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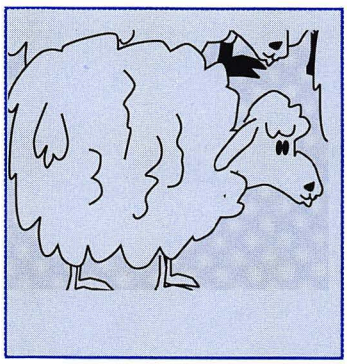
The Journal of Washington Apple Pi, Ltd.

Volume 13, Number 8 **August 1991**



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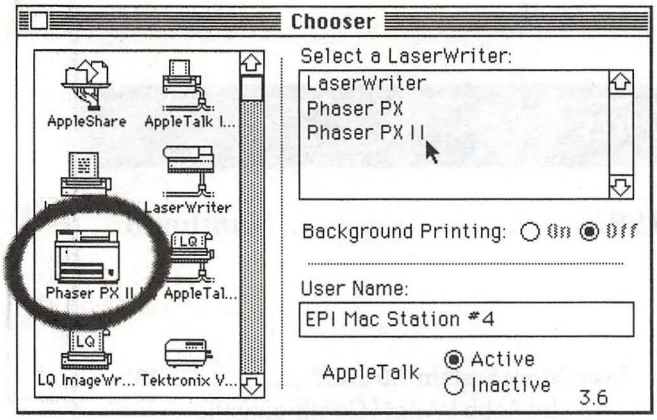

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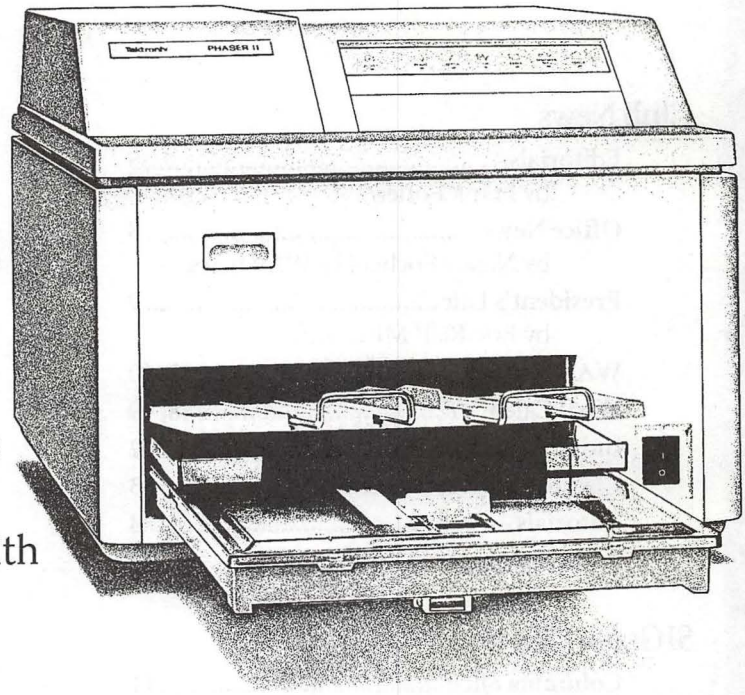

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What's happening...

The old order changeth...

As of the October issue of the Journal, there will be a new editor. Her name is Deborah Miles–Hoyt, and she will need all the help she can get from the membership.

If you have been thinking that you would like to launch yourself into print, but have been waiting for a sign—that sign has now arrived. It is time to pull up your metaphorical socks—let her know that you are out there and are willing to pitch in to keep this Journal moving forward.

We have members and subscribers from most every continent nowadays, and we like to think that we have something useful to say to all of them. No—put that another way: we *do* have something to say. We just hope that it is worth hearing. Generally speaking, we feel fairly comfortable with the way the Journal has progressed, although we are painfully aware of pieces of the puzzle that we have not quite managed to put into place.

There was a movie a while back—we can't remember its name, but then we have trouble remembering a lot of things, so this doesn't particularly signify. Anyway, as we were saying, one of the scenes that stands out vividly in this movie (we do remember some things, you see) was a woman working on a jigsaw puzzle. And where a piece didn't fit where she wanted it to, she...*adjusted* it with a bit of sandpaper.

We hope that the sandpaper has not been all that apparent to most of you—usually we don't see it until the post office has delivered the final printed copy, when all the glitches, typos and problems suddenly leap out at us.

All this is in the aid of pointing out that a quality publication demands a quality effort on the part of all those associated with it. Ms Miles–Hoyt will have her own way of dealing with these problems, and will be able to select the people upon whom she will depend as the process plays itself out.

Some of you may recall that the last editorial transition was somewhat more abrupt; the only thing that made it possible to survive was the immediate outrush of support and assistance from many of those associated with the club and with the Journal in earlier times.

Software reviews

After something of a lag, readers will notice that the pace of software reviews is again picking up. WAP has not been spectacularly successful at finding new Apple II software to review (in significant measure because there doesn't seem to be all that much new stuff out there) but the Macintosh software community is still very active. Lou Pastura, our long- (but seldom quietly-) suffering Macintosh editor is anxious to keep up the pace and continues to be interested in candidates for software reviews.

If you should be interested in writing reviews for the Journal, you really should get in touch with him. Typically, we receive copies of new programs for evaluation and those are given to writers to familiarize themselves with and review—thereafter to keep for themselves. So it's a good way to find out what is happening out there at the cutting edge, at an investment of time on your part.

Aprés moi...

There continues to be a spate of articles about System 7 in the Journal. With all of this, it is inevitable that there will be some duplication. Given the circumstances, it would not be all that unusual to find actual disagreement about some of the features and options available.

Apple II readers are not likely to be all that interested in these articles, although some of them may be incorporated in future programs and operating systems across the hardware barrier. Macintosh users, on the other hand, are likely to be very much interested in advice from our writers, some of whom, like MacNovice, counsel delay in rushing to the front lines, and others of whom urge you to jump in and enjoy the water.

Macintosh users, on the other hand, had better not start feeling smug about all this, since the IBM/Apple joint venture recently announced in the press suggests that major changes are ahead for all, and that today's state of the art may be tomorrow's orphan.

What all that means is not clear to almost anyone: there is little detail to be found in the reports in the press. Generally speaking, the news appears to be good for most of the community involved, except Microsoft which has to feel a little threatened by all this activity.

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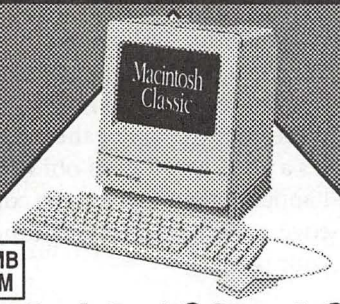

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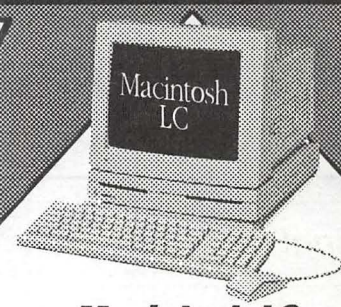

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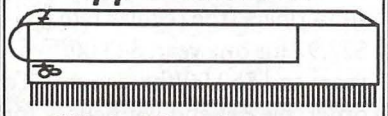

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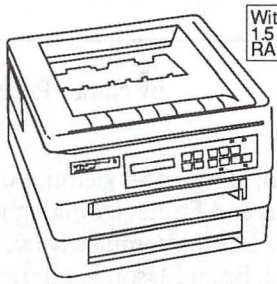

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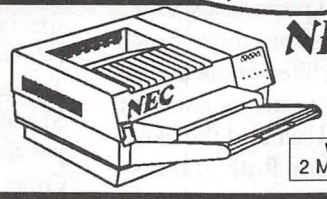

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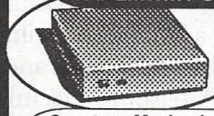

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What's new

Office News

by Nancy Pochepko

I would like to take a moment to welcome John Favretto to the office as a member of the staff. John will be helping out through the summer but will be returning to Walt Whitman High School as a senior in the fall. Welcome John! With John's arrival, we bid farewell to Gregory. Greg has moved on to a position at NIH, but I'm sure you'll still see him around at meetings and such. Greg, thank you for a job well done!

Hauler needed

Some of you may have noticed at the General Meetings that we bring equipment and supplies with us to the meeting each month. We are looking for someone to take over that job. It pays $50 per meeting. The requirements are to pack up the materials on Friday evening or Saturday morning, drive them to the meeting site by 8:00 AM, then bring the materials to the meeting room (set up is usually done by the meeting chairperson). At around 11:30 AM, the materials are dismantled and repacked for transport back to the office. First-hand experience has led me to the conclusion that it requires at least a medium-sized car, but a station wagon or van works best. If you are interested, please call the office at (301) 654-8060.

WAP Library

One of the greatest assets of Washington Apple Pi is the library. There are four sections: magazines, books for circulation, reference books and newsletters. Thanks to the extensive efforts of Brian Mason, Howard Singleton, Ruth Francis and Emma Ditman, the library is being completely over-hauled. Brian Mason has done a tremendous job on the books for circulation. In the next few months, we hope to be instituting a procedure by which you can borrow books by mail.. The magazines have been completely reorganized by Howard Singleton, so please come by and browse through our extensive collection of periodicals. Our magazines range from those which are now extinct, like Softalk and Apple Orchard to current issues of MacWeek, MacUser and the like. Emma Ditman and Ruth Frances have been working very hard to organize our collection of newsletters from other User Groups. Emma has created a database to help us keep track of which issues and titles we have available. It is interesting to browse through newsletters from other areas—we even get a newsletter from England. Come by and take a look at what we have to offer. The reference books are mostly manuals for the different pieces of Apple hardware. It is not complete by any stretch of the imagination, but if you are in need of information for an older Apple computer, printer, disk drive, etc., feel free to stop by and read up on the subject. We cannot allow these books to leave the office, but you are free to look at them for as long as you need.

That's it for this month. Stay cool and enjoy your summer!

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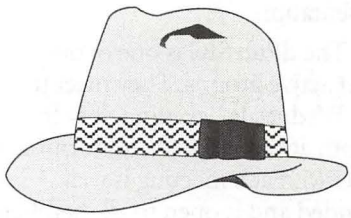
WAP members are eligible for a special subscription rate of $24.97 for a one year subscription for new subscribers (the regular rate is $27.97 for one year, $43.00/two years and $59.00/three years). To order, please send your check for $24.97 per one year subscription made payable to inCider to the WAP Office at 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Also include mailing information.

SPECIAL RATE on MACUSER MAGAZINE
WAP members are eligible for a special subscription rate of $13.50 (50% off the regular rate of $27.00) To order, please send your check for $13.50 per subscription made payable to Ziff-Davis to the WAP Office at 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Also include mailing information.

MACMILLAN COMPUTER PUBLISHING BOOKS
Macmillan Computer Publishing is now offering all of the following series of books: QUE, Sams and New Riders Publishing. Macmillan is offering WAP members a 20% discount on all titles. To order, call 800/428-5331 and ask for Diana David at ext. 2959. We have a limited number of Fall 1991 catalogs for the QUE and Sams titles, which you can pick up. Be sure to tell Diana that you are a member of Washington Apple Pi to ensure receiving the discount.

Continued on page 10

President's Lair



by Eric Rall

HyperCard 2.1, Claris and User Groups ... A Fairy Tale

Once upon a time, there was a program called HyperCard. The author, Bill Atkinson, believed that this program should be bundled with Macintoshes and distributed as widely as possible. During that pleasant time, user groups were allowed to distribute HyperCard to their members.

Time passed and HyperCard 2.0 was developed without Bill Atkinson. Bill went off and formed a company called General Magic (no joke!). A cold wind even blew his name off of the list of authors in the "about box." User groups were still allowed to distribute HyperCard 2.0.

In September of 1990, Claris acquired HyperCard. In no time at all they made two major changes. In November, they released HyperCard 2.0v2. They called it a maintenance release, but we all know that is software publisher double-speak for a bug fix version. They also decreed that user groups shall ***not*** distribute 2.0v2.

When System 7 was released, HyperCard 2.0 and 2.0v2 were listed as "must upgrade" by Apple's Compatibility Checker. Version 2.1 wasn't out yet, but you ***must*** upgrade according to Apple Computer. Claris remained consistent with their previous position: User groups may not distribute HyperCard 2.1v2.

Now I understand that it costs money to develop software. I also appreciate the need to make an adequate return on investment. It is a shame that the party came to an end, but we all had fun.

My problem with this turn of events is not with Claris' need to make a return on investment but with some of the subtle (and not so subtle) messages sent by Claris during this time.

Consider Claris' position regarding 2.0v2. WAP can't distribute it. We still have their blessing to distribute the buggy 2.0 version. This doesn't make a lot of sense, but it makes even less sense when you hear the next part. According to a letter I received from Mike Holm (Claris' HyperCard Product Line Manager), "Although User Groups were never licensed to distribute HyperCard 2.0v2 or later, any user is welcome to contact Claris to request a free maintenance update to 2.0v2." Claris customer relations can be reached at 408-727-8227. If you got HyperCard 2.0 from WAP and want to upgrade to 2.0v2, call Claris for a free upgrade (or so they say). This makes no business sense to me, whatsoever.

User groups have made this a hot issue for Apple in recent weeks. In an effort to placate the user groups, Mike Holm wrote a two page letter describing Claris' position. In this letter, Mike Holm offered user groups the opportunity to make bulk purchases of the HyperCard 2.1 upgrade, directly from Claris. If we order 50 or more copies, Claris will discount 5% off of the $49 list price. I felt insulted by that "offer." A whole 5%! That's a joke! I believe any individual is capable of getting more than 5% off list for a single copy, simply by shopping around.

Other software companies offer user group buys in the 25-60% off list range. So I can't believe that Claris' potential dealer problems is any greater than other software publishers.

It has been almost a full year since Claris acquired HyperCard. Perhaps in another few years of fumbling around, they may develop a realistic market position. Of course, you won't catch me making any bets on it.

If you want to purchase HyperCard 2.1, please shop around. You have to be able to do better than Claris has offered user groups.

Desktop Publishing (dPub) SIG

It is all too easy for the Board of Directors to lose touch with our SIGs and Slices. The board has just started inviting the leaders of our SIGs and Slices to come to a board meeting and tell us what they're doing. This gives everyone the opportunity to provide feedback to one another. Unless the new board decides otherwise, this will be a regular item at the board meetings.

I want to express my thanks to Nanda Piwowar, from the dPub SIG, for taking the time to come to our Board of Director's meeting to talk about the dPub SIG. Nanda did a great job of updating the board on the current status and activity at the dPub SIG. Many of the board members have told me that they

learned quite a bit from Nanda's presentation.

The dPub SIG is one of our most active groups. They meet the first Wednesday evening of each month at the PEPCO auditorium at 7:30 PM. Each meeting is well attended and is open to all members interested in desktop publishing. The emphasis is Macintosh, but MS-DOS machines are also very well represented and discussed. The dPub SIG also runs a series of seminars (high end tutorials). Check the journal or the dPub SIG for details.

Elections

Although the ballots haven't been counted as I write, the election results will be in when you read this column. I want to personally thank everyone involved with the election. It is a pretty thankless job that requires an incredible amount of time and effort. Not everyone appreciates just how much we ask of these volunteers. Please join me in thanking the election committee members: Tom DeMay, Ray Hakim, Jim & Nancy Little, John Ruffatto and Tony Salerno.

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ATLANTIS
The ATLANTIS Bulletin Board is offering half-price memberships to members of Washington Apple Pi. The regular price is $18, so WAP members can join for only $9 through the end of 1991. To reach the board, dial 301/621-4257 from Washington; or from the Baltimore area, dial 740-2400. This board is run by Spectrum Research Corporation in Columbia, MD.

THE COBB GROUP
The Cobb Group publishes several "Support Publications" for software products, including Inside HyperCard, Inside Works and Inside Word. For a free issue or to subscribe at 10% off, call Melissa Haeberlin at 800/223-8720 for more information.

ADVANCED SOFTWARE, INC.
Advanced Software is offering a 50% discount on Intouch, DocuComp and QuickTools for all Washington Apple Pi members. Call 800/346-5392 to place your order.

SALIENT
WAP members can buy Disk Doubler for only $79. To order, you will need to submit a coupon with your payment to Salient Software. To obtain the coupon, send a self-addressed, stamped envelope to the WAP office with a note requesting the coupon. This offer expires August 31, 1991.

ABBATE VIDEO CONSULTANTS
OnTrack/Mac is available to WAP members for $149 plus shipping. To order, contact Abbate Video Consultants, 83 Main Street, Norfolk, MA 02056, Tel: 508/520-0199, Fax: 508/987-0355.

ASD SOFTWARE, INC.
ASD Software Inc. is offering FileGuard 2.5 to Washington Apple Pi members for $137 (this includes a 30-day money-back guarantee). The regular retail price is $249. To order, call ASD at 714/624-2594.

Board Minutes (continued from page 15)

* There was no second to a motion by Tom Vier to direct the TCSO to reinstate Richard O'Connor's access to the TCS and to direct the SYSOP not to censor or suspent TCS users for anything other than violations of TCS guidelines. Accordingly, the motion failed.

* There was no second to a motion by Tom Vier to add three people nominated by him to the Election Challenge Committee. Accordingly, the motion failed.

* Voted to send a letter to Richard O'Connor in Rochester, New York expressing concern that someone else had used his password on the TCS and asking him to provide a list of dates when he logged on to the system.

Columbia Apple Slice

Macintosh
by Tim Childers

The Macintosh portion of the June 6th Columbia Apple Slice meeting was a tour of Columbia Type and Art. I would like to thank Carl Aron for volunteering to host us at his business and for his informative tour and discussion of high end publishing with the Mac.

Columbia uses a network of Macs and a 1200 dpi Linotronic and a 2400 dpi Agfa PostScript printer to produce anything from full color advertising pages to reports to business cards. He explained that his company maintains almost every piece of Mac software available so that he can produce jobs for his clients, no matter what software they use. He even has an IBM-compatible PC but claimed that he only used it was to accept uploads of files from customers who send in their jobs over the modem.

During the question-and-answer session after the tour, he explained some of the basics of high quality publishing, such as how dots per inch and bits per pixel on scanned photographs are related to the traditional lines per inch used by printers. Suffice to say there is almost no way you can get publisher quality photographs, no matter how good your scanner, if you print them on a 300 dpi printer. But you can always send your scanned file to a service bureau such as Columbia Type and Art for output on one of their high resolution printers.

Apple II
by Tom Cook

At our June 6th Apple II Columbia Slice meeting, Andy Wakshul led a discussion of the use of $C8 fonts on the Apple IIgs. He supplied us with much font lore and many useful hints about fonts were discussed. In addition to this discussion the following programs dealing with fonts were discussed:

1. Font-DA Installer
2. Font Factory GS
3. KeyPresto NDA

Font-Da Installer is a New Desk Accessory (NDA) which allows for the installation of fonts, NDAs, and CDAs after the system has been booted. The program is shareware and is excellent. He also discussed and demonstrated Font Factory GS. This is a commercial program for creating fonts or editing existing fonts. The final program discussed was the KeyPresto NDA. This New Desk Accessory allows you to examine the fonts you have available in your System Font Directory. With it, you can determine which key must be pressed to select a particular character. This is especially important for symbol type fonts where there is no easy way to tell what key to press for any given symbol. You also have the ability to view the font in different sizes and styles by selecting the appropriate option from the menu.

HyperTalk SIG Report

By David Mudd and Tom Witte

The HyperTalk SIG met June 19 at the Fairlington Community Center in Arlington. Attending was a mixed group of new and "power" HyperCard users. Tom Witte presented a demo copy of the Mac version of a HyperCard clone/competitor called "PLUS v. 2.01," a product of Spinnaker Software Corp. The advantages of this product are that it supports color and will mostly convert, with some effort, HyperCard stacks to PLUS stacks. Additionally, PLUS will run in the Windows, OS/2 as well as the Mac environment. Its disadvantages are that it is *very* slow, it only works with HyperCard 1.2.x stacks, and it costs about $495 for the developer's version for each environment and an unknown cost for a runtime version required for each machine. This runtime cost is unknown even after a call to Spinnaker. So much for product support.

Next we handed out copies of "FREE SCRIPTS," a collection of HyperTalk tips, tricks and useful scripts that members of our SIG compiled for publication and distribution at the Open House that WAP hosted on June 8. David Mudd demonstrated two of the tips contained in it. The first one involved creating a HyperTalk script that would control a transparent button's ability to hide or show the menu bar, depending on whether the mouse cursor had entered or left the button's screen area. The net result is that you could design a stack and use all of the space that a 9" screen would allow, and still have access to the menu bar. The second script involved the creation of an improved find function for user interaction. A limited number of hard copies of our "FREE SCRIPTS" remain available for any interested person. They can be picked up by going to the WAP office or by attending a SIG meeting. Additionally, they will be available on-line from the WAP TCS in MS Word 4.0 format in the File Transfer Area #16 - HyperCard.

Mike Rasberry, our resident HyperTalk guru, showed us a database stack he created that demonstrated a better way to index cards/information in HYPERCARD. He then gave us a quick look at a neat new shareware package of XCMDs, by Alain Danteny, called TOMPallets 2. This allows you to easily make your own (T)ear (O)ff (P)alettes just like the "Tool" and "Pattern" palettes built into HyperCard. You can really see the coolest things at the SIG meetings.

A discussion was held about developing a series of HyperCard/HyperTalk tutorials to be taught in three sessions. The first session, called "Introduction To HyperCard," would be for people that are new to HyperCard and would cover the basics (navigating, creating buttons, fields, etc.). The second session, "Introduction To HyperTalk Scripting," would be for people who want to learn HyperCard programming and would cover the scripting basics ("If then Else" statements and repeat loops, etc.). The third session, "Advanced HyperTalk Scripting," would cover issues such as using XFCNs and XCMDs, as well as stack design and user interface. Rob Clark, the WAP Director of Education, has been consulted regarding this series and has offered to help formalize the curriculum. We are presently searching for a suitable location. We are looking to presenting this series in early autumn. We would like to get some idea of who might be interested in attending one or more of these sessions. If you would be interested, please contact David Mudd, our SIG chairman at (703) 683-1746 so that you can be notified when the series is scheduled.

Finally, it was mentioned that because the Community Center was closing a half-hour earlier than in the past, we might want to consider starting future meetings at 7:00 PM. We will be looking into such a possibility and a decision will be made soon.

Apple IIgs SIG

by Paul Tarantino

We had a crowd of over forty for the June meeting in McLean; was it because of Gary's recent mass mailing to the Pi's IIgs owners? Or was it because this was a combined meeting with NovApple? Or (choice "c" has my vote) was it because this was billed as a product demonstration gala by Broderbund Software, complete with giveaways? (Greed is, after all, a powerful motivator, and Free Stuff has always been a big draw.)

There was some pretty good Free Stuff, to be sure. Jo Charest, Broderbund's mid-Atlantic representative and a self-confessed Apple novice, cleaned out her desk in exotic King Of Prussia, Pennsylvania, and brought a full bag of products from Broderbund, plus a few from Broderbund affiliates. The company has been producing Apple software for eleven years, and while they seem to be drifting away from the Apple II community in search of bigger markets (aren't they all?), Broderbund still has a fair stable of popular software for our machines, like Print Shop and its many permutations, BannerMania, Bank Street Writer and the incredibly popular Carmen San Diego series. While many of our old faves are no longer being actively marketed by Broderbund, they can be found here and there; a call to Broderbund's software direct info line (800-643-0800) may help in tracking some products down. Broderbund has also produced a current Apple-specific catalog, which may be obtained by calling that number.

Jo's demos and giveaways ranged from the very well known (like Print Shop GS) to the incredibly obscure, like a custom Carmen San Diego game produced for the combined North Dakota school boards...yes, there really is a "Where in North Dakota is Carmen San Diego?", but the only known copy outside the state is now in the hands of one of our lucky SIG members, who is probably learning more about North Dakota than he ever thought he needed to know. (Could this be the start of a trend? Is there a "Where in Montgomery County is CSD?" in our future? It just occurred to me that a Carmen San Diego Construction Kit would be a wonderful tool for teachers...is anyone listening out there?

A measure of the popularity of such programs in our schools was the presence of several enthusiastic and vocal teachers at our meeting; one of their major gripes was the continued presence of copy protection on many Broderbund products, since kids have a tendency to inadvertently wipe out program disks. Replacing a damaged CSD disk involves the time-consuming process of sending it back to the factory, which means the program is unavailable to its intended audience for quite a while. Some SIG members suggested workarounds (like using ZZcopy to duplicate the master disk before it gets zapped).

In the Good News department, Jo announced the impending release of "Where in America's Past is CSD," initially available only in Messy-DOS format, but promised for Mac and Apple II Real Soon (i.e. before the end of the year). Jo said that development and release of Apple II versions of some of their new products had taken a back seat to fixing problems involving incompatibility of some Broderbund products with Mac System 7.0; since the same group of programmers at Broderbund does both Mac and Apple II work, this has meant that some planned Apple II product releases or updates have been set back.

Another good deal for group members interested in desktop publishing was made available at our meeting; Gary distributed members-only coupons for buying or upgrading to "Publish It! 4," which may be redeemed for $30 (upgrade from PI3) or $75 (new purchase). The offer to the Pi is said to be good until August 10, Gary can provide additional coupons as needed (send him a SASE or come to our next meeting).

EdSIG

by Phil Shapiro

The main presentation at the June 27 EdSIG meeting was a demo of Time Navigator, by the Minnesota Educational Computing Consortium (MECC). Grace Gallager showed us how she uses this program to stimulate students' interest in history.

Students at her school do an intensive study of American history in 7th grade. The Time Navigator game covers the complete 20th century, but you can customize the program using the "management options," so that you can focus in on one particular decade.

For demonstration purposes, we chose the decade of the 1930's. The game then presents you with a series of three random events, books, movies, songs, or artifacts from that time. You have to decide which of these three is the most recent. To help you make your decision, you can read further information about any of the three.

The object of the game is to move forward in time by answering the questions correctly. The game also includes a cute arcade game segment that serves as a reward for correctly answered questions.

Grace told how she uses Time Navigator to introduce her students to historical events. After playing the game, students then can go off tofind out more about individual events or topics mentioned in the game. (They do this research with hard copy resources, as well as with Grolier's Electronic Encyclopedia.)

After sampling the 1930s time period, we tried playing the game in the decade of the 1960's. Here the historical terrain was much more familiar. Following that, Phil Shapiro showed some math games under development. Math whiz Jim Deligianis perked up at this point, but Grace was able to run rings around the rest of us, using her patented mainframe brain to solve the problems.

An engaging discussion then erupted on how to best promote problem solving skills. Is it better to overtly teach students problem solving strategies, or better to let them discover their own strategies for solving problems? The time spent in student "discovery" of strategies could be used to further refine an overtly taught strategy. Yet a "discovered strategy" is much more meaningful to the individual student.

The meeting ended up with a demo of Publish It! 4, a fine new upgrade of the ever popular Publish It! 3. Some comments were made about the documentation not being as good as it might be. Still, we all were impressed with what the program could do.

The Thursday July 26 EdSIG meeting will take place at Michael Karpman's house, in sunny Mount Rainier, Maryland. Michael, an elementary school computer teacher, has both a Mac and an Apple IIGS at his house. Slated for presentation Beagle Bros' UltraMacros. We're always looking to bring new faces to our meetings, so if you'd like to join us please give Michael a call at (301) 277-2539.

For further information about Time Navigator, you can contact MECC at 3490 Lexington Ave. North, St. Paul, MN 55126. Phone: (612) 481-3500. Time Navigator runs on any 128K Apple II, and costs about $50. At this time, the program is not available on any other platform besides the Apple II.

AVSIG

by David Aime

The June meeting of the AV SIG was treated to a demonstration by David Todd of the capabilities of the font-designing package Fontographer. David is the production half of the team known as Lorvad (formerly Printer's Devil) that has created and uploaded a number of shareware fonts on the WAP BBS, including the sublime Bodidly Bold.

The drawing tools in Fontographer seem to have the same general look and feel as in other postscript drawing packages such as Abobe Illustrator or Aldus Freehand. You start with a template of your alphanumerics and then draw, nudge, measure, erase, start over, push, shift, change or invert until it looks good or you are sick of it. Same as any creative process.

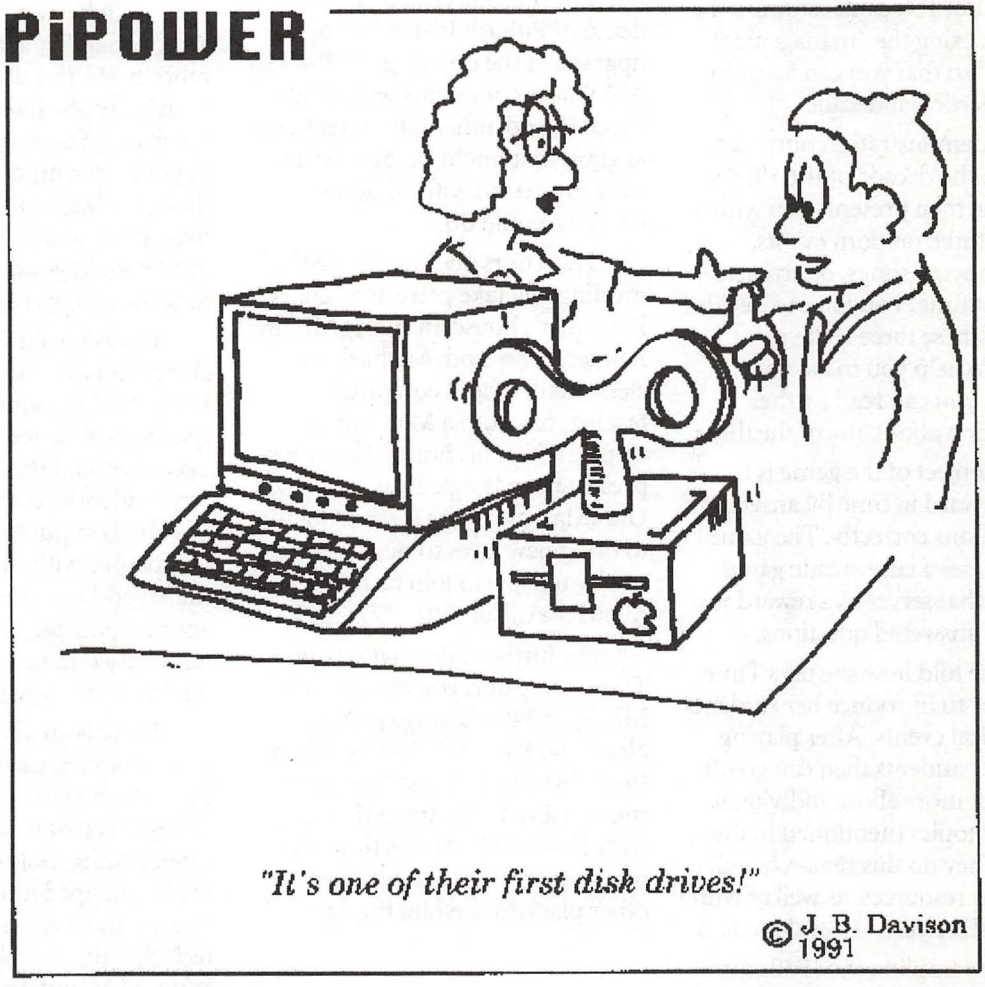
When finished, each individual character is saved to a font chart. When that is completed, the letter spacing is adjusted individually, if necessary, and then kerning pairs can be identified and set even closer. The final output is a Type 1 font, compatible with Adobe Type Manager. Dave then explained that another package, Metamorphosis, can be used to turn the Type 1 font into its True Type equivalent.

There is an advanced version of Fontographer, called Fontographer Pro, which Dave does not use. Its strength is that it has more sophisticated editing tools for working on the bit mapped font the program creates. Its weakness is that Dave feels that this is really unnecessary. With ATM and TrueType, bit mapped fonts are old technology.

Three points of interest came up during the program. One is that Dave had to drive over from the

Eastern Shore to give this demonstration, which is surely above and beyond the call of duty. The second is that the response to the shareware offerings of Lorvad (and Printer's Devil) has not been as good as hoped for. It is possible that some of us are using his fonts without sending in the payment, and, if so, perhaps this gentle reminder will help. Dave is a night person and his normal working hours are through the dark to the dawn. He is trying to make a buck out of this madness, the same as the rest of us, and he is trying to do it in an ethical, trusting and non-rip off manner. It follows that if we use his fonts we should pay for them.

The third point is that Nancy Seferian is looking for a successor to take over the AV SIG. After leading this SIG for so long and doing such a good job at it, after setting up picnics, field trips and demonstrations, she finds that other commitments are now pressing. Programs for the AV SIG are set up for the rest of the summer, so this would be the perfect time for someone to step in as leader. If interested, call Nancy. Her number is in the journal in the SIG Meeting Notices section.



June Board of Directors Activities

The WAP Board of Directors met on June 13, 1991

Officers and Directors present included:

Eric Rall, Bob Shaffer, Ed Myerson, Dave Ottalini, Dave Harvey, Bill Campbell, Dave Weikert, Bernie Urban, Mary Hockmeyer, Tom Vier (Telephone), Lee Raesly (Telephone), Manny DeVera, Dale Smith.

Members and guests included:

Rich Wohltman, Nancy Seferian, Nancy Pochepko, Frank Potter, Lou Pastura, Charles Froehlich, Jon Thomason, Jim Little.

The Board:

* Appointed an Election Challenge Committee in response to a challenge by candidate Dana Schwartz. The Committee found the challege valid, since Dana's name had been left off the official WAP ballot. As a result, the Board voted to accept the recommendations of the ECC to declare the first election null and void, and approve a second election. The Board also voted to spend up to $1,500.00 for first class postage to pay for the econd mailing of the corrected election packet.

* Approved changes to the WAP bylaws to correct problems such as those caused during the current election.

* Approved the May Minutes as corrected.

* Voted to continue the current meeting on June 27th at 7:30pm in the WAP office.

* Voted to hold the August General Meeting at a site near Fair Oaks Mall in Virginia.

* Approved the installation of a telephone for up to six months at the home of TCS programmer Jon Thomason to help his work upgrading the TCS to make it faster and more reliable.

* Voted to thank WAP Secretary Dave Ottalini for his work on the WAP Open House.

* Heard an update on the upcoming MacWorld Show in Boston from Dana Schwartz. The BOD voted to authorize up to $1200.00 for costs associated with the show.

* Voted to study the feasibility of renting the small tutorial room in the WAP office.

* Approved bylaw changes that require BOD members to attend Board meetings in person rather than by telephone.

* On a point of order by President Eric Rall, refused to give standing to a request that member Richard O'Connor's TCS privileges be reinstated because his request did not follow the proper procedure.

* Refused to accept proposed changes to the TCS Standards of Conduct offered by BOD member Tom Vier.

* Voted down a motion by BOD member Tom Vier to make the Audit Committee report to the BOD public.

The WAP Board of Directors met June 28, 1991 to continue their meeting of June 13.

Officers and Directors present included:

Eric Rall, Ed Myerson, Dave Ottalini, Dave Harvey, Dave Weikert, Bernie Urban, Mary Hockmeyer, Tom Vier, Lee Raesly (Telephone), Manny DeVera, Dale Smith.

Members and guests included:

Lou Pastura, Charles Froehlich, Jon Thomason, Rick Zeman, Paul Schlosser.

The Board:

* Discussed the 1991-92 FY Budget.

* Voted to offer Deborah Miles-Hoyt the position as Editor of the Journal. The Board voted that she would take over from Frank Potter beginning with the October Journal. The Board further voted to pay Frank Potter one-half his regular monthly fee for helping Ms. Miles-Hoyt get up to speed with the October issue. The Board also voted to thank Frank Potter for his two years of service to the Pi as Journal Editor.

* Voted to move its main checking account to Crestar Bank on Wisconsin Ave.

* Heard a report from Mary Hockmeyer about a replacement for Greg Pochepko to work in the WAP office.

* Heard from Tom Vier that he had recieved a power of attorney from Richard O'Connor and that the TCS Committee had heard O'Connor's appeal on his removal from the TCS.

* Heard a report from TCSO Paul Schlosser on the status of the appeal.

(Please turn to page 10)

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.

Maintain a Low Profile

Someone may be listening

Blabber

Artist Info: Dave Aime is our WAP artist this month. Dave told me, "I'm not a trained artist, but years a ago I was a professional photographer. I came into graphics by doing desktop publishing and now I create graphics on a freelance basis. I learned the smooth polygon technique I use almost exclusively, at a WAP Tutorial from Ann La Rose who supervises Mac artists who create the graphics that are produced in *USA Today*. I gave that technique a try and now I use it almost all the time."

Tools: MacDraw II, Mac II, Apple NTX laser printer, Apple Scanner and Apple Scan software.

Techniques: "I picked up a book about how to cartoon which has a whole bunch of facial expressions. It has been invaluable for reference when I am working on cartoons. I sketch a pose or faces and expression by hand and then scan it into the computer.

"For *Blabber* I found the faces of the girl, the guy and the creep in a cartoon book. They were scanned and traced in MacDraw. The glasses and the table began in MacDraw, but I thought it would add visual interest to do it in Illustrator to make use of the blending capability. I switched to give it a try, but I found Illustrator gave me too much precision, forcing me not to do it spontaneously. I did a copy in Illustrator and didn't like the way it looked, so I went back to MacDraw and redrew it there.

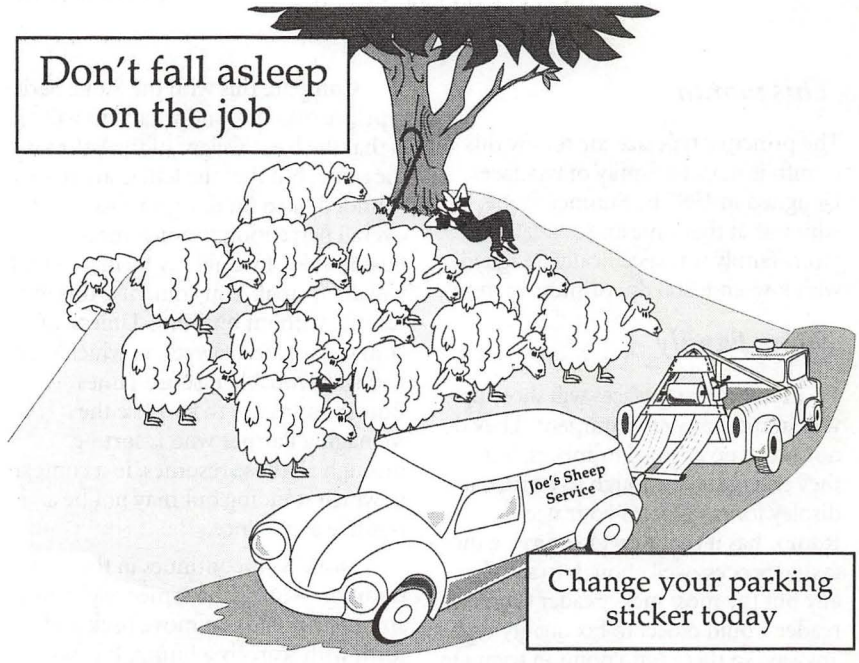
"For everything in this picture, I used the smooth polygon. To use this technique, you draw your shape with the polygon tool, holding down the Option button as you're drawing. At any intersection of the line that you don't want to smooth out, you click the mouse twice while holding down the Option button. Then when you're finished, choose Smooth from the menu or hit command E, and any vertex that has a double-click on it will not change. Any that doesn't will be a curve. If you can create an object that has both straight lines and curves, you can draw almost anything. The reason for drawing a polygon is that it can be filled with different shades of gray or different colors.

"The purpose of this cartoon was to remind everyone the importance of not disclosing defense information. We're in the defense industry and it was drawn during the Desert Storm crisis.

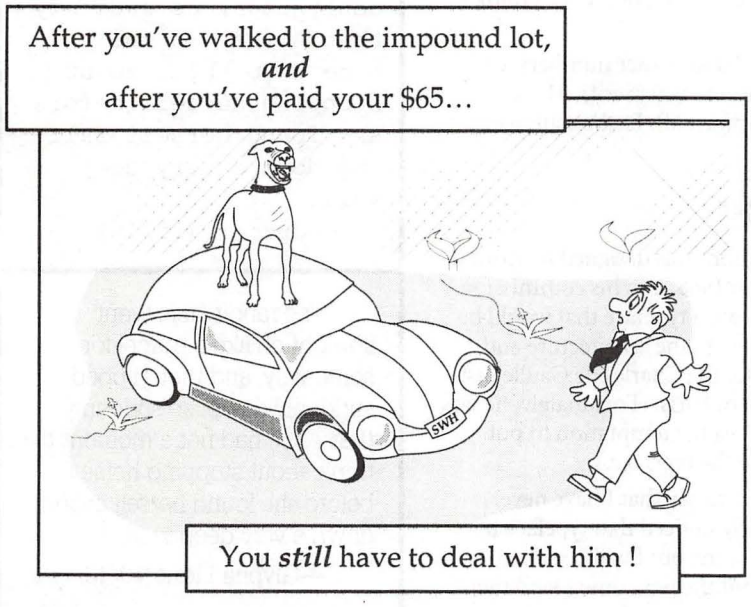
"The *Sheep* and *Dog on the Car* cartoons were created to help employees. We have paid parking for employees, and the parking area is monitored by a towing company which gets great fun out of towing. If you forget your parking sticker on the first day of month, they tow. On the first of the month, we would put these posters up and it helped to solve the problem. My boss wanted a snarling dog included in the drawing. The towing company not only locked the cars up at night, they had snarling guard dogs. The dogs would be pacing around when you went to get your car. I think the reference for the snarling dog was a photo. The fence was created with lines going in one direction, then reversed to make the fence.

"Everything was drawn as a polygon in MacDraw, using the monitor as a light table and tracing in my drawing. The shirt of the shepherd lying down is a check fill. These are all the same sheep, each one's position changed a little.

"The hill was created using two polygons, one on top of the other. I started in the lower left corner, working up following the contour of the hill, and clicking with the polygon tool. If you don't join the last point with the first, and fill it with gray, it won't have a line. I wanted the top of the hill to have some definition, so I drew one polygon with a line. Then I drew another polygon to make the hill extend even further below, clicking on the option to have no line.



Sheep



Remember to change your parking sticker TODAY!!!!

Dog on the Car

"Treads on the tire were achieved by crosshatching (straight lines) by hand. Drawings like these take about half a day. The big problem is deciding on an idea. My boss and I develop the concepts. A fun result of these drawings is that I'm building up my own clip art collection. For instance the shepherd's truck is the same as the car in the picture of the dog, rotated a little. In MacDraw it's so easy to reuse objects and parts of drawings. I just stretched out the running board . On other occasions, I've blown up the tow truck, taking it apart and sending parts into the air to make it look like it's being blown up."

The world of fonts

Exploring Typefaces—6

by Frank Potter

This month

The principal typeface for review this month is in fact a family of typefaces. Designed in 1987 by Sumner Stone, who was at that time at Adobe, the Stone family was specifically designed with low-end, 300 dpi printers in mind.

Stone Family

The Stone typefaces will show up well in most any environment. They do not break up at small numbers, but they enlarge well enough to be used as display fonts, if that is your need. Rumor has it that they also survive the faxing process well enough to satisfy any but the most picky reader (and that reader would object to fax quality type anyway, so there is no point in trying to please him or her. So the hell with it. He or she can go back to the Selectric and good riddance.)

Now for the rest of us, the Stone family of typefaces may have much to commend them. We know some professional copy editors who have successfully persuaded their employers to pick up the Stone fonts, since, among other reasons, they are clean and easy to read and hence to edit.

Stone Informal is well suited to...well, informal uses. Like personal letters to friends (as opposed to impersonal letters to friends, Frank? Sorry, but it is late at night and the mind tends to veer around in random directions. Where was I?) It probably wouldn't do well in a resume—at least not in Washington, where one has to look serious and dedicated or else. It might look okay in an ad, or in announcement. Come to think of it, it might look really good in an announcement...

Compare this with the Stone Serif typeface overleaf, and what you will see is that the basic weight of the letters is the same, but that the letters are not so rounded or so fluid. At least to me, the overall perception is much more businesslike. I would say formal—no, I will say formal. You could use this in a resume without blushing. Unless, of course, you are a lawyer, in which case you will probably just use Times Roman, so as not to surprise the Managing Partner who is sorting through all those resumes, in a context in which standing out may not be a positive experience.

Stone Sans continues in the same tradition—using the same weight and size, so that you can move back and forth with scarcely a bump. It is not recommended, you understand. But you could do it in a pinch. Now that you know you can, don't even think of it.

The Adobe order numbers for these fonts are #40 (Serif), 41 (Sans) and 42 (Informal). Each retails for $275.

Frutiger

This font was designed by Adrian Frutiger in 1968, and his commission was to create a typeface that would be appropriate to the architecture and function of the Charles de Gaulle just northeast of Paris. (Fortunately, he was able to resist the temptation to put tubes into the typeface.)

I have to say that I have never particularly noticed that typeface in situ, as it were, but I will be sure to check it out the next time I land there. (Always assuming, of course, that I am sufficiently awake to notice, which is a heroic assumption.) He focused on creating a typeface with a modern look, and it achieves a nice balance between the need for legibility and the need to look clean and functional.

The Adobe designation for this font is # 73, and its list price is $370.

Glypha 2

There are actually two different Glypha typefaces—the Standard and Bold typefaces are on one disk (#12; $185), and the Thin, Light and Black typefaces are on another (#164; $275). Presented here are the typefaces on the second disk—the first never showed up. When it does, I will run it. (You ***are*** saving these articles, aren't you?)

