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# washington pple pi

The Journal of Washington Apple Pi, Ltd.

Volume 14, Number 9

September 1992

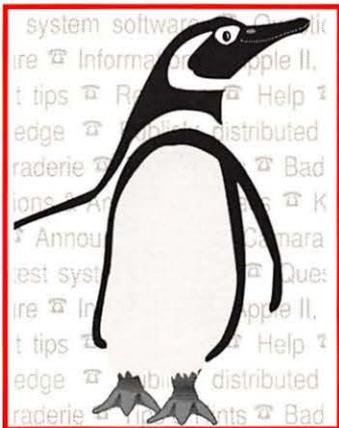


**In Search of the  
Perfect Wave**

**15**

**Artists on Exhibit**

**18**



**How the TCS Works**

**24**

***MacLink Plus/PC***

**30**



**Real World  
*Freehand 3.0***

**44**

***ModemWorks***

**57**

# Washington Apple Pi

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**XXII**

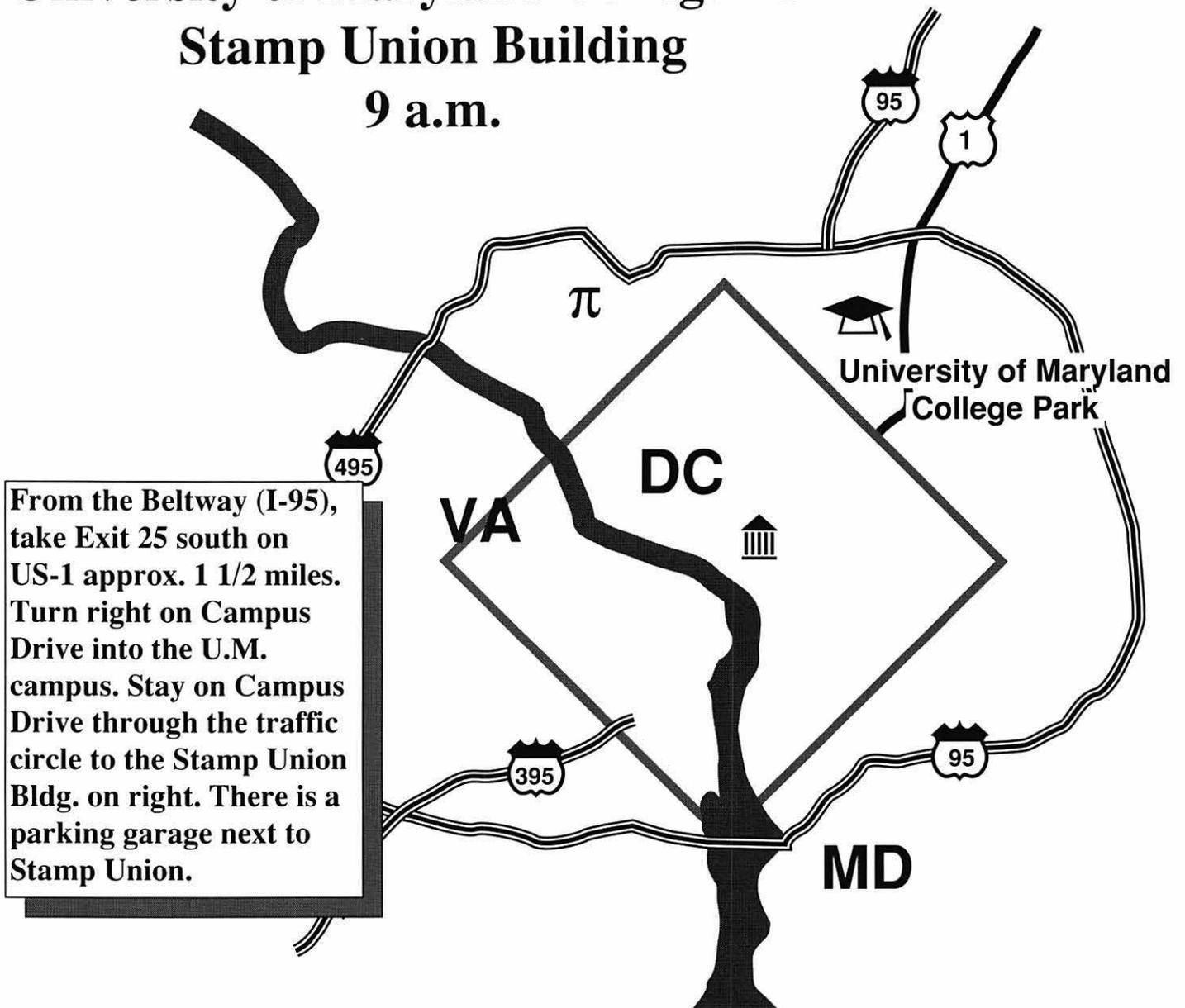
(August 22)

**GENERAL  
MEETING**

- Games!
- Give-Aways!
- MacWorld Rumors!
- Q&A Sessions!

University of Maryland College Park  
Stamp Union Building

9 a.m.



# September 24-25: Two days and 50 creative ways to spend them...

## DESKTOP:

- 1. Introduction to PageMaker  
*Carleton Foster, Thursday 9-10:15*
- 2. Introduction to QuarkXpress  
*Thursday 10:30-11:45*
- 3. The New Ventura 4.0  
*Sally Smith, Thursday 2-3:15*
- 4. DTP—What works and what doesn't  
*Thomas Piwowar, Thursday 12:30-1:45*
- 5. Introduction to Adobe Illustrator  
*John Joaquin, Thursday 2-3:15*
- 6. Introduction to Aldus Freehand  
*Molly Bahniuk, Thursday 12:30-1:45*
- 7. Penny-Pinching Desktop Publishing  
*Thomas Piwowar, Thursday 3:30-4:45*
- 8. The Desktop Shootout: Pagemaker vs. Quark vs. Ventura  
*Friday 2-3:15*
- 9. Getting Seps from Your Desktop System  
*David Buell, Friday 2-3:15*
- 10. Understanding PostScript  
*Khaled Abdul, Friday 9-10:15*
- 11. Font Management on the Mac  
*Earl Douglas, Thursday 9-10:15*
- 12. Managing the Mac  
*David Lufkin, Friday 10:30-11:45*

## DESIGN:

- 13. Desktop Dreams and Disasters  
*Burkey Belsor, Friday 12:30-1:45*
- 14. Choosing fonts,

## creative use of type

*Tom Powers, Friday 10:30-11:45*

- 15. Design Tips, Tricks and Shortcuts  
*Melinda Bremner, Thursday 10:30-11:45*
- 16. What's Hot in Design  
*Len Johnson, Thursday 9-10:15*
- 17. Magazine Design  
*Julie Katz and Yvonne Evans, Thursday 3:30-4:45*
- 18. Maximum Design, Minimum Dollars  
*Julie Katz & Yvonne Evan, Thursday 12:30-1:45*
- 19. Multimedia Solutions  
*Greg Johnson, Thursday 3:30-4:45*
- 20. Cost-effective 2-color design  
*Friday 2-3:15*
- 21. How to Buy Photography  
*Steve Gaffney, Friday 2-3:15*
- 22. How to Run Your Own Graphic Design Business  
*Rob Sugar, Friday 9-10:15*
- 23. How to Design a Newsletter  
*Ronnie Lipton, Friday 9-10:15*
- 24. How to Avoid Trapping Problems  
*Bruce Robinson and Bernie Packman, Friday 9-10:15*

## WRITING, PUBLISHING:

- 25. Write Smarter—Not Harder!  
*Gerald Mann, Friday 2-3:15*
- 26. How to Publish Winning Association Publications  
*Katherine George, Friday 10:30-11:45*

- 27. Attracting and Keeping the Reader  
*Marilyn Millstone, Thursday 2-3:15*
- 28. Quality Control and Editorial Proofreading  
*Connie Moy, Thursday 12:30-1:45*
- 29. Editorial Management with Fewer Resources  
*Katherine George, Friday 12:30-1:45*

## PRODUCTION:

- 38. Making the Desktop Link to Your Printer  
*Jim Stephens and Ellen Banker, Thursday 9-10:15*
- 39. Estimating for DTP  
*Bruce Robey, Thursday 10:30-11:45*
- 40. Introduction to Adobe Photoshop  
*John Joaquin, Thursday 10:30-11:45*
- 41. Recycled Paper: the Environmental Choice  
*John O'Connell, Friday 12:30-1:45*
- 42. Introduction to Digital Imaging  
*Dennis Toole, Sharon Swab, Thursday 2-3:15*
- 43. Digital Proofing and Pre-proofing  
*Art Procter, Thursday 12:30-1:45*
- 44. Working with your Service Bureau  
*Mounir Murad, Friday 3:30-4:45*
- 45. What You Need to Know to Buy Printing  
*Katie Gekker, Thursday 12:30-1:45*
- 46. How to Select a Vendor  
*Tim Nichols, Friday 12:30-1:45*

- 47. The New Polaroid  
*Thomas C. Keutfield, Friday 12:30-1:45*

## MARKETING:

- 30. 25 Ways to Stretch Your Marketing Dollars  
*Dave Voracek, Friday 9-10:15*
- 31. 20 Secrets of Successful Brochures  
*Dave Voracek, Friday 12:30-1:45*
- 32. Association Marketing  
*Karen Robbins, Dale Paulson, Thursday 9-10:15*
- 33. Selling Yourself to Win  
*Steve Gaffney, Friday 10:30-11:45*
- 34. 10 Sure-fire Direct Mail Secrets  
*Bruce Kinsey and Rich Pottern, Thursday 9-10:15*
- 35. Introduction to Mail List Rental  
*Thursday 10:30-11:45*
- 36. How to keep ad sales up in a down climate  
*Thursday 10:30-11:45*
- 37. The Ins and Outs of Mailing Requirements & Automation  
*Dave Lewis, Thursday 2-3:15*

## WORKSHOPS:

- 48. Advanced QuarkXpress  
*Friday 8-10:30*
- 49. Advanced Pagemaker  
*Carleton Foster, Thursday 2-4:30*
- 50. The Creative Process  
*Tim Kenney, Friday 2-4:30*

**PrintFest 92 and Desktop Expo will be held at the Ramada Renaissance Techworld, Washington, D.C., September 24-25, 1992**

Seminars \$49 each, Workshops \$89 each until September 11. After September 11, seminars are \$59, workshops \$99. On-site registration \$69 per seminar, \$110 per workshop. Seminars will be held Thursday, Sept. 24 and Friday, Sept. 25, 1992.

Seminars and workshops must be pre-paid or on government voucher. Please make all checks payable to PrintFest 92 and mail to the address below. Photocopies may be made of this form. (Special rates for multiple seminar registration.)

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# Table of Contents

Volume 14 .....September 1992 .....Number 9

## Club News

WAP Hotline .....	39, 42
WAP Calendar .....	40, 41
Index to Advertisers .....	57
Classified Advertisements .....	79
WAP Membership Form .....	80

## SIG's and Slices

EdSIG .....	8
by Phil Shapiro	
Stock SIG .....	9
by Morris Pelham	

## General Interest

September General Meeting .....	Cover 2
Apple & Mac Tutorials/Seminars .....	11
by Keith Malkin	
Tutorial Registration Form .....	12
Shared Minds-Book Review .....	13
by Phil Shapiro	
In Search of the Perfect Wave .....	15
by Bill Baldrige	
WAP Artists on Exhibit .....	18
by Ann Aiken/Art by Rod Dennis	
WAP Book Library Update .....	20
by Brian Mason	
How the TCS Works, Part 3 .....	24
by The Crew	
Telecommunications and Modems .....	26
by Jon Thomason and Allan Levy	

## Macintosh Articles

MacNovice:Getting Around .....	27
by Ralph J. Begleiter	
<i>MacLink Plus/PC 6.0</i> .....	30
by Rick Zeman/Software Review	
<i>The Mac ShareWare 500</i> .....	34
by Debbie Hoyt/Book Review	
<i>CanOpener 2.0</i> .....	36
by Lawrence I. Charters/Software Review	
<i>Word 5 Training Tips: ToC, Tables, etc.</i> ..	38
by Kevin Nealon and Dave Weikert	
<i>Real World Freehand 3.0</i> .....	44
by Nancy Seferian/Book Review	
<i>Soft PC/AT</i> .....	46
by Jon Thomason/Software Review	
New Macintosh Files on the TCS .....	48
by Lawrence I. Charters	

## Apple II Articles

Apple II Byts and Pycs .....	51
by Gary Hayman/Odds and Ends on the Apple II	
<i>Modem Works</i> .....	56
by Jon Thomason/Software Review	

## Apple III Articles

On the Trail of the Apple III .....	58
by David Ottalini	

# Table of Contents

## Disk Libraries

Apple III Public Domain Library ..... 60  
 by David Ottalini  
 Macintosh Disk Library ..... 62  
 by Dave Weikert  
 Macintosh Disk Order Form ..... 72, 73  
 Apple II Disk Library ..... 74  
 by John Ruffatto  
 Apple II&III Disk Order Form ..... 78

### Icon Guide

	Macintosh
	Apple II, IIe, and IIGS
	Apple III (SARA)
	Hotline or Phone List
	Calendar Pages
	Apple Disketerias
	Macintosh Disketeria
	General Interest



This issue of the Washington Apple Pi Journal was created on a Mac IIci, proofed on an HP DeskWriter, and produced by electronic typesetting at The Publishers Service Bureau.

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Writers' submissions  
 Oct. .... Aug. 14  
 Nov. .... Sept. 17  
 Editors' submissions  
 Oct. .... Aug. 22  
 Nov. .... Sept. 25  
 Ad space reservations  
 Oct. .... Aug. 19  
 Nov. .... Sept. 21  
 Camera-ready ad copy  
 Oct. .... Aug. 27  
 Nov. .... Sept. 29

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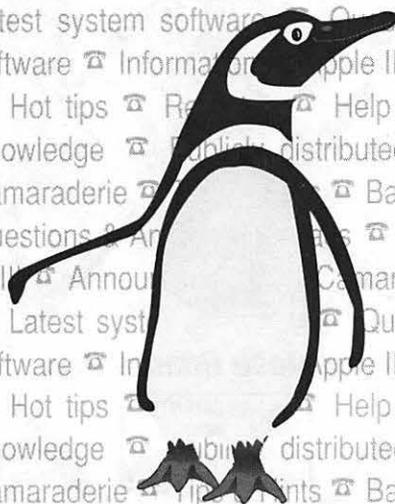
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The Washington Apple Pi is seeking a Faculty Sponsor from among its membership who is also a member of the faculty or knows a member of the faculty of the Northern Virginia Community College system. Any member of the Washington Apple Pi who is in a position to help the Pi find such a sponsor, please contact David Mudd, 703-683-1746.



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Washington Apple Pi's

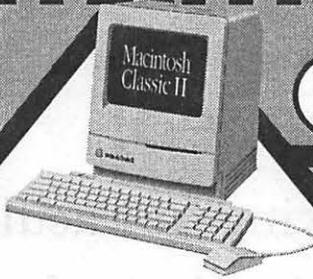
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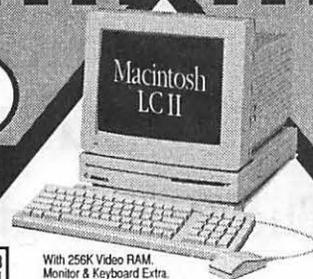


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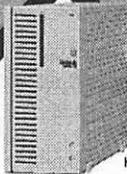
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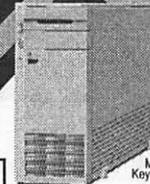
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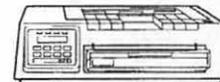


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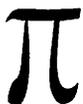
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## SIG's and Slices

### EdSIG

by Phil Shapiro

An exuberant yet controlled group of parents and teachers attended the August EdSIG (education special interest group) meeting. Meeting at our regular meeting place, the Pi office in Bethesda, we spent almost three hours discussing and viewing educational software.

We began by taking a look at a spatial reasoning program, *It Fits*, from Scholastic's Microzine disk number 36. For those who may not be familiar with Microzine, it's a monthly disk-based subscription of educational software. (The name Microzine is an amalgam of "micro-computer software and magazine.") The general consensus at the meeting is that Microzine occasionally publishes some very interesting learning games, but that the Microzine subscription is rather overpriced for what it delivers. (For further information about Microzine, you can call Scholastic Software at: 1-800-541-5513.)

In any event, the Microzine program we were looking at resembled a Chinese tangram puzzle. The object of this educational game is to fit five geometrical shapes into a larger shape. The program gives you about 20 larger shapes to choose from.

Loudoun County teacher Joan Jernigan commented that getting elementary level students to work with spatial reasoning software can be very helpful later in their academic careers when they get to geometry in high school. Bill Wydro raised some interesting questions

about where geometrical thinking fits into the overall math curriculum. Bill's question about whether geometrical puzzle software teaches "transferable skills" spawned a spirited twenty minute discussion.

The general feeling was that puzzle software can be helpful in teaching students how insight can be a valuable problem solving tool and that intuition is as much a part of math as rational reasoning.

Another comment was that puzzle software may help students develop a higher "tolerance of frustration" in tackling difficult problem solving situations. If students receive constant and regular feedback for using insightful problem solving strategies with educational puzzles, they may draw on these skills when solving newer, more difficult problems.

Mary Yao then shared with us her experience integrating spatial reasoning exercises into a field trip to the Smithsonian's Museum of African Art. At the museum she had her students make drawings of African masks. Then back in the classroom her students created similar masks on the computer screen. Apparently this "African mask" project was a colossal success. Which just goes to show some of the neat ways computers can be incorporated into the larger curriculum.

Newcomer to EdSIG Maryalys Hopkins then told us about the computer curriculum she is developing at Washington Episcopal School. She is structuring her curriculum around two activities: *LogoWriter* and word processing. *LogoWriter*, from Logo Computer Systems of Quebec, Canada, is a perennial fa-

vorite in elementary/middle schools.

Maryalys also inquired as to which Apple II software publishers produced software for special needs students. There are several such companies, but one of the most prominent is Laureate Learning Systems; 110 East Spring Street; Winooski, VT 05404; (802) 655-4755. Laureate was a finalist in a recent national competition for technology to assist persons with special needs.

Following that, David Jernigan gave us a concise overview of the Internet, showing how different computer networks hook into the Internet. David explained how the Internet had its origins with the Department of Defense's Arpanet, and has since grown to serve the communications needs of academic researchers, corporate managers, and even electronic lovebirds. (At least two documented marriages have occurred as a result of lovers meeting via electronic networks.)

Local access to Internet can be gained from the Novapple (Northern Virginia Apple User Group) bulletin board system. The BBS number is: (703) 671-0416. Contact Dave Harvey, Novapple president for membership information at: (703) 578-4621. Dues are a very reasonable \$25/year, including access to the club's excellent BBS.

An interesting change of pace occurred when George Kulstad gave us a demonstration of Prentice-Hall Computer Based *TOEFL Prep* software. This Apple software prepares foreign students for the Test of English as a Foreign Language (TOEFL) exam. This challenging language skills exam is a manda-

tory for non-English speakers who seek to do college level studies in the United States. As George explained, the strength of this software is that it does a good job of diagnosing those specific subject areas that need extra work. While hardly anyone could get excited about learning English grammar, the software helps make that experience just a touch more palatable.

George recently bought several Apple II+ computers for Superscore, his TOEFL training center. He told us that he intends to use other software, such as *Word Attack*, to help his students develop vocabulary skills. A phone call to Davidson & Associates helped get him copies of the original *Word Attack* software. (The newer *Word Attack Plus* will not run on an Apple II+.)

Finally, teacher extraordinaire Sue Racoosin mentioned that she's had much success using the vocabu-

lary drill *Vocabulary Challenge*. She says her middle schools students find this software very motivating.

EdSIG meets the fourth Thursday of every month at the club office in Bethesda from 7:30 PM to 10 PM. For further information please contact Phil Shapiro at: (202) 686-5465.

### StockSIG

by Morris Pelham

**June Meeting**—StockSIG continues to invite experts who are currently using a software package for investments to come and join us.

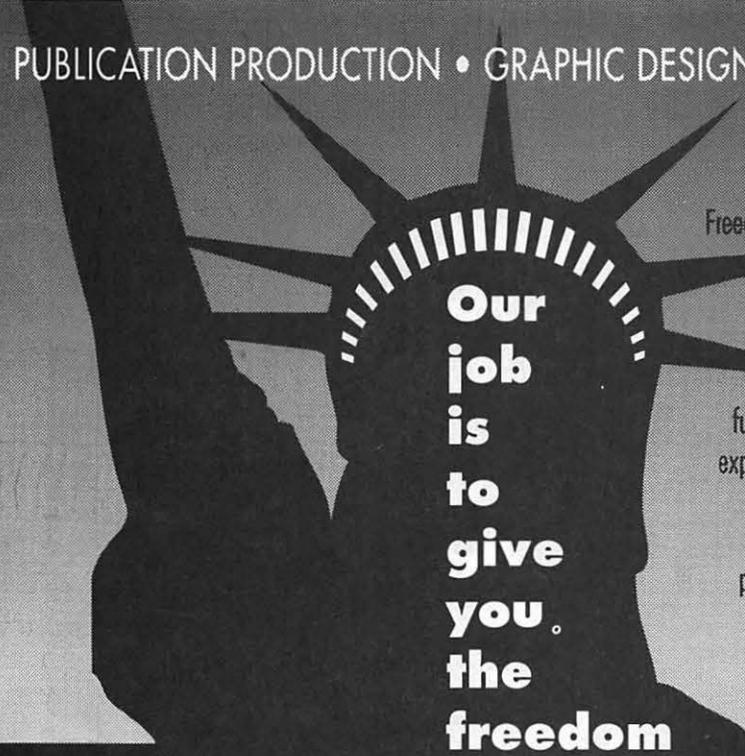
At our June meeting we discussed *Trendsetter* technical analysis software and *Dial Data* downloading software. None of us are currently using these, so we discussed what the brochure promises are and Ed Nuzum agreed to call them for us

and investigate further. Thanks, Ed. We also discussed the *Computrac* software/demo package. Again, no one is currently using this software.

Several of us are active and successful investors without using our Macs, which are gathering dust in a closet somewhere. Investors have operated successfully for over 100 years without the help of computers; it is no surprise that it is possible to succeed while the Mac rests in a closet. On the other hand, no writer that I know of who has moved from a typewriter to a word processor would move back. You couldn't pry their fingers off the keyboard! So, what software is there that will do for investors what word-processing software does for writers?

If we can't find experts who are already using good investment software, we will create our own. The WAP powers-that-be have very kindly promised to request review

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software for us when we know what we want. As we get stable groups of people who are interested in particular pieces of software, we will request them, use them, and review them for this Journal.

As always, we continue to welcome investment novices at our meetings, as well as experts. If you have money you need to put to work, then you have to do the best you can. We'll try to help. Y'all come!

**July Meeting**—Lucky, lucky, lucky! In June I went to the *Excel* SIG demo of *Excel* 4.0. After the demo they held a drawing for a free copy and I won! So, let me tell you how this giant software package works for us investors.

First, Microsoft has demoted us Macintosh people to second-class status. Nearly every page in the manuals tells us first how to use the product Microsoft *Excel* for Windows, in detail, and then farther down the page or on the next page how to use Microsoft *Excel* for the Macintosh. Even the pictures in the manual that show you what the screen looks like shows a Microsoft *Excel* for Windows screen. And these are the Macintosh manuals!

Clearly, Apple Computer Inc. is in trouble. If our most popular software can be run as well on an Intel/IBM clone running Windows at half the hardware price of a Mac, then Mac prices must come down and with them Apple profits. I would recommend shorting Apple stock (1992 high price \$70 ) if it weren't for the long delay between when I write this and when you see it.

Second, how does the product run? Pretty well, actually. It requires 8 MB of hard disk space and needs 4 MB of memory to run well, but my upgraded Mac Plus is running it successfully. One very nice new feature is called "workbooks" and lets you bind related spreadsheets together. I am using it to keep my stock records, and I am happy with it. A second new feature I tried with

less success is called "ChartWizard." ChartWizard quickly creates a chart of your data using on screen prompts, but it could not make anything useful out of my stock data. I then switched to the other chartmaking process, but that too is limited in what it can do. Disappointed, I have ordered the chartmaking software *DeltaGraph Professional 2.0*. We'll see.

On to our July meeting. We couldn't get in until Beth came to rescue us. Thanks, Beth!

Once in the room, John Dixon shared with us his source of stock and commodity data. Tired of key-punching? A company called "Tick Data" sells both a program and disks of data in the \$25 to \$50 range to put into your Mac the market data you need to make decisions. John passed out a nice three page handout of what they have available and answered questions about his use of this data source. Thanks, John!

Then on to the main program.

Howard Bubel is one of our long-time successful investors who has a Mac gathering dust in a closet. I think he said it still has System 3.x on it! Last month I asked him to show and tell the rest of us what he does to invest successfully without the computer. He agreed, and this time brought his strongest book bag stuffed full of books and charts and a full explanation of what a technician does. He has also been looking into available software packages for both the Mac and the Intel/IBM clone, and shared the fruits of his research with us. Thanks, Howard!

Because of the long lead time between when I write this in July and when you read it in September, it is hard to say what will be our topic at the October meeting. In 1987 the market hit a high in August, fell in September and then panic hit in October. But John Dixon asked me to say that he invites anyone interested in neural nets to come in October and meet with him.

Washington Apple pi Ad 5/30/92 12:19 PM Page 1

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# Macintosh Tutorials and Seminars for September

by Keith Malkin

**S**harpen your pencils and power up your computers it's back-to-school time this September. In addition to our Mac and Apple Introductory series, we're offering the essential Maintaining Your Macintosh again; please call the WAP office to check the latest class schedule: (301) 654-8060.

Fees for most class sessions are \$25 dollars for members and \$35 dollars for non-members. Special Interest Groups and Slices of the Pi may have different fees—check with the SIG/Slice chair or seminar coordinator. Please register well in advance for classes by sending in the registration form (at the end of this feature in any Journal) or phoning your registration into the office with a credit card. If you must cancel your registration, please do so two (2) business days before the class. Otherwise we cannot refund your fees.

Class schedules change for a variety of reasons. Verify your registration and class schedule with the WAP office to avoid the inconvenience associated with cancellations. Call the office at least one business day before the class date to confirm your class will be held as scheduled. We sincerely regret any inconveniences that may arise from scheduling changes.

## Volunteers and Instructors

Call, fax, or write me with your questions/suggestions about the Pi training program. Keith Malkin, (703) 503-8591, 9505 Draycott Court, Burke, VA 22015-3253.

We are in serious need of a few volunteers to help coordinate and administer the program, develop cur-

riculum, recruit good instructors, do publicity, and design and illustrate flyers, one-sheets, brochures, and certificates. It won't take up much of your time and you don't need any special talent or skill; your enthusiasm or energy is all we ask. Call me at the number listed.

You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. In addition to the spiritual and intellectual rewards of teaching, you will be paid. We need someone to teach HyperCard. To volunteer, call me or Jim Draper at (703) 836-0018.

## Apple IIGS Tutorials

The Apple IIGS Introductory Tutorials are a three-part series designed for Apple IIGS novices. Classes meet on the first three Tuesday evenings in September from 7-10 pm.

### Introduction to the Apple IIGS, Part I (Course # GS10992)

**Materials Required:** Access to an Apple IIGS outside the classroom.

**Course Date:** Tuesday, September 15, 7-10 pm.

### Introduction to the Apple IIGS, Part II (Course # GS20992)

**Materials Required:** Access to an Apple IIGS outside the classroom.

**Course Date:** Tuesday, September 22, 7-10 pm.

### Introduction to the Apple IIGS, Part III (Course # GS30992)

**Materials Required:** Access to an Apple IIGS outside the classroom.

**Course Date:** Tuesday, September 29, 7-10 pm.

## Macintosh Tutorials

The Macintosh Introductory Tutorials are a three-part Introductory series designed for beginning users or those desiring to brush up their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and concerns will be addressed. Try to attend all three parts; this is the most beneficial arrangement.

**Introduction to the Macintosh, Part I (Course # M10992)** You should go through the Guided Tour disk that comes with your computer/system upgrade kit before you come to class. You'll learn the basic components of your Macintosh system, hardware and software. You'll explore the System, Desktop, Icons, Active Window, Control Panel, and how they all work.

**Materials Required:** Your Mac, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

**Course Date:** Monday, September 14, 7-10 pm.

**Introduction to the Macintosh, Part II (Course # M20992)** Part II will continue the exploration of the basic components of your Mac system, hardware and software. You'll learn the finer points of the Menu Bar, error messages, Scrapbook, and Clipboard. You'll also learn about the Chooser, peripheral devices, and how they are connected to the Macintosh.

**Materials Required:** Your Mac, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

**Course Date:** Monday, September 21, 7-10 pm.



**Introduction to the Macintosh, Part III (Course # M30992)** Follow up of the concepts in Parts I and II. Covers system software and using, installing, and updating system files. You'll cover managing memory, hard disk management, fonts, sounds and other resources, the Apple menu, aliases, launching applications, inter-application communications (publish and subscribe), and balloon help. Time permitting, a very basic overview of *HyperCard* and *QuickTime*.

**Materials Required:** Your Mac, hard disk drive, startup disk, and an unformatted DSD 800K disk.

**Course Date:** Monday, September 28, 7-10 pm.

**Maintaining Your Macintosh (Course # OS301992)** How to maintain and troubleshoot your Mac. Covers: avoiding system crashes, deciphering error messages, managing start-up resources (including Sys. 7 extensions or Sys. 6 INIT's), avoiding conflicts and incompatibilities, backing up, virus protection, hard disk management, memory management, and Mac "housekeeping."

**Course Date:** Wednesday, September 23, 7-10 pm.

**Other Educational Opportunities**

I've listed some training resources to supplement our class schedule. I

am not endorsing the listed resources. Call or write me on your training experiences outside the Pi.

- Personal Training Systems (828 S. Bascom Ave., Su. 100, San Jose, CA 95128): 1-(800)-TEACH-99. PTS offers a comprehensive set of 90-minute tutorial modules consisting of an audiocassette and computer disk, ranging from beginning to advanced topics. At mail order prices of \$60 or less per module (\$99.95 list), these packages are cheaper than other such training materials.
  - Northern Virginia Community College, Alexandria Campus (3001 N. Beauregarde St., Alexandria, VA 22311): (703) 845-6301.
  - Loudoun Campus (1000 Harry Flood Byrd Highway, Sterling, VA 22170): (703) 450-2571.
- Continuing education classes in Macintosh computing. Associate Degree in Applied Science programs in Communication Design and Computer-aided Graphic Design at the above campuses. Primary Mac classes: Computer Graphics I & II.
- AFI-Apple Computer Center for Film and Videomakers, Los Angeles, CA: (213) 856-7664 or 1-(800) 999-4AFI. Courses in film, video, multimedia—most involve Mac computing. Courses primarily at the LA campus.

- Avid Education Services: (617) 221-6789. The Avid Media Composer is the premiere off-line editing system in video and film; it is Mac-based. If you're interested in video/film editing or production, the Avid system is for you. Courses around the country.
- The Corcoran School of Arts: (202) 628-9484. Courses in Mac color computing, design, illustration, art, and electronic pre-press. Courses in Georgetown.
- The Eastman Kodak Center for Creative Imaging, Camden, Maine: 1-(800)-428-7400. State-of-the-art, Macintosh-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in a building Kodak calls the Atelier.
- The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 N. Western Ave., PO Box 29906, Hollywood, CA 90029): (213) 462-1987, then #\*. Film, video, and multimedia courses on the Mac. Locations: Hollywood and nationwide.
- Dynamic Graphics Educational Foundation: 1-(800) 255-8800. The "Step-by-Step Graphics" people offer courses on Mac-based graphic design, electronic publishing, color pre-press, etc. at a Peoria campus, DC area hotels, and other locations nationally. Prices range from \$200-800.

<b>Washington Apple Pi Tutorial Registration Form</b>		Washington Apple Pi 7910 Woodmont Ave., Su. 910 Bethesda, Maryland 20814 301-654-8060
<b>Basic Information</b>	<b>Course Numbers</b>	
Name _____	<i>Please fill in the course number of the class(es) that you wish to attend.</i>	
Address _____		
City/Zip/State _____		
Phone (day) _____ (evening) _____		
Member Number _____ Non-member _____		
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Check/Money Order _____ Credit Card _____ Card Number _____	Class #1 _____	
Card Expiration _____ Signature _____	Class #2 _____	
Can you bring your own computer to the class? <input type="checkbox"/> Yes <input type="checkbox"/> No	Class #3 _____	
WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.	Class #4 _____	
	Class #5 _____	
	Class #6 _____	

# Shared Minds: The New Technologies of Collaboration

by Phil Shapiro

**E**ach one of us is born into the world with different talents and skills. Most of us spend a lifetime trying to hone and develop these native born talents to maximize both our own potential and our contribution to the greater social good.

But rarely can anybody these days maximize his or her talents working cloistered and alone. In this world of increasing specialization and complexity, rare indeed is the individual who achieves great success working independently.

Long ignored, the wonders of collaborative creativity are just beginning to be understood and appreciated. In an important and revealing new book, *Shared Minds: The New Technologies of Collaboration*, syndicated columnist Michael Schrage examines both the nature of the collaborative process and methods of "fanning the collaborative flame." With frequent reference to legendary creative collaborative teams of the past (Orville and Wilbur Wright, Watson and Crick, Jobs and Wozniak, Lennon and McCartney), Schrage articulates truths that deserve to be lifted to the forefront of our consciousness.

### How This Book Came to be Written

Initially, *Shared Minds* was to be a book about business meetings, and how new technologies can help streamline business meetings. But the author soon realized that the most interesting group work doesn't

occur in large business meetings, but in small, energetic teams. So instead of writing a book about business meetings, he decided to closely examine the nature of creative "small group" collaborations. After interviewing many famous scientific and artistic "collaborative teams," Schrage spent a year as a visiting scholar at MIT's Media Lab synthesizing the ideas in this book.

### The Personal Attributes of Successful Collaborative Teams

One of the probing questions examined in this book is: "What personal attributes contribute to successful collaborative joint ventures?" How is it that the family team of Orville and Wilbur Wright worked so well together, when other sibling pairs find it a struggle to order pizza together? And what role did Orville and Wilbur's parents play in fostering their creativity and perseverance. (Apparently Orville and Wilbur's mother played a decisive role in showing her sons the methodology of creative invention.)

Along the same lines of thought, what personal qualities allowed Watson and Crick to work together to formulate their landmark three-dimensional model of DNA? True, they had differing and complementary scientific backgrounds. But more than that, they both had a hunger to understand the physical structure of DNA. That intellectual hunger united them in a focused scientific quest.

Speaking on the subject of col-

laboration, Crick, in his memoirs, sheds light on the nature of his successful teaming with Watson: "Our...advantage was that we had evolved unstated but fruitful methods of collaboration....If either of us suggested a new idea, the other, while taking it seriously, would attempt to demolish it in a candid but nonhostile manner." Good collaborative teams, therefore, must have a tacit understanding that individual ego must necessarily be subsumed to the larger team goal.

### Examples of How a "Sharing Ideology" Can Develop

Another subject examined in the book is the similar "sharing ideology" used by great artists and great scientists. There comes a time when human beings rise above the possessive attitude of "that's an idea I thought of first" to the grander attitude of "that's an idea I had a part in creating."

One moving anecdote about collaborative artists occurred when Picasso and his close associates stopped signing their paintings for a brief period in their lives. These artists worked so closely together in producing new art that they genuinely believed that signing any of their paintings would be a misrepresentation of "authorship." In this case, keeping track of who produced which paintings became subservient to the group goal of producing excellent group paintings.

## Thoughts About "Idea Development"

At another point in the book Schrage examines the concept of "idea development." How is it that ideas get developed from nascent whims to full-fledged notions? Quoting a modern expert on the subject, John Cleese (the gifted comic writer of Monty Python fame): "The really good idea is always traceable back quite a long way, often to a not very good idea which sparked off another idea that was only slightly better, which somebody else misunderstood in such a way that they then said something which was really rather interesting.... [That's] actually why I have always worked with a writing partner, because I'm convinced that I get to better ideas than I'd ever do on my own."

One perceptive observation in *Shared Minds* is that some of the best collaborative work occurs in informal, playful settings. The proverbial doodle, hastily sketched on a cafeteria napkin, serves as a forceful reminder of how creativity can best be unleashed in informal settings. Likewise, brainstorming sessions in a formal conference room seldom yield memorable creative results.

All in all, *Shared Minds* is an important, thought-provoking book. If you've ever spent time thinking about the wonders of collaborative creativity, you ought to find a rich vein of ideas to mine in this book. The very act of reading the book ought to stimulate those areas of the brain responsible for the "open-minded" reception of new and interesting ideas.

*(Shapiro is the founder of Balloons Software, a new Apple II educational software company. He can be reached at Balloons Software, 5201 Chevy Chase Parkway, NW, Washington, DC 20015-1747, or via electronic mail on GENie at: P.Shapiro1, on America Online at: pshapiro)*

[If you're interested in reading further about the subjects of creativity and collaboration, you might be interested in some of the recommended readings at the end of *Shared Minds*. Here is a list of some of the juicier sounding titles.]

- Bijker, Wiebe E., Hughes, Thomas P., and Trevor Pinch, eds. *The Social Construction of Technological Systems: New Directions in the Sociology of and History of Technology*. Cambridge, MA: MIT Press, 1987.
- Boettinger, Henry. *Moving Mountains: The Art and Craft of Letting Others See Things Your Way*. New York: Macmillan, 1969.
- Briggs, John. *Fire in the Crucible: The Self-Creation of Creativity and Genius*. Los Angeles: Jeremy P. Tarcher, 1990.
- Crouch, Tom. *The Bishop's Boys: A Life of Wilbur and Orville Wright*. New York: W.W. Norton, 1989.
- Eisenstein, Elizabeth L., *The Printing Press as an Agent of Change*. New York: Cambridge University Press, 1979.
- Gardner, Howard. *The Mind's New Science: A History of the Cognitive Revolution*. New York: Basic Books, 1985.
- Heim, Michael. *Electric Language: A Philosophical Study of Word Processing*. New Haven: Yale University Press, 1987.
- Koestler, Arthur. *The Act of Creation*. New York, Macmillan, 1964.
- Levine, Howard, and Howard Rheingold, *The Cognitive Connection: Thought and Language in Mind and Machine*. New York, Prentice-Hall, 1987.

- McLuhan, Marshall. *The Gutenberg Galaxy: The Making of Typographic Man*. Toronto: University of Toronto Press, 1962.
- Nelson, Theodor, *Computer Lib/Dream Machines*. Self-published, 1974.
- Stent, Gunther. *Scientific Genius and Creativity*, San Francisco, W.H. Freeman, 1975.
- Turkle, Sherry. *The Second Self: Computers and the Human Spirit*. New York: Simon & Schuster, 1984.
- Winograd, Terry and Fernando Flores. *Understanding Computers and Cognition*. Norwood, NJ: Ablex, 1986.
- Zuboff, Shoshana. *In the Age of the Smart Machine: The Future of Work and Power*. New York: Basic Books, 1988.

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**Title:** Shared Minds: The New Technologies of Collaboration

**Author:** Michael Schrage

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# Beep Beep! — In Search of the Perfect Wave



SoundEdit™ Pro

by Bill Baldrige

This is an adventure story of sorts. A story of expectations, of travel, of fights, and about trying to find the perfect mix that would put a bit of local color on computers all over the world! But the story has much more humble beginnings than its auspicious charter would forebode.

It was early June, I seem to recollect, that Lawrence Charters (our illustrious and multi-talented Mac File Master on the WAP TCS) made an aside that it would be nifty, if not downright cool, to have the sound of the 'doors closing' from the Washington Metro train as a beep sound. This elicited a micro-flurry of 'Yeah!'s and 'Cool!'s, but never went any further. This is not too unusual in today's world of 'Gotta have it!' microwaves, and instant everything. But enough of the social commentary, for now.

A week or two later, we found that Lawrence wasn't going to let this dog lie, and he reiterated his longing for this mondo-cool beep sound. Seemingly, the embarrassed audience fell silent, and nary a 'Cool!' or 'Yeah!' was uttered. But it planted a seed of interest in the back in my mind, that if the opportunity arose, I might undertake the adventure—technology laden as my old house is, with decades-old equipment for scaling such high-and-mighty tasks.

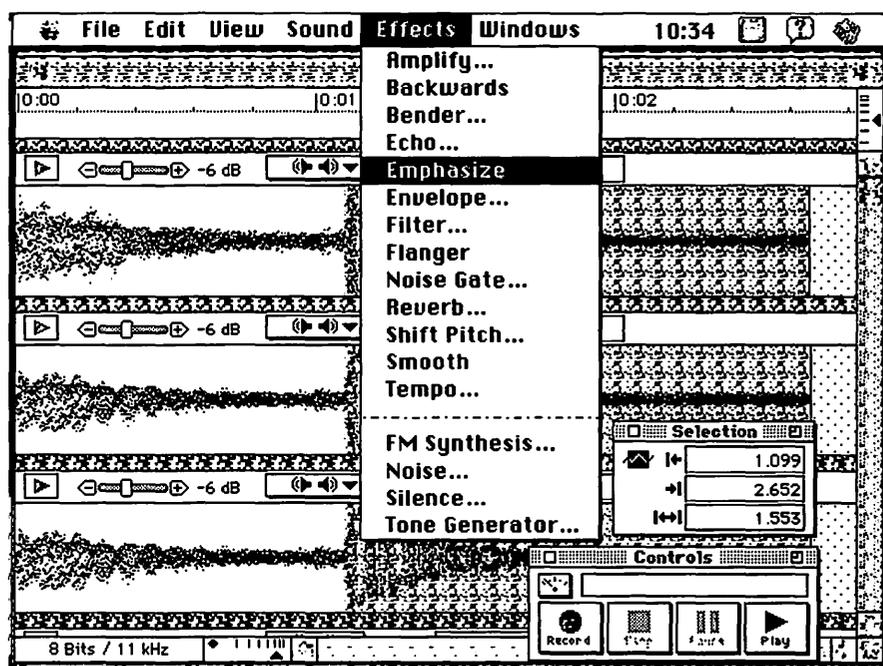
As fortune would have it, early one Sunday morning I was at a loss for gotta-have-it's, had no waffles to

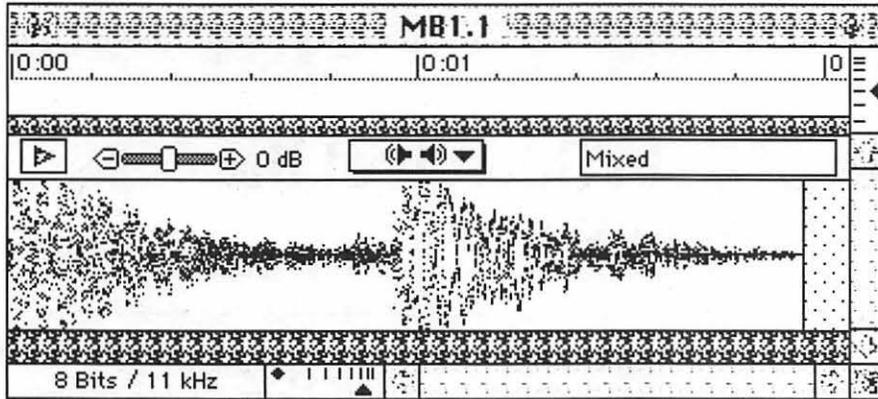
plunk in the microwave, and suddenly a need for some instant gratification reared its ugly head. So, I rummaged about in a desk drawer and retrieved my 14-year old AIWA microcassette recorder. Verifying that the batteries still functioned by playing a bit of Moody Blues "Question of Balance," I grabbed a fresh tape, a dollar for the farecard, and headed for the Metro. What a country!

Sunday morning at the New Carrollton Metro stop is a world apart from the worker-bee atmosphere of the rest of the week. Parents are taking the kids downtown to see the sights, tourists are check-

ing their cameras for film, and panhandlers (bless their capitalistic souls) are conspicuously absent—maybe they spent their week's "work" on a Saturday night binge, and are sleeping it off. I think another "What a country!" is called for here.

The New Carrollton stop is at the east end of the Orange line, so the train just changes direction after about a 10 minute wait. While I was hanging around the platform, recorder in hand, the driver walked by, and I asked him where the sound emitted from. He kindly pointed out the speakers above each door, so I planted myself at one of the doors,





and waited for the train to leave.

In the few minutes I was standing on the platform, the sights and sounds that surrounded me became almost like a tapestry. The people rushing to get on the train before the doors closed, not knowing how long the train had been sitting. The adjoining AMTRAK line, with its clangings and clunkings of freight trains, passenger trains, and sundry equipment. The trees, buildings, and landscape that make New Carrollton a semi-rural locale, all blended to make it magic. It was about this time that a fight broke out in the car next to the one I was standing at—apparently, a couple of drug dealers arguing over turf. Luckily, a metro guard appeared and stepped into the car, just as the train was preparing to leave.

After a minute, the driver chimed the door closing sound not once, but four times...I think he was giving me a good sample.

Recording in hand, I hurriedly exited the platform, went through the turnstiles (where the nefarious beast ate my \$1 ticket...maybe in payment for the privi-

lege of standing on the platform), and headed home with the prize. There I digitized the sample into *SoundEdit Pro*, and mixed the four chimes into a single chime, hoping to reduce the effect of some mechanical flutter in the recording, with little improvement. I also tried various filter settings to filter out the background noise (trains, voices, fights), all with marginal improvement. The final mix, which is *MetroBeep2*, is the result of about an hour's tweaking and fiddling in *SoundEdit Pro*. Until now, I have been very disappointed in *SoundEdit Pro*...having forked out

the \$75 upgrade cost and feel it is an overblown example of software by committee (sort of like what happened to *ThunderScan's* software and *MacPaint*). I now have new respect for *SoundEdit Pro's* capabilities, but still miss the speed and intuitiveness of the old *SoundEdit*.

As you can see, this has not been so much a review, as an adventure. Computers have been a source of entertainment, education, and work for me for the past 20 years. They are the ultimate 'techie' tool. As with any task that requires a tool, the difficulty of completing that task is inversely proportional to the availability of the proper tool to accomplish it. Macintosh is the ultimate tool.

If you don't have access to the TCS or America OnLine, the *MetroBeep* sound should be available via the WAP Disk Library, soon, if not immediately.

*Bill is an independent Macintosh consultant and operates under the banner of 4Arts™—his long-time pseudonym, business...whatever.*

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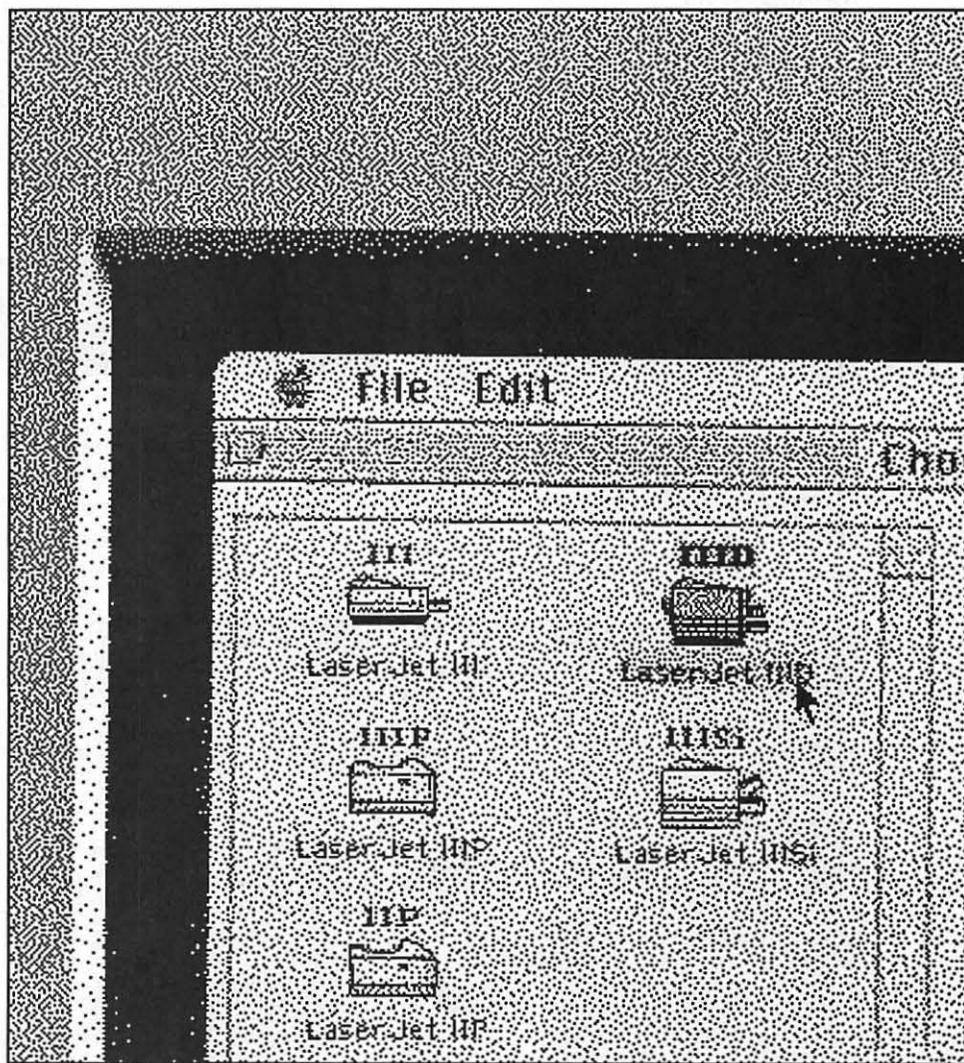
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# Artists on exhibit

by Ann Aiken

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

**Artist info:** Rod Dennis, a native Washingtonian, is our guest artist this month. He studied Art at the Art Institute of Pittsburgh. He is currently a designer at Logistics Management Institute.

**Tools:** Mac II, *Freehand 3.1*, *PageMaker 4.2A*, *Aldus Persuasion 2.1*.

**Technique:** Rod considers himself a fine artist as well as an art director. He feels the computer has broadened his capabilities and skills by helping him enhance his graphics. He said that working with a computer was like getting used to a tool — you still have to do your own problem solving and conceptualizing.

*“The Army Medical Department Realignment Study cover is an example which utilizes layers to a great*

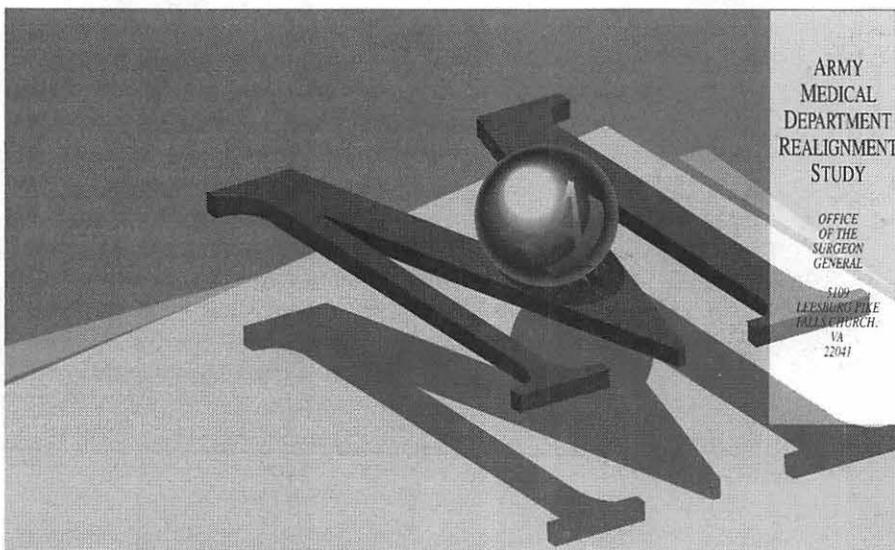


degree. For instance, to get the transparent effect on the text block, first I duplicated the image and cut the desired area to be made transparent. Using a square outline as a guide, I

dragged the unselected points to the border of the square. Then I closed the points that were cut and filled each area with a 20% value of the color. This effort would have been a tedious process unless the layers were utilized. My Preference is to deselect the Multilayer found on the Layers box. To avoid the mistake of accidentally putting an object on another layer.

*“The LMI Three Miler logo was drawn entirely in Freehand. I used the freehand tool and under the Attributes Menu, picked a 12 pt. line. Utilizing the pixel screen as a design element, I achieved a jagged line. By using a heavier line, I got the sharp edges which appeared to be sharp angled lines. Layers were used to keep things separate.*

*“The Manpower Reserve Unit cover was done in Freehand using*



mostly the freehand tool. I treated it as a regular pen while drawing the figure of the man. I built the background behind the man by first drawing a line, duplicating it, and using the Paste Inside command. The border around the man was created using the duplicating command also. I utilized the layers tool in creating the illustration. It helps me organize the illustration better and concentrate on certain areas I wish to give more attention to. The one key factor to remember while working in layers is to always hit Tab to deselect the item or items on that specific layer or the item will automatically go to your next selected layer.

"In the *EMI* (Electronic Data Interchange) logo, the image illustrates the transportation of data from one local to another local by automation. Instead of faxing and filing information, it is sent from one computer to another

computer, thus eliminating the paper process. On the dotted ellipse, I used the circle tool and then ungrouped the circle. I then selected the point tool and placed points in various areas of the ellipse which I wanted broken for color. I went under the Element Menu and split the element so it broke at that point. Then I put an arrowhead on the end of each line segment. On the edges of the diamond I placed points and split the elements from the Line Dialog Box."

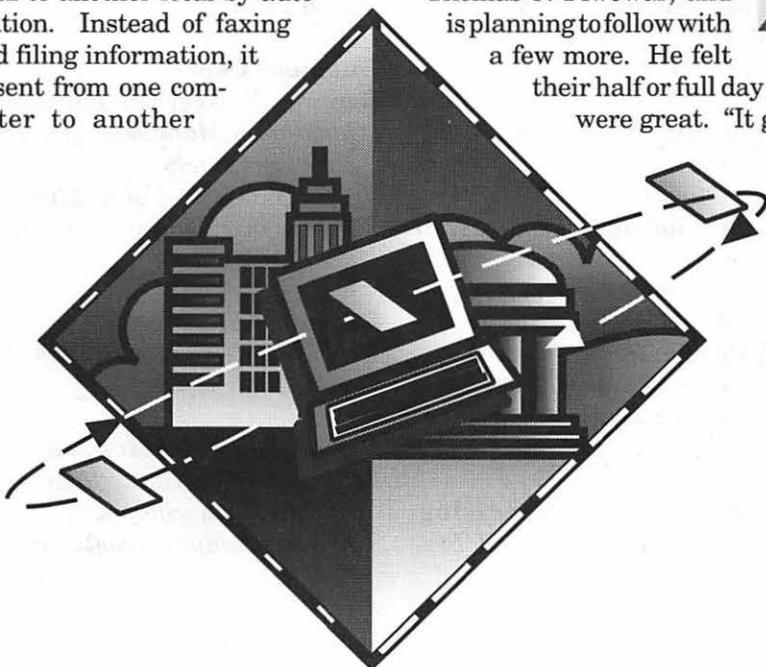
Rod took several computer graphics classes at Thomas J. Piwowar, and is planning to follow with a few more. He felt

their half or full day classes were great. "It gave

RESERVE UNIT



PRIORITY SYSTEM



me a firm foundation about the philosophy and concept of the individual Aldus programs."

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

**Ann Aiken**  
**9212 Cedarcrest Drive**  
**Bethesda, MD 20814**

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

# WAP Book Library Update

by Brian Mason

The following list is of books cataloged since the last list was published in the March Journal. The books are categorized as follows: major topic (in bold type), authors' names, and title (in italics). Books may be checked out for a period of three weeks by members of the club, and they may be renewed once. Donations of the books and magazines that you no longer need are welcome.

This completes the recataloging of the books that were in the library when I first started on this project almost exactly two years ago. Since that time, we have received over eight boxes of new and donated books which now need to be cataloged and put on the shelves. The next list appearing in the Journal will be of these books.

## 6502 CPU

Barden, William—*How to Program Microcomputers*

MOS Technology, Inc.—*MCS6500 Microcomputer Family Programming Manual*

## 68000 CPU

Robinson, Phillip—*Mastering the 68000 Microprocessor*

## Accounting

Weishaar, Tom—*Your Best Interest: A Money Book for the Computer Age*

## Apple Dot Matrix Printer

Apple Computer, Inc.—*Apple III Dot Matrix Printer User's Manual: Part II: Guide to Apple III*

## Apple II Computers

Apple Computer, Inc.—*Apple Language System: Installation and Operation Manual*

Lancaster, Don—*Enhancing Your Apple II*

Hogan, Thom—*InfoWorld's Essential Guide to Apple*

Luebbert, William F.—*The Guide to What's Where in the Apple: A Complete Guide to the Apple Computer*

Luebbert, William F.—*What's Where in the Apple?: An Atlas to the Apple Computer*

## Applications—Desktop Publishing

Manousos, Stephen E.—*The Professional Look: The Complete Guide to Desktop Publishing*

## Applications—Integrated

Lotus Development Corp.—*Symphony—Glossary*

Lotus Development Corp.—*Symphony—How-To Manual*

Lotus Development Corp.—*Symphony—Introduction*

Lotus Development Corp.—*Symphony—Quick Reference Guide*

Lotus Development Corp.—*Symphony—Reference Manual*

## Applications—Word Processing

Poling, Carol—*Apple II Word Pro-*

*cessing*

Glatzer, Hal—*Introduction to Word Processing*

Arca, Julie—*Practical WordStar Uses*

Beacham, Deborah—*Using WordPerfect*

## Applications, Programming

Sawusch, Mark—*1001 Things To Do With Your Personal Computer*

## Artificial Intelligence

Peat, F. David—*Artificial Intelligence: How Machines Think*

Shafer, Dan—*Artificial Intelligence Programming on the Macintosh*

## Business Applications

Nevison, John M.—*Executive Computing: How To Get It Done On Your Own*

## Business Uses

Benton, F. Warren—*Execucomp: Maximum Management with the New Computers*

Veit, Stanley S.—*Using Microcomputers in Business: A Guide for the Perplexed*

## Buyer's Guide

Berner, Jeff—*The Executive's Guide to Portable Computers*

## Buyer's Guide—Software

Frankel, Philip—*The Software Sifter: An Intelligent Shopper's Guide to Buying Computer Software*

### Catalog-Books

Nicita, Michael—*The Reader's Guide to Microcomputer Books*

### Catalog-Resources

Uszak, Andrew H.—*Bowker/Bantam 1984 Complete Sourcebook of Personal Computing*

Heller, David—*Free Software for Your Apple*

Lee, Jane—*The Apple II Guide: A Complete Resource for Users of Apple II Computers*

### Catalog-Software

Love, Rolland—*1983 Apple II/III Software Directory: Vol. II*

Davies, Owen—*Omni Complete Catalog of Computer Software*

Longman Financial Services Pub.—*The Investor's Guide to Software*

Apple Computer, Inc.—*Will Someone Please Tell Me What an Apple III Can Do?*

### Chem Lab-Simon & Schuster Electronic Publishing

Cleary, Mary Ann—*Chem Lab*

### CompuServe-Electronic Information Service

Radio Shack—*CompuServe Information Service User's Guide*

### Computer Industry

Sculley, John—*Direction for the Nineties*

### Computer Peripherals-Building

Riley, Tom and Kelda—*The Computer Controller Cookbook*

### Computer Programs-Catalogs

International Computer Program—*ICP Software Directory: Business Applications for Microcomputers*

### Computerland (Firm)-History

Littman, Jonathan—*Once Upon a Time in Computerland: The Amazing, Billion-Dollar Tale of Bill Millard*

### Computers

Ahl, David H.—*The Best of Creative Computing: Volume I*

Ahl, David H.—*The Best of Creative Computing: Volume II*

Ahl, David H.—*The Best of Creative Computing: Volume II*

### Computers-Personal

Crichton, Michael—*Electronic Life: How to Think About Computers*

### Computers in Business

Madron, Thomas Wm.—*Microcomputers in Large Organizations*

### Computers in Education

Doerr, Christine—*Microcomputers and the 3 R's: A Guide for Teachers*

Appell, Louise—*The Winning Programs*

### Computers in Society

Evans, Christopher—*The Micro Millennium*

### CP/M Computers

Waite, Mitchell—*Soul of CP/M: How to Use the Hidden Power of Your CP/M System*

### Data Libraries-Directory

Davies, Owen—*Omni Online Database Directory, 1985*

Edelhart, Mike—*Omni Online Database Directory*

Edelhart, Mike—*Omni Online Database Directory*

### Design, Computer Hardware

Margolis, Art—*Computer User's Guide to Electronics*

Ogden, Carol Anne—*Microcomputer Design*

### Dictionary

Sipl, Charles J.—*Computer Dictionary*

Makower, Joel—*Personal Computers A-Z*

### Dictionary-Data Processing

Kelly-Booth, Stan—*The Devil's DP Dictionary*

### Directory-Computer Camps

Benton, Mike—*The Complete Guide to Computer Camps and Workshops*

### Directory-Dealers

Eilerts, Gary—*The Washington-Area Microcomputer Directory*

### Disk Operating Systems-CP/M

Waite, Mitchell—*CP/M Bible: The Authoritative Reference Guide to CP/M*

### Education

Papert, Seymour—*Mindstorms: Children, Computers and Powerful Ideas*

### Educational Software

Bonnett, Kendra R.—*Ace It!: Use Your Computer to Improve Your Grades*

Ahl, David H.—*Computers in Science and Social Studies*

### Electronic Publishing

Cavuoto, James—*LaserWrite It!: A Desktop Publishing Guide To: Reports, Resumes, Newsletters*

### Energy Management

Pitts, David E.—*Home Energy Applications on Your Personal Computer*

### Games, Adventure

Townsend, Carl—*Conquering Adventure Games*

Schuette, Kim—*The Book of Adventure Games II*

### Games, Programming

Ahl, David H.—*Basic Computer Games*

Hartnell, Tim—*Second Giant Book of Computer Games*

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## **Hardware**

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Osborne, Adam—*An Introduction to Microcomputers: Vol. II: Some Real Products*

## **History**

Osborne, Adam—*Running Wild: The Next Industrial Revolution*

## **History—Computer Industry**

Fishman, Katherin Davis—*The Computer Establishment*

## **History—Microcomputers**

Freiberger, Paul—*Fire in the Valley: The Making of the Personal Computer*

Caddes, Carolyn—*Portraits of Success*

## **History—Scientific Thought**

Pratt, Vernon—*Thinking Machines: The Evolution of Artificial Intelligence*

## **Input, Digitizing Tablet**

Thornburg, David—*The KoalaPad Book*

## **Integrated Circuits**

Texas Instruments Inc.—*The TTL Data Book for Design Engineers*

## **Interface—Video**

Lancaster, Don—*The Cheap Video Cookbook*

## **Interface Design (Electrical-Mechanical)**

Titus, Jonathan A.—*Apple Interfacing*

Hallgreen, Richard C.—*Interface Projects for the Apple II*

## **MacDraw**

McComb, Gordon—*Mastering MacDraw: An Illustrated Guide to Advanced MacDraw Techniques*

## **Macintosh Computers**

Kottwitz, Randal—*The Power User's Manual: Over 1,000 Hints & Tips for the Macintosh*

## **Maintenance & Troubleshooting**

Zaks, Rodney—*Don't: Or How to Care for Your Computer*

Margolis, Art—*Troubleshooting & Repairing Personal Computers*

## **Marketing—Software**

Hoffman, Roger—*The Complete Software Marketplace 1984-85*

## **Microcomputers**

Osborne, Adam—*An Introduction to Microcomputers: Volume 0, The Beginner's Book*

Frenzel Jr., Louis E.—*Crash Course in Microcomputers*

Ditlea, Steve—*Digital Deli*

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## **Microelectronics Industry—Government Policy**

Howell, Thomas R.—*The Microelectronics Race: The Impact of Government Policy on International Competition*

## **Music Synthesis**

Chamberlin, Hal—*Musical Applications of Microprocessors*

## **Natural Language Interface**

McTear, Michael—*The Articulate Computer*

## **Operating Systems**

Wolverton, Van—*Running MS-DOS*

## **Output Devices—Printers**

Apple Computer, Inc.—*Daisy Wheel Printer User's Manual: Part I: Reference*

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Apple Computer, Inc.—*Image-Writer II Owner's Manual*

## **PFS**

Burton, Kevin R.—*Increasing Productivity with PFS*

Lesho, Jeffery—*Minute Manual for PFS: File / Report / Graph / Write*

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Integral Data Systems, Inc.—*The Paper Tiger IDS-460 Impact Printer*

## **Programming**

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Sawyer, Tom—*Serious Programming*

## **Programming Languages**

Willis, Jerry—*Nailing Jelly to a Tree*

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## **Programming Languages—Assembler**

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Ward, Brice—*Microprocessor / Microprogramming Handbook*

Williams, Steve—*Programming the 68000*

**Programming Languages-BASIC**

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 Chance, David—*30 Computer Programs For the Homeowner, in BASIC*  
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**Programming Languages-Fortran**

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**Programming Languages-Logo**

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 Ross, Peter—*Introducing LOGO: For the Apple II Computer, Texas Instruments 99/4a and Tandy*  
 Watt, Daniel—*Learning with Logo*

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**Software Engineering**

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- McGettrick, Andrew—*Graded Problems in Computer Science*

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- Bear, John—*Computer Wimp: 166 Things I Wish I Had Known Before I Bought My First Computer*  
 Willis, Jerry—*Computers for Everybody*  
 Soloman, Leslie—*Getting Involved With Your Own Computer: A Guide for Beginners*  
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 Mowe, Richard—*The Academic Apple*

**Uses of Computers**

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**Using Computers**

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 Heller, Dorothy—*Computer Confidence: A Woman's Guide*  
 Remer, Daniel—*Computer Power for Your Law Office*  
 Bertoni, Phil—*Strangers in Computerland: Getting Comfortable With the New Magick*  
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## Part 3: How to Use the Message Base on the TCS

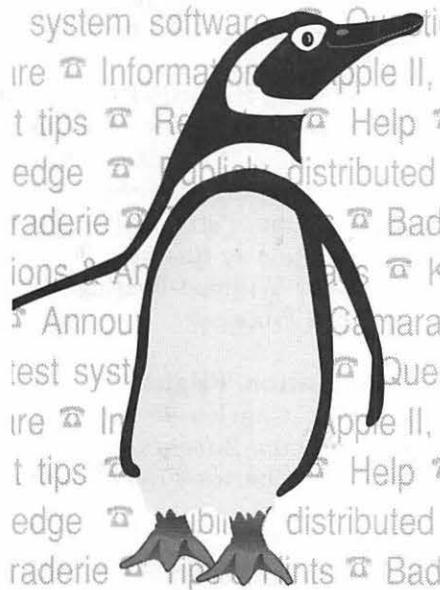
by The Crew

The Bulletin Board System is the means by which TCS members can exchange thoughts and ideas through public and private messages. Experts are available to answer your technical questions, and topics of local or special interest are always being discussed. You can read public messages from other users and enter messages for others to read, all at your leisure.

### Finding the Right Topic

Message topics are divided among many bulletin boards by category, which are, in turn, divided among the five Conferences: General, Apple II, Macintosh, Classified, and Network. When you call in to the TCS, you start out in the General Conference. The General Conference contains bulletin boards of local, national, or special interest for all TCS users, but it avoids discussion of computers except in the most general sense.

To enter the Bulletin Board System, press "B" at the Main Menu. You will be presented with a numbered list of boards on the currently selected conference. Within each board there may be several different conversations going on at once, all within the stated purpose of that board. Type the number of a board which interests you and a bulletin will appear, briefly outlining the purpose and range of topics dis-



cussed within. Following the bulletin you are prompted to enter a command which will operate within the board you just selected. This is called the board prompt, and a menu of commands can be found by pressing "?" for Help. Many of the commands are described below. Press "C" to Change Boards (to find a different board), or "Q" to Quit back to the Main Menu.

On any given conference there may be several boards in which you have no interest whatsoever. Perhaps you wish to avoid the IBM & Clones Board or the Canadian-Imported Popcorn Board. You can lock out these boards at will using the Zelect boards function. At the Main Menu, press "Z" for Zelect boards

and then "C" for Choose by Roll Call. Individual boards can be selected by pressing "A" for Add or "R" for Remove, and supplying the board's number. The change takes effect only for you, and you can always retrieve any deleted boards at your convenience. Many people choose to "Zelect" only a handful of boards in each conference.

### Reading Old Messages

At the board prompt (see above), there are many options for reading messages. The most important, not surprisingly, is "R" for Read. You can read a specific message by entering its number, or read a range of messages by pressing "F" for Forward or "R" for Reverse and supplying the number of a message with which to begin.

Having read a message you have several more options. You can reread it by pressing "A" for Again or press "N" to read the Next message in the sequence. You can also Reply to the message (similar to entering a message, described below), find the Previous message to which this message was a reply, Examine Replies to the message just read, or just Quit to the board prompt.

It's not necessary to read every message in order to find a particular subject. Two commands allow for summaries of the messages available. Press "S" for Scan Headers or "T" for TitleScan, and enter a range

of messages as described above. Scan Headers displays the message headers with names of the sender and intended recipient, the date and time the message was posted, and the subject being discussed. TitleScan merely lists the subjects being discussed.

### Entering a Message

To ask a question or make a statement on a board, press "E" for Enter a Message at the board prompt. You will be prompted for a brief description of the Subject, to be placed in the message's header, and for the name of an intended recipient. If you are posting a message of general interest, simply press Return at this last prompt without supplying a name and the message will be posted to "all." If you are posting a message to another TCS user, enter his or her name precisely as it is registered on the TCS. Then you can type your message into the TCS's Editor as explained below.

There is another way to enter a new message on a board: replying to an existing message. Immediately after reading a message, press "R" for Reply. You will be prompted for a description of the Subject. To accept the previous message's subject description, press Return. The recipient will be assumed to be the user who posted the previous message.

When you return from entering a message in the Editor, you will be asked if you want to make your message Public. By pressing "Y" for Yes (the default), you instruct the TCS to show the message to any user who reads that board. If you press "N" for No, your message is "Private" between you and your stated recipient. The recipient's name must be spelled precisely as it is registered on the TCS, or the

message will not be made available to that user. Also, and this is very important, "private" messages are available to the SysOp of the board, the SysOp of the conference, and to the several members of the TCS Crew as well as to you and the recipient. As with most other information services, post private messages with the knowledge that someone else might be reading, and do not post information of an illegal or highly personal nature.

### Reading New Messages

The TCS keeps track of the highest message number you have read on each board on each conference. A "new" message is considered to be one with a higher message number than any that you have already read. When reading from the board prompt within a certain board, you can Read New to receive only these messages.

One of the most powerful functions on the TCS is the Read All New command in each conference. Instead of entering a board number and reading messages on that board, press "R" for Read All New and you can read all the new messages on all the boards you have Zelected (see Finding the Right Topic, above.) The Global Read All command is similar except that it dumps all messages without stopping for user input. Press Control-X to abort a continuous Global Read.

Sometimes it is inconvenient to read all new messages when there are too many and time is limited. You can read only those new messages addressed to you by pressing "Y" for Your Personal Messages instead of selecting a board. The TCS does not update your account with this action, so you can later read all the messages with a Read All New. Press Control-X to abort a time-

consuming Your Personal Messages scan. Sometimes you may get hopelessly behind and wish to just skip all newly entered messages. The TCS can unmark these new messages for you on all of your Zelected boards on a conference by pressing "K" for Kill (Unmark) New Messages. You'll be prompted to enter your password as a security measure to keep you from performing this action by accident.

Next month we will continue this series on *How to Use the TCS* by covering "How to Use the Editor." We hope that you find the information presented here helpful in guiding you around our bulletin board.

# We'll Finish It!

First you bought the Mac. Second you got the software. Then you turned it on . . . and nothing happened. Oh sure you got the happy mac, but it did not create those award winning advertisements, annual reports, books, or brochures automatically.

Why? Because the Mac is a tool and since it is a tool it needs a skilled person, one with years of computer and graphics training, to make it work. You're not a designer, typesetter or Art Director, why would you want to spend years to become one?

Do what you do best. Write the copy, gather and organize the data, keyboard the text, then hand your project over to Tripplaar & Associates. We'll produce a finished product that you'll be proud of. And you'll save about a third of what it would have cost if we had to input and proofread the text.

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## Telecommunications and Modems, Part 2

by Jon Thomason and Allan Levy

**T**his month I'll discuss how to move a file from the bulletin board or large computer to your friendly Mac or Apple. I will try to begin somewhere near the beginning. In the old days of CPM and homebrewed computers, modems started to come on the scene. Now these modems were the 300 bps types. No one had dreamed of 1200/2400/9600 on telephone lines.

A gentlemen by the name of Ward Christensen decided to create a way to move data with error checking from a bulletin board to a CPM machine. Ward created a protocol that moved data in 128-byte or -character blocks. Now remember that at 300 bps, it would take four seconds to move that block of data. Ward's brilliance was to put the block of data in between a start and stop group of characters and to provide error checking. The error check was done by using an exclusive of all the characters in the block. This was very easy to implement and represented a tremendous improvement over the previous ways of moving files. This came to be known as XModem checksum. This protocol checks each block and acknowledges it. So if you get an error it can be recovered from because the block can be resent.

Later, an error checking technique known as a CRC (cyclic redundancy check) was introduced. This puts in a 16-bit number that is a function of the data, which is much

more reliable than a checksum. When CRC was added to XModem, Xmodem CRC was born.

As modems speeded up, the need for larger block sizes was felt. This gave birth to Xmodem 1K, where the data block is 1024 bytes. The problem then arose of sending multiple files. This led to the development of Ymodem, which sent the file names along with the transfer. You will see references to Ymodem Batch. Xmodem 1K is not the same as Ymodem but they are often interchanged. Ymodem is always 1K blocks with CRC checking.

An additional protocol is Ymodem-g, it has no error checking, one error will cancel the file. This is a fast protocol because the sender does not have to wait for the receiver. I don't recommend this protocol although many people use it. Because the modern modems can have error checking, people feel the chance of a perfect send is real.

I will now jump to ZModem, this is currently the protocol of choice. It supports windowing, the sender allows several packets of data to be in transit and not acknowledged. This speeds up the transfer because the receiver does not have to slow down if there is a long time to respond to each packet. This can happen with front end processors or satellite delays. ZModem is also easier to use because the receiver can automatically go into receive mode instead of waiting for the user to tell the com-

puter to receive the file.

There is another common file transfer that is used more on large computers. It is called Kermit. This protocol was developed by Frank da Cruz at Columbia University. Kermit has the ability to send 8-bit characters over 7-bit lines. This is important because some communication paths only allow printable characters through the system. IBM computers also have a hard time with certain 8-bit character combinations because they perform special jobs (like telling the computer that all the data is sent). Kermit will negotiate with the other end to see what characters there are that can be sent. The original Kermit only supported a block size of less than 100 characters. The newer Kermits implement large block size and sliding windows (multiple blocks sent without being acknowledged). So if you are using Kermit set the block size and window size as high as you can.

Are there other protocols out there, certainly, the telecommunication industry is continuing to develop new protocols.

Because the new V.32 and V.32bis modems are full duplex (two way), it's possible to send and receive files at the same time with no loss in speed. You can even send messages and read traffic while sending and receiving files. If you wish to experiment with this and you have a Mac, get MCS (available on disk or BBS).



## File Attributes

In these days of cheap storage, modern operating systems have gotten more complex and more individualized than ever before. And with multiple forks, files are no longer the same "shape" they used to be. In order to shoehorn these new capabilities into old standards, an additional protocol layer is required for successful file transfers.

### MacBinary

The MacBinary standard has been around almost as long as Macs have had modems. Every popular Mac terminal program supports it by default for transferring files with their appropriate attributes. The MacBinary-capable sender encapsulates the file attributes, data fork and resource fork in a sequential stream of data which can be sent and stored in any operating system. When it comes back to the Mac via modem, the terminal program decodes this file into its component parts. If the file comes on disk or over a network, a separate utility or translator may be required.

### Binary II

Modeled after the MacBinary standard, Apple II users have their own method for retaining file attributes. Unfortunately it's not been around very long and it's largely misunderstood. Modern Apple II terminal software should transparently handle Binary II encoding and decoding. There are still programs around which do not.

### Machine Independence

When using MacBinary or Binary II transparently, one must be careful not to accidentally change files which don't need it. Text files and GIF or JPEG graphics, for example, which are intended for use on non-Apple machines should never have MacBinary or Binary II wrapping or our neighbors will not be able to use them. Be sure to turn these features off when uploading machine-independent files, and to turn them back on for all machine-dependent ones.

# MacNovice: Getting Around on the Mac

by Ralph J. Begleiter

Among the most puzzling aspects of the otherwise friendly Macintosh "face" to novice users is what happens when you choose Open from a File menu. Unlike the friendly and intuitive icons visible on the Mac's electronic desktop, the screen you see when you choose Open (called a "dialog box" because it's when your Mac "asks" you for instructions on what to do next) can be confusing. (Incidentally, the Save dialog box is quite similar, and most of this column applies to Save and Save As... in addition to Open.) What I am talking about is shown in the graphic to the right.

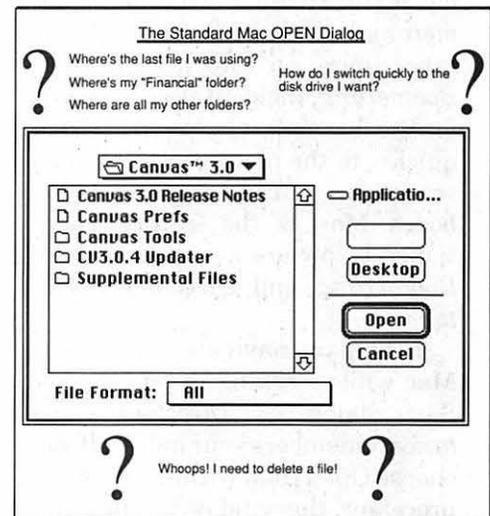
Many questions come to a MacNovice's mind when this Open

dialog box appears. Navigating around the Mac to find what you're looking for can be tricky. In fact, it's so tricky that several software developers have come up with alternatives to this Open or Save dialog box.

Two of the very best are *Super Boomerang* (currently sold as part of the NOW Utilities package) and *Directory Assistance* (sold with Symantec Utilities for Macintosh). Either of these utility programs is well worth the purchase price. Once you've used them, you won't want to be without. (Choose just one. They both include similar improvements.)

These utilities add some

modifications to every Open and Save dialog box which enable you to find files and folders more easily



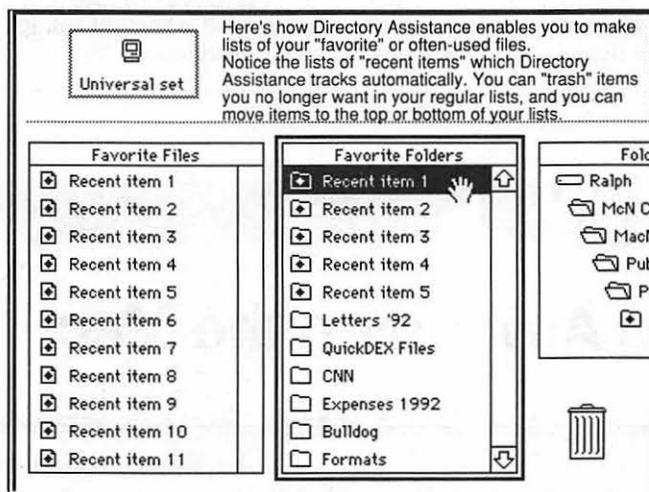
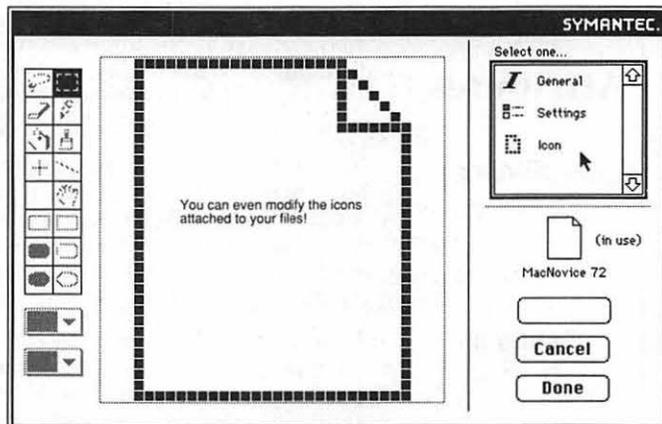


and even accomplish many of the tasks you perform on the desktop, without having to return to the desktop to do them.

*Super Boomerang* (published first as ShareWare as *Boomerang*) was the original of this genre of Macintosh utilities, and it's been imitated by several other programs. *Directory Assistance* (unfortunately named after the DOS world's reference to directories instead of the Mac's more intuitive folders) is the best of the imitations. In many respects, I think *Directory Assistance*

used in that program. When you choose Open from your spreadsheet, *Directory Assistance* recalls which folder you last used in that program.

In addition, you can customize your Open and Save dialogs, so com-



is more intuitive, though there is one feature available in *Super Boomerang* but not in *Directory Assistance* (more on that later). *Super Boomerang*, incidentally, is named for the fact that it helps you return quickly to the place you were most recently in your file-selection dialog boxes. Most of the features mentioned below are available in both *Boomerang* and *Directory Assistance*.

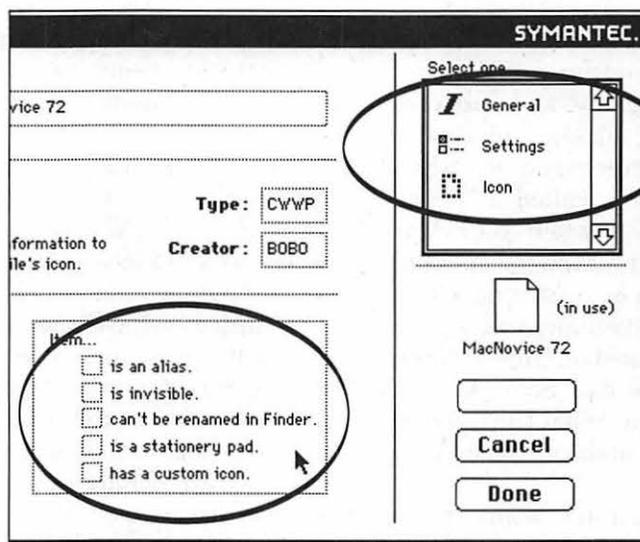
To help you navigate around your Mac while working in an Open or Save dialog box, *Directory Assistance* remembers your habits. If you choose Open from within your word processor, the window Opens automatically to the same folder you last

monly used folders and files are handy. For instance, within your word processor, you probably want access to the folder where you keep your letters and memos. Within your spreadsheet, you don't need the Letters folder, but you do need your Financial folder. *Directory Assis-*

*tance* keeps track of that. And it makes each of the folders and files you designate available without having to navigate through all the folders on your electronic desktop.

*Directory Assistance* also keeps track of your recently used files and folders. You tell it how many to track. So that when you're working on a project with documents in several different places, you can easily find them in your lists of recent items.

Finally, *Directory Assistance* adds a Tools menu to your Open and Save dialogs. Here's where you can create new folders, delete, lock and rename files, without having to re-



turn to the desktop. You can even redraw or modify the icon that belongs to a document. Technically knowledgeable users can reset some of the Mac's file specifications (such as making files "invisible" on the desktop).



Both *Super Boomerang* and *Directory Assistance* work with either System 6 or System 7, though some features (such as Stationery Pads) are available only in System 7.

One thing *Super Boomerang* offers which *Directory Assistance* doesn't is the handy ability to show an Open dialog even when you're working in the Finder (the desktop). From within this dialog, you can open any file, automatically opening the program that created it. *Directory Assistance* only goes as far as allowing you to select the

A "Tools" menu offers many of the Finder's features... without returning to the desktop.

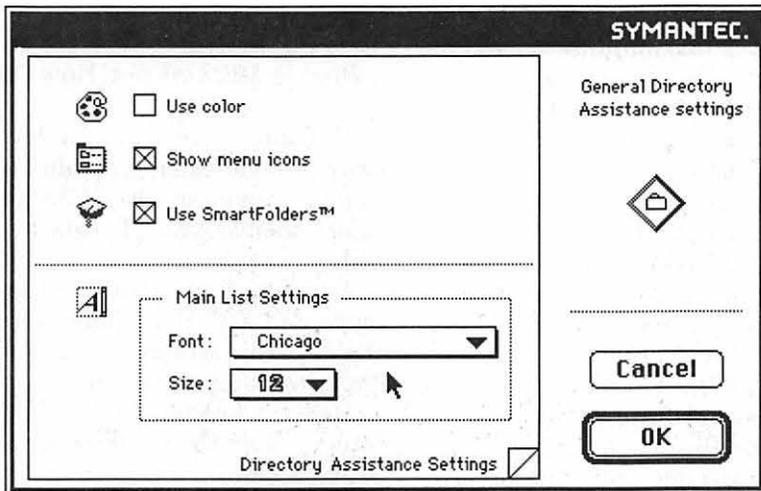
Tools	
New Folder...	⌘N
Get Info...	⌘I
Duplicate	
-----	
Find...	⌘F
Find Again	⌘G
-----	
Delete...	

Customize virtually any aspect of your OPEN and SAVE dialogs.

View	
by Name	
by Date	⤴
by Size	
by Label	
-----	
Folders Mixed	
Folders First	
Folders Last	

have to scroll to see the rest.) *Directory Assistance* enables you to determine exactly *how many* files will be visible when

rated them into System software. Eventually, Apple may do so. In the meantime, however, make your life a lot easier by navigating through your file lists with one of these outstanding software aids.



Choose the font and size of file names appearing in OPEN and SAVE dialogs. Use "SmartFolders" to keep track automatically of which folders you used last in the current program.

program first, then choose a document to Open. It's not quite as convenient, since MacNovices must first remember which program created the document they want to open. *Boomerang* is capable of its extra convenience because it's part of the NOW Utilities package, which includes a small, invisible System extension called *CE Toolbox*.

That's a small deficiency. *Directory Assistance* offers users the possibility of customizing virtually every aspect of their Open and Save dialog boxes. For instance, have you ever cursed at your Mac for displaying such a small list of available files when you choose Open? (You

you choose Open. (One of the annoying aspects users cannot customize is the appearance of either the *Boomerang* icon [which looks like a boomerang] or the Symantec logo in every Open or Save dialog. It's too bad these firms insist on foisting their advertising on users every time their products are used.)

The features of *Super Boomerang* and *Directory Assistance* are so useful that it's a wonder Apple hasn't already incorpo-

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# MacLink Plus/PC 6.0

by Rick Zeman

With the Macintosh making great inroads into business today, “connectivity” is one of the current buzzwords. Having hardware-based networking solutions is only part of the answer towards “true” connectivity: there also has to be methods for file/data interchange between various platforms. What happens when one has a *WordPerfect 5.1* document created on a PC (an unfortunate set of initials in most of our vocabularies) which needs to be completed on a Mac? And the only word processor available on the Mac is the wholly incompatible—with *WordPerfect*—*MacWrite*? Usually, this would be a stalemate; either the work would be completed on the PC (could be difficult) or restarted on the Mac (definitely a pain). There is a solution for this conundrum and many others like it: *MacLink Plus/PC*.

## Enter MacLink

*MacLink Plus/PC* by DataViz is a predominantly software-based solution for file translation and file transfer between various platforms. *MacLink Plus* contains over 400 file translation paths supporting most mainstream PC, Macintosh, Apple II, Sun and NeXT file formats.

*MacLink's* package includes two 800k Macintosh disks with compressed Compact Pro archives, two 800K DOS disks and two 360K DOS disks. On the Mac, installation is simple: just run the supplied Installer. The Installer will create a “*MacLink Plus 6.0*” folder where specified and it will extract and copy all of the files from the two disks. Plus, as an added perk for Microsoft *Word 5.0* owners, it will scan all of your mounted volumes to see if you have *Word 5* installed and then it will present you with a bonus (more on that later).

Installing the DOS versions was just as easy. You have the choice of installing a DOS-only utility, a *Windows*-based utility or both. I only installed the *Windows* version.

## What is MacLink and How Do I Use It?

*MacLink* can be viewed as having two main components: a utility/communications program and the translators themselves. I'll look at the utility program first.

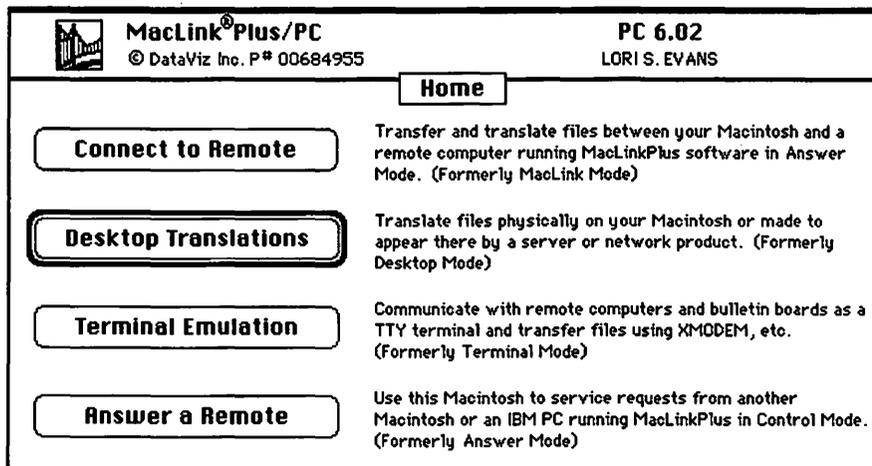
After *MacLink* is launched, one is presented with the “Home” screen. It's from this screen that all subsequent translation actions occur.

*MacLink* has four modes: the definitions after the buttons are self-explanatory.

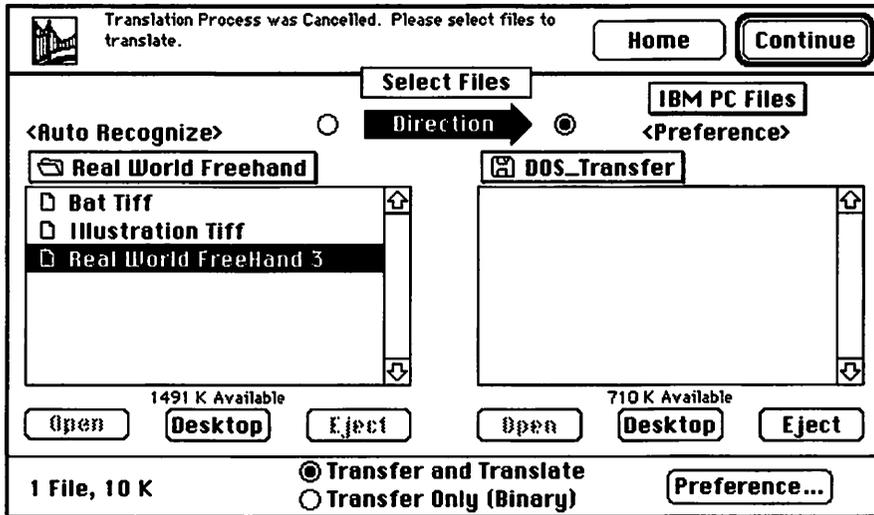
I would suspect that most people would use the “Desktop Translations” mode—I know that that's what I found myself doing. This is the mode where most of the translating will get done.

In this mode, one can select the source and destination machine types and destinations (see *Window-fig.2*), the default translation types for standard applications (see *Prefs-fig 3*) and some customizable options (i.e., what *MacLink* should do upon an unrecognized filetype or how or when it should prompt the user). The Translator mode *looks* complicated but it is very intuitive—I don't think for a moment that at any point I had to refer to the seemingly well-written manual.

Once the source and destination has been selected along with the



Home Screen-Figure 1



Window-Figure 2

like DOS Mounter 3.0. It wasn't stable on my system: it would constantly be searching track to track when trying to open a file; it would lose directory entries and generally behaved flaky. I've been using *Access PC 1.1* from Insignia Solutions for a year now and it has performed flawlessly and it offers the same feature set.

*MacLink* provides a cabling solution for direct serial port hookups between a Mac and a PC. The package comes with cabling with a Mini DIN 8 for the Mac's serial port and a 9- and 25-pin PC serial port connector. As long as you can maneuver the two computers within eight feet of each other, the serial connection offers the best tradeoff between speed and convenience.

Both the Mac and PC versions of *MacLink* have a built-in communications program for connecting to their opposite number (see Terminal fig 4).

Unfortunately, the direct serial connection exposes one great weakness of most of today's PC's—high speed serial transfers. While the Mac is perfectly capable of handling serial speeds up to 57,600 (yes, even my lowly Classic), the PC under Windows can only handle serial speeds up to 19,200...<sup>1</sup>/<sub>4</sub> the speed of the Mac. At 19,200, though, the conversions

filetype preferences, translating can begin.

### How MacLink Works

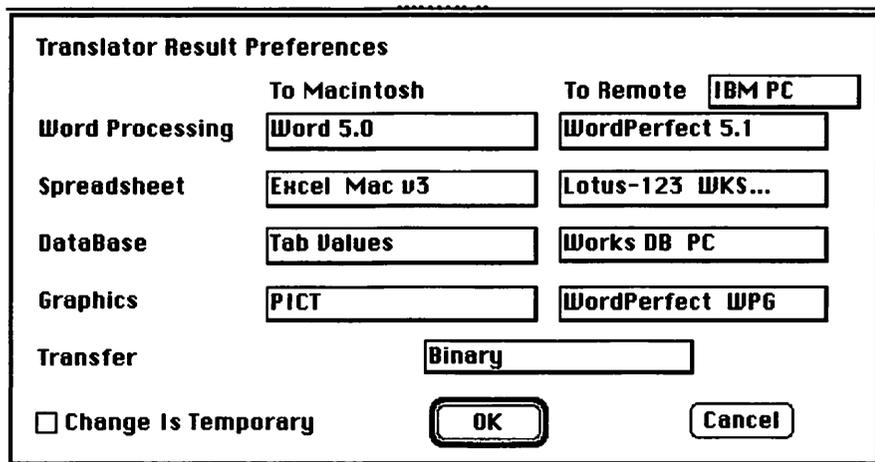
*MacLink* works via The Claris Corporation's XTND technology. XTND is technology which provides a transparent intermediary step between conversions. Thus, a file being converted from PC *WordPerfect* to *MacWrite II* converts as follows: *WordPerfect* -> XTND -> *MacWrite II*. XTND is becoming rather a de facto standard in the Mac world. All Claris applications and most major word processors (with the notable exception of Microsoft *Word*) support XTND.

Once you've selected your file (or files—*MacLink* supports batch conversions) and have begun the conversion, sit back and relax. On my 4 MB Classic, conversions took quite a while for files over 75K.

Testing, Testing  
Out of the four

modes (Desktop, serial, LAN and modem) for using *MacLink*, I concentrated on using the desktop and serial modes because I don't have the PC on a network and I only have one phone line in the house.

*MacLink* includes a control panel (DOS Mounter, by Dayna) that allows you to format and mount any DOS 720k or 1.44 disk in your SuperDrive-equipped Mac. Options include assigning DOS extensions to Mac applications, i.e., allowing double-clicking on a DOS document on a DOS disk and having the specified Mac application open. I didn't



Preferences-Figure 3

weren't too slow. In spite of that fact, the PC (a 386/33) was always waiting on the Classic. Connecting to either the Mac or the PC and navigating its hard drives was quite easy as well as



To Control a Remote Computer, check your Communications Settings and hit Connect. (The Remote computer should be ready to Answer.)

**Set Communications**

Remote: **IBM PC**      Transfer Via: **Direct (Cable)**      Speed: **19200**      Port: **Phone**

Dial:       Phone Number / Script:       Password:

**Home**      **Connect**

Terminal—Figure 4

selecting the files to be converted.

(Biased? Me? Naaah...).

### XTND Your File Options

Perhaps the most transparent use of *MacLink's* translators is via applications that directly support Claris' XTND technology. In these applications, *MacLink's* translators will appear in some manner in the "Open As..." Standard file dialog (see Open As, fig 5). Obviously, nothing can be too much more convenient or transparent than that. The translation occurs within the application and one doesn't have to use the separate conversion utility. Unfortunately, Microsoft *Word 5* has its own proprietary format. Remember the bonus that I mentioned earlier? If you select an option in the Installer and it finds *Word 5* on one of your volumes, it will install in the :Word:Word Commands folder a subset of the translators in a format that *Word 5* can utilize. These translators are differentiated from the stock Microsoft translators by the .ml appended to the translators' names. Very nice—and they add many translators that Microsoft neglected to include with the *Word* package. This bonus truly makes *Word 5* a world-class word processor

### File Conversion—How Well Does it Work?

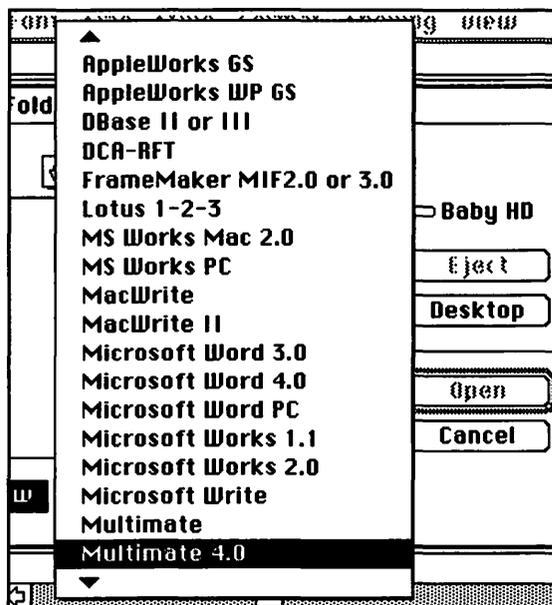
My word processor of choice on the Mac is Microsoft's *Word 5*. On the PC I use *WordPerfect 5.1 for Windows*. Not too logical, I agree (but I'll accept any donations of *Word for Windows 2*). This necessitates some serious file conversion at times. Converting from *WordPerfect* to *Word 5* usually works well. *MacLink* usually does a good job with the text

formatting, a good job converting any WPG graphics into PICTs, a so-so job of placing the graphics in the correct position and a terrible job trying to deal with columnar formatting. If there is more than one column or more than one column with graphics, *MacLink* just can't handle the conversion. The resulting file has only one column, data from the second or third column is missing, and graphics are truncated and placed haphazardly.

I would like to report how well conversions from *Word* to *WP/W* went...except that I can't. It never worked. *WordPerfect* would just report the converted file as being an "Alien file format" and would not allow the file to be opened. Saving the file as *WordPerfect 5.1* and letting *WP/W* import that worked perfectly. Go figure.

I had no problems moving *Excel 3.0* Mac files into *Lotus 1-2-3* PC files. However, the reverse conversion sometimes caused mislabelled columns but that was easily fixed.

One facet of *MacLink* that I think is well-handled is filename conversion. We Mac folk are spoiled with our ability to give descriptive

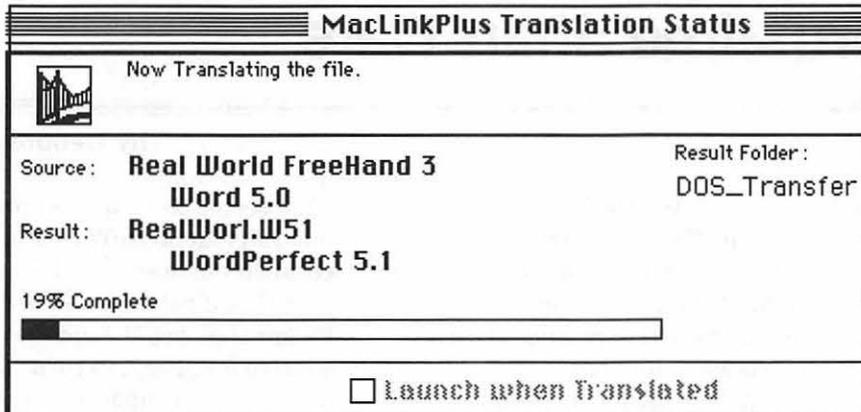


Open As...—Figure 5



filenames as "Proposal to Board—March 15 1992" whereas PC users are stuck with the 8.3 limitation of DOS. Mac people are also blessed by the transparent Type/Creator as-

form environment. Some of the translators aren't perfect but 99% of the time—maybe with a little tweaking—your data will be quite useable. And if you ever just *have* to



Translation—Figure 6

**Name:** MacLink Plus/PC 6.0

**Publisher:** DataViz, Inc

**Address:** 55 Corporate Drive  
Trumbull, CT 06611

**Retail Price:**

**Discount Price:** \$109.00

move a file from one platform to another, you'll be darn glad to have *MacLink/PC 6.0*

*Rick Zeman is the Macintosh Editor for the WAP Journal and a member of the TCS Crew.*

signments thus allowing us to double-click upon any data document to open that document within the application to which it belongs. In Windows, it's not so easy. The only way to double-click on a data document and have the system open the application is to have the filename's three letter extension 'assigned' to an application. Thus, any document ending with WPW should be opened by *WordPerfect/Windows*; DOC should be opened by *MS Word*; XLS by *Excel* and so on. *MacLink* acknowledges this by appending the "standard" (insofar as anything is standard in the PC world) extension set upon the converted files to make them directly useable by Windows applications. It parses the Mac filenames down to eight characters and kills all the spaces (see Translation, fig 6). Unfortunately, it just takes the first eight legal characters from the Mac filename—it doesn't appear to have any intelligence in the renaming algorithm.

**Conclusion**

*MacLink Plus/PC* has a few rough edges, but is otherwise a must-have package for anyone in a multi-plat-

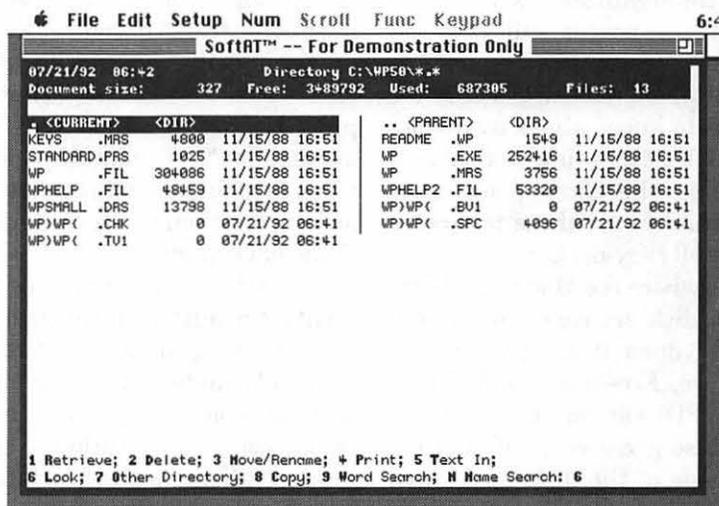


Figure 7

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# The Mac ShareWare 500: An Encyclopedia of Virus-free ShareWare

by Debbie Hoyt

Many of us are members on online bulletin boards which give us access to some terrific ShareWare; however, after a certain period of time it's no longer practical for the bulletin board to have a specific ShareWare program available for downloading—space just won't allow. And while many of the organizations which run these bulletin boards still have the ShareWare available for purchase on diskette, it's not always easy for members to know what's available. And given that there is a good catalog referencing the ShareWare, how many actually rate these programs on how well they perform?

This is where the *Mac ShareWare 500* book/disk set comes in handy. Not only does it categorize the ShareWare, FreeWare, and Public Domain (PD) software that is available, it also gives very informative descriptions of the disks and rates them based on how well they perform what they are designed for. The book has limited itself to the 500 best examples that are available, so just to be in the book is testimony to a program's worth.

The book's introduction assures us that each program included, reviewed and rated (yes, all 500) is quality ShareWare which has undergone virus checks, functionality evaluations and stability testing. Then the authors rate them on what they refer to as the "fun" factor. After all, what good is it to have a program that you

won't use? And the joy of ShareWare is that it offers legitimate software at a fraction of the commercial price while at the same time, it functionally addresses specific needs without unnecessary add-ons.

In true Macintosh fashion, each ShareWare category in the book is identified by an icon which is located on the top outside corner of every page of the text. This makes navigating through the book quick and painless. You'll also discover that each program has been rated from "above average" to "indisputably a classic." If you can't find something that you're looking for, then try the Index or the Table of Contents.

To further enhance the book's usability, the authors have marked off specific paragraphs of text that include information of special interest with an icon all their own: a Clipboard icon is information of special interest; a Thumbs Up icon indicates tips or tricks to help you use the ShareWare effectively and in creative or unordinary ways; and the Bomb-Shelter icons warn that the software has bugs or is incompatible with certain other programs. The four disks which come with the book contain the ShareWare that the authors consider to be the *crème de la crème*. The evaluation copy which I received from Ventana Press was a galley and the four disks weren't included, so I am unable to comment on their value beyond saying that they must contain some very special ShareWare.

This seems to be a good place to remind all that ShareWare is distributed on the honor system. Its authors expect that if you like and use their software that you'll send them the requested fee. They, in turn, will often send you an update of the pro-

## Painless ShareWare Use

1. Make backups of everything.
2. Check version numbers of the ShareWare to be sure that it is compatible with your system software.
3. Read and follow directions for installation.
4. Try ShareWare out on simple tasks first.
5. If you have downloaded several ShareWare programs, install and test them one at a time.
6. Check to be sure that you have allocated enough RAM to run the newly installed ShareWare. (You can find out the necessary RAM for each application by going to the Finder and choosing Get Info from the File menu.)
7. Choose and install only quality ShareWare like the programs that have been tested in the book.



gram for registering it. As a rule, ShareWare is priced two to ten times cheaper than commercial software, so paying to register ShareWare is generally no burden for anyone.

In contrast to ShareWare, Public Domain software is not copyrighted. FreeWare, ShareWare which has no price tag attached, is copyrighted and with new releases it can even go from no price to a price of the author's choosing. OtherWare describes ShareWare which obligates you, by the author's request, not to send him money but to do something special in return for his efforts, i.e., send a postcard, do something for the environment, etc. Because many of the talented authors who write such programs are largely unappreciated, the authors of *Mac ShareWare 500* have taken it upon themselves to make us aware of what's out there ShareWare-wise and of our responsibility to support the system.

The book is divided into two sections. The first section is made of four different chapters which explain what ShareWare is, where to get, the best ways to handle it, followed by a description of the authors' picks of the best out of the entire 500 software packages that the book discusses. The second section is divided into twelve chapters covering the different genre of ShareWare (games, fonts, communications, clip art, DA's, utilities, etc.). Each of these chapters is richly sprinkled with graphics which help you visualize what is meant by the given software descriptions. For example, the fonts chapter sports a generous selection of text to show off each font listed, and the art chapter is followed by thirteen pages referred to as the ShareWare Clip Art Gallery which displays some of the exceptional ShareWare that the book covers. There is even a chapter full of System 7 utilities and one exclusively for hackers which round-

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### Ways to get ShareWare

- User groups
  - Disk duplication services
  - CD-ROM's
  - Downloading from bulletin boards
- 
- 

ing out the section.

The concluding two-part chapter is the appendix. Appendix A is mostly a list of resources (i.e., user groups, online services, and bulletin boards) that the authors used to do the research for the book. Appendix B lists and describes the twenty-one ShareWare programs, the 58 Type 1 PostScript and all six TrueType fonts that are contained on the three accompanying disks.

In all quite an exhaustive reference and one that is well worth the purchase price if one is interested in and uses a good deal of ShareWare. If not, this book could be your ticket to ShareWare Shangri-La, opening up for you new vistas of unexplored diskettes. And, in case you should run into difficulties with installation, you are supplied with Ventana Press' phone and fax numbers so that you can get the assistance that you need. You are even offered five free hours of online time on Americal Online for purchasing the book. What a deal!

**Title:**The Mac ShareWare 500  
(book & disk set)

**Authors:**Ruffin Prevost and  
Rob Terrell

**Publisher:**Ventana Press  
P.O. Box 2468  
Chapel Hill, NC 27515

**Phone:** 919-942-0220  
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## CanOpener 2.0: ResEdit for the Masses

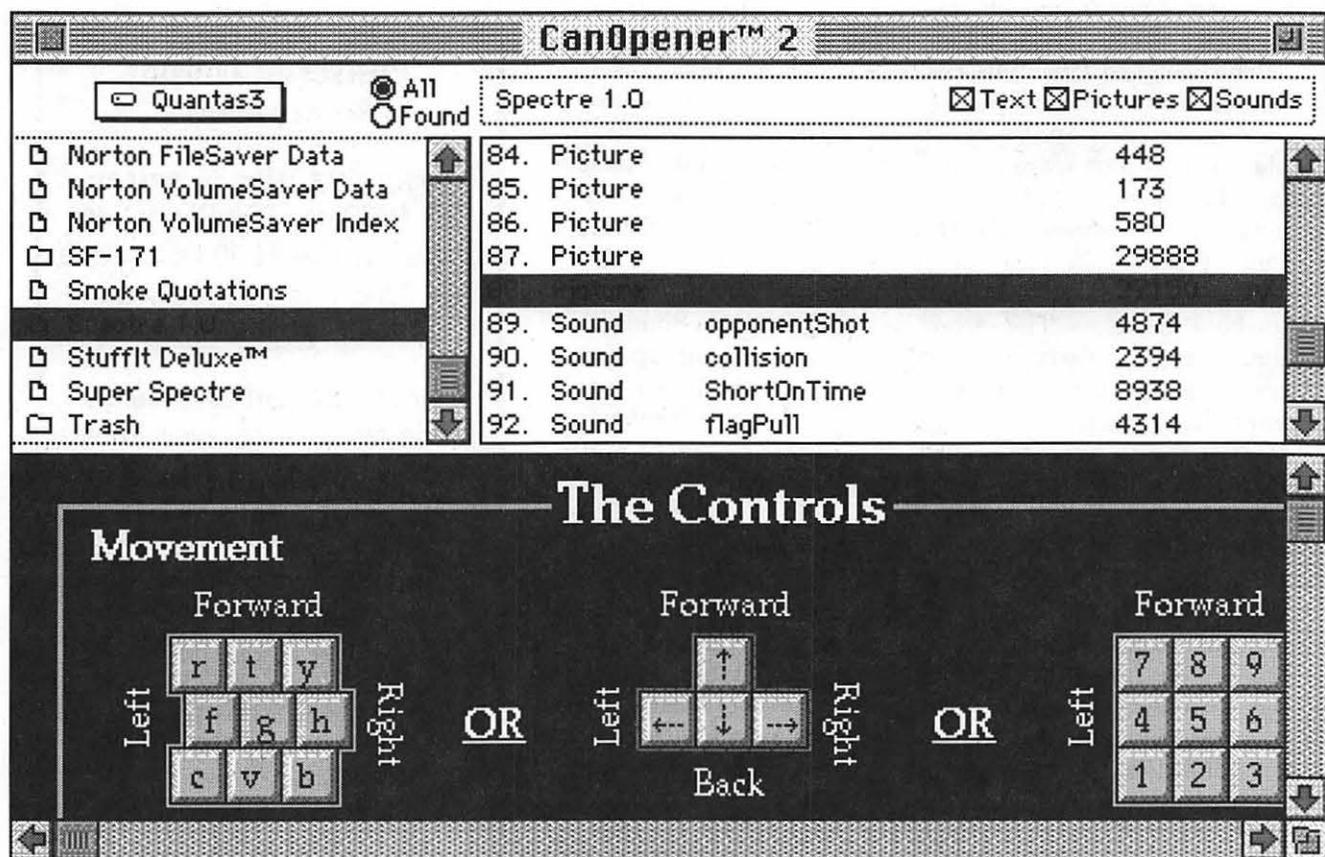
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Most people who think they want to use *ResEdit* are, to put it bluntly, wrong. *ResEdit* is designed for creating and modifying resources, and most Macintosh users lack the time and background to learn the proper definition of "resource," much less the technical details of how they should, or

should not, be created and modified. On the other hand, they do have a need, or at least desire, to look at resources, or merely snoop around. For these purposes, the perfect solution is *CanOpener 2.0*, a commercial utility from Abbott Systems. Putting the case more strongly, *CanOpener* may be better than per-

fect, since it can do several things that *ResEdit* cannot.

*CanOpener* comes in two flavors: a DA (desk accessory), for use with System 6.0.X, and an application, for use with System 6 or 7. It can open up any file (*ResEdit* can only open up files with resources), and can search these files for text, pic-



CanOpener 2.0 is shown "snooping" around inside Spectre, the hit arcade game.



tures and sounds. It can display whatever it finds, which in the case of pictures is quite striking: it handles *MacPaint*, PICT, PICT2, *MacDraw II*, TIFF, EPS, icon and color icon formats. When it finds a sound, it can play the sound.

Once you've found what you are looking for, you can copy the text, picture or whatever into another application, or print it, or launch the program that created it (System 7 only). Even more impressive, you can file the information away in a *CanOpener* Library. Because it

handles a greater range of "things" than the Scrapbook, and comes with a table of contents, you may soon find that Apple's Scrapbook is, at least on your Macintosh, extinct.

*CanOpener* is also "non-invasive," which means it cannot modify the files it opens, making it far safer than *ResEdit*. Want to peek at the System file, while it is active? Go ahead, it won't hurt a thing.

Because it can open data files, which *ResEdit* cannot, *CanOpener* is also a life saver when things go wrong. If *PageMaker* crashes and

corrupts the file you are working on, or your *HyperCard* stack full of addresses and phone numbers dies, all you can do is curse. But with *CanOpener*, you can "look" inside the damaged file and extract the text of your *PageMaker* document or your names and addresses from *HyperCard*. *ResEdit* can't.

*CanOpener* has one final trick up its sleeve: it can search for information, even if you don't know where to look. Tell it to look for the word "Microsoft," for example, and it will find filenames, such as Microsoft *Word*, but also find the word buried inside the code within programs, or within letters or documents that you have written. Did you write a note to Barbara but misplace it, and can't remember what you named the note? Just tell it to look for "Barbara," and it will search every file on every drive connected to your machine, and display exactly where it found her name.

*CanOpener*: don't boot your Mac without it.

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# Word 5.0 Training Tips: Table of Contents, Figures and Tables

by Kevin Nealon and  
Dave Weikert

**A**re you bugged by the time it takes to create Tables of Contents, Lists of Figures and Lists of Tables using cut and paste? Look no farther than Microsoft Word's ToC (Table of Contents) Entry function. You can mark portions of text with hidden codes that can be compiled into a Table of Contents, a List of Figures or a List of Tables.

### Just follow the steps below:

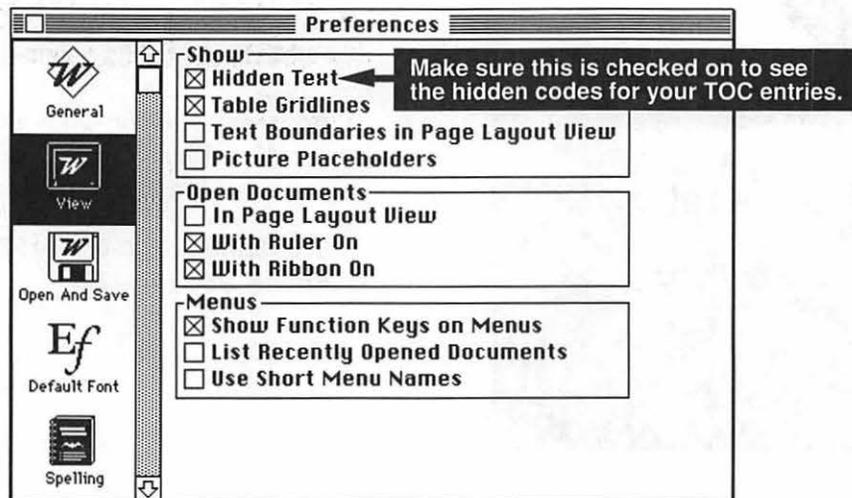
1. You may control whether hidden text is displayed on the screen or not. We want it shown, so pull down the Tools menu and pick Preferences... Click on the View icon at the left of the dialog box, then make sure that the Hidden Text box is checked.
2. If you click just after the

hidden text, anything you type will also be in hidden text format as well. You can make sure that text has not been accidentally formatted as hidden. Select the text and pick Character from the Format menu and ensure the Hidden Style check box is empty. You may also look for the dotted underline that denotes hidden text but sometimes it is difficult to see especially at smaller font sizes.

3. To create a ToC Entry, start by selecting the text in your document that you want to add to the ToC. Then from the Insert menu, pick ToC Entry. This command places the hidden codes .c. (a dot-c-dot with a dotted underline) in front of the entry and a semico-

lon ".:" at the end of the entry. The semicolon at the end of the entry will only be inserted if the end of the entry is not the end of the paragraph. See Figure 2.

4. To denote specific levels in the table of contents (i.e., sections, chapters, etc.), edit the hidden text to place a number immediately after the "c" within the ToC code. For example, .c2. is a level two ToC Entry.
5. Once you have placed all of the table of contents codes in the document, you can generate the table of contents section. From the Insert menu, you pick Table of Contents... From the Table of Contents dialog box select Collect .C. Paragraphs and enter the range of levels corresponding to your table of contents codes. Click on the Start button and Word looks through the document to find the appropriate codes, creating a new section at the beginning of your document to contain the Table of Contents. See Fig. 3.
6. To create a List of Tables in your document, mark each table title with a ToC code. Edit the ToC code by inserting a very high number not previously used in the Table of Contents to denote the Table level (i.e., .c8.). From the Insert



(continued page 43)



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Bob Peterson (Crofton)	410-721-9151	MacSE			
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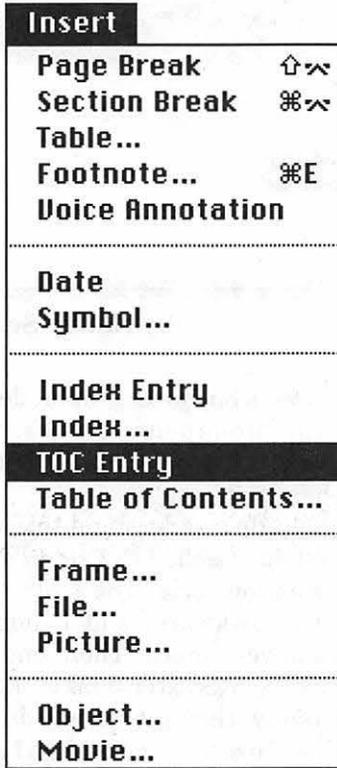
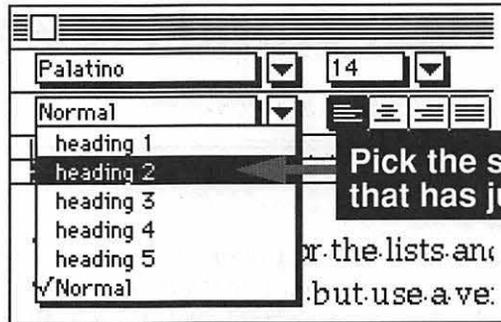


Figure 3

menu, pick Table of Contents... From the Table of Contents dialog box, specify only level eight (From: 8 To: 8) and do not let Word replace any existing Contents in your document. This will create a second Contents with only the Tables listed.

- Repeat step 6 for the List of Figures but use a different level such as number nine to denote Figures. Do not let Word replace any existing Contents in your document. This will create a third Contents with only the Figures listed.
- When Word creates the Contents section, it also defines a style corresponding to each of the levels. To reformat a style, select a paragraph in the Contents and format it to taste. Then go to the style menu on the ruler and pick that style again. The dialog box that follows asks if you want to

reapply or redefine the style. You want to pick redefine. All existing levels will now format to this new style, and anytime



Creating Styles

text, don't check this box.

Once you have used this method a few times, especially with longer documents that are subject to frequent changes, you will never go back to the cut and paste method again. The same functions are available

Pick the style of a Contents entry that has just been reformatted.

in Word 4.0 but there are some differences in the menu selections and dialog boxes.

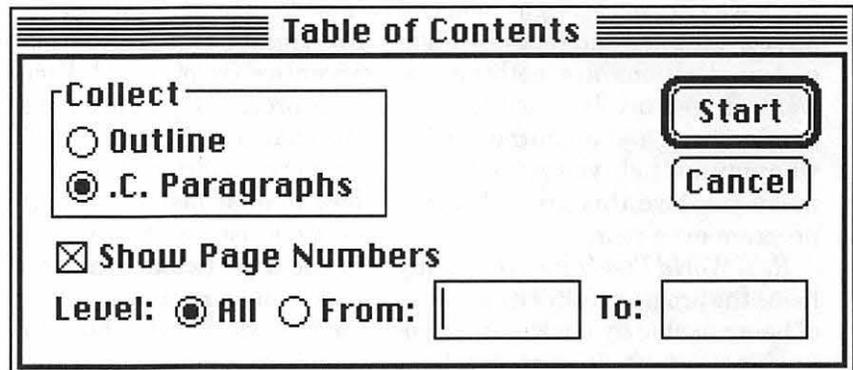


Figure 2

you have to update the contents it will already be formatted.

- Hidden text is normally not printed unless you check the Print Hidden Text option in the Print dialog. Since you will not normally want to print hidden

Kevin Nealon and Dave Weikert develop Macintosh courseware and teach Macintosh applications at AllMac Division of Synertech Associates in Rosslyn.

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# Real World FreeHand 3

by Nancy Seferian

**S**o you'd like to try a good drawing program but you're intimidated by the complexity. So you say you're not an artist. You can't even draw a straight line, and anyway, the manuals of those high-end applications are nothing you want to get involved with. Well, here's a book and an author/artist, who may just help you get started or make you love this great drawing program even more.

*Real World FreeHand 3* certainly helps the program fulfill its promise of being usable by novices and professional artists. It is an excellent resource, is well organized and because of the author's wonderful sense of humor, it's fun to read. This book's organization is different from

that of the *FreeHand* manual. The manual might describe a transformation tool (rotating, reflecting, skewing, scaling, etc.) and tell you how to use it, but *Real World FreeHand* treats transformation as an entire chapter and discusses it as a process that encompasses all the changes one might perform on an object, offering excellent tips on how to do it faster and better and even discussing *why* you might want to use a particular transformation tool. You learn how to drag objects quickly vs. slowly, how to *really* align text, and how to scale text on a path.

The last few paragraphs of each section relate that section to the real world and really bring you back to the whole picture, so to speak. The concluding paragraphs of the chapter on Transformation fall under the sub-head "My Life Was Transformed," and Kvern says:

"All around you, every day, things are changing from one thing into another. Fuzzy caterpillars turn into moths. Clark Kent jumps into a phone booth and emerges as Superman. Werewolves stalk to moors under the full moon. The bat shown [see Figure 1] is,

by day, a harmless graphic designer with prominent canines. These changes are all everyday, natural, phenomena.

"I didn't understand this when I first approached *FreeHand's* transformation tools. The tools seemed alien, awkward, and I didn't use them very much. Then, one day, I saw them as extensions of the way I already thought about drawing. Now, I use them more than I use the drawing tools.

"Make *FreeHand's* transformation tools an integral part of how you work with the program, and you'll have their powerful, almost magical forces on your side. And that means you'll have more time for other things. Like howling at the moon."

The two appendices are also a valuable resource. The first appendix discusses the Macintosh System (INIT's, CDEV's, fonts and other software) and *FreeHand*, offering good advice like, "Don't work on a live System file with *ResEdit*," and, "Less is not more, but can be less trouble." The second appendix lists most of the illustration and drawing-related software companies with their addresses and telephone numbers. I've recently had reason to refer to it several times already, and it's nice to have all in one place.

This book made things more clear that were difficult for me to understand using the manual and explained techniques I needed but for

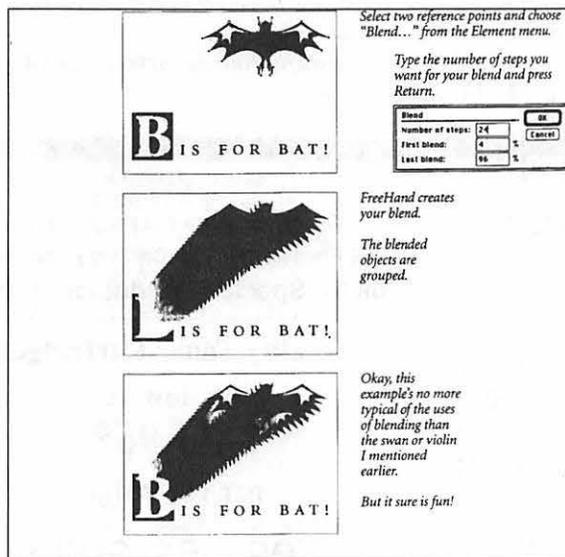


Figure 1



which I had not found the solution. And, it probably goes without saying, Kvern discussed techniques with which I'm not advanced or experienced enough to understand yet. Topics covered in the manual are

In a discussion of the Print dialog box in the chapter on printing Kvern notes that there is an option from print from page \_\_\_ to page \_\_\_, but of course, in *FreeHand* each file contains only one page. Kvern's sugges-

tion is for all of us to start calling Aldus and Altsys because, well, wouldn't it be great to have a multi-page *FreeHand*! What a fun idea.

He is in favor of environmental ecology, a man after my own heart. In this same printing discussion he notes that there is an option to print cover pages, gives an explanation of how to do it, and then asks us to think about the real need for printing a cover page, reminding us that before we go

crazy with cover pages, trees died for that feature and *Real World FreeHand 3* was printed on recycled paper.

Kvern is a person I'd like to know, and I'd also like to see some of his art. He's funny, articulate, has a good sense of the visually important issues and how to present them visually. As a former Reading Specialist, I know that readers' tendencies are to look first at illustrations and then captions when reading a chapter, and that the illustrations and captions may not only set forth the main ideas, but also prepare and invite the readers to the more in-depth understanding that comes with hunkering down to the text. This book's illustrations and examples and accompanying captions do this superbly. They give you a quick visual outline and have clear, concise captions. You can under-

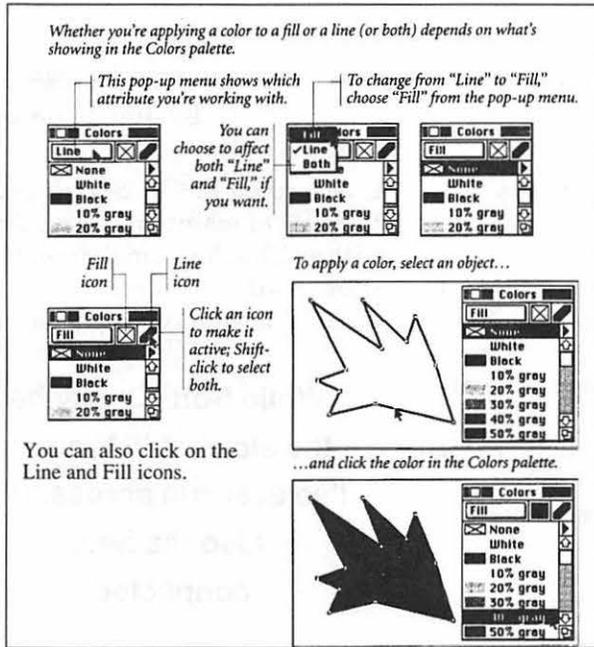


Figure 2

also covered here, but from an artist's and/or human's point of view. I read the manual's explanation of the connector tool, and thought I must surely be doing something wrong, or I just didn't get the idea. Kvern says he's, "been using *FreeHand* for years, and I still have no idea what you use the connector tool for."

*FreeHand* gives you the tools to do a lot of things, but just because you can do them doesn't necessarily mean you should. Kvern's discussion of patterned lines describes not only how to achieve them but also that they take a long time to print, won't color separate into process colors, halftone screens can't be applied to them, and besides they're "kinda ugly." This is definitely not information or advice you might pick up in a manual, but it's good advice, nonetheless.

stand the idea at a glance [see Figure 2].

When the discussion begins to drift toward difficult color issues, the tone remains down-to-earth and not patronizing. In fact, after a complicated discussion of the trapping process (a method of overlapping abutting colored objects to compensate for the imperfect registration of printing presses) he says, "If you've gotten this far, call me the next time you're in Seattle and I'll buy you beer at The Trolleyman. You've mastered the basic trapping techniques for spot and processed colors, and you're ready to trap abutting process color graduated and radial fills." How can you resist an author/artist who will buy you a beer at the Trolleyman if you can finally understand trapping?

You've gotta read this book. I think you'll like it.

**Title:** *Real World FreeHand 3*

**Author:** Olav Martin Kvern, edited by Stephen F. Roth

**Publisher:** Peachpit Press, Inc.

**Address:** 2414 Sixth St., Berkeley, CA 94710

**Phone:** (800) 283-9444 (415) 548-4393

**FAX:** (415) 548-5991

**No. Pages:** 474pp

**Price:** \$27.95



# Soft PC/AT

by Jon Thomason

Apple's advertisements for the PowerBook series boast that a PowerBook can run MS-DOS software in addition to Macintosh software. The magic behind this claim is an innovative program from Insignia Solutions called *SoftPC*. Armed with *SoftPC*, your Mac can run most MS-DOS based software as if it were an IBM clone itself.

## Options, Options, Options

The Universal *SoftPC* package can reportedly run on any Mac from the Mac Plus and up. It emulates an IBM PC/AT with a CGA graphics controller, capable of accessing CD-ROM and network devices. An entry level package is available and targeted at low-cost and portable Macs. This review is based on *SoftAT* v2.52, the high-end version of *SoftPC* which requires a Mac with a 68020 processor or above, and adds emulation of EGA color graphics, a math coprocessor and expanded memory. An add-on package named *SoftNode* is available for taking advantage of Novell NetWare-based networks.

Configuration of *SoftPC*'s virtual IBM clone is through a collection of simple menus and dialog boxes. Printer and modem ports, disk drives, video modes and even memory can be adjusted with buttons or pop-up menus. A summary of each option is conveniently provided in most dialogs, and Balloon Help is used lavishly.

## Finder-Level Access

Included with the *SoftAT* package was *AccessPC*, a control panel extension which allows Mac programs to access MS-DOS formatted disks using Apple's SuperDrive, a Syquest removable cartridge drive or *SoftPC*'s own special "hard disk" image files. Comparable products include Dayna's *DOS Mounter* and Apple's *PC Exchange*. Apple's utility is reported to be a stripped-down version of *AccessPC* itself.

With *AccessPC* you have the option of assigning Mac applications to different MS-DOS files by their filename extensions. For example, I assigned "WK1" to Microsoft Excel. When I double-clicked on the file's icon in the Finder, it automatically launched Excel which automatically converted the file to its own format. One could do the same with many word processing file formats, GIF and JPEG graphic formats, and others as well. This is a terrific example of a feature Mac users take for granted which IBM clone users rarely see.

## The Right Tool for the Job

While *SoftPC* will allow you to run the DOS versions of *Word Perfect* and *Lotus 1-2-3* on your Mac, for example, it is not necessarily recommended. Macintosh versions of these programs are available which take advantage of the Mac's strengths, and they are often fully capable of reading and writing files

used by their MS-DOS equivalents. In order to maintain compatibility with an IBM clone's most basic hardware, *SoftPC* requires a lot of processor time and runs very slowly.

**While SoftPC may be the slowest IBM clone I've ever run across, it's also the best connected.**

Why, then, would Insignia put so much effort into a software-based emulator for these clone machines? There are several reasons, and perhaps the most noticeable of these is specialized software. Many businesses have spent a lot of money to have software custom written for specific purposes. These companies are reluctant to put a Mac on an employee's desk if it can't run this software. Now they can do that, and begin to tap in to the powerful Mac software base in the process.

## Connectivity: Buzz Word of the 90's

While *SoftPC* may be the slowest IBM clone I've ever run across, it's also the best connected. Insignia provides many storage and communications options that make an easy job of interfacing between a Mac and MS-DOS. *SoftPC* directly reads from and writes to MS-DOS format-



ted floppy disks placed in the SuperDrive. It communicates with the Mac filing system to provide access to any folder the Mac could recognize, local or networked. I used an Apple IIGS to download software from the WAP TCS into a folder on the Mac via File Sharing. *SoftPC* read and executed the programs in this folder just as if they had been placed directly on an MS-DOS disk. In this way, *SoftPC* was able to exchange files with the other computers on my AppleTalk network. As if that weren't enough, *SoftPC* allows use of a "slave PC" to be connected via serial cabling to read and write files to floppy disks and networks on *SoftPC*'s behalf.

### Output

*SoftPC* intercepts data sent to the printer interface and routes them through the standard Mac

utility from day to day.

### Installing *SoftAT*

Installation of this package was quick and painless, if not completely intuitive. I copied the contents of the program disk into a folder on my hard disk and launched it. *SoftPC* knew to create its own bootable hard disk image from compressed data on a separate data disk. I was given several options as to the size of this virtual hard disk which was stored as a file on the Mac's hard disk. Then, as most Mac users do, I went exploring through the menus and dialogs available to customize the program to my system configuration and to my personal preference.

### System Performance

Clone users will be quick to notice that *SoftPC* really drags at some tasks. It just can't compare to the

dows would perform.

As the chart in Figure 1 shows, it's no speed demon when compiling a multi-segment program, either.

### The Bottom Line

*SoftPC* and *SoftAT* perform as advertised. I've been watching Apple's and Insignia's claims for some time now and they seem to be very careful about what they promise and what they don't. They offer a solution, not necessarily the solution, to multiple-platform problems. Part of what makes the *SoftPC* product line so exciting is its integration with real-world Mac and MS-DOS configurations. I've heard from some people who use it solely for data conversion in their all-Mac office. As a general rule of thumb, *SoftPC* is great for the occasional or specific necessity. For regular use it's probably best to purchase a cheap clone instead.

Turbo Pascal Test Benchmark		
Comparison Test		
lines=7142		
Compile time in seconds:		
<i>Soft/AT</i> @16mhz	286@8mhz	386@33mhz
102.50	44.2	8.2
Rel. X Faster	2.32	12.5

Figure 1

printer mechanism. By default it emulates an Epson LQ-2500 and prints correctly whether your Mac is connected to a laser printer, an ImageWriter, a StyleWriter or otherwise. Alternatively, it can be configured to pass commands from your MS-DOS programs through to a PostScript printer unmodified.

Data sent to each communications port can be routed to either of the Mac's serial ports or captured in a text file on disk. I found this last item useful in debugging some specialized software I was writing for a 386 system, but I'm not sure of its

speeds of normal hardware with the IBM architecture. On the other hand, if you've ever seen another software-based emulator for any system, you may be impressed with the speed of *SoftPC*. Using *SoftAT* on a Mac IISI and in text-based applications, throughput seemed comparable to that of an original IBM PC/XT. It's mainly in graphics applications that *SoftAT* starts to get into trouble. GIF graphic viewers were tedious, games were unplayable, and I'm reluctant to even imagine how graphical user interfaces such as Microsoft Win-

**Name:** SoftPC/AT

### System Requirements: Mac

Plus or higher with 1.5 MB of application memory for Entry Level or Universal SoftPC, Mac II or higher with three MB of application memory for SoftAT with EGA, math coprocessor and expanded memory.

**Publisher:** Insignia Solutions, Inc.  
526 Clyde Avenue  
Mountain View, CA 94043.

**Phone:** (800) 848-7677

**Fax:** (415) 964-5434

**List Price:** \$499.00.

**Discount Price:** \$300.00



## New Macintosh Files on the TCS

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCommunications System (TCS) during the last 30 days. This listing represents only a small portion of the constantly changing library of files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS, the Pi's "24 hour General Meeting."

### File Area 13: Macintosh Fonts

**INSTANTLOGOST1, INSTANTLOGOSTT:** Type 1 PostScript and TrueType versions of a font for creating logos.

**IAN.BENTT1.CPT, IANBENTTT.CPT:** very elaborate "illuminated" font in Type 1 PostScript and TrueType formats.

**ELZEVIER.CAPSTT:** TrueType version of a complex illuminated font.

**DINERT1.CPT, DINERTT.CPT:** Type 1 PostScript and TrueType versions of a thin, elegant Art Deco font.

**PRINCETON.FONT:** Type 1 PostScript version of a popular font, used in the scientific community for producing formulas and scientific notation.

**VIREOT1.CPT:** Type 1 PostScript font in an elegant, "modern Art Deco" style, with an unusually large number of capitals with descenders.

**TUXEDOVERTICLET:** Tuxedo Vertical, Type 1 PostScript font composed of very tall, thin capitals.

**SWIFTYTT1.CPT:** Swiftly is an unusual non-alphabetic Type 1 PostScript font consisting of nothing but human silhouettes crouching, running, jumping.

**RICKSHAWTT1.SI:** Type 1 PostScript and TrueType versions of a pseudo Oriental brushstroke font, with a better feel than NixonInChina.

**OREGONDRYTT1.CPT:** Type 1 PostScript font with a rounded, almost brushstroke look.

**MACHUMAINET1TT:** Postscript and TrueType versions of a popular bit-mapped calligraphic font, noted for its readability.

**JACKSONVILLEOLD:** Jacksonville Old Style, Postscript and Truetype versions of an italic serif font.

**FAKTOST1.CPT:** Type 1 PostScript font reminiscent of Bauhaus.

**DEVANAGRI.TAMIL:** Type 1 PostScript font of the Tamil character set.

**CASABLANCAT1.CP:** Type 1 PostScript

font with a flared, san-serif look.

**DOTS.T1.CPT:** Type 1 PostScript display font consisting of lines drawn between prominent dots.

### File Area 14: Macintosh Games

**PNUKL201.CPT:** latest version of single-deck Pinochle card game.

**FORTYTHIEVES2.1:** latest version of a solitaire card game.

**GLIDER.DESIGN:** design a glider using a NASA-sponsored program (not a game, really) that will even tell you if it will fly.

**PHETA.2.2.CPT:** latest version of a classic Mac maze game with an outer-space twist.

**MACMAN.2.0.CPT:** a very well done PacMan, very close to the original version, and tiny.

**CLASSIC.DALEKS:** one of the first Macintosh games, rewritten to take advantage of modern Macintosh hardware and software.

**VEGAS.POKER:** Las Vegas video poker, in color.

**SADDAMSR.CPT:** Saddam's Revenge, a "dodge the mines" game with a Gulf War touch.

**BOB.S.EYES.PRO:** latest version of something you don't need, this allows you to set up multiple sets of eyes on the screen.

**PROGRESSION.1.0 CPT:** nice, different version of solitaire card game.

**ROBOWAR.2.3.CPT:** the first version of the classic robot battle game that is System 7, 32-bit clean, etc.

**STAINEDGLASS101:** update of a wonderful game: remove all the panes of glass from a grid.

**POLYOMINOES30:** update to a challenging strategy game, you try to place odd shaped pieces on a playing field in such a way that you manage to take the last turn.

**TEXTMANGLER2.1:** clever nonsense generator can turn any text file into a political speech, written by a WAP member.

**BEAMWARS.CPT:** TRON (the movie) style color game.

**GALACTIC.EMPIRE:** a strategic game in which you use your scout ships, fighters and transports to colonize and subdue the galaxy.

**MAC.AVENGER.0.1:** in which the gallant hero wanders around shooting the bad robots and rescuing the humans.

**MILLEBORNES1.2:** beautiful, elegantly simple version of the classic card / strategy game .

**MSFLIGHT.CARRIE:** land and take off from an aircraft carrier in Microsoft Flight simulator.

**CHEM.FORMULAS:** educational game in which you type in chemical formulas after the formula is given in English.

**DRILL.CPT:** application for creating

educational drills.

**MACSOKOBAN.2.0:** a refinement of an outstanding, simple, complex maze game, now with color and a few other refinements.

**SEATS.CPT:** this application prepares seating charts for classrooms and such.

**SCIENCE.TRIVIA:** vanity plates are shown for great scientists; you have to guess who owns the plate.

**JEWELBOX1.0.SIT:** a Tetris/Columns like game involving jewels, superb graphics, and wonderful sounds. Very professional.

**LITERARY.PLATES:** you are shown the vanity license plates of famous authors, and then you try and guess the author's name.

**PERIODICROULETT:** a wild idea for a roulette game in which you place bets on where the "ball" will land within the periodic table.

**SUPER.SPECTRE.C:** freeware utility for "improving" Spectre.

**STTNGEPISODES.C:** a Word 5.0 document listing all of the episodes for the first five seasons of Star Trek - The Next Generation.

**SIMBUSH1.1.SIT:** a Macintosh-compatible simulation of the only politician more powerful than Dan Quayle.

### File Area 15: Macintosh Graphics

**WASP.CPT:** MacPaint picture of a bug.

**L.PAINT.CPT:** Lightning Paint, a shareware black and white paint package.

**CELEBRITIES.CPT:** 26 MacPaint portraits of historical figures (Hitler, Bush), political figures, sports figures and TV and movie stars, plus three general scenes, all very well done by a single artist.

**CAT.CPT:** a collage of seven frames from publicity photos of Batman Returns, captured via VideoSpigot and assembled in Photoshop.

**IMAGERY18.CPT:** latest version of a utility for reading and converting foreign graphics files (from Amigas, Ataris, MS-DOS machines, Suns, etc) to Macintosh format.

**IMAGECATALOG1.0:** beta version of a program designed to print "contact sheets" of entire folders of computer images.

**THEATERMAKER1.1:** allows you to create "stand alone" QuickTime movies, with an extra goodie: the movies are enclosed in "theaters," frames which make the movies look like they are in drive-ins, theaters, running on a Mac Plus or Quadra, playing on TV.

**STARTUPS:** startup screen of an astronaut floating in space above the earth with the logo "Macintosh...where no PC has gone before."

**CAT90.JPG:** wonderful 24-bit color photo



of a cat, compressed using JPEG.  
**JAPAN90.JPG**: photo of woman in kimono, compressed using JPEG.  
**CYBERGIF.1.1.CP**: a new contender in the GIF wars. It is reasonably fast, quitesmall, and has a neat slide-show feature.  
**SUNWORSHIP.JPEG**: splendid 24-bit color original Photoshop composition by a WAP member, compressed using JPEG.  
**JETS.HELOS.CPT**: six jets and two helicopters saved as Adobe Illustrator EPS files.  
**JULESZ.STEREO.C**: two MacPaint files of some impressive optical illusions, with explanatory text.

#### File Area 16: HyperCard

**LAB.EQUIP.CPT**: pictures of lab equipment with descriptions on use.  
**MACUSER.MINIFIN**: all the MacUser MiniFinder reviews as of the Aug. 1992 issue, with lots of search and sorting tools.  
**KANGAROO.COURT**: HyperCard simulation of kangaroo court.  
**CYBERSTUFF.CPT**: Cyberpunk wisdom. Cyberpunk wisdom??  
**WHICH.STORAGE.D**: what storage device? A large HyperCard database designed to help you meet your storage needs.  
**PSYCHO.CPT**: psychology tidbits.  
**SHIP.S.CODE.BLI**: learn ship blinker code/Morse code.

#### File Area 17: Technical Notes

**TIDBITS128.SIT** to **TIDBITS133.SIT**: issues 128 through 133 (June 15 to July 13) of the electronic Macintosh magazine.  
**MODEM.TXT**: large, comprehensive article on modems.  
**WAVE.SIT**: test file to see if your modem really supports the Hayes escape commands.  
**FIX.PWR.SUPPLY**: article on how to fix the power supply in Mac IIcx, IICI, and Quadra 700.  
**PRIC0615.CPT**: Apple list prices as of June 15, 1992.  
**MOOVTOPICS.C1.C**: C source code for turning QuickTime movies into PICS files.  
**BIODIVER.CPT**: text of the Rio '92 Biodiversity Treaty.  
**TN0.ABOUT.06.92, TNIDX.MAC.06.92**: guides to Apple Macintosh Tech Notes as of June 1992.  
**FBI.PROPOSAL.MS**: text of FBI Wiretap proposal.

#### File Area 18: Macintosh Utilities

**CUSTOMERS.CPT**: customer, contact, telephone database written in FileMaker Pro. Slick.  
**FANWORKS2.1.4.C**: a circuit design program, written by a Japanese

programmer.  
**NEWTONICONS.CPT**: color icons designed after the unreleased Apple Newton.  
**ZYNC.CPT**: a little application designed to keep two Macs (such as a desktop Mac and a PowerBook) "in zync" with one another.  
**DEMONDIAL.CPT**: demon dialer script for Microphone II 4.0.  
**FILEKIT.CPT**: small utility allows you to kill files, see invisible files, etc.  
**TREKSOUNDS1.SIT, TREKSOUNDS2.SIT**: lots of Star Trek sounds, in System 7 beep format.  
**DSIDE311.CPT**: latest edition of an application-based screen saver with lots of wonderful options and modules, similar to Pyro and After Dark.  
**UPDATEDPIMS.CPT**: updated Microsoft Word 5 Spelling Checker and Grammar PIMS.  
**BBEDIT2.1.2.CPT**: Bare Bones Editor 2.1.2, the superb text editor used by programmers and text manglers, with full GREP and lots of other useful functions.  
**GRIDDEMO**: an extension for 4th Dimension that provides tools for creating a grid in layouts.  
**SPEEDOMETER.3.1**: the most popular, and best supported, Macintosh benchmarking utility.  
**RUSHLIMB.CPT**: the beginning of the themesong of the Rush Limbaugh Show, in System 7 beep format.  
**ABCTHEME.CPT**: ABC theme song, in System 7 beep format.  
**YOUcantu.CPT**: James Earl Jones saying "You can't use a mobile phone," in System 7 beep format.  
**APPLAUSE.CPT**: a crowd applauding with cheers. System 7 beep snd.  
**WORD.5.0A.PATCH**: patch file to update Microsoft Word 5.0 to 5.0a. This patch helps retain fonts and styles when moving documents between Word 5.0 and Word 4.0.  
**HYPERNET.CPT**: HyperCard utility for networks allows you to broadcast messages, shut down remote machines, make them beep, etc.  
**BAT.BEEPS.RETUR**: three System 7 beep sounds from Batman Returns.  
**APPDISK.1.5.CPT**: an application-based RAM disk.  
**FREETERM.3.01.C**: latest version of one of the oldest Macintosh terminal programs.  
**US.DEBT5.CPT**: application which does nothing but continuously update the total of the U.S. national debt, and your personal share thereof.  
**TIMETELL.V1.0.C**: an application which will speak the time to you, in English.  
**REMOTESTYLE.CPT**: a utility that allows your serial StyleWriter to work with more than one networked Mac.  
**AUTOCLOCK1.3.1**: a clock setting utility that does more than SetClock.

**CYCLESPIY.CPT**: an application which puts up color (if you have it) bar charts showing memory usage and CPU cycle usage of all open applications.  
**SQWEEEEK.CPT**: screeching sound, like that of a paint brush on a Ferrari. System 7 beep format.  
**SCICALC.CPT**: nice scientific calculator. Under System 7, you can use this as a DeskAccessory — just dump it in the Apple menu folder, and you'll even get a spiffy icon. Under System 6, it runs as an application.  
**MCHURRICANE2.0S**: track hurricanes in elegant fashion with this Mac II application.  
**APPLE.BEEP.CPT**: the Apple II beep sound - for the Mac! System 7 beep format.  
**COLORALIAS.CPT**: utility to create an alias of a program that includes the color depth, cache settings, etc., needed to run the program.  
**CURVE.FIT.CPT**: curve fitting and graphing utility for statistics gurus.  
**HOWMANYDAYS.CPT**: an application that will calculate the number of days between any two dates, plus a few other interesting features.  
**FM.PRO.USER.GRO**: FileMaker Pro User Group database templates created by Claris.  
**INVESTMENT.TRAC**: FileMaker Pro database designed for tracking investments.  
**BA.DUM.CPT**: Rush Limbaugh's entire sign-off, in System 7 beep format.  
**APPLEHIS.CPT**: Apple Computer corporate history.  
**GENIE.NAVIGATOR**: GEnie Navigator 1.0 script for Microphone II, 4.0 or higher.

#### File Area 20: Macintosh DA/INIT/CDEV

**GET.MORE.INFO.C**: extension to "get more info" when you select Get Info from the Finder: among other things, this extension allows you to view Type and Creator and other Finder attributes.  
**SHRINKDOWN.CPT**: extension which collapses the video image into the center of the screen when you shut down, just like on old TVs.  
**KEYTOOLS.CPT**: CDEV (Control Panel Device) allows you to use the Page Up, Page Down, etc keys on an extended keyboard.  
**SPIN.CPT**: makes windows spin out (like in old movies) instead of exploding.  
**NETCAL.1.3.5.CP**: Network Calendar 1.3.5 is a desk accessory calendar that can be shared across a network, in an office or a department.  
**REMOTE.SHUTDOWN**: System 7 (only) extension that allows you to shut down, or restart, a Mac from a remote location.  
**REMEMBER.2.3.2**: latest version of one of the best reminder utilities.  
**MINIWRITER.1.73**: latest version of the



classic Macintosh desk accessory text editor.

**DEFAULTAPP.CPT:** control panel device for defining a default application for use in case the "original" application is missing.

**THINK.WINDOWS.C:** extension which does nothing but remember which windows were open, and where they were, between sessions in Think C.

**COLORSWI.CPT:** ColorSwitch puts a little monitor icon next to the Balloon icon on the menu bar, which you can click-drag to select a bit depth on a color Mac.

**GREETING.CPT:** an INIT (extension) which will greet you when you start up the machine, in English, with "Good Morning/Afternoon/Evening," as appropriate.

**REGISTER.CPT:** desk accessory check register.

**SAFETY.BELT.X:** control panel device designed to alert you to the existence of temporary files after a crash, since these temporary files may contain valuable data.

**UP.YOUR.FCBS1.8:** control panel device which allows you to adjust the number of open FCBS (file control blocks).

**BAIL.CPT:** an extension which allows you to "bail out" of the accidental launch of a program with a mouse click.

**VIRUSDETECTIVE5:** a user-configurable DA (desk accessory) designed to scan for viruses.

**REALDRAG.CPT:** extension to allow full animation of windows drag in System 7.

**QUICKKEYS212A.CP:** updates QuickKeys to version 2.1.2a.

**PRE.VERSION..1:** control panel device (CDEV) which allows you to save a prior version of a document *prior* to saving your current document.

**CARPETBAG1.2.2:** latest version of a utility which allows you to move sounds,

desk accessories and fonts out of the System file and store them somewhere else.

**TATTLETALE.1.4:** latest version of a powerful utility, in both desk accessory and application form, which can tell you all kinds of intimate things about your Macintosh.

#### File Area 27: Music and MIDI

**HISCORE.LZH, OH.YEAH.LZH:** two MOD files. MOD files are digitized music files, often containing voices and other surprises, usually created on Amiga computers, playable on the Macintosh through Sound-Trecker. Most of these files are LZH and LHA archives, so they can be decompressed by both Macs (using MacLHA) and Apple IIgs users.

**CONCERTWARE.CPT, CONCERTWARE2.CP, CONCERTWARE3.CP:** three archives containing over 200 ConcertWare music files. ConcertWare is a commercial music program for the Macintosh, inexpensive (in the \$100 range), that can play via MIDI to professional instruments or just through the Mac's speakers.

**BOHEMIAN.RHAPSO:** lyrics to the famous Queen song by Freddie Mercury, Bohemian Rhapsody.

#### File Area 28: GIF Images

**NEWTNCLG.GIF:** color collage made up of several photos of Apple's new Newton, the not ready for prime time Personal Digital Assistant.

**TOWER.GIF:** striking impressionist image of a big iron tower erected in downtown Paris as a temporary tourist trap for a world's fair, and which survives till this day as a permanent tourist trap.

**FISH33.GIF:** outstanding piece of

computer modeling and rendering of such startling quality and depth as to knock you out of your chair.

**PEROT.ALIEN.GIF:** gray-scale photo of H. Ross Perot in a meeting with a space alien. Honest.

**SCI.FI.PICT.GIF:** color computer-generated picture of a scene in outer space.

**JAPANARMOR.GIF:** elegant large, colorful drawing of a samurai, with a commentary on the side on Japanese armor.

**CAT.MOUS.GIF:** an inspired drawing, nice and soft and cute, of a kitten and a toy mouse.

**NASA.GIF:** really nice photo taken from the Shuttle of an Astronaut floating above the Earth in full daylight.

**SUN.RISE.GIF:** color photo of sunrise, taken by a Maryland resident.

**MOUNTAIN.WATER:** rich color photo showing water cascading down a cliff face.

**TIGERFACE.GIF:** dramatic head-on, up close and personal picture of a tiger, converted from a 24-bit Photoshop original.

#### File Area 29: Essentials

**DCBB0792.TXT:** text file listing DC area computer bulletin boards as of July 1992.

**DISINFECTANT29:** Disinfectant 2.9, latest version of the easiest to use and most complete public domain anti-virus program.

**STUFFITLITE.SEA:** release version of Stuffit Lite, a much faster, far more space efficient version of Raymond Lau's legendary Stuffit archiving program.

**COMPACTP133.SEA:** Compact Pro v1.33, latest version of Bill Goodman's popular archiving program, with some nice speed improvements.

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# APPLE II 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.

## Thanks to a Hotline Volunteer

The Washington Apple Pi has an extensive listing of Hotline volunteers that members may call and receive phone (and sometimes in person) help regarding a variety of computer subjects. Many of these "Helpful Harrys and Harriets" provide valuable support to those in need. We hardly hear of their important contributions, but I think that we do realize that they are a major part of the Pi organization, and, in fact, promote new and continued membership.

Debbie Martin had the opportunity to call upon one such individual for help when she had a dire need to get her Apple IIGS up and running properly. She wrote a Thank You note to the "shy" person who helped her, which I will quote. The individual requested that (s)he not be identified by name.

"Thank you very much for your

kindness in helping me with my computer. Your extraordinary efforts have made all the difference ... the next day my new SCSI cable came and I successfully daisy chained my old HD, initialized it and put another 20 MB into service. Your instruction gave me the confidence to do so. I'm very appreciative of the increased understanding your effort gave me."

If you have need for Hotline help, please give these individuals a call. Their names and phone numbers are listed monthly in the Journal.

## Easter Egg

Bill Starn, in a letter to inCider/A+, tells about an "Easter Egg" in *The Print Shop GS*. Bill states that when you are in the main menu, hold down the option key as you double-click on "Exit Program."

A seventh menu will appear. With this "La La Land" menu, you will be able to see digitized photos of the various programmers of PSGS. Also, if you move your cursor over their faces, their names will appear.

## GENie Lamp

As you know, I work with various publications that exist in the Apple II world and from time to time include articles, announcements, or snippets from them in this column. This month I am featuring GENie Lamp which is a fairly new publication appearing online on the GENie service. It is described as "Your GENie Lamp Apple II Roundtable Resource." The various (Apple II) issues can be found in the "A2" area of GENie and are

treated as part of your GENie Basic Service. It is important to note that our own Phil Shapiro is GENie Lamp's co-Editor for Apple II. Way to go, Phil!

*[Required statement when using GENie Lamp material: "(c) Copyright 1992 T/TalkNET OnLine Publishing, GENie, and the GENie Computing RoundTables. To sign up for GENie service, call (with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#=prompt. Type: XTX99368, GENie and hit Return. The system will then prompt you for your information.]*

## Apple IIGS Users Unite to Form an International Network

(from the July edition of GENie Lamp)

Apple IIGS users in the United States and Europe have formed a group to provide Apple IIGS software and hardware to European users at a lower cost and with faster delivery.

Current prices for Apple IIGS products are generally 400% to 700% higher in Europe than in the United States. Delivery times can run to several months. The European GS Project hopes to improve on these by buying products directly from the manufacturers in wholesale quantities. It will then ship them to the groups in the various European countries for distribution and sale, hopefully within weeks of their release in the United States.

In Addition to improving prices and delivery times, the project will



be translating software and manuals into European languages for Apple IIGS users who do not have a familiarity with English.

In Europe, groups have been formed from each major language. In the United States, developers, publishers and others who wish to sell their Apple IIGS products in Europe should contact Kent Keltner; c/o The European GS Project; 941 Di Giulio Ave.; Santa Clara, CA 95050; or call (408) 727-8902 for more information.

**HyperStudio Bug Report**  
(from the July edition of *GENIE Lamp*. Part of a compilation of letters and announcements by Tom Schmitz & Phil Shapiro. Attributed to someone who goes by the screen name of LUNATIC)

I've been helping out Roger Wagner lately with some apparent problems *HyperStudio 3.1* has under Finder 6.0, and I've made some interesting discoveries.

One is that while *HyperStudio 3.1* has an *rBundle* that gets used by Finder, it doesn't have any corresponding *rIcons*. This is what causes your *HS* stack icons to stop showing up after you've launched *HS 3.1*. When Finder reads the *rBundle*, it doesn't find any *rIcons* for it, so it uses the "Unknown" icon. Because there is an *rBundle* and *rFinderPath* though, double-clicking on an *HS* stack will still cause *HS* to be launched. Since Finder always checks the Desktop file on a disk before it checks the old style icon files, it finds the *rBundle* and stops looking, so it never gets to any custom *HS* icons you might have in icon files.

There are two solutions to getting your custom *HS* icons to show up. One has already been stated. That is, to move or delete the Desktop file from the disk *HS* is on, and then hold down Control and Option while double-clicking on an *HS* stack (of course, you have to exit Finder and return to have your custom icons show up, first). The other solution is to put your *HS* icons on a disk ear-

lier in Finder's search chain than the disk *HS* itself is on. If *HS* is on your boot disk, this obviously won't work. If *HS* is *\_not\_* on your boot disk, then placing your *HS* icons onto your boot disk will cause them to show up again, without having to Control-Option double-click anything.

In the course of this investigation, I found out the full order in which Finder searches volumes for matching icons. First, it searches the last disk inserted, then the second to last, and so on until it gets to the first disk inserted. Then, it searches the boot volume. Next, it follows the order of the other disks online when Finder was started up, from first to last. So be careful of this seeming inconsistency. Just remember inserted disks are last to first, and disks already online at startup are the reverse, first to last.

**Building a Super Finder in GS System Software 6.0**  
by Thomas M. Schmitz.  
(Appearing in the July edition of *GENIE Lamp*)

Those who have upgraded to System Software 6.0 for the Apple IIGS are discovering a whole range of new features and abilities, but like a sports car fresh from the factory, the Finder is even better with the addition of some well chosen, high performance parts.

For the IIGS there exists a whole inventory to choose from when soup-ing up your computer. But before we look at individual programs you will want to know a little bit about the various classifications and their placement. We will be examining four classes of additions: INIT's, Desk Accessories, Control Panels and Finder Extras. All of these are placed inside various folders within the /System folder of your boot drive or starting volume.

#### Desk Accessories

A Desk Accessory is a program you can run without leaving the Finder or the GS/OS program that you may be running. They may accomplish a number of tasks such as

editing documents, manipulating files or even playing games.

There are two types of Desk Accessories, the NDA or New Desk Accessory and the CDA or Classic Desk Accessory. To install a Desk Accessory you simply copy it into the /Desk.Accs folder located inside the /System folder of your boot drive. Then, the next time you turn your IIGS on the NDA or CDA will be automatically installed.

To access a CDA you press the Command (Open Apple), Control and Escape buttons all at the same time. Then use the arrows to highlight the needed CDA and press return. To access an NDA, simply move the cursor to the apple in the upper left hand corner, hold down the mouse button and drag the cursor until the NDA you wish to use is highlighted. Let go of the mouse and the NDA opens-up.

#### Control Panels

Control Panels, formerly known as CDEV's, are similar in nature to Desk Accessories but tend to regulate a distinct function in the computer's settings and performance. Control Panels are traditionally placed in the /CDEV folder within the /System folder of your boot drive or starting volume.

When in the /CDEV folder, Control Panels are automatically installed at booting time. To access a Control Panel, just open the Control Panel's NDA and the menu will appear, or by simply double clicking a Control Panel's icon, you can open that Control Panel directly.

#### INIT's

INIT's do a number of tasks usually having to do with system control. Simply place an INIT in the /System.Setup folder within the /System folder of your boot drive or starting volume. INIT's perform their functions in a number of different ways so you will need to read the individual instructions of each INIT to see how it works.

#### Finder Extras

Finder Extras can be seen as a



sort of marriage between Desk Accessories and INIT's. To install a Finder Extra you will need to create a /FinderExtras folder in the /System folder. Copy the Finder Extra into the folder and when you boot your computer you will find an Extras option on the menu bar. Click the Extras on the menu and a window will open listing the installed Finder Extras.

Some Finder Extras will work like NDA's: open the Extras menu, highlight and let go. Others require you to click a file's icon or perform some other task. This can become confusing so be sure to read each Finder Extra's documentation to find out how it works.

Now that you know what Desk Accessories, Control Panels, INIT's and Finder Extras are, we can look at some of the great software which will make your Apple IIGS a better looking and better performing machine. They either make the Finder more powerful or make your computer easier to use.

### GENIE Quick Quote

Contributed by W.GEORGE2 / L.DEVRIES on GENIE

Sir Newton was awakened and upon noticing that an APPLE had hit him in the noggin, began contemplating why that APPLE had dropped. His conclusion was the beginning of the Concept and Theory of Gravity."

Later that evening, he began to wonder why the darn thing didn't have a SCSI port built in....

### Political Virus Alert

(Contributed by Rick Bryan and furnished to GENIE by Terry Quinn)

- George Bush Virus: Doesn't do anything, but you can't get rid of it until November.
- Ted Kennedy Virus: Crashes your computer but denies it ever happened.
- Warren Commission Virus: Won't allow you to open your files for 75 years.
- Jerry Brown Virus: Blanks your screen and begins flashing an

800 number.

- David Duke Virus: Makes your screen go completely white.
- Congress Virus: Overdraws your disk space.
- Paul Tsongas Virus: Pops up on Dec. 25 and says "I'm NOT Santa Claus."
- Pat Buchanan Virus: Shifts all output to the extreme right of the screen.
- Dan Quayle Virus: Forces your computer to play "PGA Tour" from 10am to 4pm six days a week.
- Bill Clinton Virus: This virus mutates from region to region. We're not exactly sure what it does.
- Richard Nixon Virus: aka the "Tricky Dick Virus."..you can wipe it out, but it always makes a comeback.
- H.Ross Perot Virus: same as the Jerry Brown Virus, only nicer fonts are used, and it appears to have had a lot more money put into it's development.
- L.A.P.D. Virus: This is a reincarnation of the Ted Kennedy Virus, but comes with videotape coverage of the crash and the insanity which follows.

### Apple II Software

There is another publication that I would like to bring to your attention. It is "Apple II Software: Opportunities for Apple II Users," published by Apple Computer, Inc.

It is clearly the work of the "famous" Cynthia E. Field, whose writings we have been enjoying in inCider/A+ for all these many years. This 12 page 11 x 17 inch publication is chock full of articles and lists dealing with Apple II software—past and present. It makes suggestions concerning software, tells you where you can find the software and lists a multitude of suggested available programs giving categories, identifying working platforms, and sup-

plying publisher and/or company names.

I think it is a "must have." Give Apple a call at 1-800-776-2333 or write them at 20525 Mariani Avenue, Cupertino, CA 95014, and ask for a copy.

### Honey, I Shrank the Kids—Again

I can't present a Byts & Pycs column without the name, Dale Smith appearing. He is one of the most helpful "experts" in WAP. For example, David Jernigan was asking the famous "chicken/egg" question: "How do I unshrink *ShrinkIt* if I don't have *ShrinkIt* already unshrunk to use to unshrink *ShrinkIt*?—or something like that.

Now this question is asked a million times—mostly by new members who sign on to the TCS—not knowing what to do. In his soft and patient way, Dale responded, as he often does, with usual aplomb and diplomacy.

"Well the first step is to extract the *ShrinkIt* utility (or two utilities if you happen to be working with a II+) from the self-extracting (XTRAX) archives.

"To do this you do need to be in BASIC and to have your prefix set to tell the system where you want the extracted files placed. This might be the same directory/disk that the self-extracting archive is on (if there's at least as much space free on it as the size of the XTRAX archive), or it could be a different disk—they must both be online at the same time though because disk swapping won't work.

"Now, to set the prefix, just enter:

```
prefix
<destination_pathname>
<return>
  where destination_pathname
  can be just a disk name or a full path
  to a particular directory on any disk
  that is online.
```

"Next enter (again at the BASIC prompt 'J'):

```
-<source_path>/<filename>
<return>
  where <source_path> is the
  pathname to the directory/disk hold-
  ing the self extracting archive and
```



<filename> is the name you've given to the XTRAX archive.

That's all ... just sit back a second and the files will be placed where you've indicated with your Prefix command.

"Now you just run the utility and follow the menus. To extract you open the archive you're interested in, select the archive in the file selection dialog. When it's highlighted, hit <return>, then select the files to extract by tapping the spacebar for each that you want or OA-A for all of them and hit <return>. Now select the directory to place the files with the next dialog. A "?" will get you brief help online; the documentation is quite complete and gives more than can be put into the brief help online."

### Top-Notch Vendor Recommended

Bob Leedom wanted to tell the world of his experience at the Garage Sale, stating, "Not sure what board to put this on, but it happened at the WAP garage sale... After a year and a half with an LC, partially justified by potential compatibility with the IIe (and our 12 years of IIe software), my wife and I finally bought the IIe card for the Mac at the garage sale. Naturally, we'd never seen the guy before, but he seemed straight-arrow, so we paid him on the spot. He accepted our personal check, that was that.

"Took hardware home. Tried it. Worked great. Luckyus. Good thing, cause who knows if we'd ever be able to track the guy down again..."

"Wednesday: we get an (impressive-looking) invoice in the mail, marked PAID IN FULL, describing details of the transaction, and stating our 60-day repair/replace warranty on the IIe board. Great, huh? This surprising treatment from a garage sale vendor deserves kudos, I think. The responsible party:

Paul C Kelbaugh  
Newport Computer Company  
3275 Kinross Circle  
Herndon, VA 22071  
(703) 471-9305

"His card says: "We buy and sell everything for Macintosh." I'd certainly not hesitate to do business with him, based on my initial impressions of his concern for his customer. (There was more good treatment at point of sale, but I've gone on too long already.)"

*[GH—We always like to bring to your attention, vendors who treat their customers right.]*

### Cry for Help

Ken De Vito, (Vice President of Apple II) one of those great Hotline volunteers that I was talking about earlier, asked a question to help another, "I got a Hotline call last night ... and to make a long story short... I need the documentation for the program or some general instructions as to how the relatives of a person who died can read the disks of their father which were written using P.I.E. Writer. They seem to think that there will be some last memories and writings of the father that they will treasure—if they can retrieve them. Help!"

This time Stan Palen, the new Apple II Editor, aided Ken by advising, "I have and use P.I.E. Writer all the time. My daughter is using it on a II+ in college. To read a file you load P.I.E., select 1 for editor, c for catalog, c, d2 for cat d2. Then to load the file, type l {file.name}., E to edit, CTRL @ to exit, F to print. Print menu gives selection to print to disk, printer, or screen; next is page limits if any, and then print from memory or disk. They can call me if necessary. I have all the docs. If that is too hard I can convert the files to any format."

*[GH—See how helpful our members are. Ken was able to pass along the information.]*

### BASIC.SYSTEM

Doug Ruff took advantage of all the excellent help that he could get "in person" at a recent monthly IIGS meeting during the popular Questions & Answers period. He was having an awful problem launching ProDOS 8 programs from his ProSel launcher. He was told that this is

indeed possible, and a demonstration was made with the "on deck" computer. He received additional help from Neil Laubenthal and myself showing him how he could make the necessary fixes when he got home. The story continues...

Doug writes, "Gary, The solution worked out at the IIGS meeting worked just fine. Everything is now working as it should—with one exception; I still can't get ProSel (running from my hard disk) to launch a BAS program on a floppy. I discussed this with Neil, who has referred the question to Glen Bredon. More on this later. In the meantime, thanks for your help"

Now Glen is the author of ProSel, and if someone knows the answer, he should. Neil has a direct line (via CompuServe to Glen's Place—not to be confused with the new TV program, Jack's Place) and wrote back, "Doug, received the answer from Glen, and it turns out that Basic.System has a bug in it where it erases the pathname in memory if the file is on another volume. The workaround (which works with ProSel, and which Glen surmised is what Finder does to solve the problem as well) is to put the full pathname of the file you want to run in the startup section of the ProSel entry, i.e., for the third entry down you should put "\*" or "\*/basic.system" (no quotes). For the fourth entry, put the full pathname. Easiest way is to add the entry manually and then go in and edit the startup to include the full pathname, /vol/dir/filename. This results in a ProSel screen entry that works."

### GS Monitor Death

Dan Slaven has monitor problems. "My Apple-brand RGB monitor went belly-up over the long weekend," writes Dan. "I am in need of 1: recommendations for repairs locally (who, where, how much...) and 2: recommendations for a replacement monitor because I need to get the machine back up quickly. I am aware of a Sony and a Magnavox alternative, possibly a Mitsubishi as well.



Any recommendations, experience with good, bad, & ugly and so on will be greatly appreciated."

"Super Dave" Harvey voiced, "I can't advise you about repairs, but I've had a Magnavox 1CM135 for about a year now and I like it very much. It's a 14" monitor and so the typeface is larger than on an Apple IIGS monitor. I notice a significant difference when viewing them side by side. I got mine from Lyco Computers in Jersey Shore, PA for about \$250. You have to get a cable for the GS because the one they send you with the monitor is for an MSDOS computer (9 pin D). It has a audio amplifier and speaker built in which I use with my GS."

### Saved by Salvation

"Given all the comments about the *Salvation Series*," opines Andy Wallo, "I have to say that I use *Deliverance* and *Renaissance* for my 105 MB hard drive maintenance, and my 45 MB removable drive and several damaged floppies and have experienced no problems."

"They are easy to use and I have not experienced any loss of data or time. I found *ProSel* (while having great potential) too much trouble to bother with. I am just not into studying the management programs for my system. I prefer to spend my time programming or working on other applications. However, I agree that if you are interested in learning it, *ProSel* has more bang for the buck."

"I have played with some of these programs," retorted Dale Smith, "and reviewed *Wings* a year or so ago for the Journal. *Wings* currently has a problem with System 6 (or did—they're supposed to be fixing it—I think that "BASIC.LAUNCHER" was hardcoded into the program and it isn't used anymore in Sys6—that and not sure what else...). At the time I used them, they proved to be much less reliable than *ProSel-16*. They've had some time to mature, but *ProSel-16* has grown in the same time. I rely on *ProSel-16* for my

harddisk utilities—I've found that System 6's Archiver looks nice, but seems to have some operational illogic that appears when you try to restore—if you do a file-by-file backup of a volume and then go to restore, you must (no way around it) restore the volume contents to a folder on the volume. The restored contents preserve all the directory tree structure of the original volume inside the folder. This is most inconvenient, to say the least, and I don't understand why it was done at all."

"Hence *ProSel-16* simply stands out as the best choice for me for hard disk utilities, forgetting about its program launching capabilities. In fact I don't currently use it so much for program launching as for its utilities. Also it's cheaper. What do you give up? The desktop interface. If that's significant for you, then...." [Ed Note: Another option is to make finder an option under *ProSel* so you can come up in *ProSel* and switch to finder when you need to.]

Continuing with the topic thread but in response to another comment, Dale added, "Oh, yes, the *ProSel-16* program has an error correction/recovery capability that the *Salvation* series does not to my knowledge even attempt. Glen Bredon (and others) have rubbed backup disks with refrigerator magnets to corrupt the data and then proceed to do a restore. Although it took longer for the damaged disks in the backup set, the restore was complete with no loss of data."

"This is a option and can be turned on or off at the user's choice, but it seems most worthwhile to me."

Neil Laubenthal jumped in, commenting about other products, advising, "Their recommendation is either *EasyLaunch* (their product) or maybe the *Salvation* and *Wings* combination from Vitesse. I don't know much about *EasyLaunch*, but *Wings* works OK, it's just a desktop interface. I don't really care for it. The *Salvation* series does essentially what the *ProSel 16* utilities, optimizer backup/restore and volume repair do—at a greater cost.

The package has its merits and its supporters, but it is more expensive than *ProSel* and is known to have several flaws. Because it is commercial, it is rarely updated whereas *ProSel* is frequently updated. I would recommend *ProSel* for the utilities and maintenance stuff. Find someone with *Wings* and/or *EasyLaunch* to see if you like their interface and get the program launcher you prefer."

"For that matter, Finder can be a good program launcher if you know how to set it up right. With the fairly simple use of an icon editor, you can create launch icons that essentially give you a launch menu. Additionally, there's the QuickLaunch PIF that is available [free]. It gives you a scrolling series of program listings to launch from Finder from a pull-down menu."

### I Want to Change My (Disk) Name

Gary Hayman asks, "How do I use *ProSel* to change the name of a floppy?"

Stan Palen suggests, "To rename a floppy, or HD for that matter, just select any file to rename and cursor back to the name of the disk and change that. It will first change the disk name then it will present the file again in case you wanted to change that also—then just hit Return or Esc and your disk will have a new name."

*The author is currently Chairman of the AppleWorks and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle "Buddy," a Seven Hills "Partner" and a TimeWorks "Ambassador" for 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. His latest software program, THE MAGIC FILE CABINET is presently selling internationally.*



# ModemWorks

by Jon Thomason

In 1983, one of the employees of Beagle Brothers applied himself to writing his own bulletin board system (BBS) for his Apple II. It became infectious. Probably the best-selling Apple II-based BBS package today, Morgan Davis' *Pro-line* BBS set the standard for networked mail on Apple II's. In the process of refining this package, Davis developed several tools for his own use. He wrote a sturdy set of generalized modem handling routines and released them via the fledgling ShareWare distribution scheme. Over the years this package, named *ModemWorks*, has been gradually improved bit by bit and sold commercially as it became necessary for the development of *Pro-line*. This year *ModemWorks* came of age, incorporating the Morgan Davis Group's own Object Module Manager (OMM) technology to create an expandable and robust package for development of any Apple II communications package.

## Features

*ModemWorks* is a set of add-on commands for Applesoft BASIC which provide a "communications toolbox" for communicating with a modem or other serial equipment. It is packaged with the Object Module Manager for development of hybrid BASIC and assembly language programs, and with *AmperWorks*, a handy set of tools for any BASIC programmer.

## Object Module What?

For nearly fifteen years now, Apple II developers have been challenged to carefully manage the precious amount of addressable memory available in the original 8-bit machines. In the early days, 48K was overkill. These days it's almost a joke. But there's a lot that can be done with that space, as has been shown by clever programming all along.

The Object Module Manager (OMM) provides a previously unavailable mechanism by which several machine language programs can be in memory at the same time, and which can be moved around to make room for other modules. By leaving some sections of code on disk and out of memory until they're needed, more memory is made available to the main program. In this way, the OMM is the equivalent to the GS/OS and Macintosh Segment Loaders.

As long as many machine language programs are available at one time, however, there is a certain utility in allowing them to speak to each other. A collection of graphics routines might need to gather information from a collection of mathematics routines, for example. The OMM provides this means of Inter-Process Communication as well.

## What's An *AmperWorks*?

If you've ever programmed in BASIC, you know that sometimes it can be rather limiting. There aren't

many commands for processing character strings, for example, from simply converting a user's input to upper case to checking if a given mailing address contains the string "Woodmont Avenue." *AmperWorks* provides these functions and many more. Manipulating and copying files with *ProDOS 8*, sorting arrays, and reading disk directories become simple tasks.

## How Your *ModemWorks*

Interfacing with I/O devices isn't easy. There's a lot of tricky machine-level stuff involved. Interrupts, buffers, and drivers all need to work together and not step on each other's toes. *ModemWorks* takes all of that worry away from the BASIC programmer and replaces it with commands such as `&WAITFORCALL` and `&HANGUP` which make writing a custom BBS relatively easy and even fun. Best of all, with BASIC you can make changes to your system and see the results immediately, more interactively learning through experimentation.

While *ModemWorks* is really designed to drive a host BBS, it can be used to drive a terminal program as well. A sample program, *IntelliTerm*, provides most of the features of a standalone terminal program, and can be listed to show how to make use out of *ModemWorks*' powerful features. A sample BBS program, *Mini.BBS*, is provided as well.



Terminal emulation is provided through an extensible selection of terminal definition files called termcaps. Definitions for 20 popular terminals are provided, including VT100, VT220, ANSI BBS and ProTerm Special. An editor is provided to create or edit your own if the emulation you need is not provided. Similarly, modem control is provided through an extensible and editable selection of modem definition files called modemcaps. Definitions for 44 popular modems are provided, including the latest series of v.32bis high speed modems using hardware flow control.

The suite of file transfer protocols provided with *ModemWorks* includes variations of XModem, YModem and ZModem. Further options for automatic Binary II encoding/decoding, text translation, large 1K and 4K packets, and other special modes are available for most of these protocols.

#### Yes, But Does It Work?

My experience with the *ModemWorks* package has been overall very favorable. The technology in OMM should have been invented for the Apple II years ago. It makes easy work of developing fast, powerful and professional-quality 8-bit programs. For those of us

who've worked with earlier versions of *ModemWorks*, version 3.0 provides full backward compatibility and is well worth the upgrade if but for the new file transfer protocols alone. Since it's modular, it even takes up less memory than earlier versions did because of redundant and seldom-used code. It's fully compatible with the MD-BASIC compiler and with many other BASIC enhancements.

If you program the Apple II in BASIC and/or machine language, the OMM might be the single most significant enhancement since the early days of the Apple II. If you want to try your hand at communications programming, *ModemWorks* offers many significant features and makes them easy to use. The modular nature of this program makes it likely to be enhanced in the future by the Morgan Davis Group and third party developers alike.

#### Disclaimer

I was involved in beta testing this product, and while I have no financial stake in it, I was technically involved in bringing it to market. My reason for writing this review is to bring to light the recent achievements of one of the few remaining long-time contributors to the Apple II community.

Also, WAP's new TCS (telecommunications system) is based on this technology. The new modular code mechanisms allowed the TCS Crew to expand upon *ModemWorks* to incorporate multiple system and cross-platform benefits to best suit the TCS membership.

For information about the TCS, please refer to recent Journal articles or call the WAP Office and request a password.

**System Requirements:** Apple IIe or IIGS for *ModemWorks 3.0*, any Apple II for the Object Module Manager (II+ requires a 65C02 chip).

**Publisher:** Morgan Davis Group, 10079 Nuerto Lane, Rancho San Diego, CA 91977-7132.

**Phone:** (619) 670-0563 voice, (619) 670-5379 data,

**Fax:** (619) 670-9643 fax.

**List Price:** *ModemWorks* \$89.95, Object Module Manager \$39.95.

#### Alphabetic Index to Advertisers

AllNet Service Center .....	79	Mac Upgrades .....	Cover 4
B.O.S.S./MacTemps .....	9	WAP Gen. Mtg. map .....	Cover 2
Computer Age .....	6,7	Multisoft Resources .....	14
8th Street Graphics .....	10	PrintFest '92 .....	1
FC Business Systems .....	16	Publishers Service Bureau .....	Cover 3
Hewlett-Packard .....	17	Severn Graphics .....	37
Laser Print Business Center .....	35	Supply Line .....	43
Mac Access .....	29	TCS .....	5
MacSpecialists .....	33	Tripplaar & Associates .....	25, 50



## On the Trail of the Apple III

by David Ottalini  
Apple III SIG Co-Chairman

**L**isa Shop—In mid-July, I had a long talk with Frank Freeman of the Lisa Shop. I've talked about him before in my Trail columns and thought it was time to find out how things were going.

What I found out was that The Lisa Shop is now the R&D division of Sleepy Hollow Corporation, with Frank the CEO who owns 51% of the stock. Even more importantly, Frank reports his ten person company remains strongly committed to the Apple III and Lisa, while expanding their repair efforts to other Apple platforms (fancy talk for the Mac and some Apple II's).

This all happened at the end of last year. Another division of Sleepy Hollow, TLS Services, works with dealers at the wholesