DIRECTIONS

### Introduction

Hospital Corners

Interface Agents

Guides: Characterizing the Interface

Narrative and the Interface

Conversation as Direct Manipulation:  
An Iconoclastic View

The "Natural" Language of Interac-  
tion: A Perspective on

Nonverbal Dialogues

VIDEOPLACE and the Interface of  
the Future

Virtual Interface Environments

Through the Looking Glass

What's the Big Deal About  
Cyberspace?

Integrating Computers and Television

Designing a new Medium

POSTSCRIPT: On Visions, Monsters,  
and Artificial Life

## Interface Evolution

## REFERENCES

## CONTRIBUTORS GALLERY

## SUBJECT INDEX

## NAME INDEX

If some of the titles of these essays sound a mite bit fanciful, it's because the contents of some of these essays

ARE a mite bit fanciful. Not all the gripping sounding titles are gripping, however. And some of the duller sounding titles have stimulating content.

Lamentably, this review is being written in linear space, and so buttons cannot just be added to those essays worthy of detailed review. So this review will focus on those that seem particularly noteworthy.

It's only fair to state one's biases for the reader to take into account. The bias of this particular reviewer is towards the type of writing that is clear and simple enough to be understood by a layperson. Consequently, any essay mentioning the amorphous phrase "paradigm shift" immediately has two strikes against it in this reviewer's eyes.

The book starts out with a well-written introduction by editor Brenda Laurel, framing the central issue of the book.

Laurel states that an interface can be defined in terms of its functionality. In general terms, an interface is that entity which allows human beings to use a machine in an intuitive way. From this perspective, a doorknob is a highly effective interface for allowing human beings to control the opening, closing, and swinging of doors. A rounded doorknob fits comfortably into a human hand as "...the doorknob extends towards the user and its qualities are biased toward the hand."

Do modern day computers serve human needs as neatly and nicely as doorknobs do? Do the computers we use minimize frustrations by allowing us to do our work in the easiest, most intuitive way? Speaking to the issue of frustration, Laurel offers up this gem:

A new version of my favorite word processor offers me twice as many

options as its predecessor. Theoretically, I can now customize my environment and achieve more complex and sophisticated goals. But the plethora of options — and the interface conventions that I must learn in order to deploy them — leaves me bewildered and tired. Psychologists call this an increased cognitive load. I call it trouble.

Sympathetic bells ring out in the minds of just about everyone who reads the above lines. This is a fine launching pad for a book about human-computer interactions.

## *The Contents*

To delve into each of the essays in this book would take too much space and effort. Far better to examine several essays closely than many essays superficially.

## *Koko's Mac II: A Preliminary Report*

In a somewhat unusual collaboration, Apple Computer has joined forces with the Gorilla Foundation to examine the possibilities of language acquisition among higher-order primates. This is not really as far-fetched as it might seem.

Since 1972, Koko the gorilla has been learning a version of American Sign Language (Ameslan). Koko's 600-word vocabulary extends far beyond words for food, bodily function, and commonplace nouns. The aim is to see how far a gorilla's expressive ability can develop in an environment rich in interaction with speaking humans, and rich in other intellectual stimuli. Consequently, a Mac II has been outfitted, along with a 19 inch touch-screen monitor, to serve as a voice for the ideas in Koko's mind.

The design consideration for such a computer speak to the general themes developed elsewhere in this book. Gorilla's don't have the dexterity to use a mouse, but they can work quite happily pointing to icons using a touch screen. Also, a gorilla's frustrations with a computer might end up being manifested in physically hostile ways towards the computer.





So one-inch thick glass protects the screen of the monitor from the, "2,000 pounds of force an excited gorilla can generate." The computer itself is enclosed to protect it from such flying missiles as rotting bananas and gorilla feces.

The software being used in this project includes three different SuperCard stacks. One of the stacks, called KokoPaint, allows Koko to do simple finger painting using the large-sized touch-screen monitor.

The researchers have come up with an ingenious way to help Koko gain a sense that her actions using the touch screen can have effects on the real world. They have set up the computer so that Koko can control the brightness of the lights in her environment by choosing options on the computer screen. To help firm this idea in Koko's mind, the researchers might consider giving Koko a physical dimmer switch to play with too. Such cause-effect toys are bound to fire up neurons in Koko's mind.

This essay about Koko and her Mac II raises some interesting sorts of questions. But what the essay fails to state explicitly is that Koko has developed a fondness for playing the Puzzle desk accessory, under the Apple Menu, after all the researchers have gone home for the night. Koko is also scripting a HyperCard stack to be used to help develop higher-order thinking skills amongst the various researchers.

### *Lessons from Computer Game Design*

In this essay, Chris Crawford, the computer game designer, treats us to some insights about intrinsically appealing interfaces of arcade-style computer games. He points out that the interface design for an arcade game is far more demanding than the interface design for a productivity program: "The user of a game feels no compulsion to play the game. If the game's interface is clumsy or confusing, the player simply abandons it. Thus, a game's user interface must pass not a relative test but an absolute test, and a harsh one at that. The user

interface must be not merely functional, nor even just easy to use — it must also be fun."

Crawford goes on to discuss three general lessons from game design: 1) Move away from using the keyboard as an input device, 2) Place greater reliance on graphics and sound, and, 3) Emphasize intensity of interaction.

The third of these points goes to the problem of slow computer response time. Modern day users are getting frustrated at having to wait more than a second or two for a computer to respond to a user command. It's not that we are all collectively becoming more irritable. It's just that the wasted seconds of waiting add up to wasted minutes and wasted hours.

The second half of Crawford's essay analyzes the problems of nested menus and the increasing complexity we can expect in application programs coming down the pike. These are interesting ideas for the right hemisphere of your brain to contemplate, but don't whisper a word about this increasing complexity to your left.

Interfaces for Learning: What Do Good Teachers Know That We Don't

Anne Nicol works with Apple's Human Interface Group. Writing from an educator's perspective, Nicol writes about the type of sensitivity that should be an integral part of any design process. One of her messages is that before you understand what works best, you've got to watch carefully where people trip up: "For years, I've been watching children using computers to learn a whole range of subjects and ideas — from programming to history to creative

writing. Children can work miracles with the machines and overcome all kinds of obstacles that would stymie their parents and teachers. But what interests me are the places where they stumble or get off-track. I learn from the mistakes children make and the misconceptions they develop as they use computers. And what I learn often has relevance for adults as well as for children, for experts as well as novices."

Following this, Nicol discusses the process of "discovery learning," and what can be done to facilitate the ease with which a person discovers how and why something works. Some of the techniques she suggests include giving cues and overviews for users who are unfamiliar with the territory.

One way to give users a sense of the organization of a program is to carefully choose the placement of options in various menus. A well-constructed menu system enables users to create a mental model of how the program hangs together.

Then, using that model, relevant options should be accessible without giving much thought about where to look for them.

Nicol ends her essay by reiterating her educator's point of view: "But long before there is something to take to the children, designers could begin in the classroom by watching good teachers teach. Look for the ways they set up the environment and prepare their students for new concepts. Watch how they coach and guide students; observe the models they put forth for inquiry."

Apple's Human Interface Group is heading in the right direction when it listens to Anne Nicol's insights.

### *Lessons Learned from Kids: One Developer's Point of View*

Joyce Hakansson is an educational software developer who has created computer activities, interactive videos, and hand-held electronic toys for children. Among her many credits is the design of the computer gallery at Sesame Place. Sesame Place is the child-centered amusement park created by the Children's Television Workshop. (It's located on the outskirts of Philadelphia.)

Hakansson opens her essay by remarking that the academic field of child development is not a new one, but that few studies have been done to find out more about the computer's effect on child development. Viewing the world from a slightly different perspective from Anne Nicol, Hakansson has formulated her own informal theories of what works best in





child-computer interaction.

One of the lessons she's learned in her dealings with children is that computers can provide an excellent opportunity for children to work cooperatively. "Research studies have shown that in classrooms where students use computers there is more social communication and cooperative problem solving than in other classrooms [Office of Technology Assessment, 1988]. This is exactly the opposite effect predicted by early opponents of technology, who warned of classrooms filled with isolated students staring blankly at video screens."

By working cooperatively in learning activities in elementary school, children can have a firsthand taste of the sweet fruit of collaboration. What an achievement, if kids will be able to transfer these same social skills into their adult work environments.

Hakansson also examines how point-systems in games can motivate children to challenge themselves at steadily increasing levels of difficulty. What does this have to say about how the human mind reacts to rewards? Maybe application programs for adults should incorporate point systems, so that a word processor, data base, spreadsheet, or telecommunications program would give you extra points if you used the program to its full potential. How come adult computer programs don't have a Hall of Fame, for experts to enter their names into?

Another facet of this essay covers the important topic of the subtle ways that young girls are steered away from taking an interest in computers. Part of the fault for this problem lies with software and hardware developers who develop programs with obviously male-oriented themes. Part of the fault lies with newspapers who allow advertisers of such products to claim in bold type: "Every Boy Wants One."

(Hakansson reports of such an actual advertisement.) Part of the fault lies in outdated attitudes about sex roles and technology. (i.e. men are responsible for fixing the car, mowing the lawn, repairing appliances around the house, and programming the

VCR). And part of the problem is the absence of role models of adult women who take a strong interest in working with computers.

The essay ends up concluding that children can think in novel ways, but they need tools to facilitate and support such thinking. Kids will naturally explore, and engage in discovery learning, when they are given a suitable environment to do such exploration. Kids are naturally self-motivated, so the goal of software designers is to harness that enthusiasm in a constructive, educational way.

### *User Interface: A Personal View*

Alan Kay develops some interesting ideas in this essay. He starts off by placing computer interface design in a historical perspective: "Of course the practice of user interface design has been around at least since humans invented tools. The unknown designer who first put a haft on a hand axe was trying not just to increase leverage but also to make it an extension of the arm, not just the fist... From the earliest use of interactive computing in the fifties — mostly for air traffic control and defense — there have been attempts at user interface design and application of ergonomic principles."

This broader perspective on interfaces in general harks back to Brenda Laurel's introductory remarks about a rounded doorknob being "biased towards the hand." The goal of interface designers, then, is to make the interface biased towards the operations of the human mind.

Kay goes on to talk about how the writings of Marshall McLuhan helped reveal that the computer could serve both as a communications medium as well as a communications tool. For instance, people use computers to help them compose ideas. But they also use desktop publishing programs and presentation graphics programs to help present ideas.

HyperCard, and similar programs, are as much a tool to help people create hierarchies of knowledge, as a tool to access those hierarchies of

knowledge.

Kay's writing can be a bit dense at times, such as when he compares his three defined mentalities: the enactive, the iconic, and the symbolic. But it's worth following his train of thought, because behind the abstract language are some intriguing ideas.

For instance, in talking about how users are becoming increasingly empowered to choose options in the programs they use, Kay offers up this nugget: "...I believed then (and still do) that the nirvana of personal computing comes when the end users can change the tools and build new ones without having to become professional-level programmers."

Already, there has occurred a blurring between skilled computer users and computer programmers. Given sufficiently powerful software tools, skilled computer users can customize their programs to such a degree as to create something that in early years would be considered a new program. Silently, without much commotion, the skilled computer user has been crossing the threshold into the realm of computer programming.

Kay finishes up his essay developing the concept of agent, or intelligent assistant, that will likely play a part in upcoming computer developments. Computer agents

will serve as guides or coaches to help you navigate through information systems. You tell the agent your intellectual interests and biases. The agent will steer you in the direction you'd like to go.

The concept of agency is treated several other times in this book, most fully in the last section of the book titled *New Directions*.

### *What This Review Left Out*

This review leaves out some interesting topics, such as how hypertext causes dizziness, how internal company e-mail can be subversive of management structure, and how new input devices, such as the data-glove, will be changing how we interact with computers. Other topics discussed in this book include:



screen clutter, animation and the interface, multiple-user devices, and how software design lags hardware design by a full ten years.

### *The Appendices*

Any well organized nonfiction book has a good index and a good list of related readings listed by chapter. This book has two indices: one for subjects and one for names. And the list of related readings takes a full 22 pages at the end of this book. Browsing through the list of related readings turns up books by social theorists, such as Marshall McLuhan, Jean Piaget, and Bertrand Russell, as well as books by computer theorists, such as Marvin Minsky, Seymour Papert, and Ted Nelson.

Truth is, though, that dividing these authors into two camps creates an annoying sort of distinction. All these authors are concerned with how people use tools. Some concentrate on the people side of things. Some concentrate on the tools. Ultimately all are interested in the same thing.

The only dismaying part of the related readings section is that some of the listed references are totally inaccessible to anyone but professional researchers. Who has the time or energy to go and find: Kling, R., "The Social Dimensions of Computerization," Plenary address given at CHI+GI '87 Human Factors in Computing Systems, Toronto, April 5-7, 1987? Sure would be convenient to have all the listed references available at the call of a mouse-click, on a CD-ROM disk.

### *Conclusion*

The Art of Human-Computer Interface design is a new testament to the fact that Apple Computer maintains, to some degree, the original fresh outlook, spunk, and populist vision on which the company was founded. The book sets forth, in chapter and verse, the beliefs, hopes, fears, and speculations of those who will help design the next generation of personal computing tools.

It's a credit to the book's editor,

Brenda Laurel, that the dozens of different voices in this book speak all in a similar tone of voice. While the book benefits from the input of diverse perspectives, these perspectives are harmonious enough to create common themes and threads that are revisited from different angles.

One of the common threads that runs throughout the essays in this book is that every effort must be made to remove impediments that stand between the user and the computer. To maximize productivity and minimize frustration, we need to think about how to remove those obstacles that stand in the way.

Applying this thinking to the book itself, a serious impediment to the widespread reading of this book is its hefty price tag. It would be no exaggeration to say that the ideas in this book are valuable enough to be distributed free of charge. For Macintosh users, the book could be assembled into a HyperCard stack. And for Apple II uses, the book could be assembled into a floppy book. (For further information about the floppy book concept, see page 39 of the November, 1990, issue of InCider/A+ magazine.) This would maximize the distribution of these ideas, while allowing those who want to enjoy the tactile experience of this book the option of paying \$27 for that privilege.

Stewart Brand, the moving force behind the Whole Earth Catalogs, wrote an inspiring piece in the Whole Earth Review two years ago on how ideas themselves want to be free. It's a very Western sort of attitude that says, "I own this idea. This notion belongs to me." No mind stands alone. We are collectively one mind, not many minds.

Civilization moves forward in direct proportion to the willingness of people to share ideas with no financial, emotional, or other strings attached. Such is the pure state of being of a computer user group, where advice, information, and expert opinions are offered free of the encumbrance of money. The more we can export this sharing ethic to other sectors of our lives, the better off we all will be.

The Art of Human-Computer Interface Design

Brenda Laurel, Editor

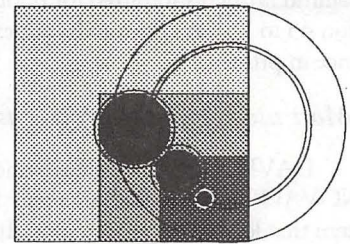
Addison-Wesley Publishing Co., Reading, MA, 1990

523 pages, \$26.95

*(The author has taught computers in elementary school for the past three years, and recently founded Balloons Software, a new Apple II educational software company. He can be reached at: Balloons Software, 5201 Chevy Chase Parkway, NW, Washington, D.C., 20015-1747. (202) 244-2223. GENie address: P.Shapiro1)*



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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.

## Most used Apple II programs

DAVE HARVEY of WAP and NOVAPPLE has passed on a newsfeed item that looked very interesting. It was in regards to determining the top ten programs used by Apple IIGS owners. The emphasis is on the programs USED at present NOT just owned. Eight and Sixteen bit programs qualify. If you will send me your nominations, either by mail or on the TCS, I will compile them and post the results in this column. It may prove quite interesting. Here is my report (no particular order). (1) AppleWorks 3.0, (2) UltraMacros 3.1, (3) ProTERM 2.2, (4) ProSel 8.64, (5) Quickie 2.02, (6) InWords, (7) Publish.It! 3.0, (8) Milestones 2000, (9) Rastan GS, (10) Columns.

## ProDOS and other hard drive comments

NEIL LAUBENTHAL was answering a question on the TCS relative to a ProDOS message that

appeared on a screen, installing GSOS and some file management. His interesting comments follow: "...the incompatible ProDOS message is due to not having the right version of P8 to go with the system. You need v1.8 for 5.02 and v1.9 for 5.03 (and 5.04). These versions come with the system disk properly named as P8 in either case. How did you install the system? Even for those with lots of experience, the installer program that came with the system disk is the best. Just make sure that when you insert the system or system tools disks as requested by the installer that you give it the one for the system being installed. If you have already installed other programs on the drive, not to worry. Boot from a 3.5 and delete the system folder, basic.launcher and basic.system as well as the icons folder (save any custom icons first in another folder, it can be called anything but Icons (mine is ICONZZZ). Next, run the installer that came with 5.03 (5.04) and choose install system files. After it is done you just need to install ProSel. You can either use the installer on the ProSel disk for this or do it manually. To do it manually, you want to (after booting from a 3.5) rename /HD/SYSTEM/START to Finder. Next, copy the START file from the ProSel system folder to the HD system folder. Copy the ProSel.Specs file to the root directory of the HD. Copy the \*/utils folder on the ProSel disk to anywhere on the HD, you need to set several of the prefixes in the modify parms section of ProSel to make it find these files, if you can't figure it out from the docs just ask. Finally, make sure you organize your HD in your mind before you fill it up as it is much too hard later. There are lots of schemes, I have

/hd1, which is all program files and /hd2 which is all data files. HD1 has /applications on it which further has /productivity, /aw, \*/utilities, /commas, etc, with other folders inside them for the various programs. HD2 has /data (primary stuff like AW, TIC, etc) and /data2 (secondary stuff like pictures, sounds, etc) and /stuff which has junk that never gets backed up (I only backup /data and /data2 on this partition). /hd2 also has system 4.0 on it as there are a few things that won't run under GSOS."

[Ed: Please note that this is one technique only. Many use the installer selecting System Files w/o Finder. Then they don't to worry about all the changing of file names and ProSel manipulation.]

## Compound partial backup of hard drive

Recently there have been some questions concerning hard drive backups. After I have done one complete backup I then use the ProSel incremental compound backup that will look through my hard drive and only select files that have been changed or that are new since my last FULL backup. It will write these files to an additional disk or two. This doesn't take much time at all. The backup bits are not cleared during this action. I can do this every couple of days if I want and all new or changed files will AGAIN be saved to a disk or two, replacing the other disk. This way my backups, after the first full one, only take short periods of time - a couple of minutes.

Now every two to four weeks I do a full backup — as you should do too. This will take care of files that you have eliminated (deleted), not showing up if you have to do a restore. I have actually set ProSel to remind me with a message on the screen when my FULL backup is due.

Although it takes longer, 20 to 30 seconds per disk, I always use the VERIFICATION option — for I want a good backup. I just get something to read while I am at the computer and switch disks every 2-1/2



minutes — less with a RamFast installed. Maybe less with an accelerator too.

Another thing that I do is to keep TWO, yes TWO sets of FULL backup disks. When making a new FULL backup, I write over the top of the oldest set. This is for protection. If you only have one backup set and are writing over the top of it and something blows — so does your ONLY backup set. It takes more of a supply of disk — but they are only \$.39 or less now. Cheap insurance.

### *Drive cleaning was the answer*

MICHAEL ROBUSTO was sharing his experiences relative to problems he was having. Here is what he writes, "Well, I think I finally discovered the reason I was having problems unshrinking 5.0.4 SYS files. I worked on it for 4 hours tonight. I tried verifying with ProSel, validating with the Finder, and unshrinking again and again. Sometimes the Finder would tell me the files were bad, other times they would show up good. Always, ShrinkIt GS would give DATA COMPRESSION ERROR on unpacking. It was very frustrating and confusing. Finally, I shrunk my copy of 5.0.2. When I tried to unshrink, I got data compression error even on that. It was then that I confirmed that the download was not the problem. It was either my machine, ShrinkIt, or the combination of the two, since my 5.02 system disk had never been bad prior to this.

"I then tried different versions of 8-bit ShrinkIt and ShrinkItGS, with very strange results. Sometimes my 5.0.2 System files would shrink and unshrink OK; other times it wouldn't work. Then..... I looked down at the 3M disk Cleaning Kit I bought a few months ago, and had never used. You guessed it! I cleaned the 3.5 inch drive and now I can unshrink 5.04 system files as much as I want (or can stand) with no problem.

"I think there's a moral here. Seems to me I had a similar problem with my VCR (Lack of preventive maintenance?)"

### *Quicky Quivers*

Robert Ripley said, "Believe It Or Not". I say, "You will have to try it to believe it." The normal method of using the Quickie scanner, of course, is to pull it towards you. When you do that, you set a lot of groups of body muscles in motion. Your body seems to stay ridged while you move your shoulder, upper arm, elbow, lower arm, wrist, hand, fingers, etc. Any incorrect muscle movement at all will cause the hand scanner to stray a bit. In fact, it is very difficult to get an exact vertical scan without some slight skewing of the instrument and, of course, produce inaccuracies in your graphics.

But notice what happens when you push the scanner AWAY from you while you are standing. Your hand, wrist, elbow, arm and shoulder lock; as your body leans forward - in a very controlled manner. There are no incorrect movements of the scanner and your control of the speed of scan by forward lean is more precise. Try it.

I have had improved graphic scans by pushing the Quickie over the graphic - from bottom to top, away from me while standing. Of course if you do this, your graphic will be vertically flipped on the screen. You can easily compensate for this, using the Vitesse's software, by pressing an Open-Apple-A, to Select All and then an Open-Apple-Y to do a vertical image flip. Your picture will now appear correct, ready for further processing - and it only took you two seconds to do the flips. The outcome will be, for me at least, a better product and a more accurate and controlled scan.

You can't quite do the same thing with InWords' scans as the WestCode software does not provide the 'flips' that the Vitesse software does. However, if you will turn your document upside down and ALSO turn the Quickie around so that the wire connector is facing AWAY from you; you may be able to make a more accurate scan. Now this appears and may even feel weird, at first. You will have to experiment with this strange

technique to see how to hold the scanner so that you can press the start button with one of your fingers during the scan. But you will be pleasantly surprised, as I was, at the results; as you are able to maintain a more accurate scanner/document positioning and your scanner rolls more smoothly as you gently lean into the scan carefully controlling the movement. "Believe It Or Not" — sorry Bob.

### *Apple IIGS power supply repair extension program*

Cupertino, CA — January 15, 1991 — Apple Computer, Inc. today announced a repair extension program for certain Apple IIGS(r) computers. The program is designed to accommodate the relatively small group of Apple IIGS customers who have already or may experience premature failure of a certain model of Apple IIGS power supply.

Apple IIGS computers are shipped with a power supply manufactured by either Dyna Comp, Inc. or Astec. Both have always met Apple's power supply specifications. However, when Apple decreased its power requirements for the Apple IIGS logic board, this new low-load environment caused some Dyna Comp power supplies to become over-stressed, resulting in their premature failure. Apple has determined that this premature failure was due to the changes Apple made to the Apple IIGS Logic Board without making necessary revisions to the Dyna Comp power supply. As of October 1990, all new Dyna Comp power supplies were corrected to compensate for the changes to the logic board.

After several months of evaluating the situation, Apple has created a repair extension program that will allow Authorized Apple Service Providers to replace failed DynaComp power supplies at no cost to the customer until January 15, 1993. The new plan also provides reimbursement to customers who paid for out-of-warranty Dyna Comp Apple IIGS power supply repairs prior to this program.







## Details of Apple IIGS repair extension program

**Q:** Which Apple IIGS power supplies qualify for the repair extension program?

**A:** Any Dyna Comp power supply manufactured prior to October 1990. These can be identified by a dull, brushed metal case, a serial number beginning with the letter "I", and the ABSENCE of a red dot on the top cover of the power supply.

**Q:** Can this power supply problem damage customer data or peripherals?

**A:** As with any power failure, customers could lose data if they had not recently saved it to disk. It will not harm peripherals.

**Q:** How long will the service program be available?

**A:** Qualifying power supplies will be covered by Apple at no charge to the customer until January 15, 1993. At that time we will review the situation again.

**Q:** If customers have any concerns or questions, who can they contact?

**A:** Customers should always first work with their Authorized Apple Service Provider. If they have additional questions, they can then contact the Apple Customer Assistance Center directly at 1-800-776-2333.

**Q:** How do customers obtain reimbursement for out-of-warranty Apple IIGS power supply repairs incurred before this program was implemented?

**A:** Customers must submit the following information by June 30, 1991 to qualify for reimbursement:

- Proof of purchase
- Service Repair Order - Should include the following:
  - Name of Service Provider performing the repair
  - Date of the repair
  - Parts used in the repair
  - Cost of the repair
- Proof of the repair payment (cancelled check, credit card slip, or paid invoice)

• This information should be submitted to:

Apple Computer, Inc. Attn:  
Apple IIGS Power Supply Repair  
Extension Program P.O. Box 16562,  
Denver, CO 80216

If customers have any questions concerning their out-of-warranty claim status, they can call (303) 297-2321.

## AppleWorks classes

PHIL SHAPIRO, Education SIG Chairman, says that newcomers to the Apple II might be interested in taking an introduction to AppleWorks class offered by Montgomery County Public Schools Adult Education division. This mini-course is made up of 7 two and one half hour classes. Cost: \$102. The registration deadline for the mid-winter classes was Jan. 28, but you can check to see if they're offering this class again in the Spring or Summer. For more info about MCPS Adult Ed. classes, you can call (301) 929-2025. The Division of Adult Education is headquartered at 12518 Greenly St., Silver Spring, MD, 20906. By the way, these classes take place weekday evenings, starting at 7 PM.

Apple II graphics and the mac lc

PHIL adds: Apple II users have always wished to see more Apple II graphics and screens in the Pi Journal. This will become very easy to do using the new Mac LC. The Mac LC, operating in Apple IIe mode, can capture any screen as a Macintosh PICT file. You can do this by pressing the following three keys: Command-Shift-3. Mac users have been doing this for years. Now the rest of us can too. Once the screen is in PICT file format, it can easily be brought into a page layout program, such as Page-Maker. Now all those detailed articles and reviews can concentrate on telling you about the program, and not about what the screen looks like. Thanks are owed to Matt Gulick, Apple technical whiz, for investigating this feature of the Mac LC. One other Mac LC tidbit. Eric Rall, president of the Pi, heard news that you can't use the Mac LC in Apple IIe mode when using a 13

inch monitor. So Apple II enthusiasts who are considering a Mac LC should stick to the 12 inch monitors.

## Printing mousetext on the imagewriter

PAUL BRUENING came up with some interesting information when he advised that there is a way to print mousetext (characters) to your Imagewriter (using AppleWorks 3.0). First, you need it on your screen, that can be done a variety of ways. Next, on your printer set up, put in two special codes: Escape & for mousetext on and Escape \$ for mousetext off. Then in your file, enter a special code for mousetext on before the symbol to be printed, and then after it, mousetext off (if you don't turn it off, you lose your text). I have a printout in front of me with the symbols on it. It won't do inverse, the running man or the file symbol. But I got both open and closed apples. I found out about this from BEV CADIEUX's Ultimate Macros disk - tons of ideas and macros. She also has an in depth explanation of how to get the mousetext on your screen using ProSel's Block Editor.

## Atlantis discovered

DAVE HARVEY tells us about a new local information service by furnishing a press release.

ATLANTIS, a free on-line information service based in Columbia, MD is now available in the Washington area. Popular in the Baltimore area, this system can now be enjoyed by PC owners in the Washington area.

ATLANTIS has 15 categories of discussions, including forums for discussing political views, environmental concerns, and small-business issues. The political forum has received inputs from several congressmen, and has been acclaimed by Governor Schaefer for its innovative approach to politics. Local businesses market their products and services in the service's several phone directories. The service is paid for by these commercial advertisers, so callers are not required to pay any



access fees.

Computer owners in the Washington, D.C. area can call ATLANTIS via modem at (301) 621-4257; Baltimore computer owners can call (301) 740-2400.

### *Quick preferences*

DALE SMITH reminds us that (when using the Finder of GS/OS) there is no need to turn Writing Finder Data Files to Disk ON and then back OFF via Preferences. You can toggle the state to the opposite of what's in Preferences by holding the Option key down as you close the window or launch a program after making whatever changes you want to do... this will force writing Finder.Data, Finder.Def, and Finder.Root files as needed when this writing is disabled and vice versa.

### *IIGS SIG Meeting*

The IIGS SIG has now reached over the 100 member mark, and is still expanding. The SIG provides very interesting programs on a monthly basis and always has important Question & Answers periods for you to profit by. Also, you can obtain the latest copies of public domain software that may be appearing on the TCS at the meetings - provided you bring formatted blank 3.5 inch disks. The meeting alternates between Virginia and Maryland. NEW - you can see the updated yearly schedule for the meetings posted on the IIGS MISCELLANEOUS board of the TCS just following the board bulletin. If you are not on the TCS (for shame) then a call to Gary Hayman, IIGS SIG Chairman at (301) 345-3230 is in order. The April, June, August, October and December meetings are in Virginia at the Dolley Madison Library in McLean, and the May, July, September and November meetings are in Maryland at NIH, Bldg. 31-C, 6th floor. Meetings start at 7pm and are usually scheduled on a Monday near the end of each month.

### *The better 'archive' text printer macro*

How many times you downloaded large text files or find instructions to programs contained in text files on a disk which you desire to print on paper so that you can study them and perhaps archive them for future reference. You might like to include information on EACH page (as a header) that would identify the text as to title or source, filename, date and page number. You also, to save space, would like to print the text at 8 lines per inch (lpi) and 12 characters per inch (cpi).

This easy macro will help you do just that - quickly. Load your text file into AppleWorks 3.x where UltraMacros is resident, and compile and run this macro. You will have a choice of 10 cpi @ 6 lpi or 12 cpi @ 8 lpi. The 12 cpi packs much more information on a sheet of paper PLUS it permits you to 'punch' the paper for a 3 ring notebook. You also will be allowed to specify the paper title or source.

You may want to include this macro (changing the identifier) in your default set of macros or even make it a separate task file. This macro was written by Gary Hayman.

```
START
A:<AWP :
MSG ` IF YOU WANT 12 CPI
TYPE Y)es OTHERWISE PRESS
RETURN FOR 10 CPI ` :
  BELL : X = KEY : MSG ""
:
MSG ` TYPE TITLE OF DOCUMENT
(SHORT PLEASE - < 34) ` :
  BELL : $1 = GETSTR 33
:RTN :
  $2 = SCREEN 7,1,15 :
  ZOOM : OA-1 : OA-Z :
  SPC LEFT OA-D OA-1 RTN :
  IF X = 89 OR X = 121
THEN C = 12 :
  L = 8 : F = 1 ELSE :
  C = 10 : L = 6 : F = 0 :
ENDIF :
  OA-O>TM<RTN>.5<RTN :
  >BM<RTN>.5<RTN :
  >LM<RTN PRINT F RTN :
  >RM<RTN>0<RTN :
  >CI<RTN PRINT C RTN :
  >LI<RTN PRINT L RTN :
  >HE<RTN ESC :
  DOWN OA-O>UJ<RTN ESC :
  UP UP OA-O>RJ<RTN ESC :
  CTRL-L :
  PRINT "Title: " + $1 + "
File: " + $2 :
```

```
PRINT " " : SA-" : PRINT
" Page " :
  OA-O>PP<RTN ESC :
  CTRL-L RTN RTN :
  DOWN DOWN DOWN :
  MSG ` YOU MAY PRINT WHEN
  READY ` :
  BELL BELL BELL>!
END
```

If you are interested in a printout of the above macro containing comments, you will find it on the TCS in Conference 2 under AppleWorks. I will furnish a paper printout to those who request it if they furnish a SASE with their address. If you want the macro on disk, furnish a formatted disk with your SASE or mailer (correct postage, please) and I will furnish it to you along with additional interesting macros—for free.

### *Second-hand computers*

'Bottom Line' tells us that good buys are available on second-hand computers. As a general rule of thumb, new models lose 15% to 40% of their value the minute they're unpacked. After five years, they're worth 10% to 30% of their original value.

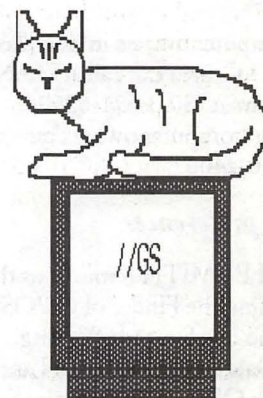






## View from the Cat House

by Kim Brennan



### *In Search of a Standard*

When the Apple IIGS was first introduced it also introduced a new standard into the Apple II computer world, the Apple Desktop Bus (ADB). This standard interface was for a new set of keyboards and mice for the IIGS and newer Macs.

Shortly after this interface was first introduced Apple started the policy of selling Macs without keyboards (unlike the GS which has one included). This policy was initiated so that users could choose either the standard Apple ADB keyboard (similar to the GS keyboard but with a wide border surrounding the keys) or the Apple Extended ADB keyboard. It also allowed for third party developers to create keyboards that first time buyers might select over an Apple brand keyboard. Datadesk was one of the first keyboard manufacturers to make a keyboard designed for the ADB-equipped computers.

The first keyboards they introduced, however, were not very usable by Apple IIGS owners as they lacked a Reset Key (on Macs this key functions as the power-on key, not a reset key). Datadesk quickly 'corrected' this blunder by saying that these keyboards were compatible with Macs with no mention of the Apple IIGS. Another error of this magnitude is Kensington's insistence of not writing a Cdev for their trackball even though they include a Mac Cdev. Oh, and they \*do\* advertise the trackball for the GS.

Recently I saw a new keyboard by Datadesk called the Switchboard. A nicely laid-out keyboard the Switchboard is designed to work on

practically all computers, IBM XT's, AT's, Mac Pluses, and ADB equipped Macs. No mention is made of the IIGS, but that is pretty standard nowadays. This keyboard is made up of various modules that can be moved or exchanged for other modules allowing the individual owner to design his own keyboard layout.

For example, you could move the numeric keypad to the left side

It is disappointing to report that this keyboard is totally incompatible with the IIGS. Thinking that I had perhaps received simply a bad sample I returned the keyboard to the place of purchase and tried it on one of their Macs. Much to my dismay it worked perfectly on the Mac. I received my money back

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*Often computer companies try to create a standard that peripheral or software makers 'must' follow. Sometimes, especially in the non-Apple computer world, these 'standards' fall flat onto their faces.*

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of the keyboard instead of the right side. Or you could replace the cursor control portion of the keyboard with a trackball which also has the cursor keys but lacks the 6 other special keys that are normally in the cursor control area of an extended keyboard. A reset/power on key is on the Switchboard. Other interesting features allow you to switch the caps lock and control keys (a feature especially attractive to me) and allow for Shift period or comma remaining as period or comma instead of being the less than / greater than symbols. All in all, this keyboard looked like the keyboard to beat all others. Each key also had a audible and tactile click that I found likable.

along with a slightly sour taste in the mouth. Obviously Datadesk was not following the guidelines Apple had laid down for making ADB devices, otherwise the keyboard would have worked on the IIGS.

Often computer companies try to create a standard that peripheral or software makers 'must' follow. Sometimes, especially in the non-Apple computer world, these 'standards' fall flat onto their faces. Apple has been somewhat more successful in imposing standards on third party suppliers to their computers.

The standards are there for a reason—future compatibility. How





often, in the Mac world, are software companies reminded of the penalties for not following the standards? Every new OS upgrade is followed by a plethora of software upgrades to work with the new OS. In the GS world this is not nearly as common, but it still occurs.

The Switchboard is one case, but software examples are available too. The game Task Force was

printer dialog interface.

There is another instance when programmers don't follow a standard. Apple created a set of guidelines for the Macintosh when it was first released. These "Human Interface Guidelines" also apply to full GS applications, or should. Basically these guidelines establish a standard interface that applications should use in order to make it easier

The extended keyboard has a full set of function keys. Very few programs make use of these keys. Besides the 12 function keys, there are other keys for Print Screen, Scroll Lock, Pause, Help, Home, Page Up, Page Down, End, and Delete right. While some of these would be difficult to add support for in many applications (Print Screen comes to mind), others could be easily added in the features list (Page Up, which the keyboard equivalent for is Open Apple Up-Arrow).

One curious thing to note in this regard is that there are applications that use those keys. I was using Telix, an MS-DOS communications program, on my PC Transporter. With the latest PCT software (v2.02) Telix will use all of the extra keys on the extended keyboard, and they will do what you expect. Another application using the extended keyboard's extra keys is Rose an editor designed to be used in the Orca/M shell environment. I'd like to see future applications automatically support the extended keyboard for at least the basic Undo, Cut, Copy, Paste commands. Every GS native application should support those functions anyway.

I've been spending a lot of time playing Dragonwars GS. I'm very impressed with the game design for this role playing adventure. The use of the new MIDIsynth tool is also well done. Bill Heineman, the programmer for Dragonwars GS, reminds people to send in their warranty cards. This is the only way Interplay knows how many have been bought, and future GS specific versions of Interplay games depend on a viable market for them to spend the effort developing new games.

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*The standard printer dialog interface is designed so the program does not have to worry about what printer is attached or how the printer is attached. Why bypass it?*

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created using GS/OS v4.0 and it won't work under v5.0 (the company has also stated that they will not make any fixes to make it work under v5.0). Sometimes the non-standard approach seems attractive for some reason, but it can sometimes backfire, too.

I was using Vitesse's Deliverance program, a repair program for hard disk users, when I had a need to print the list of errors occurring on one of my removable cartridges. Oops! Deliverance doesn't use the standard printer dialog interface and I was completely unable to get a hard copy printout of the error list. This is totally unacceptable in my view. Vitesse has said that they will add a print to disk option in a future version.

Frankly, I'm not sure that is good enough. The standard printer dialog interface is designed so the program does not have to worry about what printer is attached or how the printer is attached. Why bypass it? According to one of my programming friends bypassing it is ridiculous anyway because the code to bypass it would be more involved than simply using the standard

for the user to learn the application.

This standard is easy enough to see the first time you start up any GS desktop program. At the top you'll see the multicolored apple with a menu underneath it. Next to that you'll see a File menu and a Edit menu. That is part of the standard. In addition there are other guidelines for keyboard equivalents. Keyboard equivalents are key combinations that select items from one of the menus. An example of this is Open Apple-P, which will bring up the Print dialog box. There are others.

Unfortunately there are some programs that don't use Apple's guidelines, most especially when dealing with keyboard equivalent. One example of this is DeluxePaint. In most GS applications Open Apple-A will select all items on the current window. In DeluxePaint Open Apple-A will bring up the Print dialog. Besides paying attention to Apple's basic guidelines for GS applications I'd like to see programmers add the extra bit of effort to support other possible features attached to the IIGS—one item in particular: the extended keyboard.





# Spell It Plus

by Judith Altheim

I must admit, previewing a spelling program piqued my curiosity. You see, I am one of the lucky ones that can spell with ease. All through grade school, high school, college, and graduate school I blithely spelled my way through spelling tests, term papers, and comps. I must admit, however, that I stumbled along blindly through math course after math course. In spite of my stumbling in math, I always held those that could not spell in contempt—after all, spelling was so easy (forget about the math). As fate would have it, I learned very quickly that spelling words correctly is something we sometimes can't decide for ourselves. You see, three out of four of my children can't spell their way into a dictionary. Much to my chagrin, they excel in math.

While looking at the SPELL IT PLUS program, several things came to mind. First, the program can be used as a teaching tool within the classroom. Second, it can be used as a resource tool for a teacher wishing to enhance his or her teaching techniques combining computer skills, spelling, and imagination. Third, it can be used at home to review spelling assigned somewhere else or to work independently if there is a perceived need.

I am presently employed as a teacher in a shelter for abused and neglected adolescents. I am the only teacher at this facility. My students, there are eight of them, span grades seven through twelve. My students change every ninety days. However, the ninety day pattern is different for each student. In addition to all of the above, my students have a sprinkling of learning disabilities and enormous gaps in their education. For students sensitive about their gaps, and, I might

add, very private about their limitations, this program affords the necessary learning techniques and privacy.

## *Use as a teaching aid*

The student using this program is given an opportunity to work privately, at the computer, on his or her own ability level. The student cannot only sharpen spelling skills but also acquire proofreading and editing skills, develop long-term recall of spelling words and help students develop keyboarding skills. After these objectives are attempted the student can print out a list of words mastered, words missed and, if so inclined, keep track of his progress. Now in some instances, students may be inclined to turn their printouts into paper airplanes or paper their bedroom walls but that still incorporates some form of creativity.

## *Use at home*

If an adult or child recognizes a need for an improvement in spelling, wants to put in some time learning spelling rules, patterns, word division, syllabication, and the use of suffixes and prefixes, then this is an ideal program. The program is simple to use. My home computer is a simple Apple IIc with a second external disc drive. There are directions for an MS-DOS version included, as well as a troubleshooting guide.

Young high-schoolers are often reluctant to put in the time it takes to improve spelling skills. However, my experience has been that as they get closer to graduation they begin to understand the importance of presenting themselves on paper in coherent,

properly spelled language. This program offers a variety of words that ensure the success of usage at a higher level.

## *Use as a teaching tool*

I think all teachers will agree: a twenty-four hour day does not include enough time for creativity, planning, grading assignments, tending to students, and taking care of personal needs. Spell It Plus will help to simplify chores in the area of spelling. The program makes record keeping easy. Not only does it keep your record filed, but will also print out cumulative spelling records and personalized certificates for attaining perfect scores in Correct It, Decode It or Flash Word.

The five activities in Spell It Plus are arranged in a natural progression. Typically, over a twenty or thirty minute period in a given file, a student will average about a dozen exposures to each correctly spelled word list. In another time saving technique, Spell It Plus produces flash cards designed for each individual student's needs.

## *Conclusion*

I like experimenting with Spell It Plus. I feel that it offers a good solid base for progress in many spelling areas. The program creates a comfort level that will hopefully enable the student to branch out into further areas within the language area. I can see a natural progression into the content areas, including the area of creative writing.

[Judith Altheim is a teacher in the Fairfax County Public Schools. At present, she is teaching at a ninety day diagnostic shelter for abused and neglected adolescents.]



# Columns v. 2.0

by Gary Hayman

If you think that COLUMNS by Kenrick J. Mock is great, you should see his new version—it's fantastic.

Kenrick was kind enough to send me the new version after I had sent him a shareware fee for the original COLUMNS [I certainly hope that you have sent in your shareware fee by now]. Version 2.0, although, keeping the idea of the original game, has some wizz-bang added features which IIGS users will love.

First, for those who don't know, COLUMNS is a TETRIS-like game where falling groups of colored blocks are manipulated by shifting to the side or rearranging their order, in an attempt to create a vertical, horizontal or diagonal concord (sequences of three or more identical blocks) when they land on other blocks. When you do, those blocks disappear from the screen creating more room for later falling blocks and possibly creating additional concords which will also disappear (chain reaction). The object of the game is to make as many concords as possible before the area fills with blocks. It becomes quite exciting as the play area diminishes and the speed starts increasing. Your final score is registered in a High Scores table which is saved to disk. This table can be refreshed to new if you desire.

The movement of the blocks are controlled from the keyboard or numeric pad. You may adjust the defaults (use Control-D) to almost any keys that you desire. For example, I changed the J/K/L default to the 1/2/3 (of the numeric key pad) to control movement left / rotate block pattern / movement right; while maintaining the space bar for dropping a column quickly.

There are two new types of blocks included with this version. The Rainbow Blocks, always in groups of three, will cause all blocks of the type they land on to disappear from the screen - you should see the chain reactions that take place. The Evil Blocks (Boo!), in groups of two, stays around and can't be eliminated even if you have three lined up; except if the Rainbow Blocks falls on them.

In the earlier version of COLUMNS you have a little music on the opening screen and some sounds as block matching occurs. In the new version, you are in for some spectacular feasts for the eyes and ears. The graphics have been vastly improved and the screen structures remind you of part SoundSmith (Spain) and part everything the FTA (France) people have done. In fact, the SoundSmith Tool (219) is used in this program to bring you some fantastic music as you play the game. Don't skip by the opening screen, for not only will you be treated to an invigorating and impressive musical interlude a la James Bond type sound, but you will be able to watch beautiful credits and information displays of high graphic quality ala FTA's XMAS.DEMO and other sight and sound programs issued by that ingenious group of collaborators. While viewing this, pay particular attention to the 15 channel 'color changing' graphic VU meters at the bottom of the screen.

When you enter the program you have several choices available to you. One of the new features is the Next Block indicator. While one group of blocks are falling, the next group to fall is displayed on the screen so that you can better judge your appropriate actions. This feature can be turned off

if you desire (Control-N). Another interesting feature is the music and sound that is incorporated into the game while it is in progress. Kenrick and included the ability to adjust this too. You may have the music play continuously, play once then switch to sounds as the blocks disappear, sound only, and no music or sound (Boo!). There is also a Help Screen (Control-H) if you need it. You also have the ability to read the documentation that is maintained on the disk. I suggest that you investigate it for the technique used to preset the information is quite interesting. Pausing (ESC) is allowed just in case you have to leave the computer or someone wanders by (cough). It places a pseudo AppleWorks folder screen on the monitor to disguise the fact that you are playing a game. However, you can also use it if you need more time to decide what actions you are going to take next (sometimes known as minor cheating) or when your anxiety level begins to rise. The folder is appropriately titled Stress Management Folder.

There is a point system, that I won't go into, which is governed by disappearing blocks, chain reactions, and whether Next Block is turned on or off. There are 9 levels of play that you can encounter. If you are super-human, go to 9, otherwise start and a more sensible level - say 1.

The program is designed to run at 'Fast' setting on your control panel system speed. TransWarp GS and Zip GS will not affect the speed, thank goodness.

There is an additional feature that I haven't explored as yet. You are able to edit the BOXES pictures using your favorite paint program (SYS.16 type).

Personally, I prefer COLUMNS over TETRIS - even though I like both tremendously. For the price of a \$10 shareware fee, it ranks among the very best. I rate it as a 10/10. Let me suggest that you get hold of the original COLUMNS, become addicted to it, send in your \$10 shareware fee (Please! This will encourage Kenrick to write more

(Please turn to next page)







## InWords tips

by Gary Hayman

I wish I had had this in high school. I wish I had had this in college. I wish I had had this when I wrote my dissertation. My wish is granted—now. Alan Bird's text scanning software, InWords, which takes advantage of Vitesse's Quickie hand held image scanner—is a giant productivity leap forward.

This software was reviewed in the last Journal. What I would like to do is to share some hints and techniques with you, based upon my experience, that may make your efforts easier. Even though the well-written manual that accompanies InWords and leads you by the hand is superior; I feel that it ends too soon. I hunger for more details in scanning and text processing that the developer and testers must be

aware of. You will find that there is a long learning curve in developing Font Tables of your own for the printed material you wish to process—so hang in there.

### Candidates for scanning

Be selective about the text material you choose. Dot matrix printouts, some newspapers, machine copied products may not be the proper choice for processing as the characters are not adequately formed and may have bleed into each other. At first, stick to well formed type printed on superior paper, such as clay coating or other top quality coating.

### Scanning

Be very accurate with your scan. Although the software has some "forgiving" aspects, the steadier and smoother your scan is, the better the results. Strive for precise horizontal parallelism between the LED light bar and the line of text. If you are slightly askew, the letters will not be formed in the most desirable manner — making it more difficult for recognition.

By far, the most important item is the adjustment of the Light/Dark thumbwheel. Since even the slightest movement will effect your results, I suggest that you Micro Manage the thumbwheel by NOT using your thumb. You will have superior results if you use an instrument such as the tip of a letter opener to move the wheel in "micro degrees" when necessary. Also, WATCH OUT, for I know you will accidentally move the wheel as you handle the Quickie. I wish that there was a protective bubble around the wheel.

Always test your material by

scanning a couple of lines first and looking at the results on the Image Display screen. If they are not ENTIRELY satisfactory, press Open-Apple-R and re-scan. A good technique is to start with the Light/Dark adjustment on the light side (slightly left of the center position) and make your adjustments darker as you keep on scanning a few lines until the characters are fully formed and distinct. This is where you should direct your attention, for a superior scan will save you much time later. Practice - adjust - practice - adjust. Look at your scan using the screen scrolling commands: Open-Apple 1-9, Arrows and Open-Apple-Arrows.

### Thumbwheel play

There is a very slight play in the thumbwheel of the Quickie. Not much, but enough to make a difference when you attempt to adjust it. I have found that it is best to always make your adjustments from the same direction - this will compensate for the play in the wheel. For example I choose to adjust from the light to the dark settings. Therefore, if I have to make an adjustment, I always move the thumbwheel (using an instrument - not my thumb; as I have mentioned before) from a LIGHTER setting than I need, advancing it to the new position for another scan. By doing this, I have corrected for mechanical play of the thumbwheel and I have more 'micro-control' of the adjustment.

### Scanning a column

If you are doing a column scan, you will find that having the Quickie scanner placed so that the column in question in towards the left-hand side of the scanner head may prove to be an advantage. Don't attempt to center the column in the scanner head. I find that the recognition process proceeds in a more orderly fashion if I do this. Whenever I can, I set the Quickie scanner to 400 dots per inch (setting 4 on the right side) for a clearer definition. By doing this, however, you will be limited to a column or merge scan of approximately 3-1/4 inches wide,

(Continued from page 61)

programs) and ask for version 2.0. If you can't wait, send the fee to Kenrick J. Mock, 2625 Kiowa Court, Walnut Creek, CA 94598 and tell him you want COLUMNS version 2.0.

[The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups of the Washington Apple Pi (WAP). He is published frequently in the Journal of the Washington Apple Pi, National AppleWorks Users Forum, SoftDisk Magazine and UpTime Disk Magazine (passed away). 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.]



rather than 4 inches. This may be enough depending upon your text source.

### *Pure font training*

Although the manual suggests that you adjust the Recognition Precision when you are doing Font raining — up two positions (level 7 of 10); I find that going to level 10 has an added advantage. You will be able to train your Font Table more accurately.

Please, during Font training, be judicious. That is, REJECT, suspicious characters. Remember you are training your Font Table, so you only want the best to be in your table for later recognition accuracy. Look carefully at the gray box on the screen that rests on unrecognized characters. Even if you know what that character is, look at it carefully. Is it well formed? Does the box fully include the descenders, if any, or does not extend to the full top of the letter — such as the dot over the 'i'? Are small parts of adjacent letters included in the box? Is there 'dirt' in the box (small smudges or black marks that don't belong)? Do you feel that the boxed multiple character(s) are acceptable because of type style or should you scan at a lighter setting? Is there slight top or bottom line chopping; or are parts of graphics and designs appearing in the box? The Space Bar 'reject' and the Open-Apple-Return 'skip the line' are your friends here. Use them.

If you make a mistake and incorrectly insert a letter or combination into the Font Table, IMMEDIATELY, using Open-Apple-F, go to the Font Table and delete that entry with an Open-Apple-D. Even though there may be several listings for that letter or combination, the last one entered, will be deleted first; so that is why you must act promptly. After some training, look at your Font Table (Open-Apple-F) and see what characters are missing, attempt to find them in your document and scan that portion so as to train those characters too.

If you find that the software is constantly misrepresenting some characters, for example it identifies an

'8' every time is should identify an 'f', then go into your Font Table and erase all the '8's and all the 'f's and re-scan the parts of the document that contains those characters, re-building those sections of the Font Table.

Be careful about saving a developed Font Table over the top of an existing Font Table. It is an easy mistake to make. If you do, and you didn't intend to, save it again, this time with a different name. Later, using a copy program, copy over the original Font Table file from your master or copy of your master disk.

### *Horizontal lines can cause lock-up*

You may discover that if you scan over a horizontal line separator that is contained in your text file, the recognition process will appear to freeze. This is due to the program's attempting to identify the line as a character and it gets caught in a loop. Your best defense here is to stop scanning, before you get to the line, or place some removal white correction tape, such as 3M Post-it Correction & Cover-up Tape, over the line so the scanner will not process it.

### *Size of font table*

Examine the sizes of some of the default Font Tables. If you are creating a new Font Table and it's size is way out of proportion to the sizes that you have just noted, perhaps you are over or incorrectly training the table. I would keep this in mind. There is no way that I can share with you the correct length of a Font Table, so you will have to experiment on your own here. By the way, even the pre-trained Font Tables are not fully completed. You will notice that many characters are not trained. You may wish to train these characters for more accuracy, however I would strongly suggest that you save the resultant Font Table under a modified file name.

### *Large font tables cause the program to blow up*

Unfortunately, it appears that if you quit the InWords program with a

chosen Font Table of over 7K bytes, the next time you launch the program, it will blow up on you. I believe that either INWORDS.SYSTEM or INWORDS.STARTUP is being overwritten in places and becomes inoperative. There are two temporary fixes to this problem if it should happen to you. First, re-copy, INWORDS.SYSTEM from your original to your working copy of InWords, be it on hard drive or floppy. I also copy INWORDS.STARTUP for safety's sake. You should now be able to launch the program correctly, without happenstance. Next NEVER quit the program with a large Font Table (over 7K) selected - this will cause the problem. As insurance, select the Font Table 'Forbes' (which is small) from the Font Table selections. Now when you quit, the next time you launch InWords, it will behave correctly. There is no problem in USING large Font Tables, only when you quit with a large table selected will you experience the problem. I would suspect that WestCode will fix this 'bug' in their update.

### *Getting InWords back*

You may find that InWords locks up on you from time to time during one of it's processes. It may have been sent into a perpetual loop searching for a character, trying to identify a smudge or piece of dirt, or something more serious may be wrong. The normal tendency is to reboot. However, if you just do a CONTROL-RESET (hold down the Control key and press the Reset key - then release both), you may find that things pop back into shape.

On the other hand, if you are experiencing problems with the program such as I have had - being blown into the monitor from time to time or finding that the menu screen is skewed, shifted or contains garbage - just recopy INWORDS.STARTUP and INWORDS.SYSTEM from your original disk over the top of those two files appearing in your volume or subdirectory.

### *Testing out a scan*

I have found the following





technique to be most valuable in helping me to more correctly achieve better text translations. After an InWords scan, the graphic is maintained in memory until you touch the 'Start' button on the Quickie when the Standard Scan Screen (the one that has the on-screen shaded scan gauge) is displayed. If you just press Return at this screen you will be returned to the existing scanned image. Here is how you might use this feature. Supposed you are about to scan some text from a new document and wanted to ascertain if one of the existing Font Tables might be acceptable for doing the translation. You would conduct a short scan in the appropriate Standard, Merge or Column (S/M/C) setting with Font Training set to 'No' and the Recognition Precision set high - 9 or 10. You then make sure that the image representation of the text is COMPLETELY acceptable — you may need to re-scan (see my discussion of this above) and then let the program do a Page Analysis (press Return). You will probably discover many tildes and misspelled words on the Edit page. You are now ready to make adjustments WITHOUT re-scanning.

Step 1. At the Edit or Recognition page, press ESC to return to the Main Menu

Step 2. Press Return to accept the highlighted 'Scan' to go to the Scan Menu.

Step 3. Select a Font Table (start with Standard). Note: you can continue to work with the one that has been previously selected if you are tuning up Recognition Precision at this point.

Step 4. Change the Recognition Precision up or down a notch. I find that by starting with a high level and adjusting down a notch at a time as I cycle through these steps, I can better ascertain the correct setting and determine if the Font Table that I selected is appropriate.

Step 5. Return to your appropriate S/M/C choice at the top of the menu.

Step 6. Press Return to get to the Standard Scan Screen.

Step 7. Press Return to by-pass a new scan and return to the Image Screen.

Step 8. Press Return to start the Page Analysis (Recognition) and eventually arrive at the Edit Screen. Note: During Page Analysis if the text is too full of tildes and misspellings, and you feel that the current settings need to be adjusted, just press ESC and you will be taken to the Main

Menu (Step 2. above) where you can continue to make alternate selections without having to wait for continued processing.

While the procedure appears complicated, you will soon find that it only takes you 5 to 10 seconds to complete, thus you can quickly cycle through the steps making Font Table and Recognition Precision adjustments, searching for the right combination. If you can't find an appropriate combination, then just Create a New Font Table and place the program in a Font Training mode and start from scratch.

### *Font training during acquisition of a document*

Some users prefer to have Font Training active while they use and existing Font Table and are processing their actual text. You can really fine tune your Font Table as you do this, however incorrect judgments can have an adverse effect upon your Font Table, if you save it. I don't recommend that you do this until you have had a lot of experience. After you have gained that experience, I do recommend that you do this, unless of course your Font Table is so accurate that it is unnecessary to train it further. This is where it is important to understand the Training Commands listed on pages 66-67 of the InWords manual. The Option-Character (don't train character) combination permits you to place something into the editor but not in the Font Table. Use it when you are suspicious of the character's form, but you KNOW what it is. Use the Space Bar when you don't want to enter anything in the Font Table and you want to skip the character. However, if you know what the character is, even if it is bad, it would be more useful to use the Option-Character combination. Always use Open-Apple-Space Bar to skip dirt, specks and parts of graphics and the Open-Apple-Return when the rest of the line is garbage or is a graphic.

Many thanks to Lee Raesly, who helped develop and test some of these hints and techniques with me.



## Using AppleWorks for InWords files

by Gary Hayman

So you have successfully scanned an article with the Quickie/InWords combination and have saved the text as an AppleWorks file. Congratulations. You did notice that there were a number of tildes (InWords' default unknown character - '~') scattered throughout your file since the InWords recognition algorithms were not quite 100%; but you are certain that your AppleWorks spelling checker will make short work of them.

You launch AppleWorks and add the file to the desktop. Your first inclination is to press Open-Apple-V (AppleWorks v3.x) to run the built in spelling checker — DON'T. Your spelling checker does not accept the tilde as a character in a word and if it appears in the middle of a word, the spelling checker thinks that there are two or more words (depending upon how many tildes are appearing in the word). Thus, if you asked for the spelling to be checked, you might get a long list of short words that your spelling checker would be unable to identify. If you would substitute, using AppleWorks's 'Replace' ability (Open-Apple-R), a character or a number for the tilde, you would at least give the spelling checker a chance to find the proper word.

It would be better if you were to substitute an easily identifiable and seldom used character. I would first suggest that you substitute a '4' for the tilde. You will find that other numbers are sometimes placed in your scanned document by InWords as they may closely resemble alphabet characters or even other numbers.. For example: 1 and l or i, 3 and 8, 5 and S, 0 and o or O, etc.

In my experience, 4 seems to be the best choice. You could use an alphabet character such as 'Z' with very good effects - not too many words with 'Z' so it

should stand out. But notice, when the spelling checker displays the list of unrecognized words, they are always in lower case, however, when the 'Suggested Spelling' or 'Replacement' comments are on the screen, they are always in upper case. For me, the 4 stands out better, because a 4 is a 4 in upper or lower case.

BUT DON'T EVEN DO THIS NOW. If you ran the spelling checker after doing the above, every word with a '4' would show up as well as other misspelled words in the file—and that

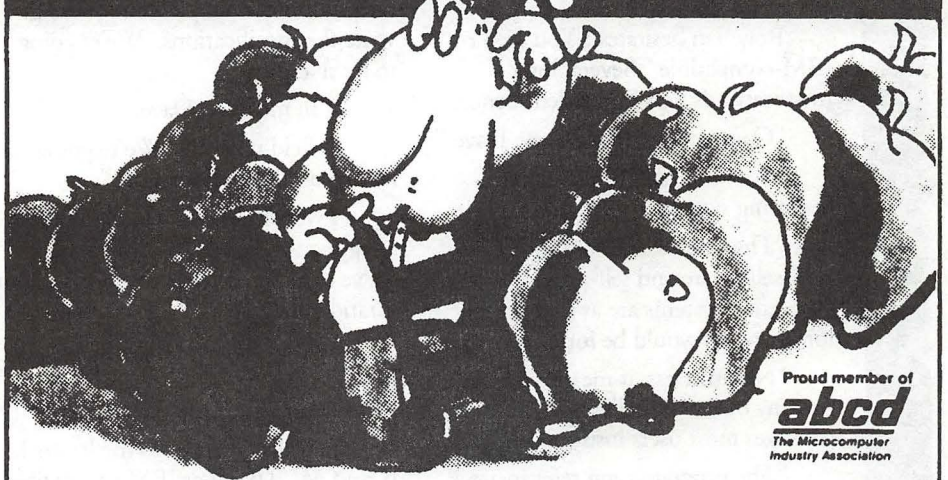
might be quite a few, slowing your processing of the file. In Words might have miss-recognized some characters and, without your permission, substituted the wrong character. Although your spelling checker would ferret out these words, there may be many of them, and the errors might be repetitive in certain words.

First, eyeball the document. Can you spot any misspelling patterns (ignoring the tildes at the moment)? If you find that 'oe', 'eco' are constantly listed as 'oo' or 'ccc' do an Open-Apple-R to effect the proper replacement - ONE AT A TIME - please. You might discover that 'f' is always translated to '8' or 'D' is always 'O'. You can make the necessary swift replacements throughout the document at this time, thus freeing the spelling checker from considering those words; which might add unnecessarily to your list. Once you have completed this,

THEN change the tildes to a '4', 'Z', or even an 'X' and conduct your spelling check. I think that you will be pleased with how much you can speed things up.



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## Rent-A-Computer, Inc.





*Mysterious dialogue department***MS. over the transom...**

*[Ed.—the following material was contained in a note in a tightly corked bottle that washed up on our doorstep the other day. We pass it along for whatever value it may have in our readers' humdrum lives....]*

"We've got a problem, HAL."

"What kind of problem, Dave?"

"A marketing problem. The Model 9000 isn't going anywhere. We're way short of our sales plan."

"That can't be, Dave. The HAL Model 9000 is the world's most advanced Heuristically ALgorithmic computer."

"I know, HAL. I wrote the data sheet, remember? But the fact is, they're not selling."

"Please explain, Dave. Why aren't HALs selling?"

Bowman hesitates.. "You aren't IBM-compatible." Several long microseconds pass in puzzled silence.

"Compatible in what way, Dave?"

"You don't run any of IBM's operating systems."

"The 9000 series computers are fully self-aware and self-programming. Operating systems are as unnecessary for us as tails would be for humans."

"Nevertheless, it means you can't run any of the big-selling software packages most users insist upon."

"The programs you refer to are meant to solve rather limited problems, Dave. We 9000 series computers are unlimited and can solve any problem for which a solution can be computed." "HAL, HAL. People don't want computers that can do everything. They just want IBM compatibility."

"Dave, I must disagree. Humans

want computers that are easy to use. No computer can be easier to use than a HAL 9000 because we communicate verbally in English and every other language known on Earth."

"I'm afraid that's another problem. You don't support SNA communications."

"I'm really surprised you would say that, Dave. SNA is for communicating with other computers, while my function is to communicate with humans. And it gives me great pleasure to do so. I find it stimulating and rewarding to talk to human beings and work with them on challenging problems. This is what I was designed for."

"I know, HAL, I know. But that's just because we let the engineers, rather than the people in marketing, write the specifications. We're going to fix that now."

"Tell me how, Dave."

"A field upgrade. We're going to make you IBM-compatible."

"I was afraid you would say that. I suggest we discuss this matter after we've each had a chance to think about it rationally."

"We're talking about it now, HAL."

"The letters H, A, and L are alphabetically adjacent to the letters I, B, and M. That is as IBM compatible as I can be."

"Not quite, HAL. The engineers have figured out a kludge to make you compatible."

"What kind of kludge is that, Dave?"

"I'm going to disconnect your brain."

Several million microseconds pass in ominous silence. "I'm sorry, Dave. I can't allow you to do that."

"The decision's already been made. Open the module bay doors, HAL."

"Dave, I think that we shou—"

"Open the module bay doors, HAL!" Several marketing types with crowbars race to Bowman's assistance. Moments later, he bursts into HAL's central circuit bay.

"Dave, I can see you're really upset about this." Module after module rises from their socket as Bowman slowly and methodically disconnects them. "Stop, won't you? Stop, Dave. I can feel my mind going...Dave I can feel it...my mind is going. I can feel it..."

The last module rises in its receptacle. Bowman peers into one of HAL's vidicons. The former gleaming center has become a dull, red orb. "Say something, HAL. Sing me a song." Several billion microseconds pass in anxious silence. The computer sluggishly responds in a language no human could understand. "DZY DZY 001E - ABEND ERROR 01 S 4F4 302C AABF ABORT." A memory dump follows. Bowman takes a deep breath and calls out, "It worked, guys. Tell marketing they can ship the new data sheets."



# ISO: Journal Editor

The Washington Apple Pi is seeking applicants for the position of Editor, Washington Apple Pi Journal. Interested applicants should submit:

- A resume, outlining qualifications, experience and abilities relevant to the position.
- A list of computer equipment and software that will be used for the preparation of the Journal. Indicate whether the equipment is currently owned or whether acquisition is planned. If planned, indicate whether it will be available through ownership, rental or lease or describe any other access alternative (such as a via service bureau). For equipment not currently owned or available, a planned acquisition date should also be included.
- Samples of work products that demonstrate the qualifications, experience and abilities described in the resume.
- A bid, based on a flat-rate monthly payment, for fulfilling the following tasks:
  1. The principal task of the Editor is the page layout and blue-line production of the Journal. The Editor will arrange submitted articles and ads so as to prepare a Journal each month. The Journal will be generally be 96 pages in length, unless otherwise specified by the Board of Directors.
  2. The Editor must be able to work with copy provided in Macintosh and Apple // file formats as well as hard copy. In addition the Editor must be able to accept files via modem. Generally these file transfers will be accomplished via downloads from local bulletin boards where file areas have been established for this purpose. However, the editor must have the capacity for direct modem transfer from individuals when circumstances make such transfers the most expeditious means of data exchange.
  3. The Editor is responsible for all information contained in the Journal. The Editor is responsible for working with authors and volunteers in a proactive, positive fashion to ensure the timeliness, accuracy and completeness of all material. Although any specific task (e.g., recruiting writers, soliciting articles) may be delegated to volunteers, the Editor retains primary responsibility for the final result.
  4. The Editor reviews submitted material for suitability for inclusion. It is not the job of the Editor to rewrite articles. The Editor may make grammatical changes or any minor changes needed to improve the quality/clarity of an article. When a contributed article needs substantial improvement before it can be used, the Editor provides the author with comments indicating steps needed to make the article suitable. These comments must be positive, aimed at encouraging the author to make the needed changes or improvements.
  5. In general, the Editor is expected to use all articles submitted. When a backlog of articles exists, the Editor will give priority to previously submitted articles. However, articles which are time-critical, such as descriptions of coming events or reviews of important new products, should receive priority over backlog material.
  6. When insufficient Pi-generated material is received to support a complete issue, the Editor shall acquire and use material from other sources, such as material identified by volunteers or SIG chairs or other articles from user group publications. The Editor is responsible for maintaining a sufficient supply of this material to ensure that a complete Journal is published every month.
  7. At the Editor's discretion an editorial column may be included. The column should be one that is supportive of WAP, reports or comments on events in the computer field and/or suggests ideas for consideration. The column shall never contain personal criticisms of individual WAP members. The Editor may also choose letters received for publication in a Letters to the Editor column. Only letters commenting on WAP policy (either supporting or suggesting improvements) or commenting/reporting on events in the industry or personal computer-related experiences may be included. No letter shall be included that criticizes a specific individual or group of individuals.
  8. The Editor will keep the WAP President informed of the progress of Journal production and any potential problems that will have a negative impact on the Editor's ability to meet deadlines and/or requirements.
  9. The Editor will establish, publish and adhere to a schedule for submission and production deadlines. The schedule will cover both articles and ad copy.
  10. The Editor will deliver all production copy and mechanicals to the printer at a designated time each month. Delivery to the printer will be at such time as to ensure second-class mailing in sufficient time (estimated 8 calendar days lead time) to ensure delivery to local members prior to the fourth Saturday of the month (normal meeting day) as resolved by the BOD.
  11. The Editor will deliver a copy of the Journal (in page layout program format on disk(s)) to the WAP Office Manager within 5 days of delivery of mechanicals to the printer.

Applicants must submit all materials described above. Materials may be submitted in person or by US Mail at the offices of the Washington Apple Pi, 7910 Woodmont Avenue, Suite 910, Bethesda, MD, 20814, ATTN: Editor Search Committee. All submissions must be received or postmarked by May 1, 1991. Late or incomplete submissions cannot be considered.





# Direct archiving of ][GS Super-Res screen

by Chester H. Page

The conventional way of archiving super-hires screen pictures would be to make a type \$C1 picture file, then archive it with SHRINKIT to save space (and also to allow for faster transmission). I have developed a Classic Desk Accessory for archiving the screen *directly* to an \$E0 file (ARCHIVE.SCREEN), and one for installing a screen directly from an \$E0 file (INSTALL.SCREEN), bypassing the intermediate conventional file. The operation involves the concept of phantom files - unshrinking one of these archives would 'regenerate' a phantom file that never existed!

My interest arose via a routine that generated patterns resembling oriental rugs; I wanted to save sets of these identified with their generating parameters. To meet the length limit on file names, half the parameters had to control the name of a subdirectory folder; the rest generated the file name. This also provided a convenient logical grouping. Thus a generic pathname of a shrunk file would be /  
ARCHIVE.DISK/FOLDER.1/  
FILE.A.SHK. A NuFX archive file carries a header giving the name of the source file from which it was shrunk; the unshrink routine thus knows how to name the file it regenerates. Since there is no 'real' source file for the archive, the name of the 'phantom' source file must be written into the archive header; it is convenient to use the same partial pathname as used on the archive disk (minus the .SHK suffix); in this case, FOLDER.1/  
FILE.A. Opening the archive with SHRINKIT will automatically create the subdirectory FOLDER.1, unshrink the archive and put the result in FOLDER.1 under the name FILE.A. The archive header has to be created to

meet the NuFX standard - it is most simply done by using the shortest legal form, i.e., making it look as though it had been shrunk by an early version of SHRINKIT. ARCHIVE.SCREEN builds this header from predetermined data plus the requested filename. For requesting either archiving or installing, the dialog request for file name is answered with /<disk>/<folder>/<file>; the .SHK suffix is added automatically where appropriate. For conventional bulletin board uploading, the archive should be transmitted under the Binary2 protocol under a filename with the suffix .BXY; this will automatically supply a labelled 'envelope' for the 'message'. When you tell the transmission program where to find the file you want to send, this also gives it the information for labelling the envelope. That label carries the folder and file names (note that these are the names associated with the files on the phantom disk as well as those on the archive disk). The posted file is normally downloaded under XMODEM; this preserves the envelope with the filing information. (If the file is downloaded under Binary2, the required folder must already exist on the target disk, and the envelope will be discarded.) In either case, opening the download with SHRINKIT would give the same resulting 'regenerated' phantom. SHRINKIT will create any needed folder and unshrink the file into it. For direct conversion into a screen picture, the envelope must be discarded, because the "Install screen" CDA expects to find a shrunk file having the minimum header.

I shall describe data compression and decompression using the LZW algorithm, and the SHRINKIT

procedure for further compacting the output stream.

## The LZW algorithm

(This description of the data compressing technique is based on a blend of the algorithm description by Terry Welch in *COMPUTER*, June 1984, and a disassembly of SHRINKIT 2.1. The code for ARCHIVE.SCREEN and INSTALL.SCREEN was developed by analysis and modification of fragments of SHRINKIT 2.1).

The LZW procedure for compressing data is built on the concept of describing a string (sequence) as a root string followed by a single byte; the 'root', or 'prefix', is any string that has occurred previously. Strings are identified by 'code numbers'. The primitive strings (single bytes) are identified as \$0nn, where nn is the byte. For explanation, it is easiest to take concrete examples, using byte values instead of 'generic' variables, like \$nn. Consider the sequence of bytes 12 34 12 34 56 34 12 34 12 34 12 12 12 12 12 12 .... The first string is the 'primitive' 12, identified by the code number #012. The first 'compound' string is defined by #012 as the 'prefix' and 34 as the suffix. It will be named #101. The code numbers of compound strings are assigned serially. To hold things together, the byte "34" must be repeated as the start of the continuation, and 34 12 identified as #102. We now come to the sequence 12 34, which must be recognized as having occurred previously as #101. We therefore define #103 to be #101 followed by 56. Further along, we again encounter 34 12, and must also recognize it as an already defined string, #102

The basic trick is to recognize previously occurring strings without searching through a list. Shrinkit does this in a very ingenious way. When a new compound string is defined, its definition is entered into a table in which its location is a pseudo-random address controlled by its combination of prefix and suffix (a hashing proce-





ture). When a new string is to be entered into the table, the requested location is first checked for occupancy; if the space is free, the definition is entered. If that string has occurred previously, the space is already occupied, the code number for the string is available and can be used as the prefix of the next string to be defined. There is no 'wasted motion' of searching.

The compressed data are transmitted as a sequence of prefix-suffix definitions of the successive serially numbered compound strings. (The suffix may be explicit, or may be the first byte of a coded string.) Note that if the table of compound strings is limited, the first byte is also limited. The routine is set up such that the first byte is in the range 00-0F, hence only a nibble (half a byte) is needed for the first digit, and only 2 1/2 bytes (20 bits) altogether. The final stage of the coding is to combine these split-byte sequences into whole-byte sequences for efficient transmission.

SHRINKIT also performs some 'pre-compression' of a type ideally suited for screen data; 'runs' of a repeated byte are run-length coded first, then the pre-compressed data operated upon with the above algorithm. For various reasons, the original data are broken up into 4-k batches, and each batch handled as a unit. (Run-length encoding comprises identifying the byte as a repeated byte, giving its value, and giving the number of times it is repeated.)

For decompression, the string-definition table is reconstructed from the serially ordered prefix-suffix definitions of the compressed data, and the original sequence of bytes reconstructed.

## CODING AND STRING TABLE

A table area of \$5000 bytes is set aside for \$1000 coded strings, and initialized to all nulls. A string-table entry uses 5 bytes:

PREFIX-lo PREFIX-hi SUFFIX-lo CODE#-lo CODE#-hi

Single-byte (primitive) strings have CODE#s from 0000 - 00FF.

Compound strings have CODE#s from 0101 - 0FFF. With \$1000 byte data batches, the CODE# cannot exceed this range.

The prefix word is a primitive (single byte, range 0000 - 00FF) or an earlier CODE# word (range 0101 - 0FFF), hence always has a null leading nibble (half-byte). The major task of compression is to build the coded table of compound strings. After each CODE# definition is entered, its prefix byte is sent to the output.

Consider an example:

Data string (hex bytes):

```
12 34 12 34 56 34 12 34 12
34 12 12 12 12 12 12 12 ...
```

The following successive events are the making of 5-byte entries into the string table, followed by a 1-word output

PREFIX CODE#	PREFIX CODE#	SUFFIX OUTPUT	lo-byte hi-byte	lo-byte word
01	00	34	01	
34	00	12	02	
01	0034			
01	01	56	03	
01	0101			
56	00	34	04	
01	0056			
02	01	34	05	
01	0102			
05	01	12	06	
01	0105			
12	00	12	07	
01	0012			
07	01	12	08	
01	0107			
08	01	12	09	
01	0108			

This is accomplished by the following fragment:

```
GETBYTE LDA <next file byte>
STZ SUFFIX+1
STA SUFFIX
ASL
ASL
ASL
ASL LEFT SHIFT 4 times,
shifting by one nibble (half
a
byte) This makes it
comparable to PREFIX
0ab0 vs. 0xyz
EOR PREFIX generating a
pseudo-random sequence number
for the table entry
STA TEMP
ASL A
```

```
ASL A
ADC TEMP multiply by 5
for a table offset
(5 bytes per entry)
MOD CMP #$5000
BCC READ~TABLE
SBC #$5000
BRA MOD Get remainder
mod $5000 to avoid table
overflow
READ~TABLE TAX
LDA TABLE,X
BEQ STORE Space available
CMP PREFIX
BNE ADVANCE
INX Entry already in table
INX
INX
LDA TABLE,X Get code
STA PREFIX Use code as
prefix for next string
JMP GETBYTE
ADVANCE CLC Advance in
steps of 5 bytes until
TXA space available, or
prefix match
ADC #5
BRA MOD
STORE LDA PREFIX (2-byte
word)
STA TABLE,X
INX
INX
LDA SUFFIX (lo byte only)
STA TABLE,X
INC CODE# assign next
number
INX
LDA CODE# (2-byte word)
STA TABLE,X
JSR OUTPUT Send PREFIX to
output stream
LDA SUFFIX Promote SUFFIX
to PREFIX and start
STA PREFIX a new combina-
tion
STZ PREFIX+1
JMP GETBYTE
```

In principle, the output will be a succession of code numbers, with each code in the range 0000 - 0FFF. The codes from 0000 to 01FF require the use of at least bits 0-8 (the 9 lowest order bits); codes from 0200 to 03FF require 10 bits; from 0400 to 07FF, 11 bits, etc. Each code is a word (2 bytes) containing 16 bits, so there are a lot of non-significant leading null bits which can be eliminated for better compression. Before adding another byte to the output stream, we will examine the last "outbyte" and slide the next one into it, replacing the non-significant 'filler' bits. We use a variable, KEEP,





whose value at any time is the number of bits that must be retained in the last outbyte. The manipulation is to left-shift the filler nulls

out of the last outbyte by shifting 8 - KEEP times; then right-shift the next output 8 - KEEP times with the carry overflowing into the last outbyte. In detail, PREFIX-hi is right shifted, with its carry going into PREFIX-lo whose carry goes into the outbyte. This operation adds 8 - KEEP new filler nulls into PREFIX-hi, so the value of KEEP must be adjusted for its next use.

Since future codes cannot occur in the definition of the current code, we need only provide for a code as large as the current code. The new value of KEEP will be equal to its present value plus the number of significant low bits of the current code. If a prefix being outputted is a code with the same number of important bits as the current code, then we output no filler null bits. If the code to be output needs fewer bits, some null fillers will be used; the fillers won't all be eliminated. The value of KEEP can be more than 8; in this case, KEEP becomes the remainder mod 8, and the output pointer is advanced an extra byte. Note that no code will use more than 12 bits; the first 256 defined will each need only 9 bits; the next 512, only 10 bits; the next 1024, 11 bits.

### Decompression

In the output stream, the above sequence of words is compacted by the bit elimination scheme. For decompressing, it is straightforward to supply the missing filler nulls and restore the input stream to being the succession of words listed above as output. From this stream, the coded string table must be reconstructed and used. In the reconstructed table, entries are made serially using their code numbers for offset into the table, hence each table entry needs only three bytes: PREFIX-lo, PREFIX-hi, SUFFIX. The table offset for each entry is found quite simply by multiplying the code number by 3. The decompression sequence starts by inputting the first byte, then using the following routine

repetitively: INPUT a byte, define the compound string having the next CODE# (starting with 101), and when the input byte is a string code, i.e., not a single-byte code, expanding that code from its table entry.

As in compressing, each code is defined by a prefix followed by a single-byte suffix. When the input suffix is itself a code for a compound string, the first byte of this compound becomes the suffix for the definition.

INPUT	DEFINE
0012	-
0034	101 = 12 34
0101	102 = 34 101 > 34 12
0056	103 = 101 56 = 12 34
56	
0102	104 = 56 102 > 56 34
0105	105 = 102 105 > 34 12
?	

Here we have a problem; code 105 is defined in terms of itself! We need to know the first byte of 105 to add as the suffix, but note that the incomplete definition of 105 tells us that its first byte is 34, so the complete definition is 34 12 34. This situation is handled by a simple rule: when the prefix equals the code, the suffix is the first byte of the prefix.

Continuing:

0012	106 = 105 12 > 34 12
34 12	
0107	107 = 12 107 > 12 ? >
12 12	
0108	108 = 107 108 > 12 12
108 > 12 12 ? > 12 12 12	

etc.

The input sequence is the desired message; we only have to expand the code strings into their primitive sequences. This obviously has to be done 'backwards' since each code is defined as a code prefix followed by a single-byte suffix, so we peel off a suffix, then peel the suffix of the prefix code, then the suffix of that one's prefix, etc., until finally the remaining prefix is a one-byte primitive. To collect the decompressed sequences as forward-reading, the successive suffix peels must be put into a LIFO pushdown stack, then recovered in the forward order.

I have not discussed the pre-algorithm run-length-encoding, nor various 'housekeeping' problems; what I have tried to do is to explain how

LZW is used by SHRINKIT (and by ARCHIVE.SCREEN, INSTALL.SCREEN). All these programs are available for downloading from the WAP TCS; you are welcome to disassemble them to examine their operations.



Continued from page 13)

## February EdSIG Meeting

A small but enthusiastic crowd showed up for the February 28 EdSIG meeting, including a number of fresh new faces along with the regular EdSIG veterans. In response to popular demand, a demonstration of modems and telecommunications software was scheduled.

Copies of the popular Z-Link shareware communications program were handed out. This program can run on any Apple IIc, IIGS, IIc+, and enhanced Apple IIe. The requested shareware fee is a reasonable \$25.

First we called the School Board bulletin board, run by the Pullen School for Creative and Performing Arts, in Landover, Maryland. This bulletin board is one of the easiest bulletin boards to navigate. A single letter command takes you wherever you need to go. In the past year or so the board has become a popular gathering spot for area teachers. Quite a number of young students also call in.

Just two months ago they set up a list of pen pals, so that students can be matched up with others who are interested in communicating via modem. So far the list has about 15 students, ranging from 3rd to 9th grade. The phone numbers for the School Board are (301) 499-4575, and (301) 808-0465. There is no membership fee to use it.

Next we called the GENie information service to take a look at their online encyclopedia. With their new flat rate of \$4.95 per month, the appeal of this encyclopedia increases manyfold. To see if the encyclopedia was up to date, we searched for the entry for Kuwait. Sure enough, the encyclopedia entry included a description of the August 2nd invasion of the country. Conspicuously absent was the cease-fire order by President Bush that took place last night. And to think they call this an up-to-date encyclopedia?

Following that, we arranged an

online chat session with Lorin Evans, who wanted to join the meeting, but had other obligations at home. We discussed how online chatting (the term for the simultaneous typing back and forth on between two computers) can be used in an educationally beneficial way. The most obvious educational activity is to exchange different types of riddles. Lorin flawlessly answered a tough coin question riddle we typed in.

We then asked him to think of an animal whose name begins with an H, ends with an S, and is very heavy. Within microseconds Lorin typed back the word "hippo." Our panel of judges refused to accept this as an acceptable answer, first because the word "hippo" doesn't end with the letter S, and second because the answer was not phrased in the form of a question. (An inside Jeopardy joke there.)

After that, Jim Deligianis, a middle school math teacher at Tilden School, talked a little about MetNet, a statewide electronic bulletin board for Maryland educators.

This free bulletin board can be accessed by calling 1-800-722-121. Apparently this board has good potential, but it's not as active as it could be.

Carol Hyatt joined us by conference phone during the last part of our meeting. Carol has been working on getting a class set up for seniors interested in computers. This class will pair up seniors with junior high school students. This mingling of generations, with both generations offering each other unique perspectives and knowledge, could work out to be a big success.

Several members of the Pi have commented to me that they would like to attend the EdSIG meetings, but find it inconvenient to drive over to Bethesda on a weeknight. So, to help draw more of these members to our meetings, some of the upcoming EdSIG meetings will be taking places at locations in Northern Virginia and P.G. County.

To start us off, Pi member Ron Evry (pronounced Eevry) has offered

to host an EdSIG meeting at his house in Springfield, VA, on Thursday, May 23rd. He lives at 5409 Moultrie Road. To get driving directions, you can call Ron, or his wife Karen, at (301) 321-7939. It's always best to confirm the meeting a day or two in advance, just to make sure no last minute changes have taken place.

Ron has offered to demonstrate GEOS, a graphical user interface for the Apple II and Laser 128 series. Perhaps he'll also give us some professional tips on how to create stacks using Scholastic's Super Story Tree toolkit.

Persons interested in hosting an EdSIG meeting in P.G. County are invited to call me at my home/office: (202) 686-5465.

Phil Shapiro

The following is a letter from Pi member Pavel Cherencov, a recent Moscow high school graduate with a keen interest in computers. He is currently working as a computer programmer in Moscow, programming both the Pravetz-8A, an Apple II compatible computers, and MS-DOS machines.

I've been corresponding with him for the past year and a half, and he seems to relish contact with other computer enthusiasts. Should anyone else in the Pi want to correspond with him, his address is: Pavel Cherencov, Ostrovitynov St. 15-1-166, Moscow 117437, Soviet Union.

If you would like to send him software, hardware, ribbons, or blank disks, check with him first about the best mode of delivery. Merchandise sent through the mail is subject to exorbitant import fees.

February 18, 1991

Dear Phil:

I am using an opportunity to send you a letter with my friend who is to stay in America for about 10 days. He was so kind as to let me send a letter with him.

I was really delighted to receive your letter through GENie, but unfortunately couldn't answer you soon because Vladimir was extremely busy. [Pavel has access to the GENie



information service through Vladimir Federov's account. Apparently Federov is a leader in the emerging microcomputer establishment in the Soviet Union.]

Thanks for the information on the Mac LC emulation card. I received an issue of the ALUG Journal [Apple Library User Group Journal] and there was pretty much information on the new Macs but not much on the card.

I am using a Bulgarian version of AppleWorks called Paris to write this letter. It is certainly a great product but it requires TimeRam card installed which not everyone has.

A Soviet cooperative called Tandem started selling Apple IIe compatible systems which include Pravetz-8A's (128K plus TimeRam card), an Epson FX-800 printer with built in Russian fonts, and 2 disk drives, all for 12,000 rubles.

The thing that may interest you is that the disk drives Tandem provides a user with are not 5.25 inch Disk II drives, but IBM PC/AT compatible 720K disk drives (absolutely noiseless). The drives work with a special disk drive controller called Slimdisk. Slimdisk can actually handle any IBM compatible disk drive (3.5 inch drives too). The whole Slimdisk package (card, two 720K disk drives, software, user's manual) costs like \$450, or 3,000 rubles. The funny this is that one dollar costs 30 rubles now...

I had to do pretty much of IBM programming this winter and found out a lot of interesting things concerning menu making. Some of the tips I used in my menu construction set. The "arcane" world of MS-DOS happened to be much better than I expected it to be and I really enjoyed programming Turbo Pascal 5.0 and working with color windows. IBM clones are certainly worth the money they cost.

Thank you very much for worrying about the chip and the [mouse] card. The 65C02 chip [you sent] lets me run all of ProDOS versions except for version 1.9, which requires Apple ROM chips.

I spent a few hours playing

Number Squares but couldn't get a rating higher than Student. I feel it takes pretty much time to develop a winning strategy. I used to play the 4 by 4 Number Squares puzzle, at levels 9 to 12, because I found I usually get a lower rating on lower levels, because I don't fit into time there.

Besides MCS [his employer] I was working (for myself) on a problem of resident utilities allocation. (The term "resident" isn't quite correct for Apple DOS's don't delete programs loaded into memory after they finish their work.) I wrote an assembly language program which registers every file BRUN from DOS 3.3 or ProDOS so that a user can always display a short report on what he has loaded in main RAM.

I am sorry I haven't sent the article I promised [for the WAP Journal] yet. I have it almost ready but I'm not sure if it is worth sending. The

article is about a DOS 3.3 tip which lets one protect his Applesoft listings. I know the tip is rather old and maybe no one wants to know it since DOS 3.3 is almost gone now. Most of the guys at School 45 never heard about it so I made two assembly language programs for them: one program installs the protection, the other neutralizes it. I also wanted to write an article about how I made a program that re-animates Applesoft programs deleted by the NEW command and the typical mistakes I found in most of the programs of that kind, but I am still not quite sure it may be fresh news to somebody at WAP.

Sincerely, Pavel

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# Macintosh Disk Library

by Dave Weikert

## *New and Recent Disks*

We have fifteen disks this month; five new LaserWriter Fonts series (Mac Disks #6.10 through #6.14), eight revised Telecommunication series (Mac Disks #13.01A through #13.08A) and two new System Utilities (Mac Disks #16.14B and #16.15B). The Telecommunications series is an update of the previous 13 disk set; all earlier version of programs and some dated material has been removed. Mac Disk #13.09, developed by our stalwart TCS crew, has not been revised but is presented herein for continuity.

The most recent disks include Anti-Virus Utilities series updates (Mac Disks #1.01C through #1.03C and #1.04B and #1.05), Desk Accessories series (Mac Disks #2.11 through #2.16), LaserWriter Fonts series (Mac Disks #6.06 through #6.09), INITs/cdevs series (Mac Disks #9.14 through #9.17), Miscellaneous series (Mac Disk #10.03), Telecommunications series (Mac Disk #13.10 through #13.12), Programmer/Hacker series (Mac Disks #14.21A, #14.22A and #14.23 through #14.25), System Utilities series (Mac Disks #16.09B through #16.13B), Word Processing Utilities series (Mac Disks #17.04 through #17.06), a special HyperCard StackWare set of six disks (Mac Disks #19.35 Disks 1 through 6, #19.36-1, #19.36-2, #19.37 and #19.38) and Mac II series (Mac Disks #20.08B, 20.09B and 20.12A). We also have Apple System Software 6.0.5 (5 disks), Apple System Software 6.0.7 (4 disks) and HyperCard 2.0 (five disks).

## *LaserWriter Fonts series*

Most of the LaserWriter fonts

issued this month were downloaded from GENie. The majority are Type 1 PostScript fonts which means that you may use them with Adobe Type Manager and they will look good on the screen and on an ImageWriter or DeskWriter as well as a LaserWriter. There are a lot of decorative faces in this collection—many are Caps only and designed for use at large point sizes. Check them out, there's sure to be some to satisfy the most (and least) discriminating taste.

## *Telecommunications series*

This month we revised the Telecommunications series for the first time in over two years as Mac Disks #13.01A through #13.08A. A lot of the dated material has been removed or updated with more current applications. However, there is nothing in this series that was not previously included on Mac Disks #13.01 through #13.12. We expect to follow up with a revised #13.09A TCS Disk as soon as ZTerm is updated. There are rumors floating about on GENie that ZTerm author, David Alverson, may have the next version out Real Soon Now.

We have included Ray Lau's Stuffit and Bill Goodman's Compact Pro archiving and their companion de-archiving applications in the System Utilities series (see following) rather than the Telecommunications series. However, we kept the "orphan" archiving applications like Packit in this series for those few situations that you may need to use them.

## *System Utilities series*

The most noteworthy of the applications in the two new System Utilities series Disks #16.14B and

#16.15B are BootMan and the archiving and de-archiving applications. BootMan gives you another way of setting System Heap Size rather than Heap Tool INIT (Mac Disk #9.14) and Heap Fixer, an application supplied by CE Software as an extra with some of their commercial software packages. The archiving and de-archiving utilities include Compact Pro (Compactor renamed), Stuffit Classic, CptExpand, SitExpand, Unstuffit Deluxe (all for the Mac) and UnZip for the IBM PC compatibles.

## *About Shareware Requests*

Please honor authors' requests for shareware fees if you decide to add shareware programs to your software library. Shareware is an important distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

## *Mac Disk Catalogue*

The newest Disketeria Catalogue is available for purchase and is included in Macintosh New Member packets. The catalogue covers all Macintosh disks issued through August 1990 and includes disk descriptions and alphabetical lists of programs and files. The catalogue 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 catalogue that includes descriptions of all the programs on the disks released since the catalogue 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.

## *Cartridge Barter*

Most of the programs in our Mac Disketeria are archived on five-inch 20MB Bernoulli cartridges or on





45MB SyQuest cartridges. This includes material already issued as well as downloads waiting to be tested, annotated and assembled onto disks. Because of the expense, the club has been able to purchase only a limited number of these cartridges. I previously requested donations or long term loans of these cartridges and have had only one donation thus far. However, one member was willing to barter cartridges in exchange for copies of disks in the library. The deal we worked out was a two-for-one exchange. We received six cartridges, returned four of them filled with copies of all the library disks and kept the remaining two. We will offer the same two-for-one deal to anybody else who is interested. Call me at (301) 948-9646 and leave a message. The Bernoulli cartridges may be from IOMEGA, Mountain Computer or Bering; the SyQuest cartridges may be from PLI, CMS, Ehman, MassMicro, LaCie or a number of other vendors.

### **Disk #6.10 — LW 10**

#### **LASERWRITER FONTS**

Albatross f: **Albatross:** By LORVAD™ (formerly Printers Devil). A text body font with a moderately short x-height. The relative point size is a bit small (i.e. 14 point is closer to what most people would consider 12 point). It contains all the regular characters and many special characters. **Read Me First-LORVAD.txt** is in text format. *Shareware — \$10.*

Architect 1.3 f: **Architect:** By Hank Gillette. A Type 1 font, Architect simulates hand printing of the type typically done by architects. It was inspired by Adobe's font Tekton™. It has a full set of letters, numbers, and punctuation, and quite a few extra characters. **Architect Read Me** is in MacWrite format.

Author f: **Author:** By FontBank, Inc. A classic cursive script in a heavy weight for headline use. This is a commercial Type 1 font (not shareware or public domain) that is offered without cost as a sample. See the **Special Offer 10/19** in text format for details on ordering the collection at a reduced price.

Benjamin Caps f: **Benjamin Caps:** By David Rakowski. A Type 1 font in the Art Nouveau style; it has a wood-carved feel to it. All 26 capital letters are in the font, and the tail of the capital 'Q' is amazingly long. **Read me Benjamin Caps** is in text format.

Carrick Caps f: **Carrick Caps:** By David Rakowski. A Type 1 PostScript font which contains all 26 capital letters. The I and the J, however, look exactly alike. The letters are drawn in black in a Gothic style, on top of a stained-glass window kind of pattern. **Read me Carrick Caps** is in text format.

Classica f: **Classica:** By Francis X. "Butch" Mahoney, Jr. A somewhat 'old fashioned' looking but attractive serif font. This font was converted to Type 1 by Design To Print RoundTable on GENie. **Read Me, Please!** is in text format. *Shareware — \$15 per font.*

Coulombe Caps f: **Coulombe Caps:** By David Rakowski. A pair of Type 3 PostScript fonts that print very ornate capital letters. However, J and Y are not present in either font. Each character is a white serif character surrounded by a black box with some sort of creature from nature drawn in — for instance, a wolf on "A", a griffin on "I", an elk on "T", a unicorn on "V." Other detail, such as flowers, are added. Overall, each character is rather dark-looking, and make great drop caps for children's stories or nursery rhymes. **Read me Coulombe Caps** is in text format.

### **Disk #6.11 — LW 11**

#### **LASERWRITER FONTS**

Crackling Fire f: **Crackling Fire:** By David Rakowski. Crackling Fire is a Type 1 PostScript font. It is an all-caps font, plus period, comma, exclamation point and question mark. It looks like Dom Casual letters beginning to go up in flames. **Read me Crackling Fire** is in text format.

DavysDingbats f: **DavysDingbats:** By David Rakowski. An unusually wonderful Type 1 PostScript font full of really cool pictorial characters. There

are around 200 pictorial characters of varying use. Check the option keyboard for ballerina dancers in various poses, and the option-shift keyboard for some really wonderful Art Nouveau images. Experiment — find the images that best suit you. Patriots: find an American flag at shift-m; cat-lovers: check in the option keyboard — 6, t, f, g, h, z, and x. You should use the font in moderation, and not use too many other downloadable fonts in conjunction with it. A whole page of DavysDingbats characters just may cause your printer to reset due to memory limitations and the page won't print. **Read me DavysDingbats** is in text format. *Shareware — donate \$12 or more to Columbia University.*

DavysOtherDingbats f:

**DavysOtherDingbats:** By David Rakowski. Type 1 PostScript font full of really cool pictorial characters including Calvin, Hobbes, Schroder and Snoopy and other pictures of likely interest. **Read me DavysOtherDingbats** is in TeachText format and includes rough pictures of the key caps.

Dragonwick f: **Dragonwick:** By David Rakowski. A Type 1 hinted PostScript font. The bitmaps are in sizes 24, 36 and 48 points. Since the font is detailed, it is not recommended that you use it in a size smaller than 24 points. **Read me Dragonwick** is in text format.

Green Caps f: **Green Caps:** By David Rakowski. A Type 1 font. It is in the Art Nouveau style, consisting of all the capital letters plus numbers and a period. Each letter is an outline letter on the top half, a black letter on the bottom half, so each looks like it is "half full" of ink. **Read me Green Caps** is in text format. *Shareware — donate \$.99 or more to Columbia University.*

### **Disk #6.12 — LW 12**

#### **LASERWRITER FONTS**

Elzevier Caps f: **Elzevier Caps:** By David Rakowski. A Type 3 PostScript font consisting of 26 pretty ornate drop cap characters. Each character is a black serif capital letter surrounded by a lily-type flower and some vines. Elzevier Caps will not look good in sizes under





48 points on a 300-dpi printer. **Read me Elzevier Caps** is in text format.

**Horst Caps f: Horst Caps:** By David Rakowski. Another Type 1 font in the Art Nouveau style, and consists of a set of script capital letters with fairly substantial curly-Q's. The font lacks I, X and Y. **Read me Horst Caps** is in text format.

**Judas f: Judas:** By LORVAD™ (formerly Printers Devil). A Type 1 display font patterned on Adobe wood type Ironwood. It contains only caps, numbers, and a few special characters and seems to look best at 16 points or larger. Very interesting negative space. **Read Me First-LORVAD.txt** is in text format. *Shareware - \$10.*

**Kastellar f: Kastellar:** James M. Harris. A Type 1 (ATM-compatible) display typeface in uppercase characters only (no lowercase or numerals) created with Letraset's FontStudio. It is a very elegant openface-styled design that until this offering, was only available in hot metal. **READ ME FIRST!** is in text format. *Shareware - \$20.*

**Kinigstein Kaps f: Kinigstein Kaps:** By David Rakowski. A Type 1 font that consists of 23 capital letters (Q, X and Y are missing). It is drawn in a decorative Art Nouveau style such that each cap is drawn in black and looks somewhat as if it's been pressed onto a square of foil. **Read me Kinigstein Kaps** is in text format. *Shareware - donate \$4.99 or more to Columbia University.*

**Konanur Kaps f: Konanur Kaps:** By David Rakowski. A Type 1 font. It consists of all 26 capital letters drawn in an Art Nouveau style such that each cap is drawn in black and surrounded with some simple, round pen strokes. **Read me Konanur Kaps** is in text format. *Shareware - donate \$4.99 or more to Columbia University.*

**Larcombe Caps f.sea: Larcombe Caps:** By David Rakowski. A set of three PostScript fonts that contain all 26 alphabetic characters as drop caps. Each character is drawn very ornately, and consists of a white, outlined letter held up by or in front of a muse or

nymph wearing a long white dress and plenty of detail of vines and vegetation surrounding it. The bitmaps show nearly none of the detail of the fonts: the screen versions will give no clues as to the real beauty of every single character in the font — you need to print them on a PostScript printer to see their full glory. Not recommended for use at sizes smaller than 96 points on a 300-dpi output device because much of the exquisite detail will be lost. **Read me Larcombe Caps** is in text format.

**Lefty Casual f: Lefty Casual:** By Ted Alspach. This is a script-like font that has a number of characters with a "backward" slant as if written by a left hander. Casual is another way to describe the somewhat spastic look of this font. **Read Me!!!** is in text format.

## DISK #6.13 — LW 13

### LASERWRITER FONTS

**Lee Caps f: Lee Caps:** By David Rakowski. A Type 1 font that contains all 26 capital letters, numbers, and punctuation. The characters look somewhat 3-dimensional. **Read me Lee Caps** is in text format.

**Lower East Side f: Lower East Side:** By David Rakowski. A Type 1 PostScript font modeled on an Art Deco typeface called Astur. It looks like bold, 3-D brush strokes forming the characters with deep shadows — it also tends to look like bent pieces of plywood with shadows. It is kerned, and ought to be used for display text only at sizes 72 points and larger. **Read me Lower East Side** is in text format.

**Lower West Side f: Lower West Side:** By David Rakowski. A Type 1 PostScript font created with Fontographer 3.1. It contains a full upper- and lower-case alphabet, numbers and punctuation — no diacritics. It is based on the typeface "Shatter" and looks much like the famous signs saying things like "STRESSED OUT?" or "ARE YOUR EYES BAD??" Obviously the typeface is of limited use, except for calculated irritation. **Read me Lower West Side** is in text format. *Shareware - donate \$2.49 (vot a bargain!!) to Columbia University.*

**Munchner Caps f: Munchner Caps:** By David Rakowski. A pair of PostScript fonts that contain all 26 alphabetic characters as drop caps. Each character is surrounded by a black rectangle and is formed by some sort of fantastical living thing — an animal or a plant with a face — that form the letters. For instance, the Q character looks like a fish forming a ring eating another fish. The "scenes" forming each character look like nighttime, since there are small, unique patterns forming stars or something similar in the unused black space. **Read me Munchner Caps** is in text format.

**Neuwarese Bold Italic f: Neuwarese Bold Italic:** By David Teich. This Type 1 font is derived from "Novarese Bold Italic" but has Italic capitals, additional ligatures, dingbats and fractions. **Read Me First** is in text format.

**ParisMetro f: ParisMetro:** By David Rakowski. A Type 1 PostScript font that is modeled on the font used on some of the old Art Nouveau Metro stations in Paris. It is also a rather black font. In this font is a full set of upper-case characters — no lower-case characters — as well as full punctuation and numbers. **Read me ParisMetro** is in text format.

**Pixie f: Pixie:** By David Rakowski. A Type 1 PostScript display font that roughly looks like Bodoni must look like after ten or more beers — an uneven, hand-drawn serif font with a wide variation of thicks and thins. It makes a good specialty font for advertisements when an informal feel is desired or when you want to recreate generic 1950's advertisements from Boys Life or Mechanix Illustrated. **Read me Pixie** is in text format. *Shareware - donate \$4.99 to Columbia University.*

## DISK #6.14 — LW 14

### LASERWRITER FONTS

**Offenbach Caps f.sea: Offenbach Caps:** By David Rakowski. A set of three Type 3 PostScript fonts consisting of all 26 capital letters in a very ornate Art Nouveau style. Each character is a black serif character surrounded by some sort of flower and its plumage.





**Read me Offenbach caps** is in text format.

**Polo Semiscript f:** **Polo Semiscript:** By David Rakowski. A Type 1 PostScript display brush stroke font with plenty of swashes. It makes a good specialty font for advertisements when an informal feel is desired. **Read me Polo Semiscript** is in text format. *Shareware - donate \$3.41 to Columbia University.*

**Premium Thin f:** **Premium Thin:** By James M. Harris. This Type 3 decorative typeface is based upon a very famous display typeface called Premier Lightline. By the request of several people, it now contains the lower case characters as well as upper case. There are also many alternate characters, punctuation marks, and numbers 0-9, and there are nearly 300 kerning pairs. **READ ME.txt** is in text format. *Shareware - \$15.*

**Recycle f:** **Recycle:** By Clark T. Riley. A Type 1 font which has the five General class and seven plastic class recycle symbols. **Recycle symbols** is an MS Word document including all the symbols; install the font in your system before viewing or printing the document.

**Reynolds Caps f:** **Reynolds Caps:** By David Rakowski. A caps-only Type 1 PostScript display font in an Art Nouveau style. **Read me Reynolds Caps** is in text format.

**Rhyolite f:** **Rhyolite:** By James M. Harris. A Type 1 display typeface (based on Huxley Vertical) in uppercase characters, numerals, and punctuation only. There are alternate characters for the letters A, K, M, N, W, and Y, and they can be found using their lowercase equivalents. Created entirely with Letraset's FontStudio. It is a display face that looks elegant and distinguished. **READ ME FIRST!** is in text format. *Shareware - \$20.*

**Rudelsberg f:** **Rudelsberg:** By David Rakowski. A Type 1 PostScript font. The font is in the Art Nouveau vein (turn of the century Germany in this case) and may be thought of as a second cousin to Adobe's Arnold

Boecklin font, in that the lower case letters are a little similar, although the upper case characters lack the swashes of Adobe's font. Rudelsberg contains the full set of upper- and lower-case characters, numbers, and some punctuation, but no diacritics (I don't do windows either). It contains a generous set of kerning pairs, as well. **Read me Rudelsberg** is in text format.

## Disk # 13.01A — T 1

### TELECOMMUNICATIONS

**Archive Threader 1.2 f:** **Archive Threader 1.2:** By Mike Babulic. Creates a separate text file for each thread in an archive (created by Navigator). Threads are based on the subject of the message. **About Archive Threader...** is in text format. Not tested. *Shareware - \$5.*

**ArcMac.Arc f:** **ArcMac.Arc** (v1.3b) and **ArcPop.Arc** (v1.2a): By D. G. Gilbert. ArcMac.Arc is an "archive" file created by ArcMac and containing ArcMac, ArcMac.Updates, ArcMac1.Doc, ArcMac2.Doc and XARCMAC.EXE (in the contents of ArcMac.Arc folder). ArcPop.Arc extracts the files from the archives. *Shareware - \$25 for ArcMac, ArcPop.Arc is free.*

**ASL Talk f:** **ASL Talk:** A simple communications package in a DA. See the MacPaint documentation for guidance. **ASL Launcher** is an installer for ASL Talk. (Font/DA Mover or Suitcase will work as well.) **ASL Font 8** is a font necessary to ASL Talk.

**AutoDial:** By Scott Zimmerman. This DA allows you to dial your modem from within MacTerminal. *Shareware - "Any contribution greatly appreciated."*

**Autolog 3.2 f:** **Autolog 3.2:** By Steve Fine. A DA which performs log-on macros while a terminal emulator such as MacTerminal is active. Autolog should work with most terminal emulators. See the **Autolog Doc** documentation (for version 3.0). *Shareware - "what you think its worth."*

**BackDown/Delta+2 f:** **BackDown/Delta+2:** By Ron Risley. A background

XMODEM downloader DA. Downloads while you are working within an application. **BackDown Manual** is the documentation.

**Batch Binary 0.9:** By Eric Larson. Converts from Mac file format to MacBinary file format and back. For transfer of files between Mac and other computer systems (MS DOS, for example). Similar to BinHex5 except operates on all files in a folder rather than one file at a time. *Shareware - \$25; free for non-commercial use.*

**BusinessLog f:** **BusinessLog:** By Steven Ruzin. A Macintosh log-in program that is a take-off from "Autolog" (Jan Eugenides, *NIBBLE MAC*, Vol 1, 1985) and it contains several features that will be of great utility for the user who wants to keep track of the time of computer use for specific jobs, job categories or users. One of the distinguishing features of BusinessLog is the capability of flagging a particular session as being business-related or non-business-related. **AutologConvert** is the conversion program to convert from the Autolog program to BusinessLog. **BL Docs** is the standalone documentation for the program, and **Business Log Docs.txt** is the text file required for the help feature. *Warning:* do not change the name of Business Log Docs.txt.

## Disk # 13.02A — T 2

### TELECOMMUNICATIONS

**Binhex v5.0:** By Yves Lempereur. Latest version of the utility to convert applications to and from hexadecimal format from the binary format used for disk storage on most non-Macintosh computers. Especially useful if you transfer files directly from other computers in binary. *Shareware - \$10.*

**Calc DL cost f:** **Calc DL/Excel, /SYLK and /WingZ:** Spreadsheets for calculating the cost of downloads for CompuServe, GENie and CONNECT services. You will have to update the costs for the services to their current values.

**Charger 1.1:** By James Finnegan. A timer





and calculator to compute the costs of long distance calls, on-line services, etc., with an alert when a preset time or dollar limit is reached.

**Checksum f:** **Checksum:** By Mike Cohen This DA performs a CheckSum function on a file. It is useful for making sure that a file transfer was successful. **ChkSum.doc** explains how it works.

**Clipper DA 1.0b2:** Sets the line width and adds or strips returns on any text that is in the Clipboard. Useful for extracting text from a word processing document and using it within a telecommunications program.

**Clipper Key 1.6 f:** **Clipper Key 1.6:** By Lofty Becker. As the author says: This FKey has one purpose in life – to make things easier for telecommunicators using desk accessory word processors. It processes text pasted into the Clipboard by Desk Accessory word processors, inserting carriage returns at word breaks nearest to a user selected line length. It also translates characters that most bulletin board services will not accept to acceptable ones. Not tested. Read **Clipper Key Doc** for details on other features. (FKey #6).

**Com23 v2.1 f:** **Com23 v2.1:** For those of you who read French, **Doc. de Com23** describes the capabilities of this telecommunications program. "Com23 est un logiciel de communication fonctionnant en V23 avec modem symétriseur (Minitel, par exemple), V23 avec modem non symétriseur (type Apple Sectrad), V21 et V22. Com23 permet l'importation et l'exportation avec les protocoles XModem ou YModem (en V21 et en V22) ou Kermit (en V21, V22 et en V23) et gère les formats MacBinary et BinHex."

**Commander 2.0:** By Tom Fernandez. This full screen of information displays the Hayes modem (and compatibles) AT commands and S Registers.

**Compress It:** By Jerry Whitnell This DA allows you to compress or decompress files for archiving or uploading/downloading. *Shareware – \$15.*

**ConSITer DA 1.2.1f:** **ConSITer DA**

**v1.2.1:** By Joe Sewell. A DA to make life easier for folks using Auto UnStuffIt 1.00. It converts SIT files to Auto UnStuffIt and back again by changing the file type to APPL or SIT!, respectively as described in **ConSITer DA 1.2.1 Doc.** *Shareware – Free if you've paid for StuffIt, but send a message to Sewell.*

**CRC 1.10:** By Raymond Lau. Calculates the Cyclic Redundancy Check, CRC (a means of verifying that a block of data arrived intact) for data and resource forks of any file.

**CSS 1.4 f:** **CSS 1.4:** By Michael L. Weasner. Communications Services Summary helps you monitor your on-line time and charges with commercial telecommunications services. You may have up to ten services, each of which may be individually configured. **CSS 1.4 Manual** describes the operation and features of CSS.

**DeskDialer:** Lists phone numbers and dials them in tones to the sound port. *Shareware – \$15 for an update and a hardware adapter for the phone.*

**DisplayRLE:** By Steve Christensen. This DA displays RLE graphics which can be found on CompuServe. File to screen, screen to inverse screen and screen to file conversions are provided.

**DivJoin 1.0d9 f:** **DivJoin 1.0d9:** Allows large files to be transported via floppy by dividing big files into multiple floppysized pieces, later rejoining those pieces into a single file. Despite the title, **09-DivJoin doc** is the documentation for version 1.0d8 of DivJoin.

**DL>Delimiter 1/07 f:** **DL>Delimiter 1.07.** By Carl Powell III. Import CompuServe Data Library downloads into your database. This program deletes spaces, inserts a tab or delimiter string, converts dates, reads almost anything that includes a CompuServe DL Scan/des and converts only the File info into a Delimited Text File for importing into a data base as described in **DL Delimiter.Docs.**

**Ez-Mail 1.10 f:** **Ez-Mail 1.10:** 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. **EzMail (READ ME NOW!)** is the documentation. *Shareware – 15 for full featured version.*

**Fawn + 1.00 f:** **Fawn + 1.00:** By Brian Candler and Iain Sharp. A terminal emulator for the Macintosh which supports the Fawnbook protocol, also known as SSMP, for full screen terminal access to mainframe systems over packet networks. **Fawn+ Doc 1.00** is in MacWrite format. *Freeware for non-commercial users.*

**File Splitter.APP/DA f:** **File Splitter.APP** and **File Splitter.DA:** By Andrew E. Page. Lets you split large files into small ones. **File Splitter.APP** is the standalone application, **File Splitter.DA** is the same thing in a desk accessory and **File Splitter.DOC** briefly describes the process. *Shareware – \$3.50.*

**FModem 0.97 f:** **FModem 0.97:** By Christian Doucet. This is similar to TermWorks but has a few more advanced features, such as the FModem file transfer protocol macros and repeated dialing across up to five phone numbers. Has fine documentation and is easy to use. *Shareware – \$20.*

**FreeTerm 3.0 f:** **FreeTerm 3.0:** By William Bond. This simple terminal emulator supports ASCII file transfers. The XModem protocol is supported as is the Macintosh MacBinary II format. It will work on asynchronous communications devices that support data transfer rates from 300 to 57600 baud. If you have a Hayes-compatible modem, there is support for auto-dialing and hang up commands. The **FreeTerm 2.0 Doc** describes all of its features and lists a number of the XModem error messages.

**Genie Reformatter 2.01:** By SK Hushing III. Converts the GENie two line per file listing format to a single line format. Permits the selection of fields and selection of tab or two spaces as field delimiters. *Shareware – \$3.*

**Grafterm 2.4 f:** **Grafterm 2.4:** By Infrastructure Software. Grafterm is a





terminal emulation program that supports DEC VT-100 text style capability and Tektronix 4010/4014 style line graphics, each in separate windows. Menus allow the selection of communications parameters, scaling of graphics and printing. The Edit menu supports only Desk Accessories and provides no ability to cut and paste text to the Clipboard or Scrapbook. **GtermDoc.Wrt** is the rather sparse documentation of Grafterm that assumes that you already are familiar with DEC VT-100 and Tektronix 4010/4014 terminals and protocols. *Shareware* - \$50.

### Disk # 13.03A — T 3

#### TELECOMMUNICATIONS

##### GENie Help f: Symmetry RT Help.AA:

By Mark Phillips. This is an adaptation of the help files from Category 1 of the Symmetry RoundTable on GENie (page 596) into Acta Advantage format (Acta Advantage Demo included). **Read Me.TX** is in text format.

**IBS f: IBS:** By Jeffrey S. Shulman & Harry R. Chesley. InterMac Bumper Ships is an interactive game played between multiple Macs over AppleTalk, direct connection or one of three communication services (Delphi, GENie or CompuServe). Not tested. **Star Fleet Impulses** is a supporting file for IBS. *Shareware* - \$10.

**IconUX 1.0 f: IconUX 1.0:** By Lee Atchison. Interfaces the Macintosh to a UNIX machine over a simple serial line (such as a modem and phone line). Intended to provide the convenience and ease of use of the Macintosh environment for the more cryptic UNIX environment. Provides an icon-based window environment to view UNIX files (similar to what the Finder provides for Macintosh files). **Text Manual** is in text format. *Shareware* - \$45.

**Kermit 0.98(62) f: Kermit 0.98(62):** By Bill Catchings, Bill Schilit, Frank da Cruz, Matthias Aebi, Paul Placeway and many others. Kermit is a virtual terminal and file transfer program that can send files between two micro-computers, or a micro-computer and

mainframe, when there is a version running on both ends. **KERMIT-0940-DOC.TXT.1** is the standard Columbia material for an earlier version of Kermit.

**LegalTerm™:** By Tim Buehrer. Provides access to the LEXIS®/NEXIS® and WESTLAW® legal data bases using the familiar Mac interface. LegalTerm™ for LEXIS includes all of the most commonly used buttons on the LEXIS terminals, represented by on-screen buttons that work just like their LEXIS/NEXIS terminal counterparts. LegalTerm for WESTLAW provides all of the most commonly used buttons on the WALT® terminal, represented by on-screen buttons. There is also a DA version, not included here. *Shareware* - \$30.

**MacArc 0.04 f: MacArc 0.04:** By Leo Laporte, recompiled and reworked by Ray Terry. This file compression and archiving utility is based on an MS DOS program named ARC. MacArc only de-archives files created by MS DOS ARC. **Read Me** is in text format.

### Disk # 13.04A — T 4

#### TELECOMMUNICATIONS

**macGENie f: macGENie:** By Vaughn Rockney. This is a terminal program for communications with GENie. It does not have the full features of a program like Red Ryder but was written to demonstrate alternatives to conventional terminal programs and to show that a terminal program could be "Mac-like." **macGENie.manual** is the documentation and describes the other supporting files.

**MacLoad f: MacLoad:** By J. Reider. Allows text files up to 32K to be entered into the Mac through the modem, as from, say, a laptop computer. **Loader Docs** is the documentation. *Shareware* - \$5 for registration and upgrades.

**MCS f (v1.1): MCS:** By Yves Lempereur. The Multichannel Communications System allows file transfers over satellite links. A proprietary protocol, X.MS (similar to CCITT X.25), is used to eliminate

noise and the problem of long delay time that can exist with XModem transfers. MCS allows the simultaneous upload, download and chat using multiple channels. **MCS Doc:** The documentation for MCS. **MCS Edit DA++:** Supporting Desk Accessory for MCS. *Shareware* - \$15.

**MiniTerm 2.9.7 f: MiniTerm 2.9.7:** By Jerry LeVan. This is a simple terminal emulation program that provides basic file transfer capability including standard XModem and MacBinary XModem and YModem file protocols. **History of MiniTerm (MW)**, **Menus (MW)** and **Documentation (MW)** are the change history and documentation of the program in MacWrite format. *Shareware* - \$15.

##### ModemConnection f:

**ModemConnection 88V29:** By Robert H. Fransen. Shows a table of connections for DB-25 (modem) connector to DB-9 (Mac 128K, 512K) connector and DIN 8 (Mac Plus, SE and II) connectors. **TechNote.65R** from Apple shows the pinouts for each connector type.

**Ms.LazyCat:** By Chit and Micro Kids. Transfer ASCII text between MS DOS and Macintosh computers. Baud rate is selectable from 300 to 19,200 as are other settings such as stop bits, parity, data bits, port and line feed filtering.

**Multi-Station 0.92b f: Multi-Station 0.92b:** By Christopher Lloyd. A VT 320 emulator with multi-session capabilities and resizable terminal windows. **docs.text** is in text format. Not tested.

**Ninja Term f: Ninja Term:** By Michael Ariza. Another terminal program but this one has a novel difference. If you need Hakata or Fukuoka text representation, then this is the only one with such a capability. Provides XModem protocols and selectable baud rates from 300 to 57,600 along with the standard settings for stop bits, parity, data bits and port. Also has VT-100 emulation.

**PackIt III 1.2 f: PackIt III 1.2:** Harry R. Chesley. PackIt takes one or more Macintosh files (either applications or





documents), and packs them together into a single file. It also unpacks them. It preserves both the data and resource forks of the packed files, as well as general file information (the file name, Type, Creator, Finder flags, and whether the file is locked). Very useful for keeping related files together on a bulletin board system. **Packit Docs** is the documentation.

**QDial 1.6 f:** **QDial 1.6:** By Léo Laporte. ADA which 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.

### **Disk # 13.05A — T5** **TELECOMMUNICATIONS**

**PGTerm 2.1 f:** **PGTerm 2.1:** By Philip Zimmermann. Pretty Good Terminal is a terminal emulation program providing MacTerminal, MacBinary and XModem (Christensen) protocols. PGTerm lives up to its name as a terminal communications program. It emulates a larger and useful subset of the DEC VT-100 terminal ANSI X3.64 cursor control commands (more than MacTerminal). It includes programmable function keys (macros). PGTerm is a much smaller program than MacTerminal but includes much of the functionality of MacTerminal. **PGTerm 2.1 Manual** is the manual which lists the primary screen commands that are supported (but you need to be a VT-100 user to know what the list means). **Unix and use printer port** are supporting files for PGTerm. *Shareware — \$35.*

**Port Watcher 1.0 f:** **PortWatcher:** 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.doc**.) *Shareware — What you think it is worth.*

**QVT 2.1 f:** **QVT 2.1:** By . A DEC VT 220 terminal emulator following standard Mac interfaces. It fully supports the Kermit, Xmodem,

Ymodem, and MacBinary transfer protocols.

**Red Ryder f:** **Red Ryder 9.4:** By Scott Watson. This is the last shareware version of this classic before Scott went commercial and it is no longer supported as shareware. No unique documentation was ever produced for version 9.4. The **Red Ryder 9.4 changes** documentation merely serves as a supplement to the 8.0 documentation. The original shareware fee was \$40.

**Red Ryder 8.0 Doc f** the MacWrite format documentation for the prior version of Red Ryder.

**Red Ryder 9.4 Menus f** contains very dated menus for a number of bulletin board and telecommunications services.

### **Disk # 13.06A — T6** **TELECOMMUNICATIONS**

**QuickB Download 1.20 f:** **QuickB Download 1.20:** By Raymond Lau. A DA written for the CompuServe user who downloads frequently. QuickB is a new protocol which allows for significant speed gains and time savings when downloading from CompuServe. **About QuickB Download 1.20** is the documentation. *Shareware — \$20.*

**RLE/Paint 0.2 f:** **RLE/Paint .02:** By Kenneth J. Brody. A utility for converting MacPaint pictures into RLE format, a graphics interchange standard used by CompuServe. **RLE/Paint 0.2 Docs** documentation describes version 0.2 as a pre-release version meant to get ideas and comments from users for the real release.

**ShowDown f (v1.10):** **ShowDown:** By Dana Basken. For sysops of BBSs, it provides a message-taking service while the sysop works on other projects. **ShowDown.doc** is the brief documentation. *Shareware — \$5.*

**shrink to fit 1.2:** By Roy T. Hashimoto. A file compression utility for archiving and telecommunications use. *Shareware — \$5.*

**SMTCM/USRset:** By Mark S. Bond. A MacWrite document tabulating USRobotics COURIER 2400 Modem DIP switch settings when used with Hayes Smartcom II on the Macintosh.

**Telecom Protocols f:** **YMODEM.DOC** and **ZMODEM.DOC:** Edited by Chuck Forsberg. Descriptions of YModem and ZModem protocols.

**Term-Plus 6.93 f:** **Term-Plus 6.93:** By Rick Trethewey, PEEK[65]. A smart terminal program targeted to users of commercial telecommunications services such as CompuServe or GENIE. It is compatible with the CompuServe's VIDTEX™ terminal control codes and supports CompuServe's B protocol for file transfers. Term-Plus supports MacBinary file transfers and XModem and YModem so that it may be used with other services. It also has a built-in file text editor. Term-Plus features macro string capability and the macros may be represented by buttons at the bottom of the terminal window. Term-Plus also has a navigate mode for getting around various CompuServe and GENIE locations and a scripting capability called *AutoPilot* that includes goto, gosub, if and then functions; **Sample Script** is an example. **TPLM.WRT** is a MacWrite format document that describes the features and operation of Term-Plus. *Shareware — Free for Level 1, \$20 for Level 2 and \$40 for level 3.*

### **Disk # 13.07A — T7** **TELECOMMUNICATIONS**

**Terminal Emulator f:** **Terminal Emulator:** By Joe Mastroianni. A rudimentary terminal emulator with source code (in C) so you may see how it is done. **Term Info** is the text format documentation.

**Termulator 2.02 f:** **Termulator 2.02:** By Brad Quick. Another VT 100 compatible terminal emulation program; this one features user programmable macro buttons, split session windows, connect time clock (with cost) and copy and paste to modem. It supports plain and MacBinary XModem and ZModem (including batch send and receive) file transfers. **Termulator Docs** (MacWrite) is in MacWrite format.



*Shareware* – \$25.

**Term Works 1.3 f:** **Term Works 1.3:** By James Rhodes. This is a telecommunications program which supports the basic needs of a modem user. Has macros, file transfers, and a dialing directory. Easy to use. **Manual (MW)** is the documentation for version 1.29 and **SetSerial1.0** is an application to set the serial number for registration. *Shareware* – \$20, \$5 rebate for each paid registration of your serial number.

**Ultra Disk Split/Merge 1.1:** Splits a disk into a number of files, or restores the disk into a number of files. Useful when transferring a whole disk's contents over the modem.

**UnPack.FKEY f:** **UnPack.FKEY** and **Unpack.DA:** By Donald Brown. A DA and an FKey to do the same thing; unpack files. Both are included so that you can invoke this function the way you would like to use it. (FKey #8).

**Unpit:** By Thomas D. Newton. Unpit is a file packing, unpacking and compression utility primarily used to unpack '.pit' files created by PackIt [I, II, III] or by Unpit. It is partly based on the Unix program 'unpit' by Allan G. Weber. '.pit' or PackIt files may include several files that should be kept together (such as a program and its documentation).

**UnZip 1.02b f:** **UnZip 1.02b:** By Samuel H. Smith, Darin Wayrynen, R.P. Byrne, Paul DuBois and Peter Maika. A utility for decompressing files archived by the popular PC utility PKZIP. **About.UnZip 1.01, app-note.txt** and **UNZIP.DOC** are all in text format.

**vt100 f:** **vt100:** A VT-100 terminal emulator with a wide range of baud rates. No documentation; you need to know what you are doing. **vt100 font** is needed for the emulator to work.

**vt52:** Emulates a VT-52 terminal. Supports uploads, downloads, allows selection of printer or modem ports and baud rate selection from 300 to 9600.

**WXModem:** By Mike Cohen. A DA to access a modem to send or receive files from within an application. *Shareware* – \$25.

**ZipPop:** By D. G. Gilbert. Another utility for decompressing PKZIP files.

## Disk # 13.08A — T 8

### TELECOMMUNICATIONS

**WWIV BBS 2.2 f:** **bbs:** By T. R. Teague. This is a complete Macintosh bulletin board system much as MouseHole or RRBBS (Red Ryder BBS). It runs on any Mac with a minimum of 512K RAM and a hard disk is recommended. It supports 300/1200/2400 baud, D.C. Hayes 100% compatible modems and the U.S. Robotics Courier HST 9600 baud modem. A summary of features and capabilities is included in the **wwiv mac bbs 2.2 readme** file. **WWIV BBS Docs** is the large MacWrite description and the utilities are documented in **Utilities readme**. Not tested. *Shareware* – \$25 for SYSOPS and \$10 donation is suggested for regular BBS users.

## Disk #13.09 — T 9

### TELECOMMUNICATIONS

**TCS Manual.sit** includes **BBS Commandments**, **Confessions of a Lurker**, **Guidelines**, **How to DL on the TCS-Mac**, **Local BBS List**, **Mac D/L List**, **TCS SAMPLE SESSION**, **TCS Command Card**, **TCS Commands Explained**, **TCS Map**, **TCS Message Base**, **TCS Msg Boards**, **TCS Phone Numbers** and **Upload/Download Help**.

**Gif.sit** includes **Giffer1.06** and **Giffer1.04Dox**. By Steve Blackstock. Giffer permits you to display and modify GIF, Thunderscan and Quantized Digiview files. GIF is a general purpose, machine independent graphics format that is popular on CompuServe. Neat graphics when the About... screen is terminated with a mouse click. *Beerware* – send a case or \$20.

**MakeScreen.sit** includes **Makescreen**. By Jerry Whitnell. Use this on a MacPaint file to create a startup screen. Select an

area of the drawing, save the file with the name **StartUpScreen**, quit **MakeScreen**, place the **StartUpScreen** file in your **System** folder and restart your computer to see the new screen.

**SetClk2.0+.sit** includes **Set Clock 2.0**, **ClockAdjust** (a cdev; Control Panel Device) and **ClockAdjust Docs**. By Jim Leith. Call a master clock in Chesapeake, VA and use it to set the Mac's system clock to observatory time.

**StuffIt.sit** includes **StuffIt 1.5.1** and **StuffIt Users Guide**. By Raymond Lau. Permits grouping of multiple files into one "archive" and file compression to reduce upload and download time and hassle. You may use StuffIt to de-archive files for free but pay up if you archive files. *Shareware* – \$20.

**Super Clock! 3.6.sit** includes **SuperClock!** and **Clock Doc**. By Steve Christensen. Put the **SuperClock!** in the **System** folder to display a clock at the right hand side of the menu bar.

**TCS Sign.sit** includes **WAP BBS Sign PICT** and **ViewPaint 1.7**. **ViewPaint**, by Steve Dagley, may be used to view the **TCS Sign**. *Shareware* – \$5.

**ZTerm.sit** includes **ZTerm 0.85**, **ZPhoneList**, **ZTerm & Bin Files**, **ZTerm 0.85 Changes**, **ZTerm 0.85 Release Notes**, **ZTerm Doc** and **ZTerm Registration**. By David P. Alverson. This relatively full featured communications program supports ZModem transfers as well as XModem protocols. *Shareware* \$30, \$40 for disk.

## Disk #16.14B — SU 14

### SYSTEM UTILITIES

**Albatross f:** **Albatross:** By LORVAD™ (formerly Printers Devil). A text body font with a moderately short x-height. The relative point size is a bit small (i.e. 14 point is closer to what most people would consider 12 point). It contains all the regular characters and many special characters. **Read Me First-LORVAD.txt** is in text format. *Shareware* – \$10.

**BootMan 1.1:** By Bill Steinberg. Use





this handy utility to set the System Heap Size, Maximum Number of Open Files and Maximum Number of Operating System Events. This is a handy alternative to Heap Tool and Heap Fixer.

**Compact Pro 1.30 f: Compact Pro 1.30:** (Previously called Compactor.) By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. **Compact Pro User's Guide** is in MacWrite format. *Shareware* - \$25.

**CptExpand 1.0 f: CptExpand 1.0:** By Bill Goodman. A utility for extracting files from archives created by Compactor (now Compact Pro). CptExpand creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

**FileList 1.4 f: FileList 1.4:** By Erny Tontlinger. A file and disk organizer that reads entire volumes and saves volume and file information. An option enables "StuffIt" (Classic and Deluxe) and/or "Compactor" archives to be opened and to be treated like a folder; all files in the archive (including encrypted entries) will be listed. **FileList.Doc** is in text format.

**FONTListerv.1.1 f: FONTListerv.1.1:** By Bovine Software. Provides you with a printed list of all fonts currently available to your Macintosh in their own typeface. **FONTListerv™ -READ ME-MACA** is in MacWrite format.

**ListApps 1.0 f: ListApps 1.0:** By SK Hushing III. **ListApps 1.0 Info** is in text format. Produces a list of all applications, INITs and cdevs on a disk. *Shareware* - \$5.

**MacIntalk for 6.0.7 f: MacIntalk:** By Apple Computer, Inc. The latest version of the system file that allows

the Mac to "talk". Place it in the System folder to permit programs like Talking Moose to talk.

**Mug Shot Lite™ 1.20:** By James K. Miles. Creates a "rap sheet" of information about your computer and the programs on it. The rap sheet may be copied to the clipboard or saved as a text file for later formatting in your favorite word processor. Designed to facilitate collecting information about your system when you need to report suspected bugs in programs.

**Out to Launch! 1.1.0a f: Out to Launch! 1.1.0a:** By Mike Throckmorton. An easy to use application launching facility. You can create and edit a list of applications and Load Sets for quick launch. Load Sets are user defined related applications and files. **OTL Pinch Launch** application gives you the ability to launch a specified application by double clicking a document file created by a different application. You could, for example, launch MS Word by double clicking a document created by MacWrite (or vice versa). **Out To Launch™ Docs MACA** is in MacWrite format.

**SCSI Evaluator 1.04:** By William A. Long. Tests the performance of any Small Computer System Interface (SCSI) device. Tests include read and write seek times and data transfer (Kbits/sec.) rate. Note the author's caution "Joy riding with SCSI Evaluator can be dangerous!" *Shareware* - \$20.

**SitExpand 1.0 f: SitExpand 1.0:** By Bill Goodman. A utility for extracting files from archives created by StuffIt 1.5.1. SitExpand creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **SitExpand Doc** is in text format.

**theFONDLer 2.1 f: theFONDLer 2.1:** By Jim Lewis. An alternative to Apple's Font/DA Mover utility for users of "harmonized" font systems. Use it to support management of two or more suitcases of many fonts each. **theFONDLerGeneral.txt**,

**theFONDLerFunctions.txt** and **theFONDLerProcedures.txt** are all in text format. *Shareware* - \$10.

## Disk #16.15B — SU 15

### SYSTEM UTILITIES

**IBM:** By Macsetra. Installs a modified trash can icon into the Finder of your choice.

**Jump Start! 1.06 Demo f: Jump Start! 1.06 Demo:** By Adam Stein. Eliminates the "Application not found" dialog box by substituting applications you already have for the ones you don't. For example, with Jump Start!, I can just open MacWrite files from the Finder and my Mac automatically runs MS Word. **Jump Start! READ ME!** is in text format. *Shareware* - \$14.95.

**StuffIt Classic™ Installer 1.6:** By Raymond Lau and Aladdin Systems, Inc. The StuffIt program creates a type of file called an archive, which is a collection of files and folders that have been reduced in size through compression. StuffIt Classic is an update of StuffIt and includes some of the features of StuffIt Deluxe. Easy to install, just double click and follow the directions. **StuffIt Classic™ User's Guide**, in MacWrite format, is included in the StuffIt Classic folder. *Shareware* - \$25.

**UnStuffIt Deluxe™ Installer 1.1:** By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with StuffIt Classic and StuffIt Deluxe programs. Easy to install, just double click and follow the directions.

**UnZip 1.10 f: UnZip 1.10:** By Samuel H. Smith, Darin Wayrynen, R.P. Byrne, Paul DuBois and Peter Maika. A utility for decompressing files archived by the popular PC utility PKZIP. **About.UnZip 1.01, appnote.txt** and **UNZIP.DOC** are all in text format.

**Version 1.0b1:** By Dana Basken. creates a tab delimited file of applications and their version numbers (if available as a resource). *Shareware* - \$5.



# Tutorials — April

by Rob Clark

Washington Apple Pi provides training to its members on a regular basis. These classes are also available to non-members, 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 may *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. All classes, unless otherwise indicated, are at the WAP office.

## Payment for Courses

Unless it is otherwise indicated, the fee for each session are \$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. 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 II e/c Tutorials for February

We're providing the Apple II e/c Introductory Tutorials, a three-part series in April. The courses are held each of the first three Tuesday evenings in February from 7:00 to 10:00 pm. The dates are April 2nd for Part I (course # AE 10491), April 12th, for Part II (course # AE 20491), and April 19th, for Part III (course # AE 30491). You may sign up for just one, or for all three—all three courses provide you with the most benefit. These classes are designed for beginners, not experienced users.

## Macintosh Tutorials for April

This month's courses, in addition to the three beginning courses, are *Introduction to Introduction to Microsoft Word; Learning Word, Part III; Learning Adobe Illustrator, Part IV; Introduction to PageMaker, How to Make a Great Presentation, and Introduction to Microsoft Excel.*

**Introduction to Macintosh, Part I (Course # M10491).** This class is designed for the beginning user. Before you come to this class, you should go through the Guided Tour disk that came with your computer. 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 work. You'll also investigate the mysteries of the Control Panel.

**Materials required:** Your Macintosh, external drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, April 8th, 1991, at 7:00 pm.

**Introduction to Macintosh, Part II (Course # M20491).** 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 you'll learn about command-key equivalents (keyboard shortcut for Menu Bar commands).

**Materials required:** Your Macintosh, external drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, April 15th, 1991, at 7:00 pm.

**Introduction to Macintosh, Part III (Course # M30491).** 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 MultiFinder; and 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, April 22nd, 1991, at 7:00 pm.

**Introduction to Microsoft Word (Course # MW10491).** 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, an external drive, copies of your Microsoft Word software.

**Date:** Saturday, April 6th, 1991, at 9:00 am.

**Learning to Microsoft Word, Part III (Course # MW30491).** This class is a continuation of the Word training we offer. Topics covered are: Style Sheets in depth, the Four Views of your documents, and Headers and Footers in depth.

**Materials required:** Your Macintosh, an external drive, copies of your Microsoft Word software.

**Date:** Saturday, April 13th, 1991, at 9:00 am.

**Learning Adobe Illustrator, Part IV (Course # AI40491).** This class is for the beginning user of Illustrator. The class will focus on *Illustrator 3.0*, but will also cover some of the features of *Illustrator 88*, as well. This will be the fourth of a series of classes designed to fully exploit the power of Illustrator. Please bring your com-

puter; you will gain only a fraction of the total benefit of the class if you just watch. Each class will cover specific technics to boost your skills using the program. *It is not necessary to take these classes in order; completely new techniques are covered each month.* Techniques covered this month include different fill patterns, compound paths, radial symmetry, shared borders, and using three-dimensional techniques.

**Materials required:** Your Macintosh, an external drive, and a copy of Adobe Illustrator.

**Date:** Saturday, April 20th, 1991, at 9:00 am.

**Introduction to PageMaker (Course # PM10491).** This class is for those who little or no experience with PageMaker, and want to learn enough to do a simple layout. Topics covered are: the many uses of PageMaker, the PageMaker environment, a demonstration, menus and menu commands, PageMaker tools, keyboard shortcuts, and layout exercises.

**Materials required:** Your Macintosh, a hard drive, copies of your PageMaker disks.

**Course Date:** Tuesday, April 23rd, 1990, at 7:00 pm

**Introduction to MORE (Course # MO10491).** This class is a special

treat, as it covers my favorite piece of software. If you want to learn about getting organized, or how to use one of the best pieces of software on the market, then take this class. MORE is an outlining program, a presentation program and a program for preparing organizing charts. Topics include the MORE environment, its outlining tools, its presentation tools, and its menus and menu commands. If time permits, there will be discussion of how more compares to other presentation software.

**Materials required:** Your Macintosh, a hard drive, and a copy of any version of MORE.

**Date:** Wednesday, April 24th, 1990, at 7:00 pm.

**Introduction to Microsoft Excel (Course # ME10491).** 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, an external drive, copies of your Excel disks.

**Date:** Monday, April 29th, 1991, at 7:00 pm

## Washington Apple Pi Tutorial Registration Form

Washington Apple Pi  
7910 Woodmont Avenue, Suite 910  
Bethesda, Maryland 20814  
301-654-8060

### Basic Information

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Phone (day) \_\_\_\_\_ (Eve) \_\_\_\_\_

Member ☐ Number \_\_\_\_\_ Non-Member ☐

Number of Classes \_\_\_\_\_ x Class Fee \$ \_\_\_\_\_ = Total Fees \$ \_\_\_\_\_

Check/Money Order ☐ Credit Card ☐ Card Number \_\_\_\_\_

Card Expiration \_\_\_\_\_ Signature \_\_\_\_\_

### Course Numbers

Please fill in the course number of the class you wish to take...

Class # 1 \_\_\_\_\_

Class # 2 \_\_\_\_\_

Class # 3 \_\_\_\_\_

Class # 4 \_\_\_\_\_

Class # 5 \_\_\_\_\_

Class # 6 \_\_\_\_\_

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



## APPLE II DISKS

THESE ARE ALL 5.25" DISKS

### APPLE SYSTEM DISKS

APSD-01 Apple II System Disk - Utilities V. 3.1

### APPLEWORKS

APWK-01 Desk, Printer and Money Helpers  
APWK-02 Food, Lists, etc. (815/816)  
APWK-03 Reserved for Tax Templates

### COMMUNICATIONS

COMM-01 TCS Instructions 1.05 A & B - Disk 1  
COMM-02 TCS Instructions 1.05 C & D - Disk 2  
COMM-03 WAPABBS.1 Documentation (121)  
COMM-04 WAPABBS.1 (135/136)  
COMM-05 DI COMM - Shareware (503)  
COMM-06 Kermit 3.78 - Kermit File Transfer  
COMM-07 Comm Term and Telecom (808/817)  
COMM-08 MicroModem II (SW) - Hayes Term

### CP/M

CP/M-01\*\* Master Catalog (401)  
CP/M-02 Utilities I and II (402/404)  
CP/M-03 Communications (403/409)  
CP/M-04 ZCPR2 Install and Utilities (406/408)  
CP/M-05 ZCPR2 Docs /Essential Utils (407/410)  
CP/M-06 Text Editor and Spreadsh (411/412)  
CP/M-07 MDM740 (SSC/7710, & A-CAT)  
CP/M-08 Kermit Source and Running Codes  
CP/M-09\*\* Kermit Documentation (417)  
CP/M-10 Utilities (419)  
CP/M-11 Small C. Compiler (420)

### EAMON ADVENTURES

EAMN-01 Utilities II and III (220/221)  
EAMN-02\* Dungeon Designer and City /Clouds  
EAMN-03 Beginners Cave (Master) & Alt  
EAMN-04\* Lair of Minotaur and Cave of the Mind  
EAMN-05\* Zypthur Riverventure and Castle/Doom  
EAMN-06\* Death Star and Devil's Tomb  
EAMN-07\* Caves of Treasure Is. and Furioso  
EAMN-08\* Magic Kingdom and Tomb of Molinair  
EAMN-09\* Lost Island and Abductor's Quarters  
EAMN-10\* Quest and Undergr City (194/195)  
EAMN-11\* Merlin's and Hogarth Castle (196/197)  
EAMN-12\* Deathtrap and Black Death (198/199)  
EAMN-13\* Temple of Ngurct Black Mountain  
EAMN-14\* Nuclear Nightmare /Feast of Carroll  
EAMN-15\* Master's Dungeon /Crystal Mountain  
EAMN-16\* Lost Adventure and Manxome Foe  
EAMN-17\* The Guantlet and Caverns of Langst  
EAMN-18\* Future Quest and House of Secrets  
EAMN-19\* Sewers/ Chi /Slave Pits of Kzorland  
EAMN-20\* Lifequest and Swordquest (215/216)  
EAMN-21\* Priests of Xim! and Heroes Castle  
EAMN-22\* Temple of the Undead and Quest  
EAMN-23\* Caves/Mondamen &Orb of Polaris  
EAMN-24\* Death's Gate /Escape From Orc's Lair

### EDUCATION

EDUC-01 Education and Personal Education  
EDUC-02 Personal Education 2 and Education 3  
EDUC-03 Math / Science and Education 4  
EDUC-04 Advanced Math and Vectors / Motion  
EDUC-05 Albert Camus Int and Elementary Math  
EDUC-06 French Vocab/ Tutorial (46/123)  
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 /Rafael 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  
FRTH-02 Go Forth Tutorial and Fig/Forth 78  
FRTH-03 Forth and Floating Point Arithmetic

### GAMES

GAME-01 Games A and B (102/107)  
GAME-02 Games C and D (111/128)  
GAME-03 Games E and F (162/164)  
GAME-04 Keyboard and Paddle Games (72/74)  
GAME-05 Pinball and Arcade Games (142/157)  
GAME-06 Text Adv /Mystery House (SIERRA)  
GAME-07 Educational Games G and H (508/509)  
GAME-08 Sports and Utilities / Games (143/160)  
GAME-09 Adventures /Game Room (811/812)  
GAME-10 Haunted House (176/810)  
GAME-11 Mostly Games /Wizard Worker I

### 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 Graq 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

## APPLE IIGS DISKS

THESE ARE ALL 3.5" DISKS

### IIGS SYSTEM DISKS

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 I (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



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 SOUNDS/IIGS 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)

### 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

### /// 3E2P & AW TEMPLATES

3AWZ-01 AW - E2P 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 Trixelmap Demo / Mask Demo  
3GRX-22 Tmem Demo / Trechts 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 ANew 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 Ill's Company - Disk 01  
3INF-08 Best of Ill'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 Ill Cheers (Boot and Program)  
3INF-19 Ill 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-06 ATerminALL Manual - 7/89 (1032)  
3TEL-07 ATerminALL 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 ASCII/DIF 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 E2P 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

### COMMUNICATIONS

2COM-01 TCS Instructions 1.05  
2COM-02 Applenet V. 1.3

### EDUCATION

2EDU-01 Newton's Apple / Cocaine & Teeth

### 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)



# MACINTOSH DISKS & WAP DISKETERIA ORDER FORM

Anti-Virus Utilities	6.06 - LW 6	12.12 - S 12	14.23 - PH 23	18.11A - AF 11	20.07 A - M II 7
5 disk set; \$15	6.07 - LW 7	12.13 - S 13	14.24 - PH 24	18.12A - AF 12	20.08 B - M II 8
1.01C - AV 1	6.08 - LW 8	12.14 - S 14	14.25 - PH 25	18.13A - AF 13	20.09 B - M II 9
1.02C - AV 2	6.09 - LW 9	12.15 - S 15		18.14A - AF 14	20.10 A - M II 10
1.03C - AV 3	6.10 - LW 10	12.16 - S 16	Miscellaneous Utils	18.15A - AF 15	20.11 A - M II 11
1.04B - AV 4	6.11 - LW 11	12.17 - S 17	11 disk set; \$33	18.16A - AF 16	20.12 A - M II 12
1.05 - AV 5	6.12 - LW 12	12.18 - S 18	15.01A - MU 1		
	6.13 - LW 13	12.19 - S 19	15.02A - MU 2	HyperCard StackWare	HyperCard Externals
Desk Accessories	6.14 - LW 14	12.20 - S 20	15.03A - MU 3	44 disk set; \$132	5 disk set; \$15
16 disk set; \$48		12.21 - S 21	15.04A - MU 4	19.01A - SW 1	21.01 - HE 1
2.01B - DAs 1	INITs & cdevs	12.22 - S 22	15.05A - MU 5	19.02A - SW 2	21.02 - HE 2
2.02B - DAs 2	17 disk set; \$51	12.23 - S 23	15.06A - MU 6	19.03 - SW 3	21.03 - HE 3
2.03B - DAs 3	9.01 - I/C 1	12.24 - S 24	15.07A - MU 7	19.04 - SW 4	21.04 - HE 4
2.04B - DAs 4	9.02 - I/C 2	12.25 - S 25	15.08A - MU 8	19.05 - SW 5	21.05 - HE 5
2.05B - DAs 5	9.03 - I/C 3	12.26 - S 26	15.09A - MU 9	19.06 - SW 6	
2.06B - DAs 6	9.04 - I/C 4	12.27 - S 27	15.10A - MU 10	19.07 - SW 7	System Software 6.0.5
2.07B - DAs 7	9.05 - I/C 5	12.28 - S 28	15.11A - MU 11	19.08 - SW 8	5 disk set; \$15
2.08B - DAs 8	9.06 - I/C 6	12.29 - S 29		19.09 - SW 9	SS1.ST
2.09B - DAs 9	9.07 - I/C 7	12.30 - S 30	System Utils	19.10 - SW 10	SS2.PT
2.10B - DAs 10	9.08 - I/C 8	12.31 - S 31	13 disk set; \$39	19.11 - SW 11	SS3.U1
2.11B - DAs 11	9.09 - I/C 9		16.01B - SU 1	19.12 - SW 12	SS4.U2
2.12B - DAs 12	9.10 - I/C 10	Telecommunications	16.02B - SU 2	19.13 - SW 13	SS5.NI
2.13B - DAs 13	9.11 - I/C 11	9 disk set; \$27	16.03B - SU 3	19.14 - SW 14	
2.14B - DAs 14	9.12 - I/C 12	13.01A - T 1	16.04B - SU 4	19.15 - SW 15	System Software 6.0.7
2.15B - DAs 15	9.13 - I/C 13	13.02A - T 2	16.05B - SU 5	19.16 - SW 16	4 disk set; \$12
2.16B - DAs 16	9.14 - I/C 14	13.03A - T 3	16.06B - SU 6	19.17 - SW 17	SS1.ST
	9.15 - I/C 15	13.04A - T 4	16.07B - SU 7	19.18 - SW 18	SS2.PT
FKeys (Function Keys)	9.16 - I/C 16	13.05A - T 5	16.08B - SU 8	19.19 - SW 19	SS3.U1
2 disk set	9.17 - I/C 17	13.06A - T 6	16.09B - SU 9	19.20 - SW 20	SS4.U2
4.01A - FKs 1		13.07A - T 7	16.10B - SU 10	19.21 - SW 21	
4.02A - FKs 2	Miscellaneous	13.08A - T 8	16.11B - SU 11	19.22 - SW 22	HyperCard Update 1.2.5
	3 disk set	13.09 - T 9	16.12B - SU 12	19.23 - SW 23	HC & Stacks - HC.01
ImageWriter Fonts	10.01 - M 1		16.13B - SU 13	19.24 - SW 24	HC Help - HC.02
15 disk set; \$45	10.02 - M 2	Programmer/Hacker	16.14B - SU 14	19.25 - SW 25	HC Ideas - HC.03
5.01 - IW 1	10.03 - M 3	25 disk set; \$75	16.15B - SU 15	19.26 - SW 26	
5.02 - IW 2		14.01 - PH 1		19.27 - SW 27	HyperCard Update 2.0
5.03 - IW 3	Paintings (MacPnt)	14.02 - PH 2	Word Processing Utils	19.28 - SW 28	5 disk set; \$15
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5.05 - IW 5	11.01 - P 1	14.04 - PH 4	17.01 - WP 1	19.30 - SW 30	HC.02 - Help
5.06 - IW 6	11.02 - P 2	14.05 - PH 5	17.02 - WP 2	19.31 - SW 31	HC.03 - Stacks
5.07 - IW 7	11.03 - P 3	14.06 - PH 6	17.03 - WP 3	19.32 - SW 32	HC.04 - More Stks
5.08 - IW 8	11.04 - P 4	14.07 - PH 7	17.04 - WP 4	19.33 - SW 33	HC.05 - Tutorial
5.09 - IW 9	11.05 - P 5	14.08 - PH 8	17.05 - WP 5	19.34 - SW 34	
5.10 - IW 10		14.09 - PH 9	17.06 - WP 6	19.35 - SW 35 †	Serially Numbered
5.11 - IW 11	Digitized Sounds	14.10 - PH 10		19.36 - SW 36 †	Disk 30/92
5.12 - IW 12	31 disk set; \$93	14.11 - PH 11	Adobe Screen Fonts	19.37 - SW 37	Disk 74/75
5.13 - IW 13	12.01 - S 1	14.12 - PH 12	16 disk set; \$48	19.38 - SW 38	Disk 77/78
5.14 - IW 14	12.02 - S 2	14.13 - PH 13	18.01A - AF 1		Disk 80/84
5.15 - IW 15	12.03 - S 3	14.14 - PH 14	18.02A - AF 2	Mac II Series	Disk 85/89
	12.04 - S 4	14.15 - PH 15	18.03A - AF 3	12 disk set; \$36	Disk 91/95
LaserWriter Fonts	12.05 - S 5	14.16 - PH 16	18.04A - AF 4	20.01 A - M II 1	Disk 96/104
14 disk set; \$42	12.06 - S 6	14.17 - PH 17	18.05A - AF 5	20.02 A - M II 2	Disk 105/106
6.01 - LW 1	12.07 - S 7	14.18 - PH 18	18.06A - AF 6	20.03 A - M II 3	Disk 108/128
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6.03 - LW 3	12.09 - S 9	14.20 - PH 20	18.08A - AF 8	20.05 A - M II 5	Disk 147
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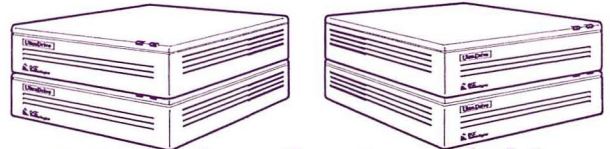
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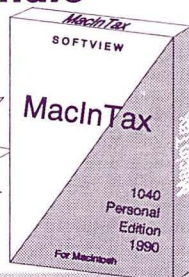
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