Perceptive readers will have noticed already that this typeface bears some resemblance to Courier, but there, mercifully, the comparison stops. Most consider this to be both more readable and more elegant: you can decide for yourselves.

```
   The rabbit-hole went
straight on like a
tunnel for some way,
and then dipped sud-
denly down, so suddenly
that Alice had not a
moment to think about
stopping herself before
she found herself fall-
ing down a very deep
well.
   —Courier (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.

—Glypha Light (10/12)

The Washington Apple Pi is pleased to announce. . .

Stone Informal

ABCDEFGHIJKLMNO
PQRSTUVWXYZabcd
efghijklmnopqrstuvw
xyz1234567890 (48)

ABCDEFabcdef—Stone Inf Regular

ABCDEFabcdef—Stone Inf Italic

ABCDEFabcdef—Stone Inf Semibold

ABCDEFabcdef—Stone Inf Semibold Ital

ABCDEFabcdef—Stone Inf Bold

ABCDEFabcdef—Stone Inf Bold Italic

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 WAIST-COAT- 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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Stone Serif

ABCDEFGHIJKLMNO
PQRSTUVWXYZabcde
fghijklmnopqrstuvwxy
z1234567890 (48)

ABCDEFabcdef—Stone Serif Regular
ABCDEFabcdef—Stone Serif Italic
ABCDEFabcdef—Stone Serif Semibold
ABCDEFabcdef—Stone Serif Semi Italic
ABCDEFabcdef—Stone Serif Bold
ABCDEFabcdef—Stone Serif Bold Ital

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Stone Sans

ABCDEFGHIJKLMNO
PQRSTUVWXYZabcde
fghijklmnopqrstuvwxy
z1234567890 (48)

ABCDEFabcdef—Stone Sans Regular
ABCDEFabcdef—Stone Sans Italic
ABCDEFabcdef—Stone Sans Semibold
ABCDEFabcdef—Stone Sans Semibold Italic
ABCDEFabcdef—Stone Sans Bold
ABCDEFabcdef—Stone Sans Bold Italic

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Frutiger

ABCDEFGHIJKLMNO
PQRSTUVWXYZabcd
efghijklmnopqrstuvw
xyz123456789(48/50)

ABCDEFabcdef—Frutiger Roman
ABCDEFabcdef—Frutiger Italic
ABCDEFabcdef—Frutiger Light
ABCDEFabcdef—Frutiger Light Italic
ABCDEFabcdef—Frutiger Bold
ABCDEFabcdef—Frutiger Bold Italic
ABCDEFabcdef—Frutiger Black
ABCDEFabcdef—Frutiger Black Italic
ABCDEFabcde—Frutiger Ultra Black

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

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Glypha 2

ABCDEFGHIJKLMNO
PQRSTUVWXYZabcde
fghijklmnopqrstuvwxy
z123456789(48/50)

ABCDEFabcdef—Glypha 35 Thin
ABCDEFabcdef—Glypha 36 Thin Oblique
ABCDEFabcdef—Glypha 45 Light
ABCDEFabcdef—Glypha 46 Light Oblique
ABCDEFabcdef—Glypha 75 Black
ABCDEFabcdef—Glypha 76 Black Oblique

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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System 7 Department

Life, the Universe and Everything

by Eric Rall

Now that I installed it, what do I do with it?

After the hype of new System Software is all done and you actually break down and jump in, what's next?

System 7.0 is a wonderful paradox. It is most probably the biggest change in Macintosh System Software since the old Macintosh File System (MFS) went by the wayside and we went to the Hierarchical File System (HFS). On the other hand, System 7.0 does an amazing job of superficially resembling System 6.0.x running MultiFinder. If you don't pay attention to the details, you will probably enjoy most of the new goodies. Let's look at some of them.

Custom icons

System 7.0 allows you to customize almost any icon on your hard disk. You can even change the icon on your hard disk itself. All you need is any 32-pixel by 32-pixel picture. You can get one of these from any number of places. You can use a paint program to draw one and then copy it to your scrapbook. If you have Resedit, you can open an old Desktop file, copy an icon from the ICN# resource and paste it into your scrapbook. You can get icons from bulletin board systems or make your own with any of a number of public domain or shareware applications that let you make icons. You can even take an icon from some other program or document and use it directly.

Suppose you wanted to make your hard disk icon the same as the icon for Microsoft Word. (Why you would want to do that is beyond my imagination, but suppose you wanted to do that anyway.)

First, select the icon for Microsoft Word and select get info from the file menu (Figure 1).

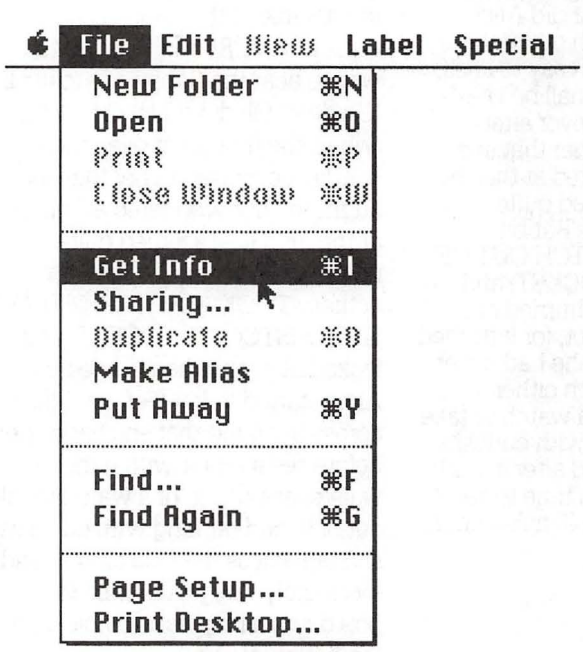


Figure 1

Position the pointer on the Microsoft Word icon and click once. A box will appear around the icon (Figure 2). Copy the icon by either pressing Command–C or selecting Copy from the edit menu.

If you had saved an icon or picture in your scrapbook folder, you could select that picture and copy it instead.

Now select your hard disk icon. Select Get Info from the file menu

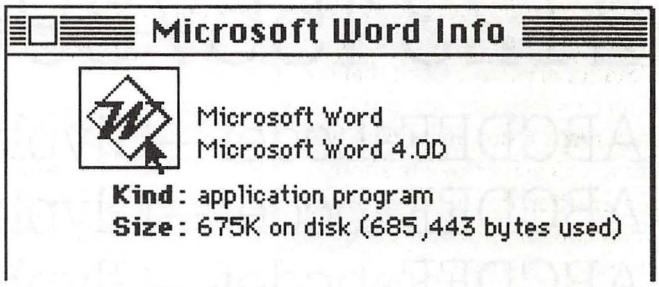


Figure 2

(Figure 1, again). Now either select paste from the edit menu or press Command –V. You've just changed your hard disk's icon. If you later decide that you want your old icon back, just select the hard disk, get info, select the icon and press the delete key. The icon in the box will change back to the original.

Stationery Pad

System 7.0 lets you easily make documents into stationery pads. Stationery pads are incredibly useful things. Open your favorite word processor and type your return address, as though you were writing an irate letter to your bank or that annoying individual that you can't stand on your favorite bulletin board. Now save the document. Close your word processor and then select the icon for that document. In the lower right hand corner is a check box next to the words "Stationary Pad". Click that box and close the Get Info box. You've just made a stationary pad. Next time you want to write another nasty letter, double-click on that icon and you'll get the dialogue box shown in Figure 3.

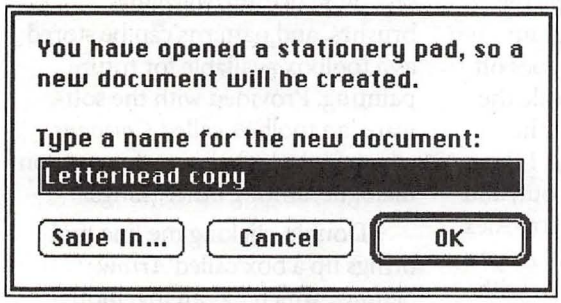


Figure 3

I have found that it is important to also check the lock box in Figure 3. Otherwise if you open the stationery pad from within an application, you may wind up saving changes onto your stationery pad. So once you're happy with the stationary pad, lock it!

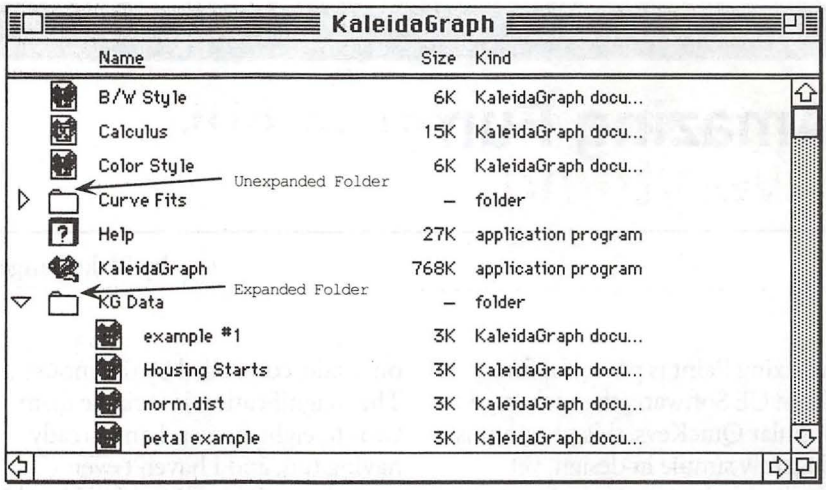


Figure 4

The View Menu

System 7.0 brings some changes to the View menu. Open a folder that contains a number of other folders. Now choose "by Name" under the View menu.

The first thing you'll notice is the appearance of a little triangle next to each folder. The triangles should be facing towards each folder. If you click on one of the triangle the folder will expand (Figure 4) and you can now see all of the items within that folder.

Customizing Views

There is a new item in your control panel called views (Figure 5). If you have ever wanted to change the screen font or icon size, you can forget all those little programs that patch Finder. It is now built into System 7.0.

Try changing a few of the settings and see what you like best. System 7.0 makes it your choice.

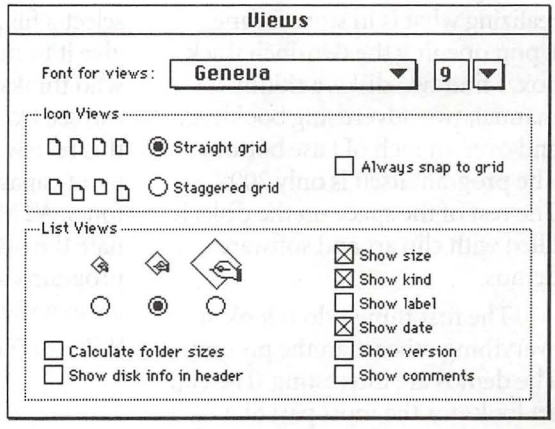


Figure 5

Software review

Amazing Fun

by Blake Lange

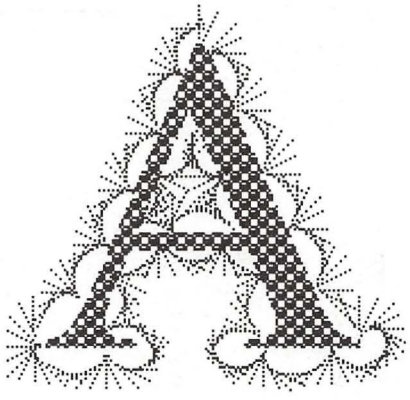
Amazing Paint is powerful fun. From CE Software, the makers of popular QuicKeys, this program is elegantly simple in design, yet inspired in its approach. As a regular user of high-end graphics programs such as Adobe Illustrator, I had honestly lost interest in black and white paint programs. So color me skeptical when I read CE Software's ads brazenly stating, "Painting is fun again." I think, "Yeah, right! True, if you have a IIfx, Canvas, and a ColorScript 100. But, really, black and white? How retro can one get?"

So I drive over to Lou's to pick up the package, disappointed that nothing better is available, little realizing what is in store for me. Upon opening the two-inch thick box, I find two disks, a skinny manual, two advertising booklets., and over an inch of false bottom The program itself is only 200K. The rest of the space on the disks is filled with clip art and software demos.

The first thing I do is look at everything other than the program. The demos are interesting. The clip art looks for the most part like scanned images. I honestly can't imagine anyone actually manually "painting" such realistic pictures using a mouse. If a reader actually does this, I would like to meet you and see it done. These are all nice to have, but they tell me nothing about the program.

Upon actually opening Amazing Paint, the first thing I am intrigued with is the magnifying glass. It is square, almost two inches on a side, controlled by the mouse. The magnification is variable from two- to eight-power. I am already having fun, and I haven't even started to paint yet. Nothing like a new toy. Do the tools still work? Yes! Then I notice that the page can be sized from a window-fitting one-third reduction to a fat bits eight-times magnification; and the tools continue to work at all six settings.

Next I want to to see what the touted 999-point type looks like with scaleable fonts so I type the letter A in Times. The program doesn't complain as the A goes off the bottom of the page. I scale the size back until at 750-point the letter fits nicely on the page. I then select a fill pattern, print it out, and give it to my two-year-old son Alex who thinks it is the greatest. As you can see from the illustrations with this review, I have fun combining paint capabilities with scaleable fonts. ATM and True Type eliminate the one great failing of paint programs and bring them back to life as a viable means to create serious graphics.



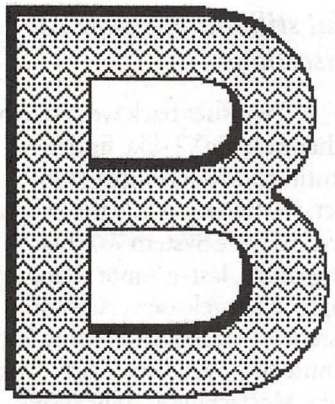
Since this software is by the makers of QuicKeys, I expect a lot of shortcuts so I double-click on all of the tool icons to see what happens. Double-clicking the paint brush brings out the Brush Factory which includes a brush sequencer of up to eight brushes. Jumping right in, I create a sequence of brushes each 1/16 turn clockwise from the previous. By trial and error I adjust the sequencing speed to create the effect seen around Illustration A. This may not be a new invention but it is new and absorbing for me.

A double-click on the polygon tool brings out the Frame Factory for creating objects to be stored for later use. These then become available as scaleable objects like rectangles and ovals. The polygon tool comes with a palette of polygon, arc, right triangle, symmetrical triangle and 32 editable shapes. A session's customized shapes, brushes, and patterns can be stored as a toolbox available for future painting. Provided with the software is a toolbox called *Cartoons* which includes balloons for cartoon dialogue, among other things.

Double-clicking the line tool brings up a box called *Arrow Settings*, which has an ingenious method of customizing arrowhead shapes. Lines with arrowheads give your painting its own style. If you want, you can have a little window called *Mouse Tracking*, which shows the cursor position as well as distances and angles for many activities, so when you draw a line with arrowheads, you can see exactly how long it is.

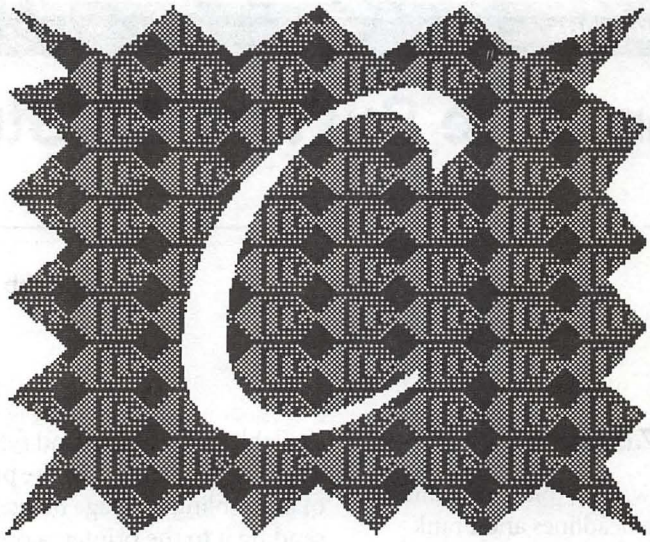
Also interesting are two new selection tool icons, the shape and the wand. Click on the shape tool and the entire palette of 32 customizable choices of the polygon tool pop out, plus the polygon, circle, round corner rectangle and arc. It acts like a cookie cutter, selecting whatever shape you want. The magic wand tool selects the inside of an object, a contiguous

area of either white or black. This is particularly helpful for selecting black text because the inside loops are not included in the selection. I love working with typography, so this tool is dear to my heart. Also, one can add to or subtract from a selection, using one or more selection tools. A new selection feature enables one to use the arrow keys to move the area to be selected without moving the image below. Illustration B is created by selecting the black letter with the wand, moving the selection area down and to the right with arrow keys, then filling the selection area with a pattern.



For those cases where precision alignment is important, the grid function is a help. The grid distance can be set by the user. For Illustration C, the pattern is created using a sequential brush with smoothing, then step-copied with the grid turned on. The image is selected and cut out using a custom shape from the *Cartoons* toolbox. Finally, the letter is placed over the background and the whole image inverted.

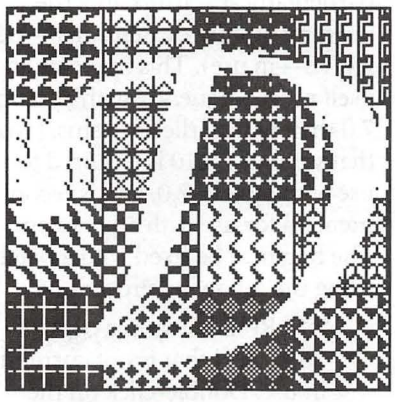
The most fun feature of all is the Pattern Factory. With this one can create custom backgrounds by editing the eight-by-eight grid on which they are based. The default pattern palette of this program includes the same tired set of patterns available in every pattern palette of every Macintosh program I have ever seen. One might get the mistaken impression that the grid is just not large enough for much creativity to take place. Clicking the "Copy from Painting" button has unchained my mind forever from this delusion. On the right appears a painting with an eight pixel square cursor. On the left is the multiplied pattern display. As the cursor is moved around the painting, the patterns change in a kaleidoscopic delight. Instead of laborious fat bits pixel clicking, pattern creation has become a rapid search through mesmerizing variations for just those special combinations which catch the eye. Illustration D has sixteen new patterns from one session in the Pattern Factory.

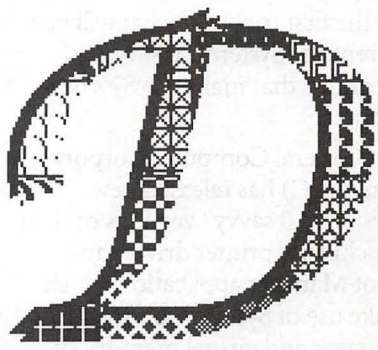


You might still be shouting, "Where's the fun?" How about being able to print your picture as big as any wall in your home for your next party? Honestly, this program can do it, complete with tick marks and position labels on the page tiles. How about being able to print just a selected part of your picture? Can do. How about saving a selection directly to the Scrapbook, or as MacPaint or as PICT? Can do, can do, can do. What about special effects such as rotate, free rotate, flip, mirror, slant, distort, enlarge, shrink, trace, invert, and perspective? You got it.

Everything this program does, it does well or very well, and it is fun to learn and use. It requires a Macintosh 512E or greater and is available from MacWarehouse for $65.

Blake Lange is the Printing Officer at the Federal Election Commission, and works with graphics every day.





MACINTOSH

Even More System 7.0 Stuff

by Robb Wolov

System 7.0 Miscellany

As of this writing (blame advanced publishing deadlines and Frank Potter's nagging) some of us have been traversing the new realms of the release version of System 7.0 for only a little over a month. System 7.0 has been the source of what seem to be endless messages, questions and discussions on various local electronic bulletin boards, the internet and the commercial print media. Overall impressions have been overwhelmingly enthusiastic from a variety of sources. Fears that the initial release of System 7.0 would bring the wholesale carnage and system crashes of System 6 have proven to be unfounded, for the most part.

Software that failed to follow Apple's programming rules and was marginally stable under System 6 continues to be unstable. The pleasant surprise is how much simply works as expected. Shareware and commercial authors alike have been hard at work to fine-tune their wares for System 7.0 compatibility and we are starting to see the first trickle of what will be a torrent of "System 7.0 savvy" programs that make use S7's new features.

General Computer Corporation (GCC) has released new "System 7.0 savvy" versions of their QuickDraw printer drivers and Print Manager application which make use of System 7.0's memory manager and virtual memory (if available and needed) and full TrueType capability. In the process of assembling the page image before sending it to the printer, a portion of the computer's memory called the application heap was used. Memory was shared with the program from which you were attempting to print. It was a common practice with PLP 2.XX to avoid an "Out of memory...print later" message to have to bump up an application's memory partition another 150-200K through the Get Info box under MultiFinder. Under Sys 7.0, PLP 3.0 now gets to control its own memory. These new versions can be obtained from your local dealer, or downloaded from various commercial bulletin board services or directly from GCC.

Last time we discussed the continuing usefulness of Suitcase II with System 7.0. More on Suitcase II under System 7.0 directly from its author, Steve Brecher: It seems that Suitcase II versions 1.2.6 through 1.2.10 have a bug which may, in some circumstances, cause a crash, particularly at startup time (depending on other extensions— née INITS—in use). This bug may show itself more frequently with System 7.0 than with earlier Systems. (Note that version 1.2.10 is required for use with System 7.0, and is recommended for use with any System) The bug may be fixed with a patch using the following procedure:

(1)With ResEdit, open a copy of Suitcase II that is not currently in use. Double-click on the INIT resource type; in the ensuing window double-click on INIT 128 (the only item).

(2)Choose "Find Hex" from the Find menu. In the Change Hex dialog box, carefully type the following values: Find Hex: 7007

Change to: 7060

(3)Then click the Find Next button. (If ResEdit beeps in response, there has been an error since there is only one occurrence of Hex 7007)

(4)Click the Change button.

(5) Quit, confirming that changes are to be saved.

And still moreSystem 7.0 Miscellany

A few issues back we spoke of a rather neat NeXT-like finder substitute, MasterFinder from Tactic Software. While the original versions were System 7.0 (beta) compatible, last-minute changes by Apple to the release version of System 7.0 necessitated some last-minute tuning, which Tactic used to make MasterFinder fully System 7.0 savvy. (To again remind you all, Apple uses the term System 7.0-compatible to note programs that will run under S7 as they did under S6 but with no further functionality. System 7.0 savvy fully uses the new S7 features (Apple Events, publish & subscribe, balloon help, virtual memory, etc.)

MasterFinder 1.2 has now added "Restart" and "Shutdown" to the File menu, the ability to launch documents into already open applications and a full control system for AppleEvents under System 7.0 only.

MasterFinder now sends and receives the Core AppleEvents, Open Document, Print Document, Open Application and Quit Application. Frankly, this is only of theoretical interest for now until

more programs appear which work with AppleEvents.

Double-clicking on a Finder file will cause MasterFinder to tell the Finder to open it. Finder files include the system file, fonts, DA's, control panels, sound files, and script files.

There have been numerous improvements in such areas as the Find command, the ability to batch launch applications and change file attributes in batches, and of course balloon help. Best news of all, the upgrade and new manual are FREE. The only catch is you must mail your original disk back to Tactic since they claim the upgrade is too complex to be handled via an updater application.

Having helped beta-test the new System 7.0 savvy version of Disk Doubler 3.7, I was ready this month to discuss all the new improvements now that the final version is out and my non-disclosure vow of silence ended. I wanted, however, to discuss it in conjunction with the Sigma hardware compression coprocessor board, and I haven't gotten my board yet (Sigma is back ordered), so that will have to wait until the following issue. Let me say for the time being that version 3.7 is now much faster (about 50%), compresses files even smaller (about a 30% improvement) and adds such features as creation of self-extracting files and balloon help. More on this one next time.

Alias Ideas

Back when Apple first announced System 7.0 (sometime around the end of the Franco-Prussian War) the term "Alias" was coined but not fully comprehended by many. Now that S7 is in hand, we can start to see that the creation of alias files may prove to be one of the best, most powerful features of System 7.0. Here are a few of some of the alias ideas I've come across from various sources:

(1) Put all of your applications in one folder. Then, create a new folder on your disk called "Aliases" or such. Into this, put one alias from each of your applications. Once this is done, you make an alias of this folder, and put that into your Apple menu.

When you select the Aliases folder from your Apple menu, it will open the folder for you which will contain icons from all of your applications. This keeps them all in one place and helps reduce clutter on your disk. (Apple is rumored to be working on a system extension, the Hierarchal Apple Menu (HAM) which would automatically open such a file as a telescoping menu.

(2) If you wish to open documents by dragging them over their application icons ("drag & drop"), you can also drag them over their application aliases.

(3) Create an Alias of a server volume and throw the mounted volume away. When you double click on the Alias, Finder 7.0 will mount the volume for you instead of having to go through the Chooser. It will even prompt you for passwords as necessary. If the volume you mount is on a server from which you already have a volume mounted, you will not have to retype the password.

(4) Aliases also work for discarded SCSI drives. Make an alias of a non-startup drive and dismount the original. When you double-click the alias, the disk is immediately remounted.

(5) If you regularly access a specific folder on an AppleShare volume, instead of making an alias of the volume, make an alias of the folder. Then, when you double-click on the alias, you will mount the volume and open the folder in one step.

(6) If your computer is on a network with file sharing enabled, make an alias of your own hard disk and put it on a floppy. Then, if you're at another person's computer and need to access your disk, pop in the floppy, double-click on the alias, and your hard disk is mounted!

(7) If you have a large screen monitor or multiple monitors, create extra Trash Can aliases that you can place at strategic positions for unmounting floppies, SyQuests, and CD's. S7 leaves them where you place them on rebooting.

(8) If you put a trash alias in a finder window that you often leave open (such as your HD window), then it won't be covered up by other application windows as frequently happens to the real Trash Can icon. Thus you can always switch to the Finder to chuck things without digging around for the Trash icon. Placing a shift character like a "!" or "@" in front of the label will force the trash can to the top of the list if the window is displayed in name format.

Until next time...

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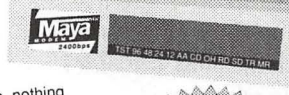

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Notes on the Mac

by Paul Schlosser

Apple demonstrates Quicktime

At the Digital World Conference in early June, Apple demonstrated Quicktime, a multimedia extension to the new System 7.0 operating system for the Macintosh. Quicktime is scheduled to be available by the end of 1991. Quicktime was demonstrated at the WordPerfect booth by showing a document about a film called "Only the Lonely" that contained color photos of scenes from the movie within columns of text. Clicking on the photos brought the image to life in full action and sound video and displayed almost three minutes of scenes from the movie. Apple anticipates a whole new range of software using Quicktime, from video mail to dynamic magazines, low-cost video editing to video conferencing.

Third-party software for the development of Quicktime routines is already available, costing between $500 and $1,000. (See below.) Once created, a Quicktime document can be moved to any Macintosh with System 7.0, and the Quicktime extension, for viewing. The software that created the document is not necessary for viewing it.

Quicktime is composed of three parts, the Movie Toolbox, the Image Compression Manager, and the Component Manager. The Movie Toolbox is a set of system software services to incorporate "movies" in applications. "Movies" can be any dynamic (time-based) data, such as sound, video and animation. The Image Compression Manager makes it possible to work with the large amounts of data necessary for video manipulation on the Mac. One minute of uncompressed video data can take as much as 1 gigabyte of disk space, so compression is essential. The Component Manager allows the Mac to utilize digitizer cards, VCRs and other external system sources. It solves the problem of each developer having to write custom software for a piece of hardware by allowing the developer transparent use of all the features of the hardware.

Apple has defined two new file formats for use with Quicktime: "Movie" and "PICT." "Movie" is dynamic data, while "PICT" is image compression. These new file formats will be published, to encourage development onto other computer platforms. Three compression/decompression schemes will be available with the first release of Quicktime, and they vary from 10:1 to 25:1 compression.

Upon the release of Quicktime, developers will receive a CD-ROM containing the Quicktime extension, documentation, picture and movie utilities, HyperCard, XCMDs, sample code and drivers. Apple customers will receive the Quicktime Sampler floppy disk set, with the Quicktime extension, picture and movie conversion utilities, and samples. The developer version will only be available through Apple, the Quicktime Sampler through Apple dealers, and the Quicktime extension through user groups and bulletin boards. Prices have not been set.

Developers announce support for Quicktime

Fourteen developers have already announced support for Quicktime, Apple's new multimedia standard for the Macintosh. Claris has announced that FileMaker Pro version 1.2v2 already supports Quicktime. WordPerfect version 2.1, available this summer, will also support Quicktime.

SuperMac has demonstrated Videospigot and Reeltime. Videospigot allows the digitized capture and playback of video images from a video camera, or other source, with compression that varies from 3:1 to 20:1. Reeltime is digital movie editing software, and will be initially bundled with the Videospigot interface board. Videospigot and Reeltime are expected to be available later this summer, and list cost is expected to be $499. After the initial offering the Reeltime application will be sold separately for $699. The standard Videospigot board will be for the Mac LC and IIsi, while a NuBus version will be available for other Macs. Videospigot Pro will be for the Mac IIsi, and offers accelerated 8 and 24 bit graphics support for large screen displays.

Linker has announced "The Animation Stand" version 2.0, which has the ability to read and write animation files.

Vividus has announced "Cinemation," its upcoming presentation and authoring software. Uses include copying and pasting video clips into other documents for creating multimedia presentations.

RasterOps has announced that its line of video graphic boards and all future products will be compatible with Quicktime.

Notebook Mac gets closer!

Apple's new notebook Mac is scheduled to be announced on October 21, 1991, and may be

named the "Classic." This new model is 8.5 inches deep, 11 inches wide and 1.75 inches high, weighs 5.3 pounds, and the expected retail price is less than $2,000. The Sony-built notebook computer does not come with a built-in floppy drive, but may come bundled with an external 1.4 megabyte SuperDrive (a new unit weighing less than a pound).

The notebook Classic does come with a built-in 20 megabyte hard drive. You can access the notebook's built-in hard drive from a desktop Mac by plugging the notebooks SCSI cable in the SCSI connector of the desktop Mac. The notebooks SCSI address is set via a control panel device.

The notebook Classic is powered by the same 68000 processor as the current Mac Portable, and comes with 2 megabytes of RAM (which can be upgraded via a 2MB expansion board). The lead-acid battery powers the notebook Mac for up to three hours, and an additional backup battery will power the RAM if the main battery dies. An Apple brand 2400 bps fax modem will be available for $400.

The Classic notebook Mac marks the first time an Apple-brand CPU has been manufactured by another company. Apple chose Sony to build the Classic notebook Mac because it reduced the time required to get the computer to the retail market, and because of Sony's reputation for quality. You may be surprised to learn that Sony products account for almost 50 percent of the materials cost of current desktop Macintoshes.

Two other new notebook Macs, built by Apple and powered by 68030 processors, are also being readied. These models will be 8 inches deep, 9 inches wide and 2.25 inches high and weigh almost seven pounds. They can be expanded up to 8 megabytes of RAM and have built-in floppy and hard drives. The 2/20 model is $3,100, while the 4/40 (and 68882 FPU) model is $5,200.

All the new notebook Macs feature a trackball, located below the space bar. A mouse is optional, and can be connected via the ADB port. Testers report that they liked the large open area below the keyboard, saying it was convenient to rest your arms while typing. They also liked the charcoal-black case, noting that it conceals smudges, and noted that the keyboard had a spongy feel.

Apple lays off 1,200 employees

On June 21st Apple laid off 900 employees, with an additional 300 scheduled to be laid off during the next several weeks. The layoffs were cushioned by generous severance pay (based on years of service and corporate pay grade) and assistance in finding a new job. Chairman John Sculley took a 15 percent pay cut, with other top Apple executives taking cuts that ranged from 5 to 15 percent. (Apple's five top executives received $9.9 million in salaries and bonuses in 1990. Sculley himself received $2.2 million, plus $14 million from various stock deals.) Apple's earnings for the last quarter ($131 million in profits) were disappointing, and below expectations due to lower profit margins on the new low-cost Mac Classic and LC.

While earnings are lower, overall Mac sales are up by 85 percent. In an effort to boost sales even further, Apple has announced that CompUSA and CompuCom Systems will begin selling the low-cost Mac Classic, Mac LC and possibly the Mac IIsi. The two computer "super-store" giants will begin these sales later this summer, possibly as early as the beginning of August.

Caere announces Typist version 1.1

Caere announced Typist 1.1 in late June, a System 7.0 compatible upgrade to its popular optical character recognition (OCR) software. The Typist will scan any document, whether in typeface or column format, with the text read into a word processing program, spreadsheet or database program. The software works as a desk accessory. Scanning can be either horizontal or vertical, and overlapping text that has already been scanned is automatically discarded. Version 1.1 offers scanning at 75 dots per inch (dpi), 150 dpi or 300 dpi, improved editing functions, and settings for text, photos or line art. The Typist 1.1 lists for $695, upgrades from the older version are free. Caere can be reached at 408-395-7000.

Adobe Photoshop 2.0 available

Adobe Systems has released version 2.0 of Photoshop, with new and enhanced features for color and B&W image editing, prepress color separation work, editing of selected image areas and importing of Adobe Illustrator compatible files. Version 2.0 is compatible with System 7.0, and lists for $895. Registered users can upgrade for $149 until August 31, $199 after. Recent purchasers (4/15—6/17/91) will receive a free upgrade. Adobe can be reached at 415-961-4400.

New fax modem from Ven-Tel

Ven-Tel has announced a Macintosh version of its new PocketModem, the Fax Modem 24/96S. This new modem is small enough to fit in a shirt pocket, 1 inch high by 4.5 inches wide by 2.75 inch width, weighing 6 ounces (including the 9 volt battery!). The 24/96S supports normal communications at 300, 1200 and 2400 bits per second (bps), is Hayes com-

mand compatible, and 9600 bps in fax mode with Group III standard fax support. The 24/96S has a speaker to monitor call progress, a Mac-to-modem cable, and QuickLink II Fax software. The new fax modem lists for $189, contact Ven-Tel at 800-538-5121 for details.

MicroMat announces diagnostic INIT

MicroMat Computer Systems announced "MacEKG", a diagnostic INIT that performs a series of tests each time a user boots their Mac. The tests fall into three categories: logic, SCSI and QuickDraw. System parameters, such as CPU type, RAM, ROM revision and boot block information are recorded, and can be accessed through a control panel device. The diagnostic routines can alert you to performance changes in your Mac, from installing INITs, cdevs, or other modifications. MacEKG is primarily aimed at service technicians, and lists for $99. Call 415-898-6227 for details.

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
051 HARRING.CPT Type 1 Laserfont, Harrington
050 THALIA.CPT Type 1 Laserfont, Thalia
049 TOULOU.CPT Type 1 Laserfont, ToulouseLautrec
048 WINDSOR.CPT Type 1 Laserfont, WindsorDemi
047 CARAWAY.CPT Truetype Architect (Tekton clone)
File area 14 - Mac Games
077 SHOGI.0.21E.CPT Play Shogi (Japanese chess) on your Mac
076 STRIKEJE.SIT Modern aerial combat
075 TENNIS.CPT Tennis game, nice color and sounds
File area 15 - Mac Graphs
087 MIGHTY.MOUSE Mighty Mouse PNTG
File area 16 - Mac Hypercard
085 INTERNET.CPT. Description of INTERNET
084 POCKET95.CPT Smart calendar maker
083 SONGSTAC.0 Plays many songs using harpsicord funct
082 HCCLARIS Claris on HC, Upgrade policy, specs etc
081 GREATEXP.SEA Study Aide and Games on book
File area 17 - Mac Technotes
036 TIDBIT66.CPT TidBit #66, font converters
035 TIDBIT63.SIT Tech TidBITS for 27 May 1991
034 TIDBIT62.SIT Tech TidBITS for 20 May 1991
File area 18 - Mac Utilities
273 ASCII.CHART.4.0 ASCII DA ver 4.0 font utility
272 TCS.OFFLINE.2.2 Read, write, reply offline to TCS Msgs
271 COLORFAST.CPT For use with GCC film recorder
270 BLUESBRO.CPT Sound file, Belushi & Akroyd
269 IDSEXPRESS Format ANY HD with Apple's HD SC appl
268 MONOLITH.TRASH Replacement trash icon
267 MULTITIMER.CPT Time, date and timer windows
266 MULTIDOG.CPT Footprints "walk" across screen
265 TYPETOOL.SIT VariTyper Toolkit v. 1.0
264 PASSWORD.SIT Password v 1.3, now works with Sys 7.0
263 MACASTRO.SIT Excellent astronomy program
262 SET.CLOCK.SIT Synchronize your Mac's clock
261 ZSTARDEMO.CPT Astrology program - free demo
260 JMP.START.CPT JumpStart, version 1.3
259 SCROLL.SIT Customize scroll bars
258 AUTO.MENU.SIT Customize how menus operate
257 SHREDDER.CPT Change trash can to a shredder
256 TYPEBOOK.CPT TypeBook version 2.07
255 TATT.TALE.CPT TattleTale, v1.2, list Mac hardware
254 SYS.ERROR.SIT System Error DA, version 3.1
253 T.BASE.DEMO.CPT Demo of TouchBase.
252 KYBD.SWITCH.CPT INIT/cdev to remap keyboard
251 OPEN.WIDE.CPT Expand file dialog for long file names
250 FNDR.FRNT.CPT Make Finder front-most app. under Sys 7
249 PICT.DA.CPT Open EPS & PICT files
248 DSKTP.FLDR.CPT Use Sys 7 "Desktop" option w/Sys 6
247 APPDISK.SIT Ram disk utility, version 1.2
246 SCSIPROBE.CPT SCSI Probe, version 3.0.2
245 GIFFER.SIT Giffer, version 1.11
244 OBJECT.LOGO.DEM Object Logo Demo Program
243 PLUS.SCSI2.CPT INIT to improve Mac Plus SCSI speed
242 JUSTCLICK.CPT Just Click, Sys 7 app. switcher
241 THINKP302.CPT Think Pascal 3.0.2 Updater
240 HELPMEIS.CPT Toggle Balloon Help on Extended Keyboard
239 SYSTEMSW.SIT System switcher for multiple folders
238 SNDMOVER171.CPT SoundMover Package v1.71
237 MACACLOCK.CPT Analog clock
236 JUMP.START.CPT Get rid of "Application not found" msg
235 AUTOMENUS.CPT Customize menu operation
234 APPLICON.CPT Sys 7, Puts active apps icon on desktop
233 SYSTEM7.0.KEYBO Sys 7.0 Keyboard Patcher
232 EXTMAN.CPT Extension Manager 1.0, for Sys 7.0
231 MAC.PROF.CPT List hardware, software in your system
230 CHIME.CPT Play sounds at set intervals
229 SB.FIX.CPT Fix Super Boomerang for Sys 7.0

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MACWORLD EXPOSITION

System 7.0: Should You Make the Switch?

byRalph J. Begleiter

There are lots of good reasons to keep *watching* the progress of Apple's new system software for the Macintosh, called System 7.0. But unless you're an adventurous MacNovice, this is a good time to sit back and let someone *else* be the guinea pig.

Especially for novice Mac users, System 7.0 is likely to be a disappointment and more trouble than it's worth. That's not to say you won't enjoy switching to the new systems software *eventually*, but if you try it *now*, you'll just get into trouble.

Better to familiarize yourself with the way the Mac works under tried-and-true versions of the Macintosh system, such as software version 6.0.5. This version works nearly flawlessly. So you won't be bothered by system crashes when you're just trying to learn the Macintosh way. Using this time-tested software, you'll become familiar with the electronic "desktop," with its files, folders menus and trash can.

Once you've become accustomed to using the standard "Finder," (the program that presents you with the disk and folder icons), you can get adventurous and try working with the "MultiFinder." This step will familiarize you with the concept of working with more than one program running at the same time. You can switch back and forth between, say, a word processor and a graphics program or an accounting application.

MultiFinder will prepare you somewhat for System 7.0, because the new system software operates like MultiFinder *all the time.* Once you're comfortable with it, by all means experiment with System 7.0. But you probably won't want to make the switch right away.

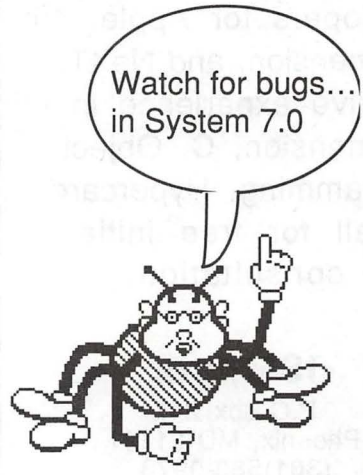
Here's why:

• Many standard Macintosh programs are just *beginning* to make the transition from earlier system software compatibility to System 7.0. Current Macintosh industry publications are filled with listings of programs that aren't quite *ready* yet for System 7.0. Some are incompatible, which means they don't run at all. Others run into problems when they're operating under System 7.0.

• Very *few* Macintosh programs have yet been redesigned to *take advantage* of System 7.0. This is a difficult concept for MacNovices. But here's what I mean: Even if a word-processor *runs* okay under System 7.0, it may not yet be capable of taking advantage of System 7.0's ability to transfer commands and data between one program and another. Theoretically, you could copy a spreadsheet chart from, say, Excel, into MacWrite. Under System 7.0, you should be able to *change* the spreadsheet chart and later discover that your very latest changes have been *automatically* been noticed and adopted by the pasted version of the chart in your word processing document. (This is Apple's new System 7.0 concept called "Publish" and Subscribe.") But most word processors and spreadsheet programs are not yet capable of *using* that "publish" and "subscribe" capability. So why bother to switch to System 7.0?

Likewise, under System 7.0, it will be theoretically possible to have your word processor send commands directly to your spreadsheet program to calculate some numbers you're using in one of your letters. But, *right now,* most programs aren't updated yet to take advantage of this new System 7.0 capability.

• Although Apple has gone to great lengths to be sure System 7.0 is "bug-free," the history of such major system software upgrades suggests that there will inevitably be some bugs.



MACINTOSH

You might want to wait until a later version is released before making the switch.

• Merely making the switch is a monstrous task. You've got to check your existing files for compatibility, reorganize your system folder, discard certain system files which conflict with the new system, etc. It'll be worth doing when the right time comes. But to make the switch *now,* only to discover that many of your most-used programs don't *work* would be a disappointment.

• Switching to System 7.0 is *expensive.*

The Apple system software itself is a bargain. Even if you want all the manuals, you pay less than $100 for one of the most extensive software rewrites in Macintosh history. But hundreds of software developers have *already* begun to collect "upgrade" fees for rewrites of their own programs to make them System 7.0 compatible. Some of these "upgrades" are expensive (Excel is a prime example). Others, individually, are relatively inexpensive. But you'll be nickeled-and-dimed to death. $15 to upgrade your phone index program. $30 to upgrade that utility that takes screen shots of your Mac. $45 to upgrade your "macro" utility. Bigger upgrade costs for your word processor and spreadsheets. And so it goes.

Again, these upgrades will probably be worth the price, once you switch to System 7.0. But if you switch right away, you'll find yourself *waiting* for the upgrades, instead of just collecting them for the day when you *do* decide to make the switch.

As you look into software being "upgraded" for System 7.0, be aware of various levels of upgrades. Here's a MacNovice guide:

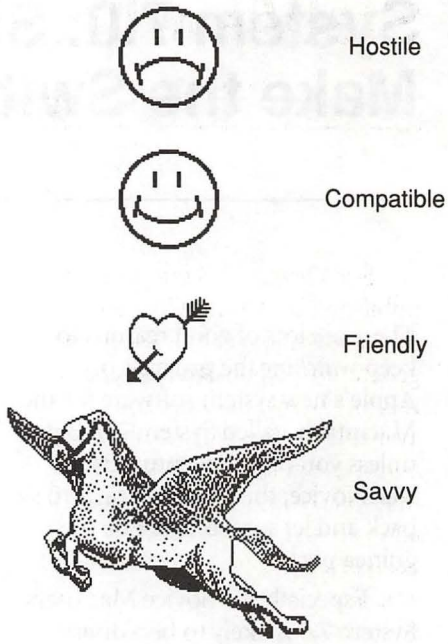
"System 7.0 *hostile*" software won't work with the new system. It'll crash your computer.

• "System 7.0 *compatible*" software is a program which will *run* under System 7.0. These programs won't crash under System 7.0. "Compatible" does *not* necessarily mean the software will do anything it couldn't do under older system versions.

• "System 7.0 *friendly*" software takes advantage of *some* of the new system features, such as new "help" features and perhaps the "publish & subscribe" feature.

• "System 7.0 *savvy*" applications (of which there are *very few available* at this time) take advantage of *all* of Apple's System 7.0 features (including the "inter-application communication" feature I mentioned earlier and the ability to work with larger amounts of memory).

System Seven



How can you determine where new software falls in these categories? Good question! You'll just have to read the software descriptions carefully to see whether a program is "savvy" or merely "friendly." Then you've got to decide whether it's worth the money to buy a merely "friendly" version, knowing that a "savvy" product is almost certainly under development.

It'll be a long time before there are many "savvy" applications available. I'm not suggesting you should wait until everything's "savvy" before you switch to System Sever. But, for MacNovices especially, you'll do yourself a favor by tempering any desires to be the first Mac user on your block to have System 7.0 running on your machine.

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StatView II

by Tim Gunn

StatView II 1.03 is a program published by Abacus Concepts, Inc. for statistical data analysis and for generation of presentation graphics. It is one of several programs available for the Macintosh that perform statistical analyses which, in the early 1970s, required access to an expensive mainframe. Further, StatView II supplies well–integrated graphics facilities (something which still seems beyond the capabilities of the mainframes and minis).

This program is particularly useful to those, like myself, who are not professional statisticians but who use statistics in their work. In my case, I often need to do statistical analyses of simulation results and I detest having to access the statistics functions available in VAX libraries to do it. I also hate writing custom FORTRAN plotting calls. With this program, I need do neither. Instead of wasting time writing analysis code, I can spend my time analyzing data. (Or I could, if I could get a Mac II at work!)

What You Need In Order to Run StatView II

StatView II runs only on the Mac II series with a 68020 or 68030 with a coprocessor. It requires a minimum of 1 MB, System 4.2 or later, and "strongly recommends" a hard disk. The documentation claims any system satisfying these requirements will run StatView II, including Mac SEs and Pluses equipped with accelerator boards. (Abacus also publishes StatView SE+Graphics for use on the unenhanced Mac Plus or SE.)

I tested the program on a Mac IIci with 8 MB of memory and with System 6.0.5. I experienced no crashes or other system related problems, but I did observe some erratic behavior when using StatView to print to my H–P DeskWriter. (I was using the H–P printer driver version 2.1.) The text ran together in the title of a figure, but when I copied the figure to the Clipboard and pasted it into a MacWrite II document, it printed correctly (figure 1).

StatView's Documentation

I tried my usual approach to Mac software ("Manual? What manual?") and quickly found that only a few of the things I wanted to do were immediately obvious, so I turned reluctantly to the documentation. StatView II comes with a 277–page manual which includes a nine–page "Quick–Start" section and a 50–page "Learning StatView II" chapter. The quick–start section shows how to carry out high–priority tasks. In particular, it shows how to determine the mean, standard deviation, maximum and minimum for any variable (or for all of them) with a menu command, how to create and modify a plot and how to generate new variables as transformations of existing variables in a dataset (with reciprocals, square roots and trigonometric functions, for example).

Several examples are included on the program disk. One of these examples collects data on cholesterol levels—a subject of topical interest—and is used as the basis of the "Learning StatView II" chapter, which provides a detailed and well–written tutorial on many of StatView's features.

Overall, the manual is quite good. It is not, however, a tutorial on basic statistics. It generally assumes that the user is familiar with statistical concepts and conventions. Also, there is no on–line help available, so the manual is likely to be your constant companion. An appendix is provided which gives the formulas used for the descriptive statistics (like mean and standard deviation) and comparative statistics (like the goodness of fit chi–square test). The four–page index is a reasonably complete listing of topics but fails to list the most important occurrences of some items. Most of the topics in the index reference only a single page, usually the first occurrence of the item.

Overview of StatView II

StatView II is a statistical analysis package which provides the user with immediate access to the statistical functions and analytical tools which are covered in a couple of semesters of college statistics classes. Computations are carried out in 80–bit extended arithmetic, providing about 18 decimal places of accuracy. It uses the spreadsheet format for data display and entry. Each spreadsheet is referred to as a "dataset." (StatView II limits the user to eight open datasets on the desktop at a time.) Each column on the display holds the data associated with a given variable and each row holds the data associated with a given case. A user–defined name of each variable is displayed at the top of each column.

The user can select any number of columns of data as x or y for comparison plotting or correlation

(Please turn to page 79)

Warnings Department

Beta Test Blues

by Jim McMurry

It began innocently on New Year's Eve. My reasons were logical, almost compelling. Within 5 months, I did "beta tests" on three programs and stumbled into Macintosh System 7.0, too. My head is spinning. I think I've got the Beta Test Blues.

If you don't know the term "beta test," allow me to enlighten you. When computer programs are written, the workings of the program are known quite well to the author/programmer. He/she knows the aims, operations and reasons for everything about the program. He/she not only knows what to do with the program, but he/she also knows what *not* to do with the program.

So when the program appears ready for release and publication, some interested but uninvolved persons are asked to use the program in order to make certain it works as the author "knows" it will. The person(s) asked to try it out are called "beta testers" and they are trying out the "beta version." (Many series of "alpha" versions were used in the development of the program.) These beta testers expect to find a program that works, with a few flaws here and there, although some testers apparently delight in attempting to find ways to crash the program.

The beta testers send their comments back to the author/developer, who in turn fixes up those problems. Thus, the program is all polished up for the public and ready to be duplicated and placed on the dealers' shelves as the "final version." ("Final," of course, is not the same as "ultimate," assuming the programmer lives one more year. A live programmer will soon produce an "important" upgrade soon for "only $ 100"—which the programmer will assure us is far less than these new features are worth.)

It should be noted that this has described the newer process of program development with an almost obligatory phase of beta testing. A few years ago, before the beta test process became part of the routine, MacUser magazine had more than mouse ratings to award. Once in a while an intrepid programmer offered the public a nifty program which didn't work very well; sometimes these programs "bombed" on the Macintosh, which ceremoniously displayed the apologetic "BOMB" dialog box (the one that does NOT have an outlined "OK" button. If you haven't seen one, not to worry—your day will come).

The MacUser method of rating these non-beta tested beauties was to list the program not with mice icons, but with the Macintosh BOMB icon. Humiliation, the power of the press, etc. This, of course, is the grimy past history of software for the Macintosh computer. Unfortunately, the bombs still occur with released versions.

I'm not a techie type; my splurge into BASIC on my 48K Apple II+ taught me a valuable lesson: I was not cut out for that work. I like the "appliance" or "automobile" metaphor—"you don't have to be an automotive engineer to drive a car." I like my Macintosh; it helps me do work faster, better, and more efficiently.

Though my season of beta testing started on New Year's Eve, the first hints appeared in November. In response to some wonderful suggestions which I offered about the operation of Quicken 1.5 to its maker, I was offered the chance to "beta test" Quicken 3.0. It seemed relatively painless to send in the post card and agree. Quicken 3.0 would be sent in late January and I agreed to get right on it and promptly send back the questionnaire.

OMNIS 5/MedQuest 5

On New Year's Eve I started converting my 3 1/2 years worth of medical office "Accounts Receivable" from the fairly solid, though stolid, MedQuest program (a special Omnis 3 database program) to the new, improved Omnis 5 version. I planned to retain the old records, approaching 32 Mb and 70 minutes of backup time daily, in an archive on a Syquest 44 Mb removable and run the new program with a trim, purged data file. When the old data was needed, we could pop in the Syquest removable and look it up. But on a daily basis, the converted data file and new program would be small and quick. Obviously, the proper time to make a changeover was at the end of the year. If someone wanted information prior to 1991, we would always know just where to find it.

I started the conversion at 5:00 PM on New Year's Eve (with three sets of backups!), then went home and dressed to go out to dinner. My wife is a good soul; she was tolerant as we stopped briefly at the office on the way to the restaurant. The conversion seemed to be working well. We then had a nice evening at Alexandria's venerable Gadsby's Tavern. My wise, tolerant and understanding wife not only drove us home, but she even agreed to stop by the office at 1:30 AM to check on how the conversion was

coming. It seemed to be going quicker than the authors had even thought possible.

It turned out that January 1st was a portent of things to come in this season of beta testing. The conversion didn't work; I knew it by 10 AM. Since it was early on New Year's Day, no one was available at the author's shop. For three days we did our accounts by hand. None of the page-long Medicare forms could be printed for the patients. We did everything the old fashioned way, but we were putting off work that we knew would require that inevitable catch-up. The conversion program was worked over and, through the work of the programmer and the speed of Federal Express, the conversion was finally accomplished. (While waiting for the rewritten conversion program, I found ways to toss out more stale data from the Data File, so less time was needed to do the conversion.)

We then embarked on a month of further, unintended beta testing. Though the program had been "working fine" for three months in the medical office of the original program author, the rewritten program (to "take advantage" of the improvements in Omnis 5) was only being started in three other offices. It seems that two other people wanted to make the conversion at the end of a calendar year, and they managed to get the program "early" also. We spent a month finding the bugs and jointly correcting them. The actual beauty of the Omnis program was the ability of the programmer to call me back in 1-2 hours with a fix. I could then sit at my Mac as he dictated the code to change. Since most Omnis 5 programming is "point and click" there were no "SYNTAX ERROR" messages after we finished the telephone call and had made the changes. It was a long, nerve-wracking month, though. We eventually had a solid, dependable program again. Is it better? Well, yes, a little bit. But perhaps the biggest difference is that it is simply different. However, when Omnis 5 and System 7.0 work together, I can hook a new computer in my back office to the Mac II in the front office—I will then access that data at will. This should improve the function of the office.

I didn't volunteer to beta test this program. But beta test I did. Last week I was offered the chance to beta test the new module to this program; one that will provide "Electronic Claims Submission," which means that pertinent information will be sent as data files via modem to the health insurance companies, rather than sending the paper claims for them to key-punch again (we have already typed it once).. I just said, "No." Great idea, but I will let someone else beta test this one.

Payroll Tax Assistant

When MacInTax came, I was offered a chance to get "Payroll Tax Assistant" for the greatly reduced price of $50. I decided to try it. Figuring payroll deductions and then doing the Quarterly Reports is tedious and a little anxiety-producing. All the information goes to the IRS and they don't have a reputation for being understanding and lenient with mistakes. So $50 later, right after converting the Omnis 5 data, I spent a weekend learning about Payroll tax work and entering each paycheck's information for the 1990 calendar year. Unfortunately, the Payroll Tax Assistant didn't work smoothly. I vented my spleen in a letter to SoftView, Inc. I didn't receive an answer to that letter. The 1991 version of Payroll Tax Assistant was due out by the end of March, 1991, so the 1st Quarter Payroll tax forms could be filed. When I checked at Egghead in April, only the sad little boxes of 1990 versions were present; the program is still listed in MacWarehouse, too, but it is unclear whether it is the flawed 1990 version or an improved 1991 version. (They did not notify me of any ungrade—gee, my letter wasn't abusive, just blunt.) I hope that SoftView didn't spread itself so thin that they can't keep up MacInTax. This was the second, unintended trip to the "beta test" follies in the month of January.

No, Quicken 3.0 beta did NOT come out in January as planned. February and March were uneventful and the anxiety which had previously accompanied each mouseUp click gradually diminished. It was a pleasant, not too cold winter, and spring looked hopeful. But where was Quicken? It was going to be my big chance to be an official "beta tester." I finally called Intuit, Quicken's maker. "Real Soon Now" was the reply. With so much time spent doing taxes, I never missed the beta test of Quicken in March and April.

Quicken 3.0

In early May, the Quicken 3.0 beta 1 arrived—in a box no less! The Quicken 3.0 prototype manual has 399 numbered pages, following the introductory xiv pages. It was presented as a xerographic copy of the PageMaker (?) sheets for the planned manual. Boy, did this thing make mistakes! The promise for Quicken 3.0 is the ability to merge reports of two or more accounts or even types of accounts into one. (We have used Quicken for Accounts Payable for about 6 years, with an 18 month interlude with MacMoney between the Quicken Apple II versions and Quicken Mac.) At the end of each month, Quicken data on the checking account and the petty cash account were exported as separate files and taken into Excel to be merged. (With Quicken 3.0 this merging of accounts will be done internally by Quicken itself.) To make a long story short, the beta testing of Quicken 3.0 was not only a rather

exhausting task, but at times it was exciting as well!

On about 6-7 occasions I got Quicken to "bomb" in a spectacular fashion. By clicking the "OK" button for a report, the screen would freeze and dim, the keyboard and mouse stopped working and the poor little Mac SE would issue sizzling noises. Yes, that's right, siszszszszling noises! Why did I ever give it a chance to try again? I still can't answer that one. Faith in the Macintosh? Faith in Intuit? My stupidity? Stubborness?

The friendly voice at the end of Intuit's 800-area-code-beta-test-report-line suggested that I reinstall my System file. My System file had probably been corrupted and Quicken 3.0 beta couldn't cope with the alteration. I did; it didn't help. Did I do something wrong? Maybe I should try again. Siszszszszsle. I tried multiple things, removing other inits, etc., siszszszszsle, etc. siszszszszsle, etc. siszszszszsle, and finally I put it to the side and filled out the questionnaire.

In addition, I wrote a detailed letter. I should mention that a week after receiving beta 1, beta 2 came to solve a few of the early problems. Then, Federal Express arrived with Quicken 3.0 beta 3. AHA!, no more siszszszszsle when I did a report on the Mac SE. Wrong!!! Once again siszszszszsle! Can you believe I tried two more times? The siszszszszsle was eliminated by trashing the "Quicken Settings" file from beta 1 version and replacing it with the new "Quicken Settings" file from beta 3. No more problems.

In fact, I decided to switch over to Quicken 3.0 beta 3 for my routine work. It merges the accounts into one. It retains Memorized Report formats for regular, recurrent use. I can add the "CLASS" of "PAYROLL" to the account categories dealing with payroll and get summary reports of all payroll-related expenditures (this will practically eliminate any need to use the "Payroll Tax Assistant" from SoftView). Personally, the 400 page manual and methods for doing classic debit/credit bookkeeping go against the old, "simplicity" feature that first attracted me to Quicken. Frankly, this non-accountant could not evaluate all the new features. The parts I use work better; I'm happy. I would give it 4 1/2 to 5 mice. I only hope that the price doesn't increase too much from the added features. The refined program works well in the limited fashion for which I use it and the new features do not get in the way. I could recommend it to neophytes with the caution that "You don't really HAVE to do all the things it CAN do. You can use it nicely in a limited fashion, and then expand the functions that you use, as needed."

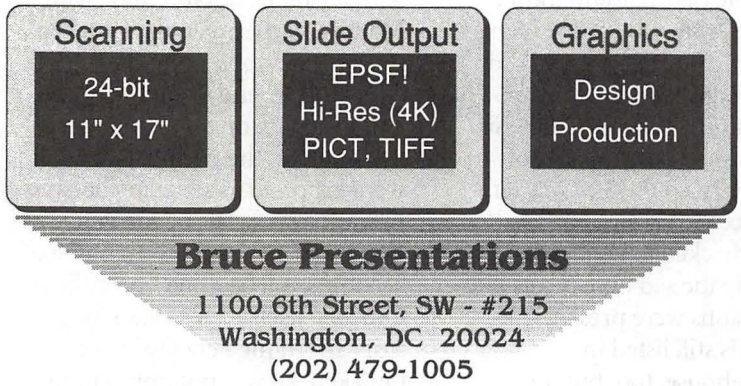
System 7.0

And then System 7.0 arrived. Life was simpler when I had fewer options than System 7.0 offers. Half or more of my programs are "compatible," mostly. Let's see—if I use TrueType, then I can drop Adobe Type Manager, Adobe Type Reunion, Adobe Font Porter and reduce that bunch of Type 1 font icons in my System Folder, right? But if many programs don't quite work right, maybe I should wait. As a matter of fact, Pagemaker 4.0 wants 1.5 Mb and System 7.0 wants 1.2 Mb which is more Mb than my 2.5 Mb SE has got!

Does TrueType work? Yes, after I stared at those new, green and white System 7.0 manuals for 2 days, the disks just seemed to pop in and install themselves on my Sysquest removable. Will Font Monger®change my Adobe fonts to TrueType? Yes. Will mongered fonts print? Yes. How do I know? I used a bunch of them in a WriteNow document to test it out on my DeskWriter. They were pretty as you please at 12 point—Uh Oh, maybe the software was sneaky and used the old 12 pointers! Hmmm, try 18 point the next night on the ImageWriter—beautiful renditions from TrueType. TrueType printed prettier, but slower than Adobe Type 1 fonts with Adobe Type Manager. So I can become less cluttered and print prettier with System 7.0 TrueType, but the trade-off is slower printing. (And some of my other programs aren't quite ready yet.)

I am tired, confused, and uncertain in whichever version of whatever I am using now. I'm ready to pick up the sax, blow a low mournful note or two, and sing the Beta Test Blues.

Jim McMurry is a Bethesda physician specializing in diabetes and endocrinology. Though he has been an Apple user since 1981, he joined the Washington Apple Pi shortly after arriving in the area seven years ago.



Book review

The Little Review Article

by Jon Slobins

I have some good news and bad news. First, the bad news: System 7 has been discovered to contain disastrous bugs!

Now the good news: the System 7.0 in question is the phone company's Signaling System 7, responsible for the collapse of the C&P Telephone network this year in D.C., Maryland, and Virginia, as well as last year's collapse of AT&T's long distance network.

And there's more good news. Just out is *The Little System 7 Book!*

The Little System 7 Book, by Kay Yarborough Nelson, is a gem of a book. Published by Peachpit Press and listing for $12.95, this latest offering on System 7.0 features the an improved version of the excellent design that Robin Williams used for her *The Little Mac Book* (also published by Peachpit). And its readable interior reveals a quick-to-use reference book covering the features of System 7.0.

To give you an idea of the comprehensiveness of this book, let me list the chapter titles:

Chapter 1: What's New in System 7?
Chapter 2: The Finder and the Desktop
Chapter 3: Icons
Chapter 4: What Else is New?
Chapter 5: Starting Programs and Opening Documents
Chapter 6: Control Panels
Chapter 7: Fonts and Printing
Chapter 8: System Tools
Chapter 9: Netiquette
Chapter 10: Oh, No! (Trouble-shooting)

Chapter 1 is an overview of System 7.0, while Chapter 4 covers various aspects of the system (the new Find command, aliases, labels, stationery pads, and new feature shortcuts). Chapter 10 mostly addresses problems that aren't just found under System 7.0; the hints on problem-solving in this chapter generally come in just as handy for problems under System 6. Indeed, Chapter 10 has the same flavor as "The Macintosh Bible 'What Do I Do Now?' Book."

In addition, the book includes an appendix on installing System 7.0 and an index. The appendix is only a two-and-a-half pages long, but it handily supplements the directions that Apple provides for System 7.0 installation by giving you that much more information. The index is quite comprehensive; between it and the sub-topics under the chapter titles in the Table of Contents, you should be able to find information on any System 7.0 topic.

Actually, the only slightly irritating aspect of *The Little System 7 Book* is caused by a little too much cross-referencing. In Chapter 1, the overview refers you to pages elsewhere in the book where you can supposedly learn more about the topic under discussion. Chapter 1 mentions the intriguing fact that you can now open a document by dragging it over an application's icon, and if that application can open the document, it will (e.g., dragging a TeachText document over the WriteNow application's icon might open it). The paragraph referred to page 60. But while that section covered opening documents, there was no additional information on dragging a document over an application.

But that's a distinctly minor flaw — after all, the topic gets covered so you know it exists. As a matter of fact, it's amazing how much information can be crammed into only 148 pages, without falling into the trap of forcing the reader to wade through long sections of text.

But don't just take my word for it: a sticker on the book quotes Steve Costa, Executive Director of the Berkeley Macintosh User Group, as saying "I've read all the available System 7.0 books, and this is definitely the best in terms of what most people are going to need."

I agree.

When Jon Slobins is not reading new books, he can usually be found coloring them.

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Software review

No More Pain in Planning

by Jim Campbell

The challenge in every new venture is to know what to do and where to go. Biz Plan Builder, from JIAN, is a software template for a Business Plan that solves this problem for both novices and experienced entrepreneurs.

This low-priced software package, available for both Mac and MS-DOS machines, provides two major resources. The first resource has two parts: about half of the documentation explains how to operate the software, while the other half is a primer on developing a business plan, financial ratios and ideas for the business analyst. The other resource is a disk which provides templates for the Business Plan and financial documents in formats compatible with leading Macintosh software products. The applications supported include: MacWrite 4.5, 4.6, 5.0, II or later; Excel 1.5 and up; Word 3.01 or later and any application that can use files in these formats.

The authors make no claim that Biz Plan Builder is the only authoritative source available. Biz Plan Builder is only a launching point. JIAN recommends that software be used in conjunction with consultation and assistance from professionals such as attorneys, accountants, business advisors and others who can help and provide advice on business plan development.

The text offers good ideas and lead-ins for discussion topics. The text provides a topic sentence and often ends with an XXX which allows you opportunity to add facts, figures or more text to finish the idea tailored to your business concept or product.

In addition to the templates provided, with ample instructions for a novice computer user, Biz Plan Builder provides a general discourse on business, marketing and financial principles that will be helpful even to the experienced business plan developer. It sheds some light on the thought process of the readers of business plans—those important people who give you the money and other financial backing you need to get a start or expand your venture.

The ideal way to start Biz Plan Builder is to print the existing documents, place them in a three-ring binder with tabs and begin to edit, expand and amplify the existing texts. The templates themselves are structured chapters or sections of the business plan.

To help you get started with your first business plan, the templates are organized with bolding, different font sizes for logical relationships, italics for emphasis and similar design features.

The program is not perfect. Apparently, the spell checker was operated by someone with fast fingers on the "OK" switch. Several commonly used words are misspelled or run together. Block margins, better accepted in the business environment, could have been used; page breaks do not always follow the rules of "hanging widows"; and use of tab indents after bullets would improve the structuring. (But of course you will fix all these items in your edit of the document.) Also, over a dozen pages of 'commercials' for the author's other texts and software provide an unnecessary distraction.

The document is set up to make full use of your word processor's "Search and Replace" function. Many words such as (Company), (product), (other product/service), (additional product/ services), (customers), are all embedded in the Business Plan and easily can be changed to your unique names and products via a "Search and Replace" global search.

It's not the old game of "Twenty Questions," but there are twenty questions to help focus your thoughts before tackling your business plan. Should you need assistance with operating the software, a customer service number is provided.

As one who has developed several types of plansfrom scratch, I feel qualified to recommend Biz Plan Builder as an excellent first step and as a model for your first efforts. Sure, it's not perfect, but it is a great leap forward from a blank piece of paper and a pile of books from the library. At least the formatting and structuring are there. Now you just have to put in your words and ideas to describe your company's product or service.

Jim Campbell, P.E., is an enthusiastic Mac user who, like all good Mac users, tells the world—at least those who will listen—about the merits of Macs. He plies his trade with Interlog, Inc. in Falls Church, VA, where he is currently the Principal Operations Research Analyst. With a title like that, he needs the Macs to solve the myriad challenges confronting him.

FileMaker Non-Pro

by Kevin Martin

Most of us know that database programs can be used to maintain lists of varying descriptions (mailing, membership, etc.). Two generic types of database applications are available for the Mac—relational and flat file. Of the two, relational are both more capable and more complex. As such, relational DBs are programmable and are used for heavy duty tasks such as corporate payrolls and billing and can handle tens of thousands of records quickly. Programmable DBs also afford nearly unlimited control over the presentation of data. Summarizing three different DBs on a single page is no problem. In this sense, they are very much like page layout programs. Although some programs such as FoxBASE + allow a degree of visual programming, as it were, the true power of such programs must be accessed via the convention universally loathed by Mac users—the command-line interface. It's a classic trade-off—programmables offer power at the expense of convenience, flat files are the other way around.

Not to despair. In spite of their non-programmable nature, flat file DBs do come equipped with numerous logical and mathematical functions that permit the user to do much more than simply maintain lists. They also offer a fair degree of control over data manipulation and output appearance. These functions, as well as other devices, aid users in accomplishing two things: generating a maximum of output with a minimum of input; and the ability to selectively extract or report only desired information.

Convenience does have its price. To gain the ability to manipulate and report data fairly easily, you must also deal with a rather rigid framework. If the program hasn't been designed to do what you want to do, you're out of luck. This can be a hindrance for the casual or infrequent user as one spends a disproportionate amount of time figuring out how to do something not covered by the program's documentation. If what you wish to do involves more that just maintaining lists, you are on your own.

The most popular flat file DB for the Mac is FileMaker from Claris. In its latest iteration—FileMaker Pro—it has lots of cute gadgets and features, some of which actually work and are useful. Yet in spite of its thick manual with examples and tips, what one wants to accomplish with FileMaker seems to fall outside the scope of the documentation. The following example is illustrative of this syndrome and should be taken as one person's attempt at using the

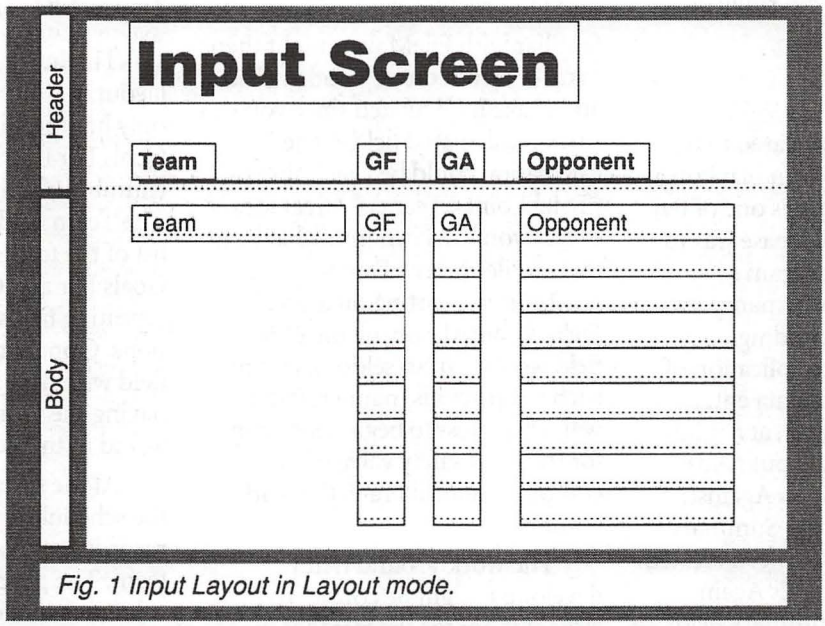

Fig. 1 Input Layout in Layout mode.

KNIGHTS
POTOMAC SOCCER

NCSL Division 1 Game Results

Bethesda				Braddock Road				Knights			
Tied	1-1	vs	McLean	Won	3-1	vs	Seneca	Won	2-0	vs	Vienna
Won	4-1	vs	Seneca		-	vs	Knights		-	vs	Braddock R
	-	vs	Washington		-	vs	Vienna		-	vs	Prince Wm
Tied	1-1	vs	Knights	Won	2-1	vs	McLean	Tied	1-1	vs	Bethesda
Lost	1-2	vs	Braddock Road	Won	2-1	vs	Bethesda	Won	1-0	vs	Springfield
Won	3-0	vs	Prince Wm Stars	Tied	1-1	vs	Springfield	Won	2-1	vs	Prince Wm
Won	2-1	vs	Springfield	Won	3-2	vs	Prince Wm Stars	Won	1-0	vs	Washington
Tied	2-2	vs	Prince Wm Pumas	Lost	0-1	vs	Washington	Won	5-1	vs	McLean
	-	vs	Vienna		-	vs	Prince Wm Pumas			vs	Seneca

McLean				Prince Wm Pumas				Prince Wm Stars			
Lost	1-4	vs	Prince Wm Stars	Won	3-1	vs	Springfield	Won	4-1	vs	McLean
Tied	1-1	vs	Bethesda	Lost	1-2	vs	Prince Wm Stars	Won	2-1	vs	Prince Wm

Fig. 2 Game Results Layout in Print Preview Mode

program to solve a particular problem, not as an example of the right way to solve the problem. For all I know, there may be fifteen different and better ways to accomplish what I did. It is hoped that this article will elicit informed responses from those of you who really do have a better way.

The Problem

The problem appeared to be straightforward. My son plays on a soccer team. His team is one of ten in the league. The database was to be used to track each team's individual game performance and to generate league standings. Without regard for duplication of effort or economy of data entry, each record could have, at a minimum, the following input fields: Team; Goals For; Goals Against; Opponent; and Points. Summary fields would then have been created to total Goals For, Goals Against, and Points. These summary fields would then be put into a sub-summary part in a layout called Standings, sorted by Total Points, and boom, who's in first.

Were it only just that simple... Seems that FileMaker will not permit sorts on summary fields, but that's precisely the field needed to sort on in order to develop a ranking of teams. Those of you familiar with FileMaker might then ask, "Why not create another field and make it calculated since you can sort on calculated fields? The calculation could be CalcPoints=-(Total Points, Team)." Great idea, except you then run into what I call one of FileMaker's Documented Un-Features, sorting on a Break Field. Granted, sorting on a break field works, but so seldom, and in such a capricious manner, that it will drive most to begin searching for the great safety valve of the computer semi-literate, the work-around.

The work-around that I developed might be considered elegant if not for the fact that the score for each game must be entered twice. Naturally, this increases the potential for error exponentially, which in some circles is frowned upon. Being somewhat insensitive to the finer points of precision, I'll describe it anyway, layout-by-layout.

Layout #1: Input

The Input Layout is the only layout in which data is entered and only has four fields: Team (text); Goals For (number); Goals Against (number); and Opponent (text). The Team field is a scrolling value list of the teams in the league. Both Goals For and Goals Against are repeating fields with nine repetitions. Opponent is also a repeating field with nine reps in addition to having the same scrolling value list found in the Team field.

At the start of the season when the schedule is published, ten records are created, one for each team. The purpose of the scrolling value lists is to eliminate repetitive data entry and to insure consistency. A database doesn't care how

NCSL Standings

Team	Won	Lost	Tied	GF	GA	GD	Points
Washington	6	1	0	27	5	22	12
Knights	5	0	1	12	3	9	11
Braddock Road	4	1	1	11	7	4	9
Bethesda	3	1	3	14	8	6	9
Prince Wm Pumas	2	3	2	12	15	-3	6
Prince Wm Stars	2	4	1	9	19	-10	5
Springfield	1	4	2	9	13	-4	4
Seneca	1	4	2	11	17	-6	4
McLean	1	4	2	10	19	-9	4
Vienna	1	4	2	6	15	-9	4

Fig. 3 Standings Layout in Print Preview Mode

you spell a team's name, only that you spell it the same way each time. The nine games on the team's schedule are also entered at this time in the Opponent field. This pretty much completes the data input setup. All that is required from this point on is the entering of goals for and goals against as each team plays its games.

Layout #2: Game Results

This layout contains all of the fields found in Layout #1 in addition to a new calculated field (text), using the logical Function If(), called Status. It figures out, on the basis of goals for and against, whether the team won, lost or tied. The argument for Status is If(Goals For>Goals Against, "Won", If(Goals For=Goals Against, "Tied", "Lost")). This layout accomplishes two objectives—it provides a global look at each team's record versus its opponents and lets the reader know which games are yet to be played.

Layout #3: League Standings

Only one field carries over from the previous layouts—Team. The first new field, Won, is a calculated (number) field based on the argument If(Goals For>Goals Against, 1,0). Similar fields are created for Lost and Tied, and each repeats with nine repetitions. The values generated by these fields are not displayed but are used by three other calculated (number) fields—Total Won, Total Lost, and Total Tied. In each case the Sum() function is used. The Sum() function works just like a summary field (but only in repeating fields) and, since it is calculated, may be sorted. Total Goals For, Total Goals Against, and Total Points are also new fields using the Sum() function to create calculated totals. The remaining new field, Goal Differential, is a calculation of (Total Goals For-Total Goals Against).

The objective of the workaround has now been achieved. Team names are keyed only once in the value list and a one-time set up requires only scrolling and double-clicking to enter the names into each record. Scores are the only repetitive input. Buttons execute scripts that automate layout changes and sorts. All key figures are calculated and sortable.

As you might imagine, the structure for this database wasn't arrived at in a single sitting, but is the product of a lot of trial and error. It's reliable, simple, and requires only that two numbers be entered per team per game. The next step is to only have to enter two numbers per game. Any ideas?

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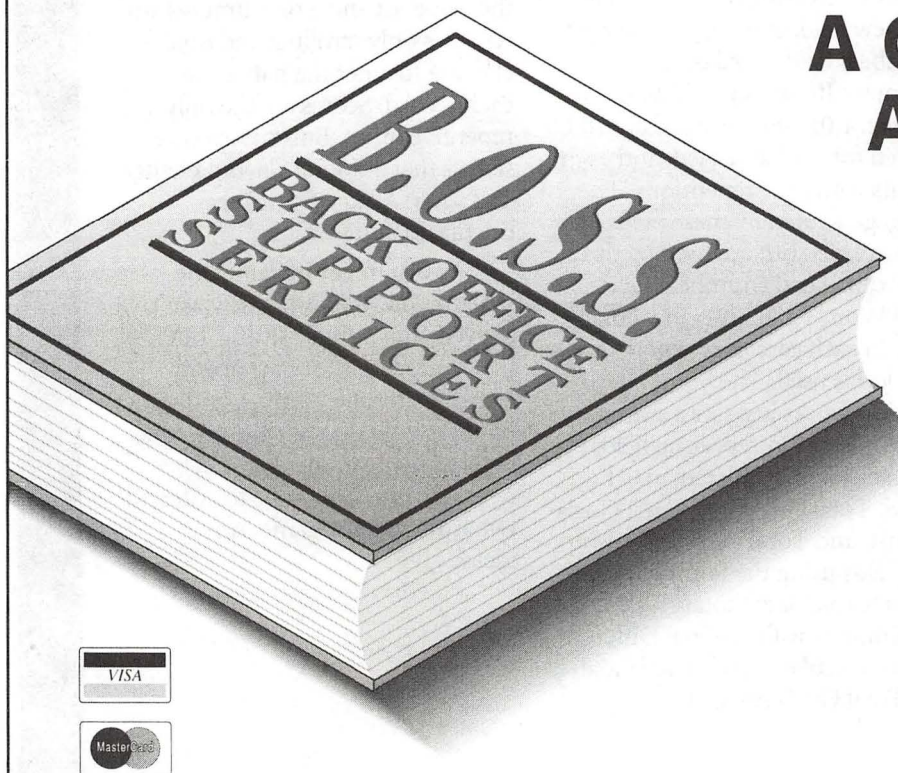

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WAP HOTLINE

CALENDAR AND SIG NEWS

AUGUST

1 Thursday
7:00 PM Columbia Slice ..... Columbia
7:30 PM GameSIG ..... office

Editorial Deadline—September Issue
Ad Copy Deadline—September Issue

5 Monday
7:00 PM PI-SIG ..... call
7:00 PM Tutorial (Dvorak keyboard) ..... office

7 Wednesday
7:30 PM dPub SIG ..... PEPCO
7:30 PM Mac Programmers ..... office

8 Thursday
7:30 PM Board of Dir.'s Mtng. (tentative) ..... office
8:00 PM StockSIG ..... office

10 Saturday
9:00 AM Annapolis Slice ..... Severna Park
9:30 AM Frederick Slice ..... Frederick

12 Monday
7:00 PM Tutorial (Mac. Intro (I)) ..... office

14 Wednesday
7:00 PM Telecomm SIG ..... office
7:15 PM Mac Databases SIG ..... ISS, Inc (Fairfax)

15 Thursday
7:30 PM AV SIG ..... office

19 Monday
7:00 PM Tutorial (Mac. Intro (II)) ..... office

21 Wednesday
7:30 PM Excel SIG ..... office
7:30 PM Fed SIG ..... call
7:30 PM HyperTALK SIG ..... Arlington

22 Thursday
7:30 PM Ed SIG ..... call office

23 Friday

Writers Deadline—October Issue
Ad Space Deadline—October Issue

24 Saturday
8:00 AM AppleWorks SIG ..... before WAP Mtng.
9:00 AM WAP General Mtng. ..... Fairfax, VA

26 Monday
7:00 PM Apple IIGS SIG ..... McLean (call)
7:00 PM Tutorial (Mac. Intro (III)) ..... office

28 Wednesday
7:30 PM Apple III SIG ..... office

30 Friday

Editorial Deadline—October Issue
Ad Copy Deadline—October Issue

August Meeting Site

The August meeting will be held at the Intelysis Auditorium at 12015 Lee Jackson Highway, Fairfax, Virginia.

Take Route 66 West and exit at Route 50 (Fair Oaks Mall) Stay in right lane and take the ramp that says "Shopping Mall." Stay on the access road and proceed straight ahead until you pass the Sears Service Center. Across from Sears is a building with a large sign that says "Lockheed." Intelysis is located inside.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday. 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 Pochepko 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 Road (off Rt. 2) Severna Park, MD, 9:00 AM.

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, tel.: (301) 345-3230, for information.

Apple III SIG —Meets informally quarterly; please call SIG chair for details

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; at Mt. Hebron High School. Meetings are usually at the Howard County Board of Education Building, Route 108, Columbia, MD, 7:00 PM..

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.

August

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

Meeting Notices

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, VA, 7:30 PM. Call Jim Manley, tel.: (703) 490-1034, to confirm location.

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

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

HyperCard SIG—currently dormant.

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

Mac Programmers—1st Wednesday; WAP office, 7:30 PM.

Macintosh Databases SIG—Second Wednesday each month of 1991, 7:15 PM start (until about 9:30 or 10:15 PM); at the demonstration room of Innovative Systems Solutions, Inc., Suite 300, 3702 Pender Drive, Fairfax, Virginia; just around the corner from the interchange of U.S. Route 50 and U.S. Interstate 66; absolutely free parking.

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

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

Telecomm SIG—2nd Wednesday, WAP office, 7:00 PM.

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

September

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*					

SEPTEMBER

2 Monday
7:00 PM — PI-SIG ..... call

4 Wednesday
7:30 PM — dPub SIG ..... PEPCO
7:30 PM — Mac Programmers ..... office

5 Thursday
@7:00 PM — Columbia Slice ..... Columbia
7:30 PM — GameSIG ..... office

11 Wednesday
7:00 PM — Telecomm SIG ..... office
7:15 PM — Mac Databases SIG ..... ISS, Inc (Fairfax)

12 Thursday
7:30 PM — Board of Dir.'s Mtng. ..... call office
8:00 PM — StockSIG ..... office

14 Saturday
9:00 AM — Annapolis Slice ..... Severna Park
9:30 AM — Frederick Slice ..... Frederick

18 Wednesday
7:30 PM — Excel SIG ..... office
7:30 PM — Fed SIG ..... call
7:30 PM — HyperTALK SIG ..... Arlington

19 Thursday
7:30 PM — AV SIG ..... office

23 Monday

Writers' Deadline—November Issue
Ad Space Deadline—November Issue

26 Thursday
7:30 PM — Ed SIG ..... call office

28 Saturday
8:00 AM — AppleWorks SIG ..... before WAP Mtng.
9:00 AM — WAP General Mtng. ..... call office

30 Monday
7:00 PM — Apple IIGS SIG ..... Bethesda (call)

Editorial Deadline—November Issue
Ad Copy Deadline—November Issue

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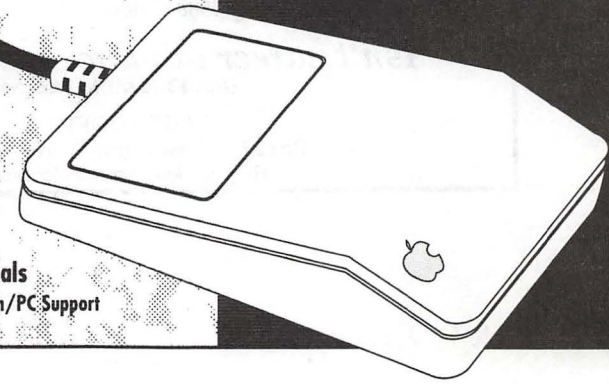

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How to Install System 7.0

by John Norstad
Edited by Lou Pastura

This is the first of two articles on System 7.0. The articles are based on (Okay, plagiarized from) materials developed by John Norstad at Northwestern University. If the name (Norstad, not Northwestern) sounds familiar, it is probably because Mr. Norstad is the author of the popular and respected freeware anti-virus program, Disinfectant. This information was originally developed to help users and staff members at Northwestern upgrade to System 7.0. Our only contribution was editorial, deleting references specific to Northwestern and editing to accommodate those deletions. We are very grateful to Mr. Norstad for his continuing contributions to the Macintosh community.

This document gives instructions for installing System 7.0 on your Macintosh.

We have tried to achieve a reasonable compromise between the conflicting goals of brevity, clarity, and completeness in this document. The information presented here should be enough so that you can install System 7.0 on your own and begin using it. We pay particular attention to special things you need to do to get some of the popular networking programs to work correctly.

System 7.0 requires a Mac Plus or later model with at least two megabytes of RAM and a hard drive. If you only have 2MB or 2 1/2 MB of RAM, System 7.0 will work fine, but you will quickly discover that you have much less free memory than you did under System 6. You may want to consider a memory upgrade to at least four megabytes.

System 7.0 should only be installed on workstation Macs. Don't try to install it on server Macs. The AppleShare file server and most other server software products are not yet compatible with System 7.0.

After you have installed System 7.0 using this document, you should read the companion document "How to Use System 7.0" to learn about all the new features of the system. This document will be published in next month's WAP Journal.

• Get a Copy of System 7.0.

The System 7.0 installation disks are available on the WAP Telecommunications System (TCS) or from the Disketeria. The files on the TCS are in "disk image" format. After downloading the files, you'll need a program named "DiskCopy" which you use to copy the image onto floppy disks. Disk Copy is also available on the TCS. The Disketeria disks come ready to use.

WAP can only provide the System software itself. We cannot provide the new Apple System 7.0 manuals. If you want the manuals, you will have to purchase either the System 7.0 package from a local Mac retailer or a mail order company. Consider patronizing a company that advertises in the Journal. They're supporting us, and we urge you to support them when you can.

The System 7.0 upgrade kits also include a new version 2.1 of HyperCard. We are not permitted to distribute HyperCard. HyperCard 2.1 is not required to run System 7.0.

Several books on System 7.0 are beginning to appear in the bookstores. You may wish to get one of these books as an alternative to buying an upgrade kit.

You can also find many articles about System 7.0 in the trade press. Back issues of MacWeek, MacWorld, and MacUser are available at the WAP office.

• Update the Printer Drivers on Your Network.

If your Mac is on a network and you share one or more LaserWriters with other Macs on the network, you need to upgrade the LaserWriter printer drivers on all the Macs on the network. Use the System 7.0 "Printing" disk to do this. Insert the disk and run the Installer program. Do this on each Mac on the network. The special installer will upgrade only the LaserWriter driver, nothing else.

The reason for doing this is to avoid the dreaded "LaserWriter wars," where incompatible versions of the LaserWriter driver on the network cause the LaserWriters to frequently reinitialize. The System 7.0 LaserWriter driver was designed to work under System 6 for just this reason.

If you use the Apple Print Spooler on your network, you also need to install the new System 7.0 LaserWriter printer drivers on the spooler Mac. To do this, copy the two files named "LaserWriter" and "Laser Prep" from the System 7.0 "Printing" disk into the System Folder or Server Folder on your spooler Mac. Then restart the spooler Mac. Copy these files by hand—don't try to use the Installer.

Once you have installed the System 7.0 LaserWriter driver on each Mac on the network, each

person on the network can then upgrade to System 7.0 at his or her leisure. You don't all have to upgrade at the same time.

- **Back Up Your Hard Drive.**

Use your backup utility program to back up your hard drive. In the unlikely event that something disastrous happens, you can use your backups to restore your old system.

- **Run the "Before You Install System 7" HyperCard Stack.**

Insert the "Before You Install System 7" disk and run the stack on the disk with the same name. One part of this stack will give you a guided tour of some of the new features of System 7.0. The second part of the stack will check all of the software on your hard drive and produce a compatibility report telling you which programs are compatible and which are incompatible.

The Compatibility Checker is very conservative. It will probably tell you that many of your older programs are incompatible. Don't let this discourage you. Our experience is that most of them will work just fine under System 7.0.

We know of two errors in the Compatibility Checker. In some circumstances, it may report that Disinfectant 2.4 is incompatible with System 7.0. This is not true—both Disinfectant 2.4 and the Disinfectant 2.4 INIT work fine with System 7.0. Also, it reports that Suitcase II version 1.2.9 is compatible. This is not true—you need version 1.2.10.

- **Check Your Hardware for Compatibility.**

If you have an Ethernet card, an accelerator card, any other kind of specialized hardware NuBus or direct slot card, or any kind of special SCSI device, check the compatibility checker report carefully for each such device. If a device does not appear in the report, contact the hardware vendor to make certain the device and its drivers are compatible with System 7.0 before attempting to install the system.

- **Make Room on Your Hard Drive.**

You will need at least four free megabytes on your hard drive to install System 7.0. If your disk is full, you'll need to delete or archive to floppies some of your old files.

- **Deactivate Your Old System Folder.**

We recommend that you install a completely clean new System Folder, even though in theory it is possible to install System 7.0 on top of your old System 6.

The basic idea is to first install a plain vanilla System 7.0 and make certain it works properly. Then reinstall all of your old networking software, INITs, control panels, fonts, and DAs. Reinstall and test these things one at a time. This way, if something goes wrong, you will know exactly which piece of software is causing the problem.

This process is more laborious than just installing System 7.0 on top of your old System 6, but it's safer. There are two other benefits to this approach: First, it gives you an opportunity to clean up all the nasty junk that has accumulated in your old System Folder. Second, it gives you an opportunity to become familiar with the new organization of the System Folder under System 7.0.

You first must "deactivate" your old System Folder. Drag the Finder outside of your old System Folder. You can drag it to any other folder. Then rename your System Folder to "Old System Folder."

- **Install System 7.0.**

Restart your Mac using the System 7.0 "Install 1" floppy disk. Run the Installer. The Installer will prompt you to insert the other installation disks as they are needed.

When the Installer is finished, you should have a new System 7.0 System Folder on your hard drive.

- **Restart and Experiment.**

Restart your Mac. You should come up in System 7.0. Experiment with the new Finder to begin familiarizing yourself with the system and to make certain that basic operations are working.

Note that your new System Folder does not yet contain any of your old INITs, control panels, fonts, DAs, preference files, etc. If you are on a LocalTalk network, you should be able to access AppleShare file servers and network printers, but most of your other networking software isn't going to work yet.

- **Familiarize Yourself with Your New System Folder.**

Open your new System Folder. You will see five subfolders that are new in System 7.0.

The "Control Panels" folder contains all of your control panels under System 7.0. Open it and look at the standard System 7.0 control panels. Double-click on the control panels to open them and experiment (but please do not turn on virtual memory or 32-bit addressing in the new "Memory" control panel.) This new folder replaces the old System 6 Control Panel desk accessory.

The "Extensions" folder contains all of your "system extensions." "System extension" is a new term which includes what used to be called "INITs" or "startup documents" as well as printer drivers, Communications Toolbox tools, and other add-on software which enhances the functionality of your Mac. Open this folder to see the standard System 7.0 extensions.

The "Apple Menu Items" folder contains all the objects which appear in the Apple Menu. In System 6, you could only put desk accessories in the Apple Menu, and you had to use the Font/DA Mover

program to do this. In System 7.0, you can put any kind of object in the Apple Menu, including DAs, applications, documents, and the new System 7.0 aliases (we will discuss aliases in the next section). Open your Apple Menu Items folder and look at the standard System 7.0 Apple menu items. Pull down the Apple menu. You will see that the items listed in the Apple menu are exactly the items present in the Apple Menu Items folder. To add items to the Apple Menu, you simply drag icons into the folder. To remove items from the Apple Menu, you simply drag icons out of the folder. Try dragging some icons out of and back into the Apple Menu Items folder to see how this works.

The "Preferences" folder contains preference files used by various programs.

The "Startup Items" folder contains all the objects you want to open automatically every time you restart your Mac. This new System 7.0 folder replaces the old System 6 "Set Startup" command. At this point, this folder should be empty.

Unfortunately, old programs which were designed for System 6 often don't use these new System 7.0 folders properly. For example, most programs will still expect to find their preferences files in the System Folder proper, not in the new Preferences folder. Similarly, some old control panels and extensions will only work properly under System 7.0 if they are placed in the System Folder proper, even though they really belong in the new Control Panels or Extensions folders.

Another new feature of System 7.0 is that it is "smart" when you drag an object onto the System Folder icon. Instead of simply placing the object inside the System Folder proper, System 7.0 will attempt to determine if the object really belongs in one of the new sub-folders. For example, if you drag a control panel onto the System Folder icon, the system will ask if you want to place it in the new Control Panels folder.

If you do not want an object to be placed in one of the new sub-folders, do not drag it on top of the System Folder icon. Instead, open the System Folder and drag the object directly into the System Folder window.

This is important in many of the steps below. When we tell you to drag an object "into" the new System Folder, we mean that the object should be placed in the System Folder proper, not in one of the new subfolders.

In System 7.0, the System file is a new kind of object called a "suitcase." Suitcases are very similar to folders in that they contain objects and can be opened to display the contained objects. Try double-clicking on your System file to open it. A window will appear listing all of the fonts and sounds installed in the system! You no longer need the Font/DA Mover under System 7.0. Fonts are installed by simply dragging them onto the System Folder icon, onto the System file icon, or into the System file window. Fonts are removed by dragging them out of the System file window. Try moving a font out of and then back into your System file window to see how this works.

• Learn About Aliases.

"Aliases" are a major new feature in System 7.0. We will need to refer to them in some of the steps which follow. An alias is an icon which stands for or "points to" some other icon. When you open an alias, the original file is opened. Aliases are very similar to the notion of "links" in the UNIX operating system, but they are more powerful. You can create aliases for files, folders, disks, and even servers.

As an example, open your Control Panels folder and click on the "Mouse" control panel icon to select it. Then select the "Make Alias" command from the "File" menu. A new icon will appear named "Mouse alias," with the name in italics to indicate that it's an alias. Now double-click on the alias file. The Mouse control panel should open. Try moving the alias file to some other folder and double-click on it again. Again, the Mouse control panel will open. When you're done experimenting, drag the alias icon to the trash to delete it. This deletes only the alias, not the original file.

Open your Apple Menu Items folder and look at the "Control Panels" icon. This icon is actually an alias to the Control Panels folder! When you select the "Control Panels" command from the Apple Menu, the system opens the Control Panels folder. Then you can double-click on a particular control panel icon to open it. Try selecting the "Control Panels" command from the Apple menu to see how this works.

• Reinstall EtherTalk.

If your Mac is on an Ethernet, you need to reinstall EtherTalk. The way you do this depends on whether your network is using Phase 1 or Phase 2, and on what kind of Ethernet card you use. Contact your network administrator for assistance.

After you have reinstalled EtherTalk, restart and make certain you can access your file servers and network printers.

• A Hint on Dragging Files.

In many of the remaining steps, you will be dragging files from your old System Folder or some subfolder to your new System Folder or some subfolder. The easiest way to do this is to open the old folder, set it to view by name, make it as tall as your screen, make it half as wide as your screen, and position it on the left side of your screen. Then open the new folder and do the same

thing, except position it on the right side of the screen. This makes it easier to drag icons from the old window on the left to the new window on the right.

You can also close your main hard drive window and any other open windows at this point. All the remaining work will be done inside the old and new System Folders.

As you proceed through the instructions which follow and open and close windows, try to keep all the old windows on the left side of the screen and all the new windows on the right side of the screen. This will help prevent confusion.

• Reinstall QuickMail.

If you use CE Software's QuickMail, you should use the regular QuickMail 2.2.3 user installer disk to reinstall the software.

First open the "Preferences" folders inside both your old and new System Folders. You should see a folder named "QuickMail Stuff" inside your old Preferences folder. Drag the "QuickMail Stuff" folder from your old Preferences folder into your new Preferences folder. This will move over all of your QuickMail address books, groups, forms, personal folders, and preferences.

Now insert the QuickMail user installer disk and run the "QuickInstall" program.

Restart your Mac. Experiment with QuickMail to make certain it works properly.

Note: The installer will place the "QuickInit" file in the System Folder proper. Don't try to move this file into the Extensions folder, even though that is where it really belongs under System 7.0.

Note: The installer will place the QuickMail DA in the System file. Don't try to move it out of the System file and into the Apple Menu Items folder, even though that is where it really belongs under System 7.0.

Note: QuickMail does not work properly if you turn on the new "32-Bit Addressing" option using the System 7.0 "Memory" control panel.

CE has announced a new version 2.5 of QuickMail which will fix all of the problems mentioned above. QuickMail 2.5 should be available this summer.

• Reinstall In/Out.

If you use CE Software's In/Out, you should use a special System 7.0-compatible version of the In/Out installer disk to reinstall the software. Insert the disk and run the "In/Out™ Install" program.

Restart your Mac. Experiment with In/Out to make certain it works properly.

Note: The installer will place the "In/Out™" file in the System Folder proper. Don't try to move this file into the Extensions folder, even though that is where it really belongs under System 7.0.

Note: In/Out uses a special piece of software called the "CE Toolbox." The special System 7.0-compatible version of the In/Out installer disk contains a new version 1.6 of the CE Toolbox. The regular In/Out installer disk contains an old version of the CE Toolbox which does not work properly under System 7.0. Make certain you use the special new System 7.0 installer disk.

• Reinstall MacTCP and TCP/IP Networking Programs.

If you use any networking programs which use MacTCP, you must reinstall MacTCP.

Open both your old and your new System Folders. Drag the files "MacTCP" and "MacTCP Prep" along with the related networking programs from your old System Folder into your new System Folder. Restart your Mac. Experiment with your networking programs to make certain they work properly.

Note: The MacTCP file must be located in the System Folder proper, not in the Control Panels folder, even though that is where it really belongs under System 7.0. You will probably want to make an alias to the MacTCP file and place the alias in the Control Panels folder, so that you can access it easily. To do this, click on the MacTCP file icon to select it, then select the "Make Alias" command from the File menu. This will create a file named "MacTCP alias." Move this file into your Control Panels folder.

Note: MacTCP is not compatible with the new System 7.0 virtual memory feature. Do not turn on virtual memory.

Apple has announced a new version 1.1 of MacTCP which will fix both the problems mentioned above. It should be available this summer or fall.

• Reinstall the Communications Toolbox.

If you use any program which uses Apple's Communications Toolbox, you must reinstall the communication tools.

The Communications Toolbox proper is a standard part of System 7.0 and you don't have to do anything to install it. The separate "communication tools," however, do need to be installed. In System 7.0, these tools should be placed in the new Extensions folder.

Open both your old and new System Folders. You should find a folder named "Communications Folder" inside your old System Folder. Open this folder. Drag all the tools from inside this folder to inside your new Extensions folder.

• Reinstall the Disinfectant INIT.

If you use the Disinfectant INIT, open both your old and your new System Folders. Drag the file "◊ Disinfectant INIT" from your old

System Folder into your new System Folder.

Restart your Mac. The Disinfectant INIT icon should appear as the last icon at the bottom of your screen during startup.

Note: The Disinfectant INIT must be located in the System Folder proper, not in the Extensions folder, even though that is where it really belongs under System 7.0.

• Reinstall Preferences and Other Miscellaneous Files.

Open both your old and new System Folders. Set your old System Folder to view by kind. Drag all of your old preferences and other miscellaneous document files and folders from your old System Folder into your new System Folder. Do not, however, drag over any of the following objects:

Any file which is already present in your new System Folder.
Any file with kind = "system extension"
Any file with kind = "chooser extension"
Any file with kind = "control panel"
Any file with kind = "Foreign File Access"
AppleShare Prep
Backgrounder
Communications Folder
DA Handler
Finder Startup
Key Layout
LaserWriter Prep
MacinTalk
MacroMaker Help
Macros
MultiFinder
Preferences
PrintMonitor
Spool Folder
System

If you have a Preferences folder in your old System Folder, open it. Also open the Preferences folder in your new System Folder. Drag over any remaining preferences files from your old Preferences folder to your new one.

Restart your Mac and make certain it still works properly.

• Reinstall Your Old Desk Accessories.

Open both your old and new System Folders. Double-click on your old System file to open it. You will see all of your old desk accessories listed. Open your new Apple Menu Items folder. Drag your old desk accessories from your old System file window into your new Apple Menu Items window. Do not, however, drag over any of the following:

Any DA which is already present in the new Apple Menu Items folder.
Access Privileges
Alarm Clock
Battery
Calculator
CD Remote
Chooser
Control Panel
FastFind
Find File
Key Caps
Note Pad
Puzzle
QuickMail
Scrapbook

Test all of your desk accessories. You may discover that some of them no longer work properly under System 7.0. You should remove the ones that no longer work. Open the Apple Menu Items folder in your new System Folder and drag any offending DAs to some other location (the trash can might be a good place.)

• Reinstall Your Old Fonts.

Open both your old and new System Folders. Double-click on both your old and new System files to open them. Drag your old fonts from your old System file window into your new System file window. Do not, however, drag over any fonts which already exist in the new System file window, because you don't want to replace a new System 7.0 version of a font by the old System 6 version.

• A Preliminary Note on Extensions and Control Panels.

In the two steps which follow you will be reinstalling your old extensions (INITs) and control panels.

System extensions and control panels are the most likely pieces of software to break under System 7.0. Test them carefully and be prepared to abandon the ones which no longer work.

An extension or control panel may even be so incompatible with System 7.0 that it causes your Mac to crash during startup. Don't panic! There's yet another new feature in System 7.0 which you can use to recover from this situation. Restart your Mac again with the Shift key held down. This will disable all control panels and extensions. When your Mac comes up, open your System Folder and drag the offending extension or control panel to any location outside the System Folder (again, the trash can might be a good place.) Then restart one more time.

• Reinstall Your Old Extensions.

Open your old System Folder and set it to view by kind. Open your new Extensions folder. Drag your old system extensions (INITs) and chooser extensions (e.g., Public Folder) from your old System Folder into your new Extensions folder. Do not, however, drag over any of the following:

Any file which already exists in your new Extensions folder
32-Bit QuickDraw
ADSP
Apple CD-ROM
AppleShare
CE Toolbox
CD Remote INIT
Desktop Manager
Easy Access
In/Out™
LaserWriter
QuickINIT
Responder
TrueType™

Drag over one extension at a time. Restart after dragging each file and test it to see if it still works.

If an extension does not work properly, try dragging it out of the Extensions folder and into the System Folder proper. Then restart and test it again.

• Reinstall Your Old Control Panels.

Reinstalling your old control panels is very similar to the process you just went through to reinstall your old extensions. The only difference is that you put control panels in the new Control Panels folder rather than in the Extensions folder.

Open your old System Folder and set it to view by kind. Open your new Control Panels folder. Drag your old control panels from your old System Folder into your new Control Panels folder. Do not, however, drag over the following:

Any file which already exists in your new Control Panels folder
CE Toolbox
Color
General
init cdev
Keyboard
Map
Monitors
Mouse
Network
Portable
QM Menu™
Sound
Startup Device

Drag over one control panel at a time. Restart after dragging each file and test it to see if it still works.

If a control panel does not work properly, try dragging it out of the Control Panels folder and into the System Folder proper. Then restart and test it again. If it works, you should create an alias to the file and place the alias in the Control Panels folder.

• Throw Away Your Old System Folder and Finder.

At this point, you should have finished moving everything useful over from your old System Folder to your new System Folder. The only items remaining in your old System Folder should be files which were replaced by newer versions in System 7.0, ones which serve no useful purpose in System 7.0, or ones which don't work in System 7.0.

Check to make certain that there's nothing left in your old System Folder that you need to keep, then drag it to the trash. You can also delete your old System 6 Finder file (the one you dragged out of your old System Folder earlier.)

• Notes on Virtual Memory and 32-Bit Addressing.

Two of the new features of System 7.0 are virtual memory (VM) and 32-bit addressing. Both of them are off by default, and are turned on and off with the new "Memory" control panel. Unfortunately, some programs and hardware devices are not yet compatible with these new features. We recommend that you leave these features turned off until compatible versions become available, or at the very least you experiment with them cautiously.

In particular, MacTCP is not yet compatible with VM, and QuickMail is not yet compatible with 32-bit addressing. Both of these products will be upgraded in the near future to fix these problems.

Also, disk drivers and other hardware drivers often must be upgraded to be compatible with VM.

If you have Apple hard drives, you can use the "Disk Tools" disk to upgrade your Apple disk drivers to the latest VM-compatible versions. Restart your Mac from this disk, run the "Apple HD SC Setup" program, and use the "Update" option to upgrade each of your Apple hard drives.

• Notes on Other Popular Software and Hardware Products.

Apple's GCC graphics coprocessor card is incompatible with System 7.0. You can use it, but you must turn off the graphics acceleration feature. A compatible version should be available later this year.

Apple's MacX product is incompatible with System 7.0. A compatible version should be available later this year.

The HP Deskwriter is incompatible with VM. Don't turn on VM! Also, if you use a Deskwriter, it may sometimes cause icons to appear goofy on your screen.

If you have an Apple CD-ROM drive, you should install the new version 3.1a3 of the software.

If you use Suitcase II, you should be aware that most of the features of the program are no longer needed, since they are now a standard part of System 7.0. If you wish to continue using it anyway, you should upgrade to version 1.2.10. An updater program is available on the TCS in the Mac Utilities Area (#18).

If you have any of the CE Software products which use the "CE Toolbox," you will need version 1.6 of the Toolbox. It's available on the TCS in Area 18.

Icom Simulation's popular "OnCue" program is completely incompatible with System 7.0. This is not a major problem, since most of the features of OnCue are now built into the system anyway. A new compatible version of OnCue should be available in a few months.

Pete Resnick's "Network Time" control panel works under System 7.0, provided you place the control panel in the System Folder proper, not in the Control Panels folder. You may wish to make an alias to the control panel and place the alias in the Control Panels folder. Also,

the background option doesn't work under System 7.0.

If you use an INIT manager, including the popular freeware "init cdev" program, you should be aware that none of them will work properly under System 7.0, because Apple has reorganized the way that INITs are managed. If you wish, you can use a new freeware program named "Extensions Manager" which was designed specifically for System 7.0. It's available on the TCS in Area 18.

Your screen saver and/or menu clock may not work under System 7.0. You might like to try Moire, a shareware screen saver, and SuperClock!, a freeware menu clock. Versions of both of these programs which work under System 7.0 are available on the TCS in Area 18.

If you use the SCSIProbe control panel, you need to get the new version 3.0.2. It's available on the TCS in Area 18.

If you use ResEdit, you need version 2.1. If you use MacsBug, you need version 6.2.

We plan to publish the companion piece to this document, "How to Use System 7.0," in next month's Journal. We hope this information will help make your transition to System 7.0 a little less stressful and thus, a little more enjoyable.

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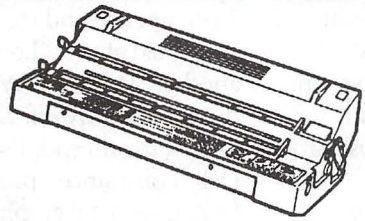

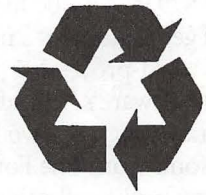

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Software review

More Filling, But TASTE's Great!

by Jon Slobins

Earlier this year, I received an offer I couldn't refuse from the Godfather... er... I mean, DeltaPoint, Inc. For just $79.95 + $5.00 for shipping, I would get DeltaPoint's new "Taste" word-processing program, Deneba Software's "UltraPaint" paint/draw program, two PostScript Type 1 fonts from The Font Company, and a collection of Dream Maker Software's EPS "Cliptures" art files.

How could DeltaPoint do it? Even from MacConnection, Taste costs $97, UltraPaint costs $125, and a Cliptures disk costs $68; not to mention the cost of fonts. DeltaPoint claimed it was because I'd be getting all the manuals and disks, but not paying for all the packaging. (Well, maybe. But I think it may speak more of overpriced software due to middlemen and the need of a software company like DeltaPoint to maintain a good cash flow.)

In any event, what I really wanted was UltraPaint. Despite some lackluster reviews, I'd used that package at a former workplace and had been astounded by its painting capabilities. However, Taste had just gotten a very favorable review in the July 1991 issue of *MacUser*, so I was anxious to see if I should replace my beloved WriteNow 2.2 with it. Taste combines word-processing along with some graphics and page-layout functions.

When I first looked at Taste (version 1.01a), I was unimpressed—and downright skeptical as well. Compared to WriteNow, the program was very unintuitive. Where WriteNow opens and almost smiles a hello, Taste opened and (to my mind) grumbled at me. "Looks like another 'Microsoft Weird,'" I muttered to myself. That thought pained me no end; I've liked DeltaPoint since I purchased their DeltaGraph 1.0 graphing program direct from them for half-price, and a short time later received a free copy of version 1.5 in the mail, without my even having had to request it! (How many software publishers do that?!) I hated to think that DeltaPoint might have a lemon.

But I figured that other Washington Apple Pi members could benefit by a review of Taste, so the next morning, I started over again, actually going through the tutorial. What I initially found convinced me that I had been right: the program was harder to use than WriteNow and nowhere near as fun—until I hit the layout and drawing sections of the tutorial. Then my attitude towards Taste totally reversed.

Taste has one of the easiest and most enjoyable methods for creating multiple columns that I have ever encountered. You just open the "Layout..." command, click the "Columns" radio button, enter the number of columns, and click "OK." You even get a thumbnail view of your document's new format. All other word-processing and page-layout programs I've used either use multiple column creation methods that are time-consuming or confusing (WriteNow is particularly confusing to my mind; one of the few flaws in that otherwise fine program).

And graphics creation in Taste is a thing of beauty. To draw, place, or modify graphics, you choose the "Draw On" command (the command then becomes "Draw Off"). You are then in the Draw Layer of Taste, where you can doodle to your heart's content or import PICT, PICT2, or EPSF files. More importantly, the Draw Layer's "Special" menu allows you to flow text around a graphic, within a graphic, attach the graphic to the current paragraph in case the words are moved, print text over the graphic, or fill a graphic with a horizontal, vertical, or radial black-to-white fill.

And of course, the usual indispensable drawing tools (oval, box, polygon, etc.) are all available. There is no confusion on the part of the user with regard to creating and placing graphics, something other programs would do well to emulate. (I have yet to learn how to place a graphic in Microsoft Word for the Mac, or the PC version of WordPerfect.)

However, there is currently one major bug in Taste. The problem occurs in Taste's Draw Layer—if you have footnotes in your document, they will prevent your graphics from printing. DeltaPoint is aware of this, so they will undoubtedly be releasing a fix soon. In the meantime, their Technical Support has the following work-arounds if you use footnotes in a document:

First, place all of your graphics in the document and set any special features like Wrap Around (at least if you use the first work-around; once it is in operation, you can't perform operations like Wrap functions) and then do one of the following.

1) If you are placing your footnotes at the end of your document (like when you create the

one-page document in Taste's tutorial), you can exit the Draw Layer and select "Preferences..." from the "Edit" menu. Click the "End of Document" radio button in the Footnotes box, and then click "OK" to exit the Preferences window; or

2) If you need to have footnotes on each page of your document, select all of your graphics, select "Print Behind Text" from the Draw Layer's "Special" menu, and then exit the Draw Layer.

Although all problems with footnotes won't be solved by the above work-arounds, they may help you solve some of the problems until the next version of Taste is released.

What didn't I like about Taste? For one thing, the screen redraw is extremely slow when graphics are embedded in the page. That problem disappears when the "Hide Graphics" command is chosen, but a new irritant then pops up: the graphics disappear, leaving blank spots but no other indication of their existence (WriteNow replaces pictures with grey placeholder-boxes when you hide graphics).

Despite being very good for a word-processing program, Taste's page-layout abilities are not very flexible. For example, when you change the color of text, there is no indication of that fact—at least not on the screen of a Mac SE. By contrast, grey text is displayed on an SE by the "Publish-It!" page-layout program.

Taste and its documents are also very big for someone used to the compactness of WriteNow. The Taste folder on my hard disk uses 2.1M as opposed to only 645K for the WriteNow folder. And, undoubtedly because of the graphics and layout record-keeping required in a Taste document, the minimum size for a Taste document seems to be about 5K. The minimum size for a WriteNow document is only about 2K.

But as a technical publications professional, my biggest gripe is with Taste's manual. It is not well-designed in terms of layout. The worst design flaw is the small text, a problem for middle-aged people such as me to read, what with the failing eyesight of encroaching old age. Furthermore, the book is bound as a traditional paperback. While this makes it easier to turn pages than in a spiral-bound book, a spiral-bound book is better when a manual contains a tutorial (as this one does) and must lie flat so the student may read while working on the computer.

But the tutorial itself is the worst thing I've discovered about Taste. A tutorial should be the last section of a manual to be written, after the program design has stabilized. And before publication of the manual, it should be used by a person unfamiliar with the program. (After all, game designers have people play-test their game designs.)

DeltaPoint unfortunately did not do so (if they had, the Draw Layer/footnote bug would have been noted and addressed). As it stands, the tutorial might be confusing for someone new to the Mac or computers in general.

For example, the tutorial advises the user when entering text to "press Return" once to create a new paragraph. This is technically true—but to make a new paragraph readily apparent to someone reading a document, one must either press Return a second time or indent the beginning of the first line of the paragraph.

In another instance, the tutorial tells the student to check the box labeled "Hyphenation," despite the fact that the accompanying illustration (as well as the program) uses the word "Hyphenate." And the tutorial identifies the initial default Taste font as Helvetica, whereas the program actually defaults to Geneva (as do most other word-processing programs).

Overall, the drawbacks of the tutorial make me wonder how accurate the rest of the Taste manual will ultimately prove to be. However, this and all the other problems with Taste are outweighed by the program's capabilities.

So what's my verdict on Taste? If you already have a word-processing program, a graphics program, and a page-layout program (or possibly even just two of those three), I don't recommend that you spend money acquiring Taste. You'd just mostly be duplicating abilities that those programs have.

But if you are just now buying a Macintosh and you don't have any need for anything beyond basic page-layout abilities, or if you are changing programs, Taste is your best bet for obtaining the most features for the least amount of money. Indeed, although I don't have any real need for it, Taste promises to be useful often enough that I am giving up one of my grammar checker programs so I can keep Taste on my hard disk!

Purchase Information

Current Version and Release Date: 1.01a, 6/06/91

Type of Program: Word processing, with some graphics and page-layout capability

Availability: Various mail-order firms and computer sales stores

Publisher: DeltaPoint, Inc.

Address: 2 Harris Court, Suite B1-B2, Monterey, CA 93940

Telephone: (408) 648-4000

FAX: (408) 648-4020

Over the years, Jon Slobins has managed to satisfy the different interests of his split personalities by working as a writer, editor, technical illustrator, and cartoonist.

On the Trail of the Apple III

by Dave Ottalini
WAP III SIG Co-Chairman

WHEW! How many months has it been? It's seemed like more than a few that I've been working to complete this little project to go back through our PD library and e-x-p-a-n-d the listings a bit. Actually more than just a bit. Take a look now at the listing for our New Member Disk (3INF-01):

PDS NAME: WAP III SIG PD Catalog

DISK ID#: 3INF-01

SUBJECT: Information

BOOTABLE?: Bootable
DISK SIZE: DS 5.25 OS: SOS

DESCRIPTION: Information about all the Public Domain disks offered by Washington Apple Pi's III SIG. Files on this disk can be read or printed using the included Menu.Maker program, or with any Apple III word processing program. An Appleworks/3EZ Pieces Data Base version is also included. Categories include: Accounting; AW/3EZ Pieces Templates; Business Basic; Games; Graphics; Information; Miscellaneous; Pascal; Repairs; Telecommunications; Utilities and Word Processing. (Check the back of the WAP Journal for updates.)

On side one:

-: A3.CABLES: Information about printer cables for your III.

-: AN.A3.POEM: You have to read it to appreciate it.

-: EZP.TIP: Tips that will help you get more out of 3EZ Pieces.

-: READ.ME.FIRST: An introduction to the New Member Disk.

-: SIG.HISTORY: A brief history of the WAP III Special Interest Group.

-: WAP.INFO: Some basic information about Washington Apple Pi.

-: WAP.SIG.PD: Some basic information about our PD library and some suggestions about what initial disks you should have.

On side two:

-: A3.HELPS1 (subdirectory)

-:Battery Backup: How to put one in your Apple III

-:CURSOR.MOD: Modify the Cursor III Joystick to play A II games.

-:GRAB.BAG: A grab bag of tips from a variety of sources.

-:SERIAL.CABLE: How to build one.

-:SOS.DRIVERS: Safely modifying your SOS.Driver file.

-: A3.HELPS2 (subdirectory)

-:EPSON PRINTERS: Escape sequences for Epson and clone printers.

-:POWER SUPPLIES: Power supply problems and how to fix them.

-:RF.NOISE:How to deal with this problem.

-:TITAN.CARDS:128K Apple IIe emulation on two cards.

-: A3.INFORMATION:Where to find the information, dealers, etc. you need.

-: A3.NUTSHELL:How to start up your III with power off or on.

-: A3.QUESTIONS (subdirectory)

-: Set1 : Alligning Disk Drives and other questions.

-: Set2 : Emulation mode, stack overflows and more.

-: Set3 : 3EZ Pieces, 512K expansion, repairs.

-: A3.SOFTWARE:A list of the latest software versions.

-: A3.DOCTOR:Symptoms of a sick Apple III and possible solutions.

-: COLOR.MONITOR:Hook up your color monitor so it will work in emulation.

-: DRIVER.CONFIG:How to set up your SOS.Driver file.

-: SOFTWARE.HELPS:PFS file conversion, Clock chip after 2000 and more.

-: SOS.DRIVER.NOTE:How the SOS.Driver file is set up on this disk.

-: THE.APPLE3:The real skinny about your Apple III and its features.

-: UPGRADING.SOS:How to make sure you have the latest SOS version (1.3).

Hard to believe it's the same listing, isn't it? It has taken a long time to complete. But the effort was worthwhile, because we now have this in one (huge!) 3EZ Pieces database that makes searching for files a snap. I'll put this into the PD soon. Given its size, the database will probably have to be split in half. But you'll be able to re-combine it and put it on one 800k disk or onto a hard disk for easy access.

This material will now go to Paul Meyers, who has been working to update the Apple II and III hard copy PD listings. Soon, you'll be able to buy a book just as nice as the Mac PD library has, but one that lists Apple II and III disks. New

WAP members who own an Apple II or III will also get it as part of their New Member Disk.

Public Domain Library

We have some wonderful disks for you this month. I'm happy to say that we continue to get some great PD contributions from our members. I like developing PD disks and there are still a small corps of IIIers out there who obviously do too. I hope you'll consider joining us!

In any case, this month we offer FOTOVIEW, a Basic program that will let you look at or print any Apple III FotoFile you might choose. This disk (3GRX-31) was developed by John Lomartire and Ed Gooding, two of the Real Good Guys in the III Community (more on John below).

I've added a number of graphics to this disk, to make it easy for you to use the program. Complete documentation is available on disk and it is self-booting on side one.

3GRX-32 is a disk I've spoken to you about a number of times. It's called "A2 to A3 Graphics" and is a disk that I started working on a long time ago. It's full of Applesoft Basic programs I've attempted to convert over to Apple III Business Basic. Some with more success than others.

I consider this a disk still "in the making" since it is not complete. I hope you'll take a look and see if you can improve on my attempts. It's a great exercise to help you learn Basic programming or to just see the differences between the Apple II's Applesoft Basic and the III's Business Basic.

This is a double-boot disk, which means you can boot it in an Apple II or III. There is some documentation, but I've not taken the time to convert these programs to ASCII text files so they can be pulled into a word processing program. But take a look and see what you think. I'd love to see your suggestions or any conversions you might have done. We'll include them in a future update to this disk.

Disk 3UTL-34 is a demo disk for anyone interested in CustomFont, disk 3UTL-21. It's Pascal based, self-booting and provides an excellent demonstration of what CustomFont can do (which is allow you to create custom Apple III Fontfiles).

That said, what's on the front burner for new disks? More 3EZP templates, Fortran for the Apple II, new disks from Dr. Bloom and more "Best of" disks from the Apple Three Users of Northern California (ATUNC). The latter was developed by our old friend Robert Howe, who continues to support our III SIG even while moving on the the Mac (more about him below too).

Budget time

It's that time of year for WAP and I've put in some requests for our SIG. Number one on the list is money to purchase a set of Titan III+IIe cards for our III+ in the WAP office.

Perhaps of more interest is a separate request I've made for $500.00 in seed money to use for an Apple III software development fund. The number of people out there willing to write drivers or programs for our III is growing steadily thinner. I hope to get other Apple III groups (TAU and ATUNC primarily) to contribute to this fund as well. Together, we would decide on a project or projects that is of great interest to the III Community and then use this fund to provide the seed money to get it started.

I'm not sure if the WAP Board will approve all or part of the request, or if the other groups will participate. But I feel strongly that we need to try something to get some additional software developed for our III.

That said, what kind of projects could this go for? Drivers for some of the newer printers (Apple or others) and for the Vitesse Quickie Scanner comes immediately to mind, as well as those new CD ROM drives (used with On Three's SCSI card). If you have others, please forward them to me.

On Three

I thought that one possible use for these funds might be to help push On Three's Bob Consorti to finish his GoBack hard disk backup utility program. He told me recently on CompuServe that he is finding much success programming for the IIe side of our family and does not feel providing seed money would help at this time ("I can make 1-2 grand per week programming on the Apple IIe but the III market can't support the kind of money necessary to keep me programming a 2-3 month long project."). He does promise to work at finishing the program this summer IF nothing else comes up. Let's hope he does, as this is one program many of us would really like to see.

Bob also says that orders for the 512K upgrade are not coming in very quickly. In fact, he said, "even if we get the magic number it's going to be a problem getting the boards built as the PCB manufacture house that we used burnt down and all of our engineering films went down with it. I've got the masters somewhere in a storage locker and I'll have to dig them up before we do anything."

As I mentioned last month, if there were two upgrades that I would consider for a III, the 512K upgrade, along with the Titan cards would rank one and two respectively. If you are at all interested, I would urge you to call On Three at 206-334-8001 and place your name on their waiting list.

Mentors and hotliners

Dave and Joan Jernigan have really outdone themselves for our III SIG. I asked them to take on a rather big project a number of months ago—namely, to contact all members of our SIG and find volunteers willing to serve as Mentors to new III SIG members, as well as Hotline Volunteers.

The results are finally in and I'm happy to report a total of eleven members have agreed to help out. They include members both local and as far away as California: Dr. Al Bloom, Joseph Brown, Robert Howe, Dave and Joan Jernigan, Jim Jutzin, John Lomartire, J. Carey McGleish, Dave Ottalini, Eric Sheard and Jim Suthard.

The Jernigans included the letters from some of those contacted and I'd like to pass along some of the comments. Eric Sheard, of Lescon, Inc. of Flemington, NJ. says he has a total of three Apple IIIs. Two are used in his business. He writes "We are not hackers and know little if anything about programming or other fancy stuff. But we do get the most out of the programs we use. So if this is helpful to you, it is OK by me." Eric also says "Keep up the good work. We are part of the silent group that cannot get to the meetings, but could not survive without the WAP Magazine and the help of others."

Then there's the inimitable Dr. Al Bloom (Blacksburg, Virginia). No stranger to these pages, Dr. Bloom has contributed many, many excellent programs to our PD (and there are more coming). Commenting about his expertise, he writes "...Mail List Manager and in Pascal Programming and in file and data conversion twixt the III and other computers. In those areas I would have stacked myself up with anyone in the world. I would be happy to help where I can. I don't know how much I can help, what with my skills being dated and perhaps blunted, but I'd like to help."

Robert Howe (Placerville, California) is a long-time friend of and contributor to our SIG and has been a frequent caller into the TCS. His efforts to create a number of new "Best of ATUNC" PD disks will soon make their way into our PD. Even though he no longer owns a III, he says he is "willing to have my name down as a reference."

And finally, another long-time friend of our SIG, John Lomartire (Westport, Connecticut), writes "although I may not have the solution to all questions that might arise, I generally can do a bit of checking to see if the answer to the question can be found."

It's never too late to throw your name into the hat as a Mentor or Helpline Volunteer. If you're interested, please contact Dave or Joan Jernigan. Their address is Rt. 3 Box 163-A, Lovettsville, VA. 22080.

Software galore

III SIGer and ATUNC Newsletter Editor Tom Linders has lots of Apple III software available for sale or rent, he says. The software includes AppleWriter, Quick File, Backup III, Visicalc, Pascal manuals, Business Basic, and various other manuals. He also has keyboard lights, 32k memory chips, copies of Catalyst IIe and III and copies of Word Juggler/Lexicheck IIe and III for free. Write to him at 12604 Wardell Ct., Saratoga, CA. 95070.

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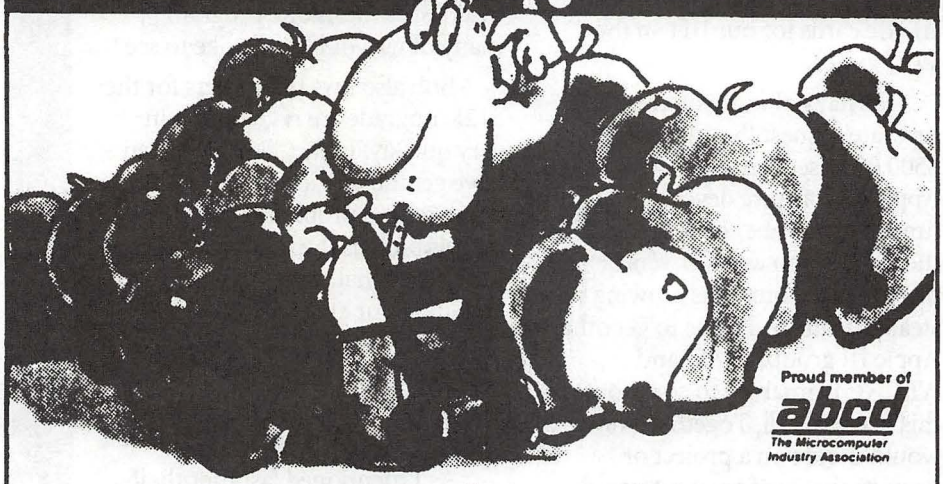

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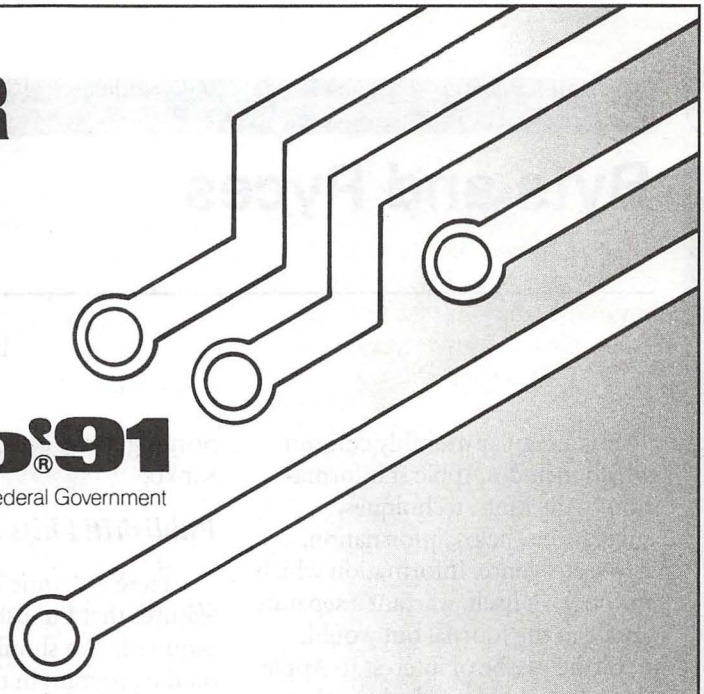

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Byts and Pyces

by Gary Hayman

This is a regular monthly column which 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.

8-1/2 x 11 please

DAVE HARVEY, President of Novapple Users Group has been playing with his new toy and writes, "I've just gotten a new LaserWriter printer and am now trying it out with Publish It! 3. One thing I overlooked initially was that besides going into the setup for printer, font width and interface card, you must also go into the page size option and select 8 1/2 X 11 for the page size rather than 8 X 11 for a dot matrix printer. It pays to read the documentation!"

Novapple has a very interesting newsletter set up. Their editor prepares the 12 page newsletter using Publish It! and sends the file to Dave via the Pro-Novapple telecommunications system who just loads into his copy of the program and runs it off on this TI LaserWriter printer for future printing. Dave acts as a one-man Kinko.

PublishIt!4 hits the streets

Here are some of the new features that Publish It! 4 has acquired. We should have a review on the program in the next issue.

*HP LaserJet and DeskJet Support - Publish It! 4 now supports these two popular printers. Benefit: Allows users of these printers to use Publish It! 4.

*Automatic Hyphenation - Applies a set of rules to imported text files for hyphen positions within a word. Also, users may place words which they do not wish to be hyphenated into an exception list in addition to any words which may not apply to the rules. Benefit: Improves the appearance of justified or narrow columns of text. Publish It! 4 is the only Apple II desktop publisher with automatic hyphenation.

*Export Text - Allows user to save text from a Publish It! 4 story and save it in an ASCII format. Benefit: Allows text typed directly into Publish It! 4, to be used in other programs (such as AppleWorks).

*Text Autoflow - Allows the user to flow text within a document by automatically duplicating all frames and article links within the current page to all pages added to the document. Benefit: Speeds document layout and formatting.

*Templates - Option which will allow users to save their Publish It! 4 document as a template. Only frames and objects are stored within the document. Benefit: Allows users to save commonly use layouts to disk for reuse later without the agony of removing all text and graphics from a document or restarting from the beginning.

*Format Disk - Enables users to format 5.25" and 3.5 data disks within Publish it! 4. Benefit: Users no longer need to exit Publish It! in order to create data disks.

Select All Objects - Menu selection allows users to select all objects on the current page. Benefit: Allows quick and easy modification of Publish It! documents.

*Updated Print Shop Importer - Supports the importation of New Print Shop graphics. Benefit: Offers widest compatibility with other graphic packages.

*Improved Insert/Delete Pages - Allows user to define the number of pages to be inserted or deleted within a Publish It! document. Benefit: Expedites document creation process.

*Improved Font Support - Publish It! now offers the users an additional location to store fonts. Publish It! 4 will look within the / SYSTEM/FONTS sub-directory when locating a font file. Benefit: Offers more compatibility between other applications especially when using Apple IIGS fonts. (This directory is the standard location for Apple IIGS fonts.)

*Improved Print To Disk - Publish It! 4 users are now able to define a file name for Postscript text files which are printed to disk. Users may also determine on which disk the Postscript file is to be printed. Benefit: User interface is friendlier to the user.

Double-Click For Object Specifications - Users may double-click on any object with a mouse to access Object Specifications dialog box. Benefit: Expedites document creation process.

*Swatted Bugs include: Dithering for Super HiRes (640 mode) graphics for improved color graphic printing, AppleTalk LaserPrep lockup, inability to de-install fonts, phantom "black box" printing.

Cached disk drives

The recently moved back to Maryland, KIM BRENNAN found some time to do some reading and wanted to share some information with us; he is always doing that. Here is what he wrote, "I was recently reading the latest issue of Byte Magazine (June 91 issue) and noticed the Quantum will soon be introducing a new type of cache in their high capacity hard drives (200+ Meg)...a disk WRITE cache.

"Currently Quantum's Pro series of hard drives have a READ cache, i.e. it reads a little more of the disk than is actually requested by the controller card, then if it needs that other portion (that was read into the cache) you get that info PDQ.

"The idea of the write cache is to speed up the times needed to write data to the hard disk. What happens is that data from your computer is first put into the cache, quickly releasing your computer from the hard drive and then the cache is written to the hard disk. This can dramatically speed up disk writing times.

"The only problem with this is what happens if you lose power between the time the cache has the data and before it is written to the disk media..your data is gone. Quantum believes that hard drive hardware is reliable enough now that this will rarely if ever happen.

"It is probably from my point of view that the cache would be both READ and WRITE. Times that Quantum talked about were REALLY fast. How fast? How about 2 or 3 ms average access times!!!"

Memory shadowing

Making a comment about a question on Memory Shadowing, TOM VIER contributes, "Memory shadowing means that when something is written to a RAM position in one bank in the IIGS, is also written to another at the same time. Thus you may be writing and reading from one bank, but it is being also written to a bank that the hardware is using to make a display."

Batch transfer on the TCS

One of the newer features that the TCS offers is the ability to do a Batch Transfer. Although Batch Transfer is only allowed between 12 noon-6pm; and 12 midnight-6am each day, it permits you to mark files for downloading, start the process and walk away from your computer. When the procedure is finished, you will be signed-off, if you choose that option. Since the technique is new, there have been some questions. PAUL SCHLOSSER, the new TCSO, in an attempt to help ADAM KAIT who was having some problems, wrote the following concerning Batch Transfer.

1) Enter the appropriate File Transfer area

2) View the list of files, noting the file numbers of any files that you want to download.

3) At the Xfer prompt, enter "M" (for Mark), then one file number

4) Repeat step 3, until each file number is entered (The TCS calculates the time that the Batch will require here - you can not exceed the quota.)

5) At the Xfer prompt, enter "T" (for Transfer). You'll see a list of the batch, and are prompted to choose a file transfer protocol. You'll also be asked if the TCS should automatically sign you off at the completion of the batch transfer.

"You can even change File Transfer areas while adding to the Batch - in other words, the list of files can be from different areas."

I've used it and I like it. Please note that not all communications software will permit Batch Transfer, but if your's does, then it is a preferred way to download many files from the TCS in one session. By the way, your time limits are still in effect and the process will advise you if what you select to download will exceed your limits.

Call 301-986-0705 - ask for Speedy Baud

PAUL LANGER was attempting to take advantage of the 9600 baud capability of the TCS. JON THOMASON identified the problem and advised Paul as follows.

"If I understand you correctly, you're connecting at 2400 baud, and not noticing it until the TCS gives you the "This is for 9600 baud users only" reminder. Various things will cause this, all of them related to what brand of modem you're using and what communications protocol it supports. If you have a modem which supports v.32, then make sure you're dialing System 12 at 301-986-0706. The modem on that system speaks v.32, v.42, v.42bis and HST protocols. The modem on System 11 only speaks HST, so if you call that one with a v.32 modem you'll only connect at 2400 baud. The newer modems (which support v.32, v.42, v.42bis and HST as well, plus v.32bis) are on the way.

"If you have a modem with a single, nonstandard protocol such as the Trailblazers or Hayes Smartmodem 9600's, I'm sorry. There are no multiple- standard modems on the market which will support all of these."

ProSEL updates

DAVID JENKINS likes the system that ProSEL 16 uses for allowing updates. He advises that, "The original ProSEL 16 distribution disk is copy protected and contains an encryption key. You can copy the files to a hard disk and run without the inconvenience of a "key-disk", but you MUST have the original disk to upgrade.

"When you run the ProSEL update program you are prompted to insert the ORIGINAL disk in a drive (the disk should be write protected). After verifying that it is a valid original disk you are prompted to insert a COPY of the disk. The updated ProSEL file is written to your copy disk, and then may be copied to your hard drive.

"I think it is a very convenient way to keep up with Glen Bredon's frequent updates to ProSEL."

Of course, you can always find the latest ProSEL update on the TCS. Look for it in the Downloads area #12.

NDAs, CDAs and INITS

NDAs, CDSs and INITs have always been a little bit of a mystery to me. I was asking a question concerning the Grafspeed INIT and NEIL LAUBENTHAL came to the rescue — nice Pi people will do that. Not only did he share some good information but later gave me a listing of all his NDAs and CDAs that he maintains as active. Here is what he said, "The Grafspeed INIT is the one which speeds up the drawing of windows in the FINDER (and other places) when you open folders with lots of files in them. For instance, my fonts folder takes about 30 seconds to open without it as the FINDER draws all of the icons and then figures out which ones there are room for in the window. With it installed, it takes about 2-3. All INITs go in the / SYSTEM/SYSTEM.SETUP folder and are automatically activated (like NDAs), if you want to deactivate them you can use either ProSEL 16 or the OA-I trick from FINDER.

"Here is the list of NDAs, CDAs and Inits that I have installed and use:

NDAs

* - Font/DA Installer (used for installing rarely used NDAs)

* - File Manager (used for file maintenance)

* - EGOEd (a text file reader/ editor. There is another one called "Big Edit Thing" which I've heard good things about, but I don't have it.)

* - Control Panel (of course)

Rarely Used NDAs which are installed with Font/DA Mover:

* - Memory Bar (used to use it to purge memory, but there are better ways of doing that now)

* - Instant Icon (used to capture parts of graphics for Icons)

* - NExt NDA (gives a disk catalog that looks like the NExt computers display)

* - Quickie (a hardware specific NDA)

* - MyPaper (which lets you do form feeds, line feeds, up to tear off and back to print point with an IWII printer I don't use this much anymore since I got the HP IIp laser printer)

CDAs

* - Blank Screen Macromate (not used very much)

INITS-IIGS

* - Spy (gives you an audio alert when GS/OS format or erase calls are issued, which will help prevent virus destruction of your hard disk. It also gives a video indicator of disk access to the left of the apple menu)

* - TDM (The Desktop Manager - a series of CDA utilities by Bob Consorti of On Three fame, probably used the most of anything I got)

* - SU.Printbuf.62 (an 62K printer buffer)

* - Soundoff (for startsound and custom beep)

* - Grafspeed INIT (previously discussed, really speeds up window drawing. (Don't use the NDA version of this, and don't use the shadowing INIT, only the drawing one)

* - Transprog (gives you another menu that you can add programs to for quick launching directly from the menubar - very handy)

* - NeXT INIT (which changes the dialog boxes and Standard File to the little gray ones like the NExt uses)

Inits are placed in the / SYSTEM.SETUP FOLDER and then take effect when you reboot just like DAs do. I have tried a lot of different INITs and DAs and have found some DAs that conflict with my system. The number of INIT conflicts is very small, in fact the only one I can remember is the CarpetBagger INIT, which crashed my system. Anyway, its functions are done by the Font/DA Installer NDA.

I like quality—computers, that is

FRANK EVANGELISTA was having some problems with a memory expansion board, but I will let him tell it, "Some may be interested in my experience with the 4MB piggy-back board i purchased through Quality Computers. I could not get the piggy-back feature to work; the 4M board alone was OK and my Apple 1M board was okay alone.

"I had memory problems when trying to piggy-back (an aggressively advertised feature). After several months of trying to deal with CV Tech and being completely ignored, I decided to write to Joe Gleason,

President of Quality Computers and publisher of ENHANCE, a great Apple Newspaper and Ad medium. Within a few short days I got a call from CVT and shortly after got a fix for the problem. The fix requires replacing one of the chips. I haven't done this yet but will report on the results (if anyone is interested).

"I will continue to have doubts about CVT's customer response because a third party had to intervene to get them to respond....but I'll give them a little benefit because they did. My opinion of Quality Computers was already very high; this incident confirmed my belief that they care about their customers."

Sorry about the problems Frank, but I am happy about the fix. I, myself, have had good experience with CVT and have called them quite regularly as I was testing one of their products (see my report about the RAMFast that appeared in the February 1991). I like Quality's publication, ENHANCE, and would suggest that readers write for their FREE copies. Quality Computers, PO Box 665, St. Clair Shores, MI 48080.

AE woes

DAVID JERNIGAN has been having trouble with Applied Engineering and has been pulling his hair out. He finally got some action after writing a few third parties. Here is what he said, "Some of you may have seen my previous postings about the non-responsiveness of Applied Engineering towards fixing their products. I finally received a response from them (after writing the BBB and Texas Attorney General) If anyone is interested, the helpful addresses are: Better Business Bureau of Metropolitan Dallas, INC., 2001 Bryan St Suite 850, Dallas TX 75201, 214-220-2000. Office of the Attorney General, State of Texas, 714 Jackson, Suite 700, #154, Dallas TX 75234, 214-241-0055."

I'm with you David. I too had some problems too and I had to apply some pressure before they corrected the situation. Many people are up in arms at AE now charging $1.50 per minute for you to talk to them about their equipment that is not functioning properly. That's really bad news.

Zipped off

RICH SANDERS is also upset, but with another company. He writes, "I have had it with ZIP. DO NOT order the new ZIP IIGS card from ZIP Technologies. They CANNOT deliver.

"I sent them an order around March 28, 1991. My check cleared my account on April 3, 1991. I called ZIP around 24 April told them who I was and then asked them how long it took for a person to receive their new card if it was order that day. They said that they were sending them right out. So I asked them why was it taking so long for me to receive my board. They looked me up on their computer but couldn't find that I had ordered anything. They said that they would find out what happened and call me back. I waited a week and then called them back. No, they hadn't found my order. I gave them my name and phone number again along with the check number this time. The person said that he would get right on it the next morning. The next day they call to tell me that they had found my order and would send it by "blue label" and that it would arrive by Friday. I waited until the following Tuesday and still no board; call them again and told them to return my money. Well, here it is one week later, no return check nor board.

"I went to the post office to see if I could get them to bring pressure on ZIP but no luck. The post office can't help either. So the best I can do is keep others from making the same mistake I did. DO NOT BUY A ZIP IIGS BOARD FROM ZIP. Wait and buy it from a dealer or a mail order house you may have better luck. I just had to complain to someone. Thanks."

RICK ZEMAN hearing of the above wrote, "I'm in the same boat and learning the same lesson. Luckily, I charged it and that gives me more legal guns to bear on them. Last time I looked, they had NOT charged the account for it (an 1800 w/64k cache). Tomorrow's time for my last phone call to them. The sweet girl on the phone SWORE it was being shipped out Tuesday. She told me that they had gotten in a shipment of defective fast RAM and it totally messed them up. If it's not here tomorrow, ...[deleted]" [*A note from Rick entitled "Let's tell the rest of the story": Zip, in fact, DID have a bad problem with their fast cache supply. I had ordered a 9mhz board with 64k of cache. Once I found out what their holdup was, the "sweet" girl informed me that I could have my Zip IIGS the next day if I accepted a 9mhz board with only 16K of cache...with the rest of the cache back-ordered. I agreed (at 8:00 pm EST) and received the board at 4:00 pm the next day...with all shipping charges waived. I expect the cache to be shipped at the end of this week—again with no shipping charges. I have NO problems at all with Zip -ed.*]

Although, the experiences of the above gentlemen my be isolated instances, I feel, in all fairness, they should be heard. If you, as a consumer, have doubts about a company's responsiveness, call them and talk with someone higher up the ladder than just an order-taker. Document everything that is said. Date and time stamp your records for future use. I always ask the question if the item is in stock NOW and when they will ship it out. Only use credit cards, for that can give you leverage if the com-

pany is non-responsive. Read this column, and watch the TCS for stories about products/companies.

Apple IIGS revival

This is third hand stuff - treat it as such. It came from a GEnie user (Eagle-Eyes) who was reporting what an A2-Central editor (Chris) had told him.

Quoting Eagle-Eyes, "It appears that a new Apple II will be released with the new System Software 6.0. This part is a rumor, but there WILL be a new Apple II released within the next year (and rumor has it that it will be released along with SSW 6.0). The A2-Central editor (who's first name I only know as Chris) told me that the new Apple II will NOT be an "Amiga-killer", but will be produced for mainly educational purposes.

"He said that the new Apple II will come with 2 megs of memory as standard (mainly for use with HyperCard IIGS). When I asked him about the SSW 6.0, he said the following (paraphrasing): "...SSW 6.0 will boast a similar speed improvement of 40-50% over SSW 5.0, which is roughly equivalent to the speed improvement we saw between SSW 4.0 and 5.0 (and that's FAST!). Also, SSW 6.0 will include 5 new ToolSets, including MidiSynth, the Animation ToolKit, and the Modem Manager."

"Another thing he mentioned about the new Apple II is that it might be able to directly boot Macintosh HFS disks. When I asked Chris whether these were rumors or not, he said they are NOT rumors at ALL! There WILL be a new Apple II released, but when, nobody knows - not even Apple Computer, Inc. But, there is speculation that the new II will be released in conjunction with SSW 6.0.

"(Just in case you're wondering about Apple's apparent "change of heart", it seems that sales of the Mac LC are MUCH lower than Apple had expected. It seems that Apple has finally realized that schools would much rather buy IBMs than Macintosh LCs, which is one of the main reasons Apple has decided to support the Apple II once again.)

"As for pricing, all Chris could say is that prices will be "significantly" lower than they are now. Let's just hope it isn't too late to revive interest among developers for the Apple II..."

Another writer, MICHAEL GAMMAL made some additional comments:

"(1) The 'Bridge' machine. If that were so, it would most likely be called a new MAC and not a new Apple II.

(2) Boot Apple II software off of HFS disks. I can imagine some sort of "FST in ROM" or something, but it'd be pointless. (If it weren't an FST in ROM, you'd have to be running 68000 code on a 65816.)

"Seems like a totally pointless idea unless it's the "bridge" machine, and if that were so, I think the rumore'd be out about it too.

"Of COURSE it's a rumor. Until product X is announced (you could say until it's shipped to stores and available for purchase, but that's a bit much), it's still a rumor.

"Does anyone have any real [information] on how well the LC is selling? The Classic seems to be selling like hotcakes. (And in effect lowering Apple's profits... Of course I understand why, but it's funny to have a product selling in huge quantities, and then announce lower profits)."

JON THOMASON, of WAP, added some comments after reading the above, "My own thoughts are that both people have missed the point: the first could very well be describing nothing more than the new System Software 6.0, given Apple's interesting definition of the word "upgrade." Surely, this will be with us fairly shortly. The comment about poor LC sales and the loss of the education market is interesting: if Apple really does see this as a need for more Apple II support, I'm listening. I'm not holding my breath, but I'm listening nonetheless.

"Other rumors have been for a new IIGS CPU with 640x400 built-in video, or even for a RISC-based machine with emulations for the Mac and the IIGS. In my mind, this last one doesn't even qualify as an Apple II rumor, but the first one makes a bit of sense: Apple is big on improving their current production methods; I'm inclined to believe they're interested in making a slightly better, much cheaper IIGS and discontinuing the older ones. System Software support will more or less equalize our older machines with the newer ones.

"Of course, they'll start shipping GS's (old or maybe new model) with 2 megs RAM; there's simply no alternative for them to get HyperCard IIGS into the classroom. I've also heard conflicting rumors regarding acceleration in any new machine. My hunch right now is that Apple won't make a faster machine nor any accelerator boards, but they may try to strike a deal with Zip or something to include ZipGS rebate coupons with every IIGS sold. Tricky, but reasonable. Myself, I'll be happy just to get System 6.0.

"Of course, all of this is RUMOR. My guesses are my guesses, and the above individuals can go disclaim themselves."

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

Apple Press Release

Cupertino, California—June 7, 1991. In response to changing market dynamics and in line with its goal to reach new customers for its Apple Macintosh personal computers, the Apple USA division of Apple Computer, Inc., today announced it will selectively expand distribution to reach a wider spectrum of the marketplace. As part of the strategy, new authorizations to carry Apple products have been awarded to two Dallas-based reseller operations: CompUSA and selected CompuCom Systems Inc. locations.

"Customer buying habits are changing and driving new trends in distribution. Vendors need to address these trends in order to stay competitive, reach new customers and better serve current customers," said Robert Puette, president of Apple USA." Consistent with Apple's market share strategy, these authorizations will help Apple reach new customers across the spectrum of the market."

The new authorizations, which include 20 CompUSA "superstores" located in major metropolitan areas across the country and 12 CompuCom branches located primarily in the northeast, represent the first wave in Apple's planned expansion in U.S. distribution.

Apple is actively pursuing further expansion of the high-value added distribution segment with its existing channel. "Through existing channel relationship alone, Apple could add as many as 100 new reseller locations," said Cliff Jenks, Apple USA's vice president for Channel Strategy and Reseller Development.

Apple has been evaluating the superstore concept as it has emerged. Superstores are defined as large (20,000-50,000 square. ft.), computer category- dedicated retail outlets which are characterized by large selection and are geared to more experienced computer buyers.

For some time, Apple has been working with a number of its current dealers—including Micro Center, Inacomp Computers and Intelligent Electronics—on the superstore concept. Micro Center, a long time Apple dealer, operates three superstores in Columbus, Ohio and Atlanta; Inacomp has a superstore program underway in Garden Grove, California, and Intelligent Electronics has announced superstore plans. Apple continues to work with these dealers and others as their distribution plans unfold, to see how these strategies complement Apple's existing channel coverage and fit into future strategy.

"Our traditional dealer channel is extremely important to us and we're working with the channel to help it evolve," said Jenks.

Representative of this approach in value-added distribution is the CompuCom authorization. This is the first time any of CompuCom's branches have been authorized to sell Apple products. CompuCom sells exclusively to major account customers through 35 branches nationwide. This authorization follows CompuCom's recent acquisition of The Computer Factory, which has had a long-standing relationship with Apple. The Computer Factory, which is now focused exclusively on retail microcomputer sales, is a separate division of CompuCom.

"Apple is encouraging segmentation and specialization in the dealer channel to better serve the needs of new and existing customers," Jenks added. "The trend toward segmentation in the industry is clearly accelerating." In order to better recognize the change, Apple is also realigning its channel investment program to be more consistent with on-going segmentation.

In addition, in line with Apple's goal to add distribution to reach new customers and not to duplicate the efforts of its current dealers, these new superstore authorizations will now carry only a selected group of products— including the Macintosh Classic , LC and IIsi and associated peripherals.

"Over the past two years Apple's authorized dealer locations had dropped from approximately 2,000 to 1,600 locations because of consolidations, mergers and normal attrition in the channel. We're now at a point where we need to add distribution to meet expanding customer needs." said Jenks. "Apple will continue to evaluate its distribution based on the changing market dynamics, our customer needs and their purchase requirements."

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Software review

Companion Plus

by Leon H. Raesly

There have been two "patcher" programs to modify AppleWorks over the years, John Links "SuperPatch" (which is now up to version 6.1) and Mark Munz and Randy Brandt's Companion (marketed by Beagle Brothers, Inc.) Now a new one enters the field: Companion Plus! This program greatly expands the capability and features of the earlier Companion.

But how do these programs work? They enhance the features of AppleWorks by actually modifying AppleWorks itself. When you run the programs you get the familiar AppleWorks interface, and the patching is completely menu driven, with the choice of patching (adding the enhancement) or unpatching (removing the enhancement) AppleWorks. The program is so easy to use that the only use for a manual is to describe the enhancements!

There are 31 general patches, 10 Word Processor patches, 6 Database patches, and 4 Spreadsheet patches. This adds up to a powerful 51 enhancements for you to add to AppleWorks.

Let's look at the list of enhancements to AppleWorks, and then I will describe some of them in detail:

General Patches:

Force Apple IIGS to use Slinky RAM.
Run AppleWorks on a Write-Protected disk.
Limit Slinky Memory for Desktop Use.
Limit Auxcard Banks for Desktop Use.
Cancel No/Yes Questions.
Swap No/Yes.
Cursor Blink Rate.
Change Default Cursor.
Swap Cursor Types.
Change Cursor Character.
Disable OA-H (Open Apple H) Formfeed.
Use System Beep
Change AppleWorks Error Bell.
MouseText OA-Q Menu.
Change —> to MouseText Checkmark.
Change "PATHNAME" to MouseText File Folder.
Move OA-Q Menu.
MouseText OA-H Saver.
Use Standard GetFile Commands in File Listings.
Change File Listings Order.
Change Vertical Character.
Swap OA-S and OA-Control-S
Disable Changing Disks.
Disable Create Subdirectory.
Disable Delete Files.
Disable Disk Formatter.
Disable 'Select Standard Settings' Option.
Mark Textfile Imports as Unchanged.
Automatically Name Imported Textfiles.
Clock Patch.
Change 'Carefully Saving' Message.

Word Processor Patches:

Better Suggested Spellings.
Use OA-Tab to Move to the Previous Tab.
Change CR Symbol.
Cancel Default Find String in the Word Processor.
Change Tab Ruler Markers.
Change Tab Character.
Change Character to Fill Tab Space.
Change New Word Processor File Default Options.
Restore Cursor when Loading Word Processor File.
Keep File Unchanged after Printing.

Data Base:

Wrap to Next Record if Tabbing on Last Character.
Cancel/Change 'Category 1' Label
Remove Colon after Category Name.
Change Total Marker.
Fin Defaults to 'In a Specific Category'
Allow 2,048 Characters per Record.

Spreadsheet:

Restrict Spreadsheet to 999 Rows.
Set Direction of Enter Key on a IIGS.
Change Spreadsheet Defaults.
Change 'NA' to Spaces.

It also includes five bonus TimeOut programs for TimeOut users. They are:

TO.PATHOLOGIST
TO.TEXTLOADER
TO.PATHMAN
TO.DATEMATH
TO.RULER

Let's take a look at what some of the patches do.

1. Each of the Memory patches limit the amount of space that AppleWorks will grab for its own memory from the particular type of memory card. This allows the user to maintain a RAM disk for programs.

2. Six patches that group together nicely for use in Schools are the Disable commands. Here you can disable changing disks, formatting disks, creating a subdirectory, deleting files, using the 'standard settings' option and quitting AppleWorks. These six make life much simpler for the Teacher using AppleWorks in a School setting with their students.

3. There a a number of options for the cursor: change it, change

(c) 1991, Leon H. Raesly

blink rate, and modify the No/Yes questions, reversing or removing them.

4. My favorite is the ability to change the statement 'Carefully Saving This File' message. Dumb! After all, what programmer is going to write that module so that it Carelessly Saves the File? (But then what I changed it to is just as dumb: 'Now you've done it! You saved the file!') I sneak in the office early about once a week and change this message to something else each week. Keeps the office staff on their toes, ya know! But I am running out of dumb things to make it print!

5. There is the rather neat clock patch. Usable only if you have a clock card or a IIGS (and the battery is good!) The patch puts the date and time on the in the lower right corner of your AppleWorks screen. And the program updates the time regularly. So now you no longer need to keep one of these little $2 clocks velcroed to the top of your monitor!

6. You can even change the built-in speller to give better suggested spelling. There are five additional choices, giving many more types of choices. The second choice gives you suggestions much like TimeOut QuickSpell.

7. Two particularly useful ones are the automatic naming of imported text files, and modifying AppleWorks so that it does not think that printing is making a change to the file. Thus, if you have saved the file prior to printing (and made no other changes) when you quit it will not think that you made changes, and thus will let you quit directly with no messages or questions about that file.

8. There is a patch for each of the WP, DB, SS modules to allow you to change the defaults for a new file for that module. Thus, if in the Word Processor module you generally use 1/2-inch left and right margins, and 1-inch top and bottom margins, you can change the defaults to automatically start (when you tell AppleWorks to create a new Word Processor file) place those new margins in the new Word Processor file. Kinda neat.

Since most of the patches names are self-explanatory for their function, let's look at the six new TimeOut programs.

1. TO.PATHOLOGIST: This offers you five options:

1. **Desktop pathnames:** This displays the files on your desktop with their pathnames for each file. The pathname is the original source for the file, and the path used when you do an OA-CONTROL-S from within the file. Also, pressing RETURN on any file will let you change the pathname to whatever you wish. A quick and easy way to both save that file to another location, but also allows you quickly go to another location to load a different file by doing a OA-CONTROL-S from within the file (thus changing the current selected path, then an ESCAPE and RETURN to be at the listing of that path with any files showing, and you are in the Add Files mode. This can easily be made into a single stroke Macro to do it all for you! You can also enter slot/Drive parameters and TO.PATHNAME will automatically make the volume name the pathname.

2. **Empty the Clipboard:** One problem that sometimes occurs with AppleWorks is the memory usage. If you have a lot of data on the Clipboard and run out of memory in your file, you can't change the clipboard or empty it. This option allows shows you the type of data on the Clipboard and allows you to empty it, thus creating additional Desktop space. It returns the Clipboard memory to be Desktop memory.

3. **IIGS Enter key: Return:** This lets you temporarily change the Enter key in a Spreadsheet to Enter, Up, Down, Left or Right Arrow. And, of course, you can change it back later.

4. **Toggle Yes/No questions:** This lets you turn Yes/No questions on and off, but only for this use of AppleWorks. When you reboot it later they are still there.

5. **Toggle SuperMenus:** SuperMenus refers to not having to depress RETURN after making a selection at a Menu. Just enter the number and you are there! This option lets you turn SuperMenus on and off.

2. TO.TEXTLOADER: This TimeOut utility will load up to 12 text files at once, and automatically change them to an AppleWorks Word Processor file, name them, and mark them as unchanged. Wow! It sure is fast!

3. TO.PATHMAN: This program lets you define up to 12 pathnames that you wish to use, then specify the number that you have chosen.

To use, just access it, and you are given the following options:

1. Add Current Pathname to list

2. Delete a Pathname from the list

3-14 are the pathnames you have previously specified. Select any of them and that becomes the current selected Pathname for your data. AN easy way to use it is to make a Macro to find PATHMAN. The Macro I use is simple, and looks like this:

<ba-P>:<all><$0 = "PATHMAN" : oa-esc : find : rtn>!

I have collected my TimeOut files into subdirectories so that all TimeOut programs relating to the heading are in the same subdirectory. I use 6 'Topics" for the sub-directories. They are:

1. Word processing
2. Database
3. Spreadsheet
4. General purpose
5. Macro
6. Help

Thus, every help file is in subdirectory #6, and is called

TO.HELP In here I place all the Help files that I create. You can make a help file for any subject you wish, either as a reminder, or to teach new operators.

The advantage of the Macro I use is that it will search ALL of the TimeOut sub-directories until it finds PATHMAN.

To explain the Macro: ba-P is Both Apples, P. Or, on a IIGS, OPTION-OPEN-APPLE-P This calls the Macro. Next, I let String Zero ($0) equal the TimeOut name I wish to locate. Next, of course, is to activate TimeOut (oa-esc). Then, the find command. Find will locate it anywhere within the total TimeOut files. Rtn then enters a RETURN, which executes the PATHMAN program, place my choices in front of me on the screen.

By entering the desired number and a RETURN, PATHMAN changes the pathname to the data storage device to that selected, and returns me to the file or menu that I came from. Viola! Neat!

4. **TO.DATEMATH:** This program allows you do calculations outside the 20th Century (as well as within, but AppleWorks already lets you do that). To use it, you must enter the date in the form of: "MM/DD/YYYY," where MM is the month number, DD is the day number, and YYYY is the full four figure year. It will calculate from the year 1000, to the year 9999 (alas, not before or after). It offers 5 options:

1. Date1 - Date2
2. Date +/- Days
3. Date to Number
4. Number to Date
5. Export Result

Date 1 - Date2 does just that. It subtracts date1 from date 2 and tells you how many days apart they are. If, for instance, I wish to check how far apart in days September 16, 1986 is from June 29, 1991, the Option 1 provides me with this: "9/16/86 - 6/29/91 = 1747."

It presents the information near the bottom of the window you are viewing. Further, you can enter the dates in several formats, and it tells you which ones. They even include the month as a name, as well as four numeric options.

Obviously, if I then divide the answer by 365 I have the number of years.

5. **TO.RULER:** I don't know much about this utility, so let's just quote what the manual has to say:

"This application lets you change to Tab Ruler markings in a Word Processor file to the standard Tab Ruler markers. You'll want to use this if you've changed the Tab Ruler markers and need to print the file with TimeOut SuperFonts, or share the file with someone who hasn't changed their Tab Ruler markers". There, now you know as much as I do!

Also, on the disk is a program to let you change the location of your spelling dictionaries, either to another subdirectory, another disk, or to RAM disk. Easy to use, and a bone to those with 5.25 drives only.

Take Care, Now! Lee...

Lee is the TCSO Emeritus, and a Director-At-Large on the Board of Directors. Lee has 4 Apple IIGS's at work, and one at home, as well as IIc's at work (and a fully portable, battery operated with Solar Panel IIc at home). With 19 Therapists and 4 office staff they run the CMHC completely on Apple IIs with AppleWorks. Lee says, "I know you can't run a business on Apple IIs, but I forgot to read that book!"

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DA review

Imager

by Chester H. Page

What it does

Imager is a Classic Desk Accessory for the Apple IIgs, with an ImageWriter printer. It offers the printing (black and white) of either a PaintWorks image or a super-res screen image, such as the PaintWorks window. Whichever is chosen for printing, there is then a choice of half-size or quarter-size. (The terms half- and quarter-size describe the printout relative to a full-size printout of a PaintWorks image, in which each pixel is printed as a square array of four dots, and the whole printout is 8 x 11 inches.)

Imager prints each pixel as a single dot in an array with 72 or 144 dots per inch vertical density. This comes from the 1/72 inch spacing of the pins in the ImageWriter printhead, together with the possibility of interleaved overlap printing by printing one row of 8-dot patterns, advancing the paper by half the vertical dot spacing, and overprinting with another row of 8-dot patterns.

The horizontal dot spacing is then offered for choice: for half-size, the horizontal spacing can be 80 dots per inch or 72 dots per inch. The 80 choice is to make an on-the-screen visually-square rectangle print as a square (S-square mode); the 72 choice makes a pixel-count square print as a square (P-square mode). For quarter size, the choices become 160 and 144. (Printing in the "square by count" pattern can be useful when a precise geometry is desired, and the picture drawn pixel by pixel in the "fat bits" mode.)

How it works

There are several major considerations:

1) The Imagewriter pins are spaced (vertically) by 1/72 inch, but the paper is advanced in steps of n/144 inch. For half-size printing, one row of 8-dot bit images is printed, the paper advanced by the height of 8 dots (16/144 inch) and the next row printed. The horizontal spacing can be set for 80 per inch (pica) or 72 per inch ("extended") for the two squareness modes.

2) By advancing the paper only half a dot (1/144 inch), the second row of 8-dot bit images can actually be printed in an interleaved overlap with the first row. This makes it possible to print pixels as single dots with 144 per inch vertical spacing, thus allowing quarter-size printing. The horizontal spacing can be set for 160 per inch (elite proportional) or 144 per inch (pica proportional) for the two squareness modes.

This requires analyzing the image data in sets of 8 rows at a time for half-size printing, and 16 rows at a time for quarter-size printing.

3) The image storage area for the super-hires screen comprises $7D00 (32000) bytes, 200 rows of 160 bytes each. In 320 graphics mode, each byte describes 2 pixels. Vertically stacked pixels from 8 successive image rows generate the 8 bits in each image pattern (half-size printing). 200 rows presents 25 sets of 8 rows each, so half-size printing has no arithmetical barriers, but to get an integral number of sets of 16, we must either discard or add 8 rows. The trick here is to assume that there are 208 rows (13 sets of 16) and generate the bit-image data accordingly, realizing that random bits have been added. These random bits, which would print at the very bottom of the printout, can be erased with a simple AND operation.

The paintworks drawing area is approximately twice the size of the super-res screen, (63360 bytes). This is 396 rows, 4 short of being a multiple of both 8 and 16, so we assume 4 phantom rows, and erase the resulting bits from the pattern data.

Basic Procedures

The individual pixels (nibbles, half-bytes) from 8 rows must be extracted from the image data and converted to a vertical set of 8 dots which is to be sent to the printer as a bit-image byte. For half-size printing, this is straightforward, but for quarter-size we must choose pixel rows alternately and print them as interleaved bit-images, since the bit-image vertical dot spacing is fixed at 1/72 inch by the printer pin-head structure. Consider the following set of pixels, represented by X's and O's as black or white:

```
        COLUMN
        ABCDEF.....

R   1  XXX
O   2  XOX
W   3  XOX
    4  XOX
    5  XOX
    6  XXX
    7  OOO
    8  OOO
    9  XOO
   10  XXO
```

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11 XOX
12 XXO
13 XOO
14 OXO
15 XOX
16 OXO

For quarter-size printing, the first bit-image would be constructed from 1A, 3A, 5A, 7A, 9A, 11A, 13A, and 15A, or successive bits 1 1 1 0 1 1 1 1. The second image would be from the same rows, but the B column; the third from the C column, and so on for 320 columns, reaching the right-hand edge of the pattern. Then would come the row of images to be interleaf printed over the first row, starting with: 2A, 4A, 6A, 8A, 10A, 12A, 14A, and 16A, or bits 1 1 1 0 1 1 0 0.

In the bit-image byte sent to the printer, the least significant bit controls the top pin in the printhead; the most significant, the bottom. Hence the bits which were read down the rows must be reversed in order to become the desired bit-image byte. The two sets given become the bytes F7 and 37. The byte is generated by letting each X in the pattern set the carry, and each O clear the carry. After each pixel has been examined, an ROR operation "pushes" the bits into a memory cell from left to right. After 8 "pushes", the cell contains the desired bit-image byte.

Program structure

Sending output to the printer requires an emulation mode operation. To avoid transmitting bit-images before the printer is ready for them requires checking for a handshake after each line of bit-image output bytes; this ia also an emulation-mode routine. The dialog with the user is handled on the text screen, also operating in emulation mode. Each emulation-mode routine is loaded onto page $300, and each one ends in a jump back to native mode via a routine loaded at $340. A native-mode routine called GOEMUL is used to call any emulation mode routine by supplying GOEMUL with the desired $300-page target address. Thus additional emulation mode routines can easily be added.

After the image data are used to generate all the bit-image bytes and store them in a data area, they are sent to the printer. Since some bit-image bytes are almost certain to contain serial-port command codes, recognition of such codes must be forbidden. Also, automatic addition of a line feed after a carriage return must be prevented, or an apparent CR will stimulate the serial port to generate a line feed byte, destroying the expected count of bit-image bytes in a line, causing mysterious crashes. After the printing is finished, normal serial-port control and printer commands must be restored as part of the QUIT operation so as to not interfere with printing operations of the next program.

Using Imager

I originally developed three CDAs to handle different situations. For example, the analysis and printing of data for the quarter-size case is considerably different from that for the half-size. After solving my problems, I realized that user-friendliness dictated the use of a single CDA which could be modified by answers to questions in dialog screens. This required entering several JUMP commands at various branch points, and changing the target address in response to dialog. The dialog also has to enter the parameters for horzontal dot spacing, etc.

There is also the question of the location of the original image data. The address of the super-res screen memory is fixed ($E1/2000), but the location of PaintWorks data is assigned by the memory manager. Making the reasonable assumption that no other program already loaded has requested a block of exactly 63360 ($F780) bytes, the program branch chosen for PaintWorks printout searches the memory manager handles for assignment of a block of this size. That handle then supplies the address of the image data. When the CDA is called, it loads the page 300 emulation mode routines, restores the printer to standard operating conditions (to correct incomplete QUIT treatment by other programs, such as PaintWorks 50% printout), prepares the printer for receiving bit-image input, and presents the first of a set of dialog screens. The first screen requests entering "Q" or "H", for choice of half- or quarter-size printout. The second screen then requests "P" or "S" for Paintworks or Screen. The third requests another "P" or "S", this time for square-by-Pixel-count or square-by-Screen-image. Finally, a two-digit indention is requested.

Additional programs

After using Imager, I realized that a two specialized versions can be very useful - first, a routine for analyzing a PaintWorks image for quarter-size printing, and saving the resulting data to a disk file for later use - second, a program for printing such files. This makes it convenient for adding designs or cartoons to letters.

These three CDAs (Imager, DWG.SAVER, and DWG.PRINT) are, or soon will be, available for downloading from the WAP TCS and from GENIE.

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Hardware review

A Quick Look at a Monitor

by Leon H. Raesly

Black text on a black background? Yes, it can happen. I was adjusting the color on the control panel in my IIGS and got black-on-black on the monitor. Not very good for seeing the results! And then I lost track of where I was, so how to get it back? It turned out to be very easy—just start over! But what was this new monitor I was using that would allow me to do this?

As the cover of the instruction manual says, "Smart. Very Smart"! And it is. The Magnavox 1CM135 is called the professional series. It offers the latest video option, TTL RGB (Transistor-to-Transistor - Red-Green-Blue) or Analog RGB. Of course, with a IIGS, you want to set it to Analog RGB. This gives a picture fully equal to the Apple Analog RGB monitor.

It also has controls for setting the picture height and width, as well as raising or lowering the picture on the screen! The usual Horizontal and Vertical sweeps are there, as well as Saturation, Hue, Brightness and Contrast.

If you like, on the front panel there is an additional control to change your text display to green lettering. Kinda neat, especially if you are using a black background. Easy on the eyes!

The case is modern-looking, with a futuristic sweep to it. It keeps the screen looking up to the viewer, which makes it easy to sit normally in a chair and view it, without having to raise the front, as you do on an Apple screen. The viewer can sit straight and comfortably in a chair and see the screen.

The monitor carries a two year warrantee, which also makes it very attractive. My Apple monitor went dead, and the quotation was for $249 to fix it, which included a 15% discount on parts! The repairs carried a 30 day warranty.

Roger Coats (California mail order store) carried the Magnavox 1CM135 at $225. with $22 shipping. That made my cost of getting it as $247. So for $2 less than the repair, I also received a two year warranty! You know which way I chose to go!

Lee is the TCSO Emeritus, and a Director-At-Large on the Board of Directors. Lee has 4 Apple IIGS's at work, and one at home, as well as IIc's at work (and a fully portable, battery operated with Solar Panel IIc at home). With 19 Therapists and 4 office staff they run the CMHC completely on Apple IIs with AppleWorks. Lee says, "I know you can't run a business on Apple IIs, but I forgot to read that book!"

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AppleWorks Prods, Nudges

by Leon H. Raesly

I plan this as an frequently infrequent series of articles on hints, tips and techniques using AppleWorks. While it will focus on AppleWorks 3.0, much will relate to earlier versions. It will all depend on how successful Rick is in NAGGING me for the articles. However, I will give him tips on how to successfully NAG me! Who knows, there may even end up being one per month!

This time (notice I didn't say month!), I want to focus on the Custom Dictionary in AppleWorks (or QuickSpell, which I prefer). Have you ever put in a wrong spelling, and wondered how to get it out without having to delete the file and start over, losing all your special words? Or had a list of special terms that you wanted to include about your business or profession, and thought there had to be a better way then entering the list and then having the checker check each word, and have to tell it one at a time to enter them in the dictionary? Or have you had it spell check, and it didn't know a word you were convinced you added to the Custom Dictionary a few weeks ago? Well, we'll talk about all of those.

First, lets look at the file and see how it is constructed. The name of the file is: CUST.DICTIONARY, and you will usually find it in the same location as your AppleWorks files, and MAIN.DICTIONARY. So I'd like you to try something: Load it into an AppleWorks word Processor file and take a look at it. Use 'Load a Text File' as your method and load CUST.DICTIONARY Give it the name: TEMP

You could have learned that it was an ordinary text file by checking the filetype in a catalog. Actually, using the 'Load a Text File' will load many types of files, not just text files, but I will talk of that as a special technique some other time. Now, we are just concerned with the Custom Dictionary. Turn on the show codes command (OA-Z) and you will notice several things: 1. They appear at first to be in no order. 2. Each word is followed by a carriage return. 3. On reflection, they are in the chronological order that you told the spelling checker to add them. 4. There are a few duplicates (not easily seen now, but in a few minutes they will stand out). 5. All words are in capital letters.

Remove the file from the Desktop. We have all the information we need, and want to get it on the desktop in a more flexible form. Now, again, go to load a new file, 'Load a Text File', but make it a database. When asked how many fields, tell it 1. Call this file: CUST.DICTION.AW Aha, there it is, now we can do other things with it.

The first thing we want to do is sort it. So, OA-A)to arrange to get it in alphabetical order. You don't have worry about which field, as you only have 1 field! Just OA-A and then hit RETURN. Voile! It is done. Sorting the words will make the search slightly faster, and slightly more accurate.

Now read down the list for duplicates. You will probably find several. Remove them. If you had any words you wanted to add, either insert them, or go to the end of the file and (in single record display(add them. Now sort again.

Of course, this is the time to remove any words that you erroneously (i.e. misspelled) added to the Custom Dictionary. SO do that now.

Let's say you had another list of technical words already type in a file.Go to that file and 'Print to Disk as an ASCII Text file'. Call them. TEMP.TECH.TEXT I like to end all my text files with .TEXT as it makes it readily apparent what they are, without having to check 'Filetype' to see. Be sure that this list is in 'ALL CAPITALS' before you print it. You can use the TimeOut utility 'Case Converter' to do this quickly for you. Also, as we saw before, each word must have a Carriage Return after it.

Now create a new database and call it TECH.TERMS.AW, importing this text file into it, with a single field. On the desktop we now have two files, the custom dictionary (CUST.DICTION.AW) and the new TECH.TERMS.AW Enter the TECH.TERMS.AW and copy all the records to the Clipboard. Now enter CUST.DICTION.AW and copy from the Clipboard. It doesn't matter where you are in the file.

Sort it. Good, we have now completed the merging of the list of technical terms with the previous Custom Dictionary. Now for the final step. Go to Print, and choose: 'Print to Disk as an ASCII Text File' Print it. Give it the name 'CUST.DICTIONARY' Since we have been working within the subdirectory that contains the AppleWorks files (and dictionaries) it will say that it exists, and ask you if you wish to write over it. Tell it 'Yes'. You can throw away the file CUST.DICTION.AW, since the next time you do it you will need to

import the Custom Dictionary from scratch (as a text file), and thus you have no further need for CUST.DICTION.AW.

We are done! With these techniques, you can improve the accuracy of your spell checker, and its' speed, as well as quickly and easily add complete now list of words and technical terms.

Even though Gary Hayman ran the following in his "Bytes & Pieces" column last month, I have made some additional changes to it, and will include it here:

SPELLING CHECKER

I have a spelling checker,
It came with my PC.

It plainly marks four my revue
Miss takes I cannot sea.

I've run this poem threw it,
I'm sure your please too no;

Its letter perfect in it's way,
My check her tolled me sew.

Anon (or was it Ibid?)

Can you find the 17 errors (or more) in the limerick? Answer in my next column!

tests. For example, in the lipid example, one could choose the Weight column as X and the Cholesterol column as Y and see if there is a correlation between the two (figure 1).

StatView can import data in a number of ways. Data can be pasted from the clipboard. Data can be generated as a text file by an external program or word processor and easily imported. (I ran a TrueBasic program to generate some random data and successfully imported the text file without the bother of reading the documentation.) Data can be imported from a spreadsheet or database. Of course, data can also be entered by hand into the standard grid format. The manual claims data can be imported from a computer other than a Mac by saving the files on a Mac disk with a terminal emulation program like MacTerminal, but I did not have a chance to try this.

A large number of standard statistical analysis functions are available. As mentioned above, the user can instantly get the standard descriptive statistics on a variable (mean, standard deviation, maximum, minimum, number of samples,standard error, sum of samples and sum of squares). Other descriptive statistics are also available: frequency distributions, median, mode, geometric mean, harmonic mean, skewness, kurtosis, percentile values and t or normal confidence intervals.

A number of comparative statistics are also available: t–tests, Pearson correlations and comparison percentiles, ANOVA (analysis of variance), contingency tables and regression. (Simple, multiple and polynomial regression are all available.) Numerous non–parametric tests are also available: chi–square, Kolmogorov–Smirnov, Wald–Wolfowitz runs, Wilcoxon signed rank, Kendall rank and Spearman rank–order correlation coefficient, Kruskall–Wallis and Friedman test. (Personally, I have used only a few of these, but there they are if I need them.)

As implied by these lists of functions, StatView is for the most part a data manipulation program; it does, however, include a menu item to generate pseudo–random number selected from a uniform or Gaussian (normal) distribution. This facility, in conjunction with the ability to transform columns using functions like logs and square roots let you generate samples from other distributions, like the Rayleigh. This can be useful when you are trying to determine if some data you are studying were likely to be drawn from such a distribution. For more complex distributions, however, the user will need to generate samples elsewhere and import them into StatView.

StatView links datasets and graphics so that changes to the dataset are automatically reflected in the figures. Several types of plots are available: histograms, bar charts, pie charts (beloved of business types), line charts with error bars and scattergrams of x–y pairs. (Unfortunately, there is no 3–D plotting capability.) Log and semi–log formats are available. Plots can take full use of color capability. Graphs can be output in either MacPaint or MacDraw format.

Some standard drawing tools are available for customizing the plot. The user can add text, arrows, rectangles, rounded rectangles and titles to the plots. (One disorienting choice was to use the I–beam symbol in the drawing palette in place of the more standard bold "A" for text insert.) Points can be plotted with any of 16 symbols (e.g., crosses, boxes and filled circles) and these symbols are easily changed by selecting the symbol in the figure's legend and then choosing the new symbol from the Point Type table under the Graph menu.

Incidentally, the System 7 Compatibility Checker says that StatView II 1.03 is compatible with System 7.

Conclusions

StatView II is well–designed, stable, fast and easy to use. Its list of available statistical functions is large and includes all standard functions. Graphs are easy to make and modify. StatView II is a powerful tool for enhancing your ability to rapidly make statistical analyses and to interpret your results. Anyone who needs these statistical capabilities and is reasonably familiar with statistics (or is willing to learn) should consider buying it.

(For details about StatView, please turn last time) to page 91)

Software review

SuperConvert

by Adam Robey

Shortly after I got my Apple IIGS, I came across a collection of GIF images. (GIF stands for "Graphic Interchange Format". This is a computer-independent graphics format. Because of this, such images are very common.) Some of these graphics sounded pretty interesting and useful, but I had no way to use them or even view them. Eventually, I came across IIGIF, a program that was not specific to the Apple IIGS and that did not save its output as an Apple IIGS graphics file. Someone recommended the program SHRConvert to me. SHRConvert (a shareware program) was the best graphics utility that I had seen at that time. Now, Seven Hills Software has released a commercial version of it, SuperConvert, which is even better.

SuperConvert is easy to use. It includes an online help system. It comes with its own launcher as well as a disk initializer desk accessory. The basic use of SuperConvert is relatively simple. Find a picture that you want to convert. Choose the type that it is from the "Load Formats" list. Click the "Load" button on that dialog box and tell it that you want to load the picture that you found. It will, in some cases, give you a dialog box giving you the option to remap the colors in the image. Wait a minute and your image will be converted. Look at the picture. If you want to save it, go to the "Save Formats" list, choose a format, and save it. You can save the image in the graphics format of your choice and work with it in a variety of paint programs.

SuperConvert has many other useful features. It will allow you to print the image directly. It will even allow you to design a print layout. With it, you can look at the data in a file (both hexadecimal format and text). If the file has a resource fork, you can look at that. You can also do a histogram of the data fork. (This function has been pretty useless to me but someone probably has a use for it.)

The screen image can be viewed in a variety of different ways. It can take up your entire screen. It can be viewed at half of its normal size. It can be viewed enlarged. The image can also be remapped for colors and rotated. A histogram equalization can be performed on the image. This adjusts the color values of the image to eliminate the lack of contrast.

There is some pretty weird stuff in this program. One option is called "Oscilloscope Art". This redraws the image so that it can be displayed on an oscilloscope properly attached and set. The manual concedes that there is no known reason for doing this. Any graphic can be saved as an INIT file that will allow you to use said graphic as a desktop background. You can also generate banners as well as key charts for fonts.

If you already have SHRConvert, you may wonder if it is worth it to buy SuperConvert. In my opinion, the main advantage of SuperConvert is the presence of the new file formats for both loading and saving. (The "extra" features are useful but the added file formats are the primary improvement.) SHRConvert has eighteen load formats and five save formats. SuperConvert has thirty-one load formats and eight save formats. With SHRConvert, the only way to convert an IBM graphic was to convert it to a computer-independent format and convert the computer-independent format to an Apple format. This is no longer necessary. SuperConvert supports IBM formats.

All in all, SuperConvert is an excellent piece of software. The two things that I would like to see added to it are better enlargement and reduction capabilities, and the ability to directly read disks from other operating systems. Reading disks from other operating systems is a considerable undertaking but it is pretty easy to read from (not write to) Macintosh disks. The suggested retail is $39.95 but it can be obtained from a mail order company for slightly more than half of that.

Seven Hills Software
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Tallahassee, Florida 32304-3930
(800) 627-3836

Rebuttal

Revolution Didn't Fizzle

by Phil Shapiro

The May 20 issue of *Time* magazine had a feature article entitled, "The Revolution that Fizzled," about how computers in the classroom have not lived up to what everyone first expected. My initial reaction to the article is that the author can't have visited more than a few schools, or else he would had many more favorable things to say about how computers can enhance the learning process. Yet the article raises some interesting concerns that lend a modicum of support to the sensational sounding title.

True, computers are no magic cure-all for the problems that bedevil our educational system. Computers alone can't teach a well-balanced curriculum. But used thoughtfully and wisely by well-trained teachers, with support and encouragement from school administrators, computers can serve as powerful intellectual springboards for young minds.

The author of the article echoes the sentiment that "good teachers will always be the heart and soul of good education." Of this, there can be no doubt. But how can we encourage teachers to incorporate computer use into their regular lesson plans? This can be especially challenging in the single-computer classroom.

Many schools these days have both a computer lab, and a solitary or twin computer system set up in the back of each classroom. Using such a computer with thirty energetic kids takes some planning. You have to find software that can be successfully used in a group situation, and find ways to involve the eager-beaver students and the sleepy-eyed-owls in the same activity.

Another point the author brings up is the moderate noise levels that increases when children work cooperatively on computer-based activities. Our Puritan heritage makes many teachers cringe at the thought of rising noise levels in the classroom. Yet what appears to be random chattering often turns out to be stimulating communication taking place between students. Computers can serve as an excellent vehicle for children to discuss ideas with one another, to engage in exploratory discussions, to participate in group problem-solving, and all the other real world skills that are the ultimate goal of any education system.

Free-form classrooms take some getting used to, especially by upper level administrators, whose primary concern is that the classroom activities be conducted in an orderly fashion. But given a chance to work, open classrooms yield all sorts of learning opportunities. More than anything, open classrooms renew children's natural love of learning, and make school fun.

Underlying this whole debate is the nagging problem of which computer platform to invest in. Apple is pouring millions of dollars into promoting the Macintosh as the best computer for classroom use. They're even pushing elementary school classrooms to purchase the over-priced Macs.

But which option makes more sense: thirty students sharing six Mac LCs, or thirty students sharing 20 Apple IIe's? The children don't derive any greater benefit from using a Macintosh than from using an Apple II. And the selection of educational titles for the Macintosh still remains less than 1/20 the selection of educational titles for the Apple II. Not to mention that the educational titles that are available for the Mac are often priced triple, and even quadruple as much as the standard Apple II software package.

The Apple II remains the computer of choice in many school districts, and for good reason. It's eminently affordable, and boasts a prodigiously large selection of high quality educational software. There are few schools who can claim to have exploited all of the Apple II's potential. It wouldn't surprise me at all to walk into schools in the year 2000 and see Apple II's still being used enthusiastically by students.

While raising some valid concerns, the Time magazine article misses the mark. The computing revolution hasn't fizzled: it just hasn't exploded with the fireworks that early promoters expected. But ask any teacher who's worked closely with computers in the classroom; computers are firing up all sorts of new neural connections in the minds our nation's youth.

Measurable results won't necessarily show up on next month's achievement tests. But give it a couple of years, and you'll see a new generation of enthusiastic learners. And if students take a delight in the learning process itself, what more can we ask from our schools?

The author is the founder of Balloons Software, a new Apple II educational software company. He can be reached at Balloons Software, 5201 Chevy Chase Parkway, N.W., Washington DC, 20015-1747, or by electronic mail on GEnie at: P.Shapiro1

Apple III Public Domain Library

by Dave Ottalini
WAP III SIG Co-Chairman

August is upon us, III SIGers, and your usually prolific III SIG Co-Chairman is taking a short break from his column. BUT that doesn't mean we don't have a public domain disk to announce.

In fact, some really great Apple III PD disks will be coming your way in the next few months, with 3INF.24, The Best of ATUNC#2, kicking things off. III SIG member Robert Howe volunteered to go though many of the past Apple Three Users of Northern California newsletters (on disk) and pull out the best articles. He's gone beyond the call of duty, by not only pulling out the articles but putting them into categories as well.

This disk is the first of five that will find their way into our PD. As you can see below, it includes information about Applewriter, Business Basic, Catalyst, Copy Protection, Desktop Publishing and Apple II Emulation Mode.

As with most of our PD disks, this one is self-booting. You can read each file and print it to your serial printer if you like (or copy your SOS.Driver file from an appropriate disk to use your printer).

Robert Howe (who lives outside Sacramento) has gone on to the Macintosh world at this point. But I'd like to thank him for making such a great contribution to the III SIG PD.

SIDE ONE
APPLEWRITER
- AW3.AND.DMP: Super/Subscript printing using AppleWriter & DMP Printer.
- AW3.CHAR.COUNT: How to make Applewriter not count character returns.
- AW3.FOOTNOTES: Footnotes in Applewriter.
- AW3.HINTS: Hints for beginners.
- AW3.HINTS.PT2: More hints for beginners.
- AW3.HINTS.PT3: Even more hints for beginners.
- AW3.PRINT.PROB: Problem with blank lines printed at the end of each page.
- AW3.SUPER.FIX: Fixing single page print bug in AW 4.0.
- AW3.SUPERAW3: What is Super AppleWriter?
- AW3.WPL: What is Word Processing Language and how to use it.
- AW3.WPL.PT2: Part of of using WPL.

SIDE TWO:
BUSINESS.BASIC
- BBAS.DISKLABELR: Disk Label program (text).
- BBAS.DRIVECLEAN: Drivecleaner program (text)
- BBAS.EDUCATION: Article exhorting ATUNC members to do some programming.
- BBAS.EXEC.COMMD: Using the Business Basic EXEC command.
- BBAS.INFO.2: BB version 1.23 highlights.
- BBAS.PD.DISK: Review of ATUNC PD BB disk #1.
- BBAS.PROG.LIST: Sending BB program to your printer.
- BBAS.RUNTIME.PM: Program that tells you a program's run time (text).
- BBAS.STRUCTURED: Structured programming in BB.
- BBAS.UNDOC.FEAT: Undocumented features of BB 1.23.
- BBAS.WORD.PUZZ: Program that will make an anagram word puzzle with your words.
- WORD.PUZZLE: Basic version of BBAS.WORD.PUZZ. It's fun!

CATALYST
- CATLYT.COP.PRO: Getting around copy protection problems with Catalyst.
- CATLYT.COPY: Getting copy of the Catalyst Boot Disk.
- CATLYT.DECATER: Review of FIXER, a program that fixes catalyzed disks.
- CATLYT.DNAM.DRI: Dynamic Drivers under Catalyst 2.0.
- CATLYT.DYNM.DRV: Catalyst and Dynamic Drivers.
- CATLYT.TRANSFER: Transfering Catalyst from Profile to QC10 Hard Drive.
- CATLYT.UPGRADE: Upgrading Catalyst.
- CATLYT.VS.SELEC: Comparing Catalyst and Selector.

COPYPROTECTION
- COPY.OF.PROTECD: Advanced Visicalc damaged boot disk. Copy II+.
- COPY.PROTECTION: Disk Data organization and copy protected software.
- COPY.PROTECT.2: More on Apple II programs that can copy copy protected Apple III programs.
- COPY2PLUS.V6 : Review of Copy 2 Plus, Version 6.

DESKTOP.PUBLISH
- DESKTOP.PUB:Word Juggler and DTP.
- DESKTOP.PUBLISH: General discussion of DTP and how to get started on the Apple III.
- INSERT.CARR.RTN: Automate Carriage Returns.
- NEWSLTRS.MAKE: Printing newsletters with the Apple III.

EMULATION.OF.A2
- A2.GAMES.ON.A3: Apple II games on the Apple III.
- APPLE2.EMUL: The basics about Apple II Emulation.
- BASIC.BUGS.EM: "BUGS" program for use in Emulation Mode.
- COMPATBILTY.A2: Compatibility between Apple III and Apple II.
- EMUL.COLOR: Getting color in Emulation Mode with a Panasonic Monitor.
- EMULAT.PROGRAMG: Programs for those interested in Apple II Emulation Mode.
- RESET.A2.EMULAT: Modify Emulation Disk to reset an Apple II program.
- RESET.A2.EM.PT2: Part 2 on how to modify the Apple II Emulation Disk.
- TIME.MONEY.A2: Review of the Apple II program "Time is Money" that can run in Apple II Emulation Mode on the III.

Classified Advertisements

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

VOLUNTEERS NEEDED
Your Users' Group needs you!! Washington Apple Pi needs volunteers to coordinate and/or help with the following tasks:-
Apple II Tutorial Coordinator
Apple II Disk Librarian
Hotline Volunteers
Apple II Disk Annotators
Hotline Volunteers
Apple II Disk Duplicators
Graphic Artists
If you are interested in lending us a hand, please call Nancy at 301/654-8060.

FOR RENT
Washington Apple Pi has a small office (approx. 10 x 20) in their suite which they are considering sub-leasing. If you would like to see the space, stop by the office and ask for Nancy. For more information concerning the sub-lease, contact Dave Ottalini at (301) 681-6136.

VIDEO PRODUCTION SERVICE
Network quality video production is now affordable to both large and small businesses, thanks to special "wholesale pricing" of Award winning company: International Television Productions, Inc. Full production and editing services, special effects, animation, all you need is available, and cost effective. Call Guy Durant at I.T.P. District Sales Office: 202/575-0414 ext. 123.

FOR SALE
ImageWriter II with stand and paper rack. $200. Call Joe at 703/892-1864 or 703/486-0788.

FOR SALE
ImageWriter II Sheetfeeder. New in box. Never used. $165 or best offer. Call 703/448-5997.

FOR SALE
12" x 17" professional graphics tablet, cordless pen, manuals, software, $600. Call 301/474-7445.

FOR SALE
Applied Engineering Fastmath card, complete - mint condition. Make offer. 201/868-0241 evenings.

FOR SALE
Mac w/ 800K internal floppy disk drive $100. Call Steve at 301/990-1540.

FOR SALE
Full impact 2.0, all documentation and package, $100. Call 301/559-7609.

FOR SALE
Apple II+, 2 disks, MX80, Sanyo monitor plus lots of hardware/software extras — $500/Best offer. Call 202/625-1024

WANTED
I am seeking a numeric keypad for a Mac 512Ke upgraded to a Mac Plus. Call Brian at 301/972-9325.

WANT TO BUY
Want to buy license-able copy of Adobe Photoshop and Filemaker Pro. Call 703/256-5128.

SASSY NEWSLETTER
Ifyou want to receive more than one Macintosh Newsletter, try Mouse Droppings from Corvallis (Oregon) MUG. A $20 check to CMUG, 1420 SW Crest Circle, Waldport, OR 97394 will do it. Lots and lots of hints and a devil-may-care attitude.

DONATIONS WANTED
Mac Pluses, SEs, External Disk Drives, Laser Printers, ImageWriters and Fax Machines desired by environmentally- and socially-conscious non-profit, tax exempt Washington research group. Established in 1975, the Council on Hemispheric Affairs (COHA) has specialized in monitoring the U.S. - Canada - Latin America relationship and embracing growth of democracy and social justice through the region. COHA publishes its highly regarded bi-weekly publication, the Washington Report on the Hemisphere, and weekly "news and analysis" releases distributed to the Washington press corps. Our unpaid staff of 26 talented interns now operates on four 15-year-old Kaypro computers, and are in desperate need to secure adequate technology to do their job. Please contact Bonnie Perrin at COHA, (202) 393-3322

LASER PRINTER WANTED
Christian Worship Assembly is looking for a good, used laser printer for their office use. We are a non-profit organization and would appreciate any discount you can give us toward the purchase of this kind of printer, as it would be tax deductible. Free would be fabulous! Please call at 703/437-7747. All offers considered.

VISUALS & GRAPHICS
Slides, charts, graphs, corporate/assn. print & presentation design, magazine/newsletter layout/production, covers, illustration, photo manipulation, brochures & ads. ARTDRAFT DESIGN 301/474-7445.

DONATIONS NEEDED
Macintosh System and all telephones stolen from church and non-profit N.C.S.C. office next door.
Mission San Juan is a ministry to inner city Hispanic residents. Late Sunday, April 14th , a break-in occurred at the church office and all the telephones and the Macintosh computer system were stolen; the thieves also broke into the adjacent non-profit office of the N.C.S.C., stealing all of the expensive two-line phones in that office also.
I don't believe either office had insurance coverage. Because of hard times, donations have fallen off and they cannot afford to replace the phone or computer systems.
Please consider a tax deductible donation to either or both of these organizations of your Macintosh system or office phone equipment. Thank you!
Contact: Guy Durant at 202/363-0366 for donation information.

HELP WANTED
Training Specialist—Develop and conduct in-house training classes for a company utilising multiple platforms, including the VAX, PCs and Macintoshes. Resume to Margaret Kositch, 1320 Braddock Place, Alexandria, VA 22314.

NEW MAC SOFTWARE COMPANY
Mac enthusiasts needed to invest in new CD-ROM software positioned to take advantage of a major and soon-to-be released Macintosh System 7 feature. For introduction packet, please send your name and address to: CDI, Box 5037, Springfield, VA 22150.

On the learning curve...

Tutorials — August

by Keith Malkin

Washington Apple Pi Training Classes for August

In the lazy, hazy days late in the Summer, we have an abbreviated, but interesting class schedule. You can come in out of the muggy weather some hot August night to learn the basic principles of Macintosh computing or about the innovative (andsensible) Dvorak keyboard arrangement. Unless otherwise indicated, all class sessions are scheduled for three hours and will be held at the WAP office in beautiful downtown Bethesda.

We urge you to bring your computer with you to the Introductory Macintosh classes, since we have none 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.

Occasionally, the WAP class schedule changes due to conflicts or other circumstances beyond our control. Please call the office at least one business day before the class date to confirm that your class will be held as scheduled. We cannot call you! We sincerely regret any inconveniences that may arise.

Payment for Courses

The fees for each session are fifteen dollars ($15) for members, twenty dollars ($20) for non-members. Please register for the class or classes you wish to take by either sending in the registration form (which can be found in this or any recent issue of the Journal at the end of this article) or by phoning your registration into the office. Please do not ask any of the Education Program volunteers to register you. If you've signed up for a class and need to cancel, please do so two business days before the class, otherwise we cannot refund your money.

Volunteers and Instructors

Please send your ideas, comments, or suggestions to us. You can write to me, Keith Malkin, at 9505 Draycott Court, Burke, VA 22015-3253. We need your enthusiastic support and creativity to make the Washington Apple Pi Education & Training Program a success. Let us know:

•What courses, seminars, or workshops you would like to see offered

•Which subjects or software packages you want covered in a tutorial

•When are the most convenient times for you to attend a class

•Where is the most convenient area for you to attend a class

•What course, seminar, or workshop you would like to teach.

We are always looking for instructors, seminar leaders, or teachers. Many of you have asked for classes on the following software packages:

•Claris FileMaker Pro

•Claris MacWrite II (a "Pro" version is forthcoming)

•Claris Hypercard 2.0

•Microsoft Works

•Timeworks Publish It Easy!

•Quark XPress

•Macintosh Programming, including Pascal and C.

•Aldus Freehand 3.0

If you are knowledgeable in any of these applications or subjects, please consider instructing; your fellow members need you! If you have any subject or software package you would like to teach, please call Bob Morris at: (301) 963-3129(h) or (301) 501-7814 (o). (Instructors are compensated for their time, effort, and expense.)

We wish to embark on a rather ambitious program of expansion. Our goal is to create a classroom laboratory environment within WAP, complete with a generous complement of hardware and software. (No more lugging your Mac to class!) The only way we can accomplish this objective is by increasing class registration. So we need to publicize and promote the wonderful, low-cost training we provide–to WAP members and the community at large. If you are a graphic designer, commercial artist, illustrator, desktop publisher, editor, ad copywriter, or just an enthusiastic WAP member, please give us a hand with publicity. (This could be a wonderful opportunity for self-promotion, if you are a freelancer or entrepeneur.) We do not need a heavy time commitment, just a few hours each month. Call me at (703) 503-5369, (9AM—6PM) or (703) 503–8591.

Macintosh Tutorials

Introduction to Macintosh, Part I (Course # M10791). 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 class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the System, Finder, Icons, the Active Window, and how they all work. You'll also investigate

the components of the Control Panel.

Materials required: Your Macintosh, external drive, startup disk, and an unformatted disk.

Course Date: Monday, August 12, 1991, 7:00 PM—10:00 PM.

Introduction to Macintosh, Part II (Course # M20791). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key ( ) equivalents (keyboard shortcuts for Menu Bar commands).

Materials required: Your Macintosh, external drive, startup disk, and an unformatted disk.

Course Date: Monday, August 19, 1991, 7:00 PM—10:00 PM

Introduction to Macintosh, Part III (Course # M30791). 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 Startup command; how to use the Font/DA Mover; learn about MultiFinder; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, startup disk, and an unformatted disk.

Course Date: Monday, August 26, 1991, 7:00 PM—10:00 PM.

Seminars

The Dvorak Typing Method (Course # DV10891) From Michael and Ginny Spevak comes a welcome relief to all of us who have learned to hate the QWERTY keyboard and all of its awkward finger positions, a class on the Dvorak keyboard arrangement. The Spevaks write:

"The Dvorak keyboard was successfully designed to be faster, more efficient, and easier to learn than the QWERTY keyboard. The American National Standards Institute (ANSI) has officially recognized it as an alternative standard keyboard arrangement since 1982. It can be used with most computers (including all Apple products) via readily available software (the Dvorak arrangement is integral to Windows 3.x, for example) and by modification of the keyboard device. In the tutorial, we will demonstrate materials and get you started using Dvorak on Macs and Apples."

I think this is going to be an interesting offering, especially for anyone who does a good deal of data entry or typing. Please register early!

Course Date: Monday, August 5, 1991, 7:00 PM—10:00 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 ____ *Class Fee $*____ *= Total Fees $* _____

Check/Money Order *Credit Card* *Card Number* _____

Card Expiration _____ *Signature* _____

WAP Form #CL006 (mod. 7-90)

Mail registration and payment to the above address

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 _____

Disketeria

Macintosh Disk Library

Revised Series; New Disks

We have completely revised two Disk series this month; 2.XX – Desk Accessories and 9.XX – INITs & cdevs (System Extensions). We are also starting revision of 1.XX – Anti-Virus Utilities and 16.XX – System Utilities and expect to include the results in the catalogue and the next Journal.

There are seven new disks this month; two Desk Accessories series (Mac Disks #2.01C through #2.15C) and five INITs & cdevs (System Extensions) series (Mac Disks #9.01A through #9.16A). Descriptions of the revised and new files are included below.

All of the older DA and INIT/cdev files that have withstood the test of time are now arranged, mostly alphabetically on disks at the beginning of each series. All files that are either new or are replacements for earlier versions are on disks at the end of the series and are also arranged mostly alphabetically. In some cases where there are a larger number of files, revised files are included separately on disks in the middle of the series and new files are placed on disks at the end of the series. Due to space limitations in the Journal, we have included descriptions for only the disks that contain revised and new files. See the new catalog for descriptions of the old files.

Desk Accessories series

After this latest revision, Disk series 2.XX now extends through Mac Disk #2.15C. The first thirteen disks include files previously issued. The last two disks, Mac Disks #2.14C and #2.15C, include new and revised files; descriptions of these files are included below.

System 7.0 now makes installation of Desk Accessories easy. No more tedious installation with Font/DA Mover (or Suitcase or Master Juggler). Just copy the DAs over to your hard disk and double click the DA suitcase icon to convert them; the DA suitcase opens just like a folder and shows any included DAs in application (diamond icon) form. Then just move the DA application icons into any convenient folder. You may then run DAs at any time by opening the folder and double clicking the application icon. To access DAs from the (Apple) Menu as in earlier systems, just move the DA icons to the System folder icon; you will then be asked to allow storing the DAs in the Apple Menu Items folder. These DAs are immediately available under the Menu just as before.

Tired of the clutter of all of those DAs under the Menu? Do you access a few DAs often and most of the rest infrequently? Any that you only use for Desk Top Publishing? To eliminate clutter, group your DAs in logical categories such as Games, DTP tools, File tools, etc. Then create folders with those names inside the Apple Menu Items folder and place the DAs inside the folders. Keep the DAs you use often in the Apple Menu Items folder. When you pull down the Menu, you will see only the ones you use often along with the named folders. If you want all of the DAs at the top of the menu and all of the folders at the bottom, start the name of each folder with an underscore character (shift - hyphen). If you like all of the folders at the top, start the folder names with a non-breaking space (option - space bar). Open the named folders to access the DAs inside.

INITs & cdevs series

The revised INITs & cdevs Disk series 9.XX now ranges through Mac Disk #9.16A. Mac Disks #9.01A through #9.11A include files previously in the library but all duplicates and many files that no longer work with later System versions have been purged. Mac Disks #9.12A and #9.13A include revisions to files previously in the library. The last three disks, Mac Disks #9.14A through #9.16A, include new files. Most of the new files and many of the older ones are System 7.0 compatible. However, none have been tested by the Disketeria crew so some caution is advised. Back up often (but you were doing that already, right?). Of course, since most of the newer files have been downloaded from telecommunications services such as GEnie, the majority of these files have been well tested by others.

With System 7.0, INITs are automatically moved into the System Extensions folder when you move them onto a System folder icon. Control Panel Devices now rate their own folder inside the System folder and are installed in a manner similar to INITs. When you double click the Control Panel folder, each of the cdevs is shown individually according to the View you have selected. Each cdev may be accessed by double clicking its icon or name. The old Control Panel with the scrolling list of icons is now gone for good—it is not likely to be missed except by the author of UnScrolly (which is still included

and recommended for users of System 6.0.X and earlier).

If you want to access cdevs from the Menu, just create an alias of each of the cdevs and move their icons to the Apple Menu Items folder inside your system folder. Better yet, create an alias of the Control Panel folder and move it to the the Apple Menu Items folder. Then when you open the menu, you see a folder of cdevs which you may open; this eliminates much of the clutter under the menu. Push the Control Panel folder to the top of the list by starting its alias name with an option - space or to the bottom with a shift - hyphen just as with the DA folders.

Mac Disk Catalog

We are in the final throes of updating the Mac Disketeria Catalog. We decided to delay the issue until the System Utilities series was updated since there were a lot of new programs and program revisions. Developers are scrambling to update programs for System 7.0 compatibility. If all goes well, the catalogs will be available by early August. The catalog covers all Macintosh disks issued through July 1991 and includes disk descriptions and alphabetical lists of programs and files.

TrueType™ Series Revisited

The TrueType™ font series was a big hit at the June Garage Sale meeting. We sold all that we brought including those that we brought along for delivery to the office later that day. Our apologies to anybody who was disappointed when we ran out. The office is now adequately stocked with these fine fonts. Because of their popularity, we will continue to monitor GEnie and other boards so we can add to our collection.

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.

Disk #2.14C — DAs 14

Desk Accessories

ApplesToOranges: By POD Software. Converts between selected units of linear, volume, weight and temperature; for example degrees F to degrees C.

BinHqx 1.02 *f*: **BinHqx 1.02:** By Howard H. Fukuda. A replacement for BinHex 4.0. Performs encoding and decoding of Macintosh®binaries in the BinHex 4.0 format but uses more memory for faster operation. BinHqx also adds file splitting and file joining. **BinHqx DA Docs** (MWII) is in MacWrite II format. *Shareware – $5.*

Conversion 1.5.6 *f*: **Conversion 1.5.6:** By Rick Johnson. Converts between linear measure, for example between inches, millimeters, points and picas. Also has fractions to decimal and the reverse, dry and liquid measure, volume, area, geographical, temperature, angles and model railroad scale conversions. **Conversion.doc** is in Word format.

Disk Accessory Plus 1.1.1 *f*: **Disk Accessory Plus 1.1.1:** By Vertical Solutions. Creates a label for each disk that is inserted while Disk Accessory Plus is active. Each label entry appears in a list on the right-hand side of the label screen. You use a label template on the left side of the screen to design your labels. Also includes Initializing, Duplicating and Erasing functions. **DA Plus manual.text, Quick Start!** and **What's New** are in text format. *Commercial – see license for ordering information.*

FastEnvelope 2.0.1sw *f*: **FastEnvelope 2.0.1sw:** By Henry Carstens, Vertical Solutions. Prints envelopes of various sizes and postcards with address, return address, bar code, message (for example—First Class), Icons and Pictures. **FastEnvelope 2.0 Manual.text, QuickStart!** and **What's New** are in text format. *Commercial – see license for ordering information.*

FlashWrite II 1.02 *f*: **FlashWrite II 1.02:** By Andrew Welch. A super notepad DA which may have multiple pages, each with its own name and each containing up to 32,000 characters in any font face, size and style. It can import and export text and you may select your favorite word processor in a preferences setting. The DA also has a find function and counts characters, words, sentences and paragraphs. **FlashWrite II Docs** is in double clickable application format. *Shareware – $15.*

FontView 1.13: By Simon Brown. Permits you to select and view various font faces, sizes and styles and to copy them to the clipboard. *Shareware – $10.*

Heap Picture DA: By Doug Ihde. Pictorially displays information about the Application Heap and System Heap of your Macintosh in its current configuration. As noted, this is primarily for programmers but you may be interested anyway.

Disk #2.15C — DAs 15

Desk Accessories

PhoneBook DA 2.4.3 *f*: **PhoneBook DA 2.4.3:** By Tim Herzog. It handles long lists of names and addresses usually managed by a Rolodex, HyperCard, or some other tool. It sports a slick interface, extensive phone dialing features, envelope printing, and a robust phone call timer. A utility program for printing reports and converting files to PhoneBook format is included in PhoneBook Plus *f*. **PhoneBook 2.4.3 Notes** and **PhoneBook Plus Notes** are in text format. *Shareware – $20 for DA, $10 for PhoneBook Plus; $25 for both.*

PICTuresque 1.2 *f*: **PICTuresque:** By Tim Herzog. Permits viewing and copying graphics files quickly and easily. Works with PICT, EPS and MacPaint format files. **1.2 Documentation** is in text format. *Shareware – $20.*

PropCalc 1.01 DA *f*: PropCalc 1.01 DA: By . A proportion calculator which serves as a replacement for the familiar graphic artist's proportion wheel. It's geared primarily to aid in ordering halftones or color separations, but can also be used for scaling line art or illustrations. PropCalc docs and

PropCalc docs.MacWrite are in Word and MacWrite respectively. *"If... useful and dependable, and... asset to your productivity and profitability... appreciate a contribution of $10, or whatever you think is fair."*

QuickB DA 1.0 *f*: **QuickB DA 1.0**: By Raymond Lau. QuickB is a CompuServe protocol which allows for significant speed gains and time savings when up/downloading. This DA is for use within those telecommunications programs that do not have a QuickB capability. **About QuickB DA.txt** is in text format. *Shareware – $15.*

Snow *f*: **Snow**: By Rick Jansen. A DA to brighten your days around Christmas! It will let it snow on the desktop, i.e. the area between windows. **Snow.info** is in text format.

Super Ruler: By Randy Ubillos. Allows objects on the screen to be measured at different resolutions. This has a later date than one already in the collection but does not appear to be different. *Shareware – $10.*

TattleTale 1.2 *f*: **TattleTale 1.2**: By John Mancino. Provides very complete information about your computer and its system related software. Information can be viewed on screen by category, printed, written to a standard text file, or output in database readable format. The record of your system configuration can be used for reporting problems to software and hardware manufacturers, to compare configurations across multiple computers, or to simply learn about your machine. **TattleTale Docs.MW 5.0** and **TattleTale Docs.TeachText** are in MacWrite and text formats respectively. *ECO-Ware – "please go a little further out of your way to do something environmentally sensitive the next chance you get."*

WaitLess *f*: **WaitLess**: By Satoshi Nishi. This DA gives you a menu from which to select Control Panel Devices (cdevs). Why do this? Well, the DA is much faster than using the Control Panel and you may set a default cdev to appear at the top of the menu. It has a number of other features as well. **Won't read, will you?(MACA)** is in MacWrite format.

WindowTile 1.1 *f*: **WindowTile 1.1**: By Bruce Zweig. Use it to tile the windows in any application. It does wonders for a crowded Finder desktop! It's also great for arranging source windows in a non-MPW programming environment, and you might find the Untile feature useful even there. **ReadMe WindowTile™ 1.1** is in text format. *Shareware – $15.*

Disk # 9.12A — I/C 12
INITs & cdevs

AutoSave II Demo *f*: **AutoSave II Demo**: By Magic Software, Inc. An INIT that automatically saves the file that you are working on (in most applications). The demo version only works for 30 minutes from launch; rebooting will restart the clock. **AutoSave II Demo Notes** is in TeachText format.

Chime 4.0.1 *f*: **Chime**: By Robert Flickinger. Plays up to 4 snd. resources on the hour, half-hour, and quarter hours. A coo-coo clock chime is included. **Read Me** is in MacWrite format. *Shareware – $10.*

Finder Sounds *f* (v1.3): **Finder Sounds**: By Greg Smith. With System Software version 6.0.4 or later, the Finder can play sounds corresponding to various events. The **Finder Sounds Config** cdev permits you to select sounds for these events include opening and closing windows, creating and deleting files, and even modifying windows. **Finder Sounds.teach** is the TeachText format documentation.

Flash-It 2.2b1 *f*: **Flash-It**: By Nobu Toge. Defines three (3) hot-keys to: capture all or a selected part of the screen image, save it to the clipboard or to a disk file, and print it. **FI22b1.DOC (MW)** is in MacWrite format. *Shareware – $15.*

HeapTool 1.4 *f*: **HeapTool**: By Kerry Clendinning. If you use MultiFinder and more than a few INITs, you may experience frequent bombs as the "System Heap" runs out of memory. The system heap is an area of Mac memory set aside for use by the Mac operating system and other system software. INITs use space in the system heap during startup, and many of them stay loaded as long as your Mac stays running. FONTS and Desk Accessories also require space in the system heap, but their use of the heap tends to be *dynamic*, meaning that the amount of space needed changes according to what the user is doing. Just drop Heap Tool into the system folder, and it will expand your system heap the next time you reboot. **Manual 1.4-mw** is in MacWrite format. *Shareware–$13.50.*

Icon Colorizer *f* (v1.6): **Icon Colorizer**: By Robert P. Munafo. Displays a replacement set of multi-color icons for a variety of programs on the Desktop. icons can be modified in ResEdit following the instructions in the documentation. **Icon Colorizer 1.6 Doc** is the MacWrite format documentation; it includes an excellent description of the types of color icons. For color or gray scale Macs.

LockDisk *f* (v1.0): **Lock Disk**: By Brian Bechtel. Changes the System disk to read-only status. Although this file is also labeled as version 1.0, it has a later creation and revision date than the one previously labeled 1.0. **LockDisk Documentation** is the TeachText documentation.

MaxAppleZoom 1.3.1 *f*: **MaxAppleZoom**: By Naoto Horii. Reprograms Apple's standard Mac II video card so that it displays a 704 by 512 pixel screen instead of the normal 640 by 480. Most applications will gain more usefulness and comfort thanks to this larger display area! **MaxAppleZoom Doc** is in MacWrite format. *Shareware – $25.*

Møire *f* (v3.22): **Møire**: By John Lim. A color Møire screen saver with a built-in menu clock.. The program **Møire cdev=>INIT** makes it a smaller startup document, not configurable from the Control Panel. After Dark Module lets you install the Møire pattern in the After Dark screen saver. **Moire Docs(MacWrite)** is the documentation in MacWrite II format *Shareware – $10.*

Disk # 9.13A — I/C 13
INITs & cdevs

MiniScreen 1.4 *f*: **MiniScreen**: By Morgan Davis. MiniScreen changes your color monitor's desktop size to that of a dinky, nine-inch monitor. Now you may easily use that expensive tube to design applications for smaller nine-inch screen Macs. **About MiniScreen...** is in text format.

NoICON: By Sven Axelsson. A Startup Document which causes the icons of INITs and cdevs which load after it not to be displayed on the startup screen.

Must load ahead of other INITs and cdevs to be effective.

PopChar 1.7 *f:* **PopChar:** By Günther Blaschek. Enables you to generate every possible character that is available in the current font without having to remember keyboard combinations or to resort to Key Caps. Its all done with the mouse as described in the MacWrite document **PopChar.doc.**

Quote Init 2.2 *f:* **Quote Init 2.2:** By Lincoln D. Stein. Replaces neutral double quotes (") with quote pairs ("") and neutral single quotes (') with apostrophes ('). It is fairly smart and can handle nested quotations and multi-paragraph quotes. **Quote INIT Docs.MacWrite** and **Quote INIT Docs.MW** are in MacWrite and Word respectively. *Shareware – $15.*

Remember? (v2.10r) *f:* **Remember? Startup:** By Dave Warker. An INIT and a Desk Accessory to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The **Remember? DA** reminds of impending events when invoked. **Remember? Manual (MacWrite), ReadMe!** (in TeachText format) and Sample Occasion Files are the documentation and supporting files. *Shareware – $20.*

Scroll2 v2.1 *f:* **Scroll2 v2.1:** By Mayson G. Lancaster. Replaces Apple's standard scrollbar. It saves you time by letting you scroll either way from either end of the scrollbar. **Scroll2.doc** is in TeachText format. *Shareware – $15.*

SCSI Accel 7.0 *f:* **SCSI Accel:** Chad Magendanz. A patch to Apple System Software 6.0.X and 7.0 which is said to increase the data transfer rate between a Mac Plus and a hard disk. **Accelerator.doc** and **READ ME** are in MacWrite format. Not tested.

SCSIProbe 3.0.2: By Robert Polic. Like SCSC Tools, displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers.

SmartCal 2.3 INIT *f:* **SmartCal 2.3 INIT:** By Lee Ann Rucker. Smart Calendar is an INIT/DA combination. The Calendar DA allows you to save messages, and the INIT reminds you of them when you first start up your Macintosh. **Smart Cal Converter** produces a text file that may be used with Calendar Maker. For System 6.0.x or higher to see reminders. **Read Me... SmartCal** is in TeachText format.

SoundMaster 1.6.5 *f:* **SoundMaster 1.6.5:** By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher for all sounds. **SoundMaster.doc** and **SoundMaster changes** are in text format. *Shareware – $15.*

SwitchBeep 1.5.1 *f:* **SwitchBeep:** By Jon Pugh. A beep randomizer for the Sound cdev, it selects from among any sound resources available in the System or Suitcase. SwitchBeep will not work with SoundMaster or Master Juggler or BeepINIT. **SwitchBeep.text** is the TeachText format documentation. *Shareware – money, praise, comments, and complaints.*

"Up Your FCBs" 1.7: By Pete Helme, Apple Computer, Inc. Increases the size of the File Control Block table based on amount of memory installed in your computer.

ZoomBar 2.0 *f:* **ZoomBar:** By Brian Westley. Shrink windows to just a title bar. You can now have many windows available on the screen and still see them all without having to move them to uncover hidden ones. Don't use with Microsoft applications. *Shareware – $5.*

Disk # 9.14A — I/C 14
INITs & cdevs

3D Windows 2.0 *f:* **3D Windows 2.0:** By Graham Cox. Draws colored windows with a 3D appearance on Mac II series computers including IIsi and IILC. **3D Windows ReadMe** is in text format.

After Dark Modules *f:* This folder contains additional modules for After Dark, a popular commercial screen saver. Copy the files into the After Dark Files folder in your System Folder.

Back&Forth *f:* **back & forth cube:** By . This is a PICS Player selection in the After Dark. **Back and Forth Cube.txt** is in text format.

Chomp *f:* **Chomp:** By Chris Reed. Eats away the screen, starting from the edges. After it has eaten all of the screen, it will eat it again in another color. **Chomp.doc** is in text format. *Shareware – $5.*

genji: By Keith Stattenfield. A kitty cat alternately cat naps and scampers around the screen. Cahnge the cat's age and speed from the Control Panel.

Maze: By David Bau. This neat screen saver creates and then solves a maze. You can set it to pause after solving and change the "chunkeyness" of the maze.

Millions of Colors *f:* **Millions of Colors:** By Guy T. Rice. Cuts the screen into smaller and smaller tiles, each tile with a different color. If left running long enough, eventually every single pixel on the screen will be a different color. Requires 32-bit Color QuickDraw and compatible hardware. ***Read Me*** is in text format.

Roaming Lines *f:* **Roaming Lines:** By David Bau. Places bouncing, roaming lines followed by a tail with Möire patterns on your back and white or color screen. **About Roaming Lines** is in TeachText format.

Sparklers: By Frank Kubin. Create your own Fourth of July celebration.

Starship *f:* **Starship:** By . A settings file for MultiModule and associated PhotoShop PICT file. Requires 16 or 256 color. **StarShip Note** is in Word format.

Swarm!: By Dan Walkowski and Johnny Zweig. A swarm of bees including drones and a queen. Change the swarm size, juggle factor and speed of drones and queen.

Trigo: By Ernst Mulder. This one kind of replicates the Lissajous patterns on an oscilloscope.

Alert INIT *f:* **Alert INIT:** By Merchon Cottrell. Causes the cursor to move to the default button of an alert, similar to the way that Sun's Sunview behaves. **Readme** is in text format. *Shareware – $10.*

Aurora 2.1.1 *f:* **Aurora 2.1.1:** By Mike Pinkerton. Use this to control the colors of windows, normal, check and radio buttons, scroll bars and menus. Uses the standard color wheel for selection. **Aurora ReadMe** is in double clickable format. ***What you think it's worth.***

AutoMenus 5.0 *f:* **AutoMenus:** By Michael Conrad. Automatically drops menus down and keeps them there when you move the mouse into the menu area. Select any menu item by clicking on it. **AutoMenus 5.0 Release**

Notes is in text format. *Shareware – $10.*

Belch!: By Andrew Welch. An obnoxious prolonged belch during startup and at unpredictable times thereafter. This is quite out of character with Andrew's usually genteel works (Palencia font, FlashWrite II, etc.). I guarantee you won't keep this one in your System Folder for long.

Color Key Init 2.05 *f*: **ColorKeyINIT 2.0.5**: By Mike Pinkerton. Changes screen depth each time you hold down down the Command and shift keys and click the mouse. **ColorKey ReadMe** is in double clickable format. *What you think it's worth.*

DepthGauge 2.1.1ß: By t. Johnson and D. Segal. Displays the pixel depth displayed on your color monitor in the menu bar and permits you to set pixel depth via a pop-up menu. Much handier than opening the Monitors cdev from the Control Panel. *Shareware – $1.*

Dialog Filter 1.0 *f*: **DialogFilter**: By Roland Månsson. Permits keyboard shortcuts to most modal dialogs and alerts. Configurable via the Control Panel. **DialogFilter Docs** (MW5) and **About DialogFilter** (text) are in MacWrite and text formats respectively. *Shareware – $8.*

Drop Menus 1.2 *f*: **Drop Menus 1.2**: By Richard Outerbridge. Drops menus down and keeps them there when you click the mouse in the menu area. Select any menu item by clicking on it. **Drop Menus Read Me** is in text format.

Escapade 1.2.2 *f*: **Escapade**: By Christopher R. Wysocki. Designed for people who prefer to keep their hands on the keyboard, it enables you to select the Cancel button in a dialog box by pressing Escape, -Period or -Delete, and to select any pushbutton in a dialog by pressing the first letter of the button's title. About Escapade 1.2.2 is in MacWrite format.

Eyeballs & BigFoot *f*: **Eyeballs** and **BigFoot**: By Ben Haller. Eyeballs gives your menubar eyes and Bigfoot creates a pair of feet that walk around your desktop. **Critters Docs** is in text format.

Helium 1.0: By Robert L. Mathews. Select Balloon Help (System 7.0) without going to the Help menu and back to toggle it on and off. Just the thing for the occasional need to see a help item.

Help Meister *f*: **Help Meister**: By Robert John Churchill. Whenever you want to see balloon help for something, point at it with the mouse and press control-Help. This will toggle balloon help on and off. Requires System 7.0 and extended ADB keyboard with a "Help" key. **About Help Meister** is in text format. *Shareware – $5, $20 for source and disk.*

IconMaster: By Nicholas J. Schlott. Select an icon for a SCSI startup disk from those in the collection, edit one or more of the ones in the collection or create your own. *Shareware – $10.*

Disk # 9.15A — I/C 15
INITs & CDEVs

DeskWriter 2.1 *f*: **DeskWriter 2.1** and **DeskWriter (AppleTalk) 2.1**: By Hewlett-Packard Company. Updated printer drivers for the Hewlet-Packard DeskWriter printer. **PLEASE READ ME!** is in text format.

Jump Start 1.3 *f*: **Jump Start!**: By Adam Stein. Eliminates the "Application not found" dialog box—the one that appears whenever you attempt to open a document created by an application you don't own. It permits you to substitute an application you do own for the one you lack. **Jump Start! Read Me!** is in MacWrite format. *Upgrade to commercial version for $14.99.*

Just Click 1.0 *f*: **JustClick**: By Luis Bardi. Under System 7.0 permits you to click at the top right hand corner of your screen to switch from application to application (just like MultiFinder in earlier Systems). **JustClick Info** is in text format.

KopyKat 0.90 *f*: **KopyKat**: By CRA Z Software. Adds tiered menus to Cut, Copy and Paste menus so you may select one of three clipboards. **About KopyKat** is in TeachText format.

LaunchInit 2.0 *f*: **LaunchInit 2.0**: By Theodore Wu. Records usage statistics when applications are launched and saves it in a log file. **LaunchInit 2.0 Doc.MacWrite** is in MacWrite format. *Shareware – $10.*

LED *f*: **ledKBDdrive**: By Alain Birtz. Detects any activity from a floppy drive or from a SCSI unit (HD, CD-ROM drive, SyQuest drive...) and flashes the keyboard led according to this activity. **led_doc** is in text format. For extended keyboards only.

Lefty 1.2 *f*: **Lefty**: By Mike Stith. The normal Mac arrow cursor points from right to left, this INIT reverses it. **Lefty INIT Docs** is in text format.

MenuKey 1.0 *f*: **MenuKey**: By Richard Harvey. Shows a small template of command-key equivalents whenever the command-key is held down for more than a second. Doesn't work with applications that do not use standard Apple toolbox, i.e., MS Word. **MenuKey READ ME!** is in text format.

MM Init *f*: **MM Init**: By Apple Computer, Inc. Fixes a bug in the Memory Manager in ROM in all recent Macs with 32-bit mode support including the Mac IIci, Mac IIfx, Mac IIsi, and Mac LC. **MM Bug - Technical Stuff** is in text format.

Modem Initializer 1.0 *f*: **Modem Initializer 1.0**: By Tim Damon. Permits you to send a command line to your modem on startup. Requires a Mac Plus or later. **Modem Initializer Docs** is in TeachText format.

MountImage 1.2ß1: By Steve Christensen, Apple Computer, Inc. Mounts the image of disks created with Apple's DiskCopy 4.x. The disks may be "locked" or "unlocked" just like a floppy.

NetBunny 1.0b2 *f*: **NetBunny**: By Dean Yu. The EverReady Battery Bunny for the Mac. Drive everyone on your network crazy by installing the INIT on each compatible Mac and open **StartWabbit** to get it going. For color capable Macs with System 6.0.5 and later only. **Read Me** is in text format.

Open-wide-2.0 *f*: **Open-wide 2.0**: By James W. Walker. Widens the Open and Save dialogs so that you can see long file names. **Open-wide help text** is in TeachText format.

Disk # 9.16A — I/C 16
INITs & CDEVs

PixelFlipper 1.0.1b2 *f*: **PixelFlipper**: By Chris Sanchez. Allows you to change the depth of any monitor connected to your Mac without having to access the Monitors cdev. Requires Color QuickDraw and System 6.0.5 or greater. **PixelFlipper.text** and **About this version...** are in text format.

Pop Up Menu CDEF 1.4 *f*: **Pop Up Menu CDEF 1.4**: By Chris Faigle. A CDEF and code for software developers intended to allow the easy imple-

mentation of PopUpMenus as Controls. The developer need only specify the fields in the CNTL resource or in NewControl to have a fully functioning PopUpMenu as a control on the screen. CDEF Demo Project and CDEF Demo Project2 show demos of various menu types. **Pop Up Menu CDEF 1.4 Instr** is in text format.

PrintAid 1.4 *f*: **PrintAid 1.4**: By James W. Walker. Permits printing in the background under MultiFinder (or Finder with System 7.0) without causing other background applications to stop. Requires System 6.0.4 or later. **PrintAid help** is in TeachText format.

Rear Window MF *f*: **Rear Window MF**: By Dean Yu. Allows you to copy a file from a rear window to a front window. **Rear window README** is in text format.

Sav-O-Matic 1.51 *f*: **Sav-O-Matic**: By Bruce Partridge. A configurable, automatic, file saving program. Permits you to specify the applications for which the feature is enabled and the time between saves. **Sav-O-Matic Docs** is in text format. ***Shareware – $20.***

ScreenPlay 1.2 *f*: **Screen Play 1.2**: By Kevin Fong. Randomly selects a startup screen from a folder called "Screens" in your System Folder and makes it the next startup screen. **Screen Play 1.2 Doc** is in MacWrite format.

SCSIInfo 1.0.1 *f*: **SCSIInfo**: By Bob Easterday. Provides a comprehensive table of information about each SCSI device attatched to your computer. It also supplies the Reset, Scan, and Mount functions. SCSIInfo readme is in text format. ***What you feel it is worth.***

SmartKeys 2.0 *f*: **SmartKeys 2**: By Maurice Volaski. Type on the Macintosh as if it were still a typewriter. Creates dashes, curley quotes, ligatures and prevents double spaces, doubled caps and > and < signs in place of periods and commas. Requires System 6.0.2 or later. **SmartKeys 2 Docs** is in MacWrite format.

SoftwareFPU v2.01a *f*: **SoftwareFPU (cdev)**: By John Neil. Allows most programs expecting an FPU to work properly on the Macintosh LC and IIsi which are not configured with an FPU. A Floating Point Unit (FPU) is a hardware chip that performs certain types of mathematical operations quickly. An FPU is also known as a floating point co-processor or a math co-processor. **About SoftwareFPU - Word** and **About SoftwareFPU - MacWrite** are the documentation. ***Shareware – $10.***

SpeedChopper 1.0 *f*: **SpeedChopper**: By Lars Sundström. Reduce the apparent speed of your Mac so that you may play older games on newer (faster) machines. Requires Macintosh Plus or newer and system 6.04 or later. **About SpeedChopper** is in MacWrite format.

Sproing! 1.0 *f*: **Sproing!**: By Scott Armitage. Makes your cursor move around the screen as if it were attached to a spring. **About Sproing!** is in TeachText format.

SwitchBoot 1.1 *f*: **!!SwitchBoot!!**: By John Mancino. Intended for Mac users who change their boot drive often and wish to shortcut the time involved in waiting through the boot process of the current default drive, setting the new drive in the control panel Startup CDEV, and then rebooting. Requires SE or newer machine. **SB Docs.MW5.0** and **SB Docs.TeachText** are MacWrite and text formats respectively.

TailDragger *f*: **TailDragger**: By Dan Venolia. Animates the arrow and pencil cursors so that they rotate to drag about on the screen. **TD ReadMe** is in text format.

WindowCleaner 1.32 *f*: **WindowCleaner 1.32**: By Satoshi Nishi. Adds a new menu item to the Special menu under the Finder; when invoked, it aligns all open windows. **WindowCleaner Docs** is in text format.

WizzyFonts 0.5 *f*: **WizzyFonts 0.5**: By Brad Slutsky. When installed, font menus will show the font name in the actual font face. **WizzyFonts Information** is in double clickable application format. ***Shareware – $9.95.***

YesNoCancel: By Xan Gregg. use the keyboard to select dialog box normal, check and radio buttons, text fields, etc.

Zap 1.0 *f*: **Zap 1.0**: By Gordon A. Acocella. Adds a menu called Zap into which applications can be installed and launched. **Zap manual** is in TeachText format. ***Shareware – $10.***

Continued from pages, 37, 79...

StatView II 1.03

Vital Statistics

Published by:
Abacus Concepts, Inc.
1984 Bonita Avenue
Berkeley, CA 94704
(415) 540–1949
(800) 666-STAT
Price (List): $495 (Street) $278

Tim Gunn works as a radar systems engineer at Westinghouse where he does most of his computing on VAX minicomputers and most of his word processing on MASS11. He gets to work on a Mac at home.

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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
UTIL-12 Additions to ProDOS and Zap Utility
UTIL-13 Utilities A (ProDOS) and File Cabinet
UTIL-14 Imageworks (174/807)
UTIL-15 DOS 3.3 System Master and Tutorial
UTIL-16 Visi-Trend / Visi-Plot and Calculink
UTIL-17 AppleSoft Tutor and Picture Packer
UTIL-18 AppleWriter Utilities (168)
UTIL-19 AppleSoft Programs and Love's Follies
UTIL-20 "Old" New Member's Disk (134)
UTIL-21 JoyReader (Shareware) (819)
UTIL-22 Large Type JoyReader (SW) (823)
UTIL-23

APPLE IIGS DISKS

THESE ARE ALL 3.5" DISKS

IIGS SYSTEM DISKS (2 DISK SET $6)

GSAS-01 System Disk V. 5.0.4
GSAS-02 System Tools V. 5.0.4

IIGS COMMUNICATIONS

GSCM-01B FreeTerm GS (2003)
GSCM-02A SnowTerm

IIGS DEMOS (15 DISK SET $45)

GSDM-01 Cartooners Demo
GSDM-02 Deluxe Paint II Demo
GSDM-03 Music Studio Demo
GSDM-04 Beagle Write Demo
GSDM-05 Calendar Crafter Demo
GSDM-06 G.A.T.E. Demo
GSDM-07 Crystl Q, Drgn Wrs,Pyrmd
GSDM-08 Diversi-T, Nexs, Prosell6, Salvtn
GSDM-09 Shanghai & extra tiles sets
GSDM-10 Medley 2.0 Demo
GSDM-11 Battle Chess Demo
GSDM-12 Task Force Demo
GSDM-13 Genesys, Proterm 2.2, TIC
GSDM-14 Space Harrier Demo
GSDM-15 HCGS, MastrTrcks Jr, SysEx MIDI

IIGS DESK ACC. (8 DISK SET $30)

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
GSDA-07 Desk Accessories 7
GSDA-08 Desk Accessories 8
GSDA-09 Desk Accessories 9
GSDA-10 Desk Accessories 10

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-07A Fonts D-1
GSFT-08 Fonts E/F-1
GSFT-09A Fonts G-1
GSFT-10 Fonts H-1

IIGS GAMES(21 DISK SET $63)

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
GSGM-06 Games 1
GSGM-07 Games 2
GSGM-08 Games 3
GSGM-09 Games 4
GSGM-10 Games 5
GSGM-11 Games 6
GSGM-12 Games 7
GSGM-13 Games 8
GSGM-14 Games 9
GSGM-15 Games 10
GSGM-16 Games 11
GSGM-17 Mean 18 Golf Courses 3
GSGM-18 Games 12
GSGM-19 Games 13
GSGM-20 Games 14
GSGM-21 Columns GS v.2.0
GSGM-22 Lode Runner GS

IIGS GRAPHICS(20 DISK SET $60)

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 Demo –ROM 3
GSGX-06 GIF Graphics 1

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

GSGX-07 Pics and Utilities 1
GSGX-08 Pics and Utilities 2
GSGX-09A Pics and Utilities 3
GSGX-10 Pics and Utilities 4
GSGX-11 Modulae
GSGX-12 Paula Abdul demo
GSGX-13A Pics and Utilities 5
GSGX-14 Slide Show 4
GSGX-15 Slide Show 5
GSGX-16 Nucleus Demo –ROM 1
GSGX-17 PSGS Graphics 1 - Color
GSGX-18 PSGS Graphics 2 - Mono
GSGX19 PSGS Graphics 3 - Mono
GSGX-20 Marilyn Monroe Slide Show
GSGX-21 Pics and Utilities 6

IIGS HYPERSTUDIO (21 DISK SET $63)

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
GSHS-15 Photography Stack 1
GSHS-16 Photography Stack 2
GSHS-17 1906 SF Quake & Fire - 1
GSHS-18 1906 SF Quake & Fire - 2
GSHS-19 Misc. HS Stacks 3
GSHS-20 Misc. HS Stacks 4
GSHS-21 Misc. HS Stacks 5

IIGS ICONS (8 DISK SET $24)

GSIC-01A Finder Icons 1 (2022)
GSIC-02A Finder Icons 2 (2027)
GSIC-03A Finder Icons 3
GSIC-04A Finder Icons 4
GSIC-05A Finder Icons 5
GSIC-06A Finder Icons 6
GSIC-07A Finder Icons 7
GSIC-08 Finder Icons 8

IIGS MUSIC (12 DISK SET $36)

GSMU-01A 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
GSMU-08 Music Studio Songs 1
GSMU-09 MS Songs 2
GSMU-10 Variety Pack of Songs
GSMU-11 SoundSmith Songs 6

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 (16 DISK SET $48)

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
GSSN-11 Sounds 11
GSSN-12 Sounds 12–Cartoons 1
GSSN-13 Sounds 13–Cartoons 2
GSSN-14 Sounds 14–Cartoons 3
GSSN15 Sounds 15–Cartoons 4
GSSN-16 Sounds 16–Cartoons 5

IIGS TUTOR TECH

GSTT-01A WAP Stack (2019)

IIGS UTILITIES (9 DISK SET $27)

GSUT-01A Utilities 1 (2001)
GSUT-02 JumpStart Program Sel V. 3
GSUT-03A Utilities 2 (2028)
GSUT-04A Utilities 3 (2029)
GSUT-05 Utilities 4
GSUT-06A ZZ Copy - v 2.21 Disk copier
GSUT-07 Utilities 5
GSUT-08B UtilityWorks GS
GSUT-09 Utilities 6
GSUT-10 Utilities 7
GSUT-11 Utility Works Launcher 2.2.2

APPLE III DISKS

THESE ARE ALL 5.25 DISKS

3ACT-01 Easy Accounting
3ACT-02 Easy System and Accounts Rec.
3ACT-03 Easy System and A/Cn. Ledger

III 3EZP & AW TEMPLATES

3AWZ-01 AW - EZP Bus Templates
3AWZ-02 Checkbook Plus by Lomartire
3AWZ-02 Accounting/Finance Templates

III 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 & Utilites /
3BSB-08 Best of OnThree

III GAMES

3GAM-01 Games 01 (1001)
3GAM-02 Games for Kids (1007)
3GAM-03 Cap'n' Magneto
3GAM-04 Games-Disk 02
3GAM-05 Star Trek

III 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 / Trects 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
3GRX-30 Scanned Graphics #1
3GRX--31 FOTOView by Lomartine
3GRX32 A2/A3 Graphics

III INFORMATION

3INF-01 WAP III SIG PD Catalog
3INF-02 New Member's Disk- Side 1A
3INF-03 Best of MAUG Side One
3INF-04 Best of The Source (1A)
3INF-05 Best of TAU (1A)
3INF-06 Best of ATUNC (1A)
3INF-07 Best of III's Company - 01(1A)
3INF-08 Best of III's Company - 02(1A)
3INF-09 The Best of Bloom (1A)
3INF-10 Impert's Corner by Bloom (1)
3INF-11 Phase III Conference Plus! (1)
3INF-12 Best of Ottalini - Disk 01 (1)
3INF-13 Best of Ottalini - Disk 02 (1)
3INF-14 Best of Ottalini - Disk 03 (1)
3INF-15 Best of Ottalini - Disk 04 (1)
3INF-16 Best of Pair BBS (1)
3INF-17 Reviews by Bloom (1)
3INF-18 III Cheers (Boot and Program)
3INF-19 III Cheers (Issues 1 and 2)

III MISCELLANEOUS

3MSC-01 File Cabinet / Sort Directory (1046)
3MSC-02 Contributions - Disk 01 (1A)
3MSC-03 Contributions - Disk 02 (1A)
3MSC-04 Contributions - Disk 03 (1A)
3MSC-05 Le Grayhaven Cookbook Plus! (1A)
3MSC-06 Double Boot
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+ Keyboard Demo
3MSC-11 Best of Salerno (1)
3MSC-12 Apple II Boot Disk
3MSC-13 French tutor
3MSC-14 Italian Tutor
3MSC-15 Contributions - Disk 04 (1)
3MSC-15 Bowling Grid/Grade
3MSC-16 Floppy Book by Shapiro (1)
3MSC-17 Music, Music, Music (1)

III PASCAL

3PCL-01 Pascal 1.2
3PCL-02 Pascal 2.0 Compiler/TookKit
3PCL-03 Pascal ToolKit #2/#3
3PCL-04 Pascal Pronto Debug/SANE
3PCL-05 Pascal SANE #2/#3
3PCL-06 Pascal SOS I/O/ExerSOS (1)
3PCL-07 Pascal Utilities: PutDemo/PutLib
3PCL-08 Pascal Wade's Patch/PCode Dis
3PCL-09 Chaos Programs in Pascal.

III REPAIRS

3REP-01 Apple 3 Diagnostics - Disk 01
3REP-02 Apple 3 Diag - Block Edit
3REP-0 Repairing your Apple III (1A)
3REP-04 Brain Surgeon
3REP-05 Disk Map
3REP-06 Disk Check and Pro Health
3REP-07 Vindicator and Catalyst Fixer
3REP-08 Block Editor and Block Byter
3REP-09 Jeppson Disassembler

III TELECOMMUNICATIONS

3TEL-01 Telecom - Disk 01 (1A)
3TEL-02 Telecom - Disk 02/Access III
3TEL-03 Telecom - Disk 03 (1)
3TEL-04 Kermit III
3TEL-05 XModem III
3TEL-06A TerminALL Manual
3TEL-07A TerminALL
3TEL-08 WAP TCS Disk (1)

III UTILITIES

3UTL-01 System Utlities and Data
3UTL-02 Apple II Emulation - Disk 01 (1A)
3UTL-03 Apple II Emulation - Disk 02 (1A)
3UTL-04 SOS Drivers - revised 9/90 (1A)
3UTL-05 Basic Boot Disk
3UTL-06 Basic Utilities - (1A)
3UTL-07 Programmers Power Tools (1A)
3UTL-08 Applecon
3UTL-09 Diskmaker and Appleseeds (1A)
3UTL-10 Basic XT and Basic Utilities (1A)

(Please turn to Page 92)

MACINTOSH DISKS & WAP DISKETERIA ORDER FORM

Anti-Virus Utilities
___ 5 disk set: $15
___ 1.01C - AV 1
___ 1.02C - AV 2
___ 1.03C - AV 3
___ 1.04B - AV 4
___ 1.05 - AV 5

Desk Accessories
___ 15 disk set; $45
___ 2.01C - DAs 1
___ 2.02C - DAs 2
___ 2.03C - DAs 3
___ 2.04C - DAs 4
___ 2.05C - DAs 5
___ 2.06C - DAs 6
___ 2.07C - DAs 7
___ 2.08C - DAs 8
___ 2.09C - DAs 9
___ 2.10C - DAs 10
___ 2.11C - DAs 11
___ 2.12C - DAs 12
___ 2.13C - DAs 13
___ 2.14C - DAs 14
___ 2.15C - DAs 15

FKeys (Function Keys)
___ 2 disk set
___ 4.01A - FKs 1
___ 4.02A - FKs 2

ImageWriter Fonts
___ 15 disk set; $45
___ 5.01 - IW 1
___ 5.02 - IW 2
___ 5.03 - IW 3
___ 5.04 - IW 4
___ 5.05 - IW 5
___ 5.06 - IW 6
___ 5.07 - IW 7
___ 5.08 - IW 8
___ 5.09 - IW 9
___ 5.10 - IW 10
___ 5.11 - IW 11
___ 5.12 - IW 12
___ 5.13 - IW 13
___ 5.14 - IW 14
___ 5.15 - IW 15

LaserWriter Fonts
___ 18 disk set; $54
___ 6.01 - LW 1
___ 6.02 - LW 2
___ 6.03 - LW 3
___ 6.04 - LW 4
___ 6.05 - LW 5
___ 6.06 - LW 6
___ 6.07 - LW 7
___ 6.08 - LW 8
___ 6.09 - LW 9
___ 6.10 - LW 10
___ 6.11 - LW 11
___ 6.12 - LW 12
___ 6.13 - LW 13
___ 6.14 - LW 14
___ 6.15 - LW 15
___ 6.16 - LW 16
___ 6.17 - LW 17
___ 6.18 - LW 18

TrueType Fonts
___ 5 disk set; $15
___ 7.01 - TT 1
___ 7.02 - TT 2
___ 7.03 - TT 3
___ 7.04 - TT 4
___ 7.05 - TT 5

INITs & cdevs
___ 16 disk set; $48
___ 9.01A - I/C 1
___ 9.02A - I/C 2
___ 9.03A - I/C 3
___ 9.04A - I/C 4
___ 9.05A - I/C 5
___ 9.06A - I/C 6
___ 9.07A - I/C 7
___ 9.08A - I/C 8
___ 9.09A - I/C 9
___ 9.10A - I/C 10
___ 9.11A - I/C 11
___ 9.12A - I/C 12
___ 9.13A - I/C 13
___ 9.14A - I/C 14
___ 9.15A - I/C 15
___ 9.16A - I/C 16

Miscellaneous
___ 3 disk set
___ 10.01 - M 1
___ 10.02 - M 2
___ 10.03 - M 3

Paintings (MacPnt)
___ 5 disk set; $15
___ 11.01 - P 1
___ 11.02 - P 2
___ 11.03 - P 3
___ 11.04 - P 4
___ 11.05 - P 5

Digitized Sounds
___ 31 disk set; $93
___ 12.01 - S 1
___ 12.02 - S 2
___ 12.03 - S 3
___ 12.04 - S 4
___ 12.05 - S 5
___ 12.06 - S 6
___ 12.07 - S 7
___ 12.08 - S 8
___ 12.09 - S 9
___ 12.10 - S 10
___ 12.11 - S 11
___ 12.12 - S 12
___ 12.13 - S 13
___ 12.14 - S 14
___ 12.15 - S 15
___ 12.16 - S 16
___ 12.17 - S 17
___ 12.18 - S 18
___ 12.19 - S 19
___ 12.20 - S 20
___ 12.21 - S 21
___ 12.22 - S 22
___ 12.23 - S 23
___ 12.24 - S 24
___ 12.25 - S 25
___ 12.26 - S 26
___ 12.27 - S 27
___ 12.28 - S 28
___ 12.29 - S 29
___ 12.30 - S 30
___ 12.31 - S 31

Telecommunications
___ 9 disk set; $27
___ 13.01A - T 1
___ 13.02A - T 2
___ 13.03A - T 3
___ 13.04A - T 4
___ 13.05A - T 5
___ 13.06A - T 6
___ 13.07A - T 7
___ 13.08A - T 8
___ 13.09 - T 9

Programmer/Hacker
___ 25 disk set; $75
___ 14.01 - PH 1
___ 14.02 - PH 2
___ 14.03 - PH 3
___ 14.04 - PH 4
___ 14.05 - PH 5
___ 14.06 - PH 6
___ 14.07 - PH 7
___ 14.08 - PH 8
___ 14.09 - PH 9
___ 14.10 - PH 10
___ 14.11 - PH 11
___ 14.12 - PH 12
___ 14.13 - PH 13
___ 14.14 - PH 14
___ 14.15 - PH 15
___ 14.16 - PH 16
___ 14.17 - PH 17
___ 14.18 - PH 18
___ 14.19 - PH 19
___ 14.20 - PH 20
___ 14.21A - PH 21
___ 14.22A - PH 22
___ 14.23 - PH 23
___ 14.24 - PH 24
___ 14.25 - PH 25

Miscellaneous Utils
___ 11 disk set; $33
___ 15.01A - MU 1
___ 15.02A - MU 2
___ 15.03A - MU 3
___ 15.04A - MU 4
___ 15.05A - MU 5
___ 15.06A - MU 6
___ 15.07A - MU 7
___ 15.08A - MU 8
___ 15.09A - MU 9
___ 15.10A - MU 10
___ 15.11A - MU 11

System Utils
___ 13 disk set; $39
___ 16.01B - SU 1
___ 16.02B - SU 2
___ 16.03B - SU 3
___ 16.04B - SU 4
___ 16.05B - SU 5
___ 16.06B - SU 6
___ 16.07B - SU 7
___ 16.08B - SU 8
___ 16.09B - SU 9
___ 16.10B - SU 10
___ 16.11B - SU 11
___ 16.12B - SU 12
___ 16.13B - SU 13
___ 16.14B - SU 14
___ 16.15B - SU 15

Word Processing Utils
___ 3 disk set
___ 17.01A - WP 1
___ 17.02A - WP 2
___ 17.03A - WP 3

Adobe Screen Fonts
___ 16 disk set; $48
___ 18.01A - AF 1
___ 18.02A - AF 2
___ 18.03A - AF 3
___ 18.04A - AF 4
___ 18.05A - AF 5
___ 18.06A - AF 6
___ 18.07A - AF 7
___ 18.08A - AF 8
___ 18.09A - AF 9
___ 18.10A - AF 10
___ 18.11A - AF 11
___ 18.12A - AF 12
___ 18.13A - AF 13
___ 18.14A - AF 14
___ 18.15A - AF 15
___ 18.16A - AF 16

HyperCard StackWare
___ 44 disk set; $132
___ 19.01A - SW 1
___ 19.02A - SW 2
___ 19.03 - SW 3
___ 19.04 - SW 4
___ 19.05 - SW 5
___ 19.06 - SW 6
___ 19.07 - SW 7
___ 19.08 - SW 8
___ 19.09 - SW 9
___ 19.10 - SW 10
___ 19.11 - SW 11
___ 19.12 - SW 12
___ 19.13 - SW 13
___ 19.14 - SW 14
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___ 19.26 - SW 26
___ 19.27 - SW 27
___ 19.28 - SW 28
___ 19.29 - SW 29
___ 19.30 - SW 30
___ 19.31 - SW 31
___ 19.32 - SW 32
___ 19.33 - SW 33
___ 19.34 - SW 34
___ 19.35 - SW 35 †
___ 19.36 - SW 36 †
___ 19.37 - SW 37
___ 19.38 - SW 38

Mac II Series
___ 13 disk set; $39
___ 20.01 A- M II 1
___ 20.02 A- M II 2
___ 20.03 A- M II 3
___ 20.04 A- M II 4
___ 20.05 A- M II 5
___ 20.06 A- M II 6
___ 20.07 A- M II 7
___ 20.08 B- M II 8
___ 20.09 B- M II 9
___ 20.10 A- M II 10
___ 20.11 A- M II 11
___ 20.12 A- M II 12
___ 20.13 A- M II 13

19.35† 6 disk set; $15
19.36† 2 disk set; $7

HyperCard Externals
___ 5 disk set; $15
___ 21.01 - HE 1
___ 21.02 - HE 2
___ 21.03 - HE 3
___ 21.04 - HE 4
___ 21.05 - HE 5

System Software 6.0.5
___ 5 disk set; $15
___ SS1.ST
___ SS2.PT
___ SS3.U1
___ SS4.U2
___ SS5.NI

System Software 6.0.7
___ 4 disk set; $12
___ SS1.ST
___ SS2.PT
___ SS3.U1
___ SS4.U2

TrueType Software
___ 2 disk set; $6
___ TT.FS
___ TT.PT

System Software 7.0
___ 9 disk set; $20
___ $45 Non-member
___ $55 Disks+mbrshp

HyperCard Update 1.2.5
___ HC & Stacks - HC.01
___ HC Help - HC.02
___ HC Ideas - HC.03

HyperCard Update 2.0
___ 5 disk set; $15
___ HC.01 - Program
___ HC.02 - Help
___ HC.03 - Stacks
___ HC.04 - More Stks
___ HC.05 - Tutorial

Serially Numbered
___ Disk 30/92
___ Disk 74/75
___ Disk 77/78
___ Disk 80/84
___ Disk 85/89
___ Disk 91/95
___ Disk 96/104
___ Disk 105/106
___ Disk 108/128
___ Disk 134/143
___ Disk147
___ Disk 150/151
___ Disk 153

HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

Mail this form with your check to:
Disketeria
Washington Apple Pi, Ltd.
7910 Woodmont Ave., Ste. 910
Bethesda, MD 20814

Are you a member of Washington Apple Pi, Ltd? Yes/No ___. If Yes, Member Number _____.
All payments must be in U.S. funds drawn against U.S. banking institutions.
Non-members add $3.00 per disk to listed prices.

Number of Disks		Member Price each	Extended
	Singles		
___	**4 or less @**	**$ 4.00 =**	_____
___	**5 or more @**	**$ 3.50 =**	_____
___	**Sets (marked above)**	**$ (above)**	_____
	+ Postage - $ 1.00 /disk, max $ 5.00		_____
___	**Disk Catalogs**	**$ 3.00 =**	_____
	+ Postage @ $ 1.50 ea.		_____
	TOTAL AMOUNT		_____

Name

Box Number, Apartment, Suite, etc.

Street Address

City State ZIP Code

Daytime telephone Evening telephone

Washington Apple Pi, Ltd. 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814 (301) 654-8060

Membership Application

Please type or print:

Name _____ Home phone # _____

Company _____ Work phone # _____

Address _____ Occupation _____

_____ Sponsor's name _____

Please answer a few questions for us regarding your computer use. Circle the computers/ equipment you use on a regular basis.

Apple II	LISA
Apple II +	Mac II
Apple II e	Mac IIx
Apple II c	Mac II cx
Apple II gs	Mac IIc+
Apple Other _____	Mac IIci
Laser 128	Mac II other
Basis	_____
Franklin	IBM or compatible
Apple III	Non-Apple laptop
Mac 128	Modem 300
Mac 512	Modem 1200
Mac 512 e	Modem 2400
Mac Plus	Modem 9600
Mac SE	Fax modem
Mac SE/30	Printer, dot matrix
Mac portable	Printer, impact
Mac other	Printer, laser

WAP has many Special Interest Groups and Activities. Please check boxes of those areas which interest you. You will be contacted by the appropriate group.

	Join Group	Volunteer
Appleworks SIG		
Apple II GS SIG		
Apple III SIG		
AV SIG (Arts & Video)		
CP/M SIG		
Disabled SIG		
Disk Library		
Desktop Publishing SIG		
EDSIG (Education)		
Excel SIG		
Federal SIG		
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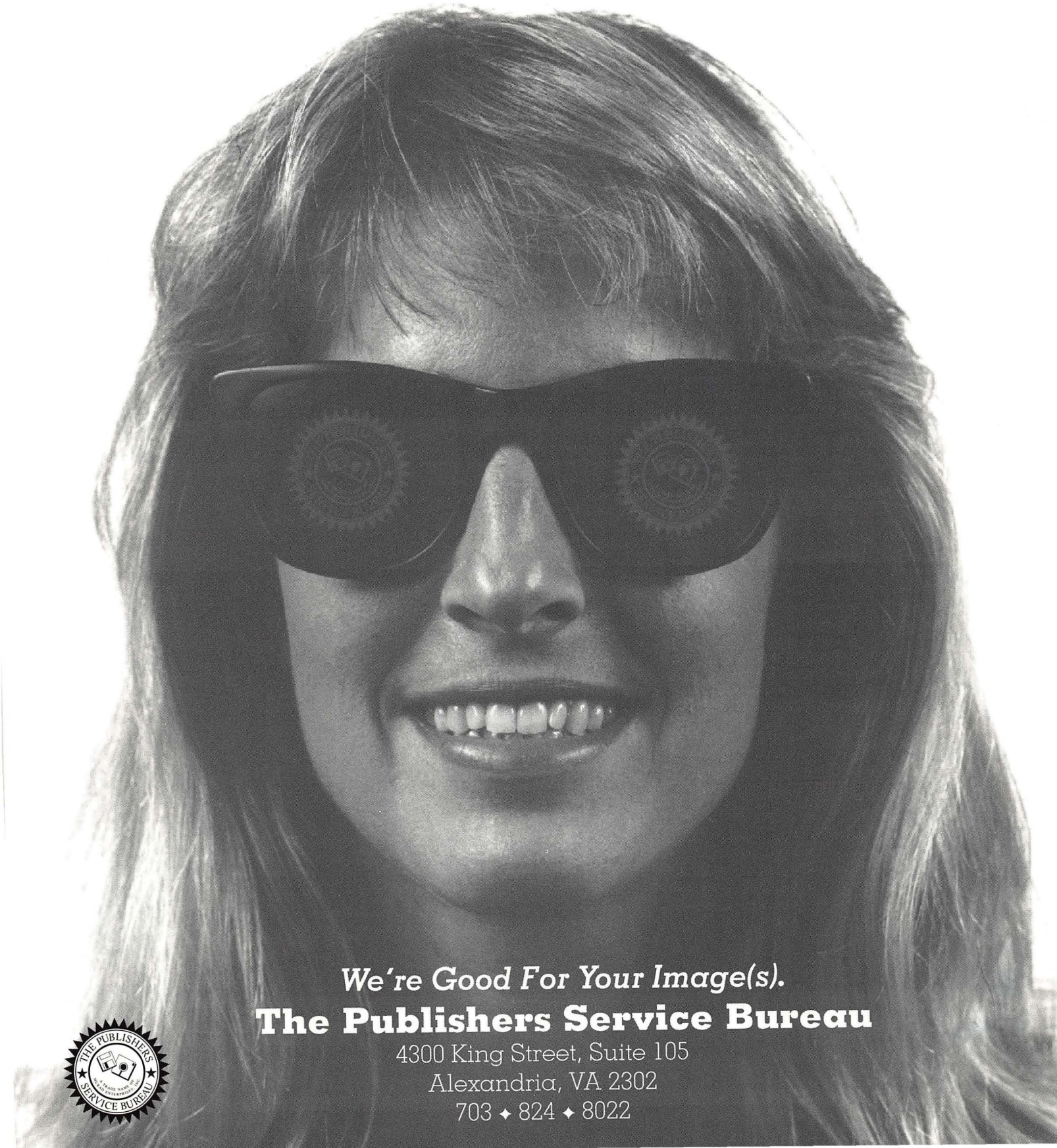

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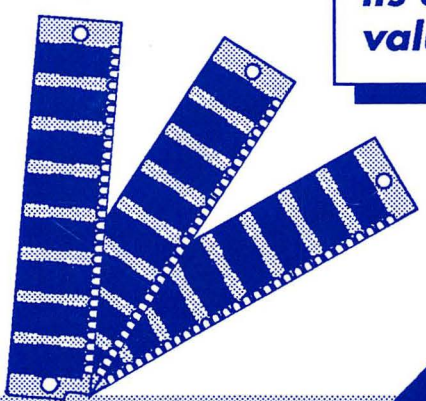

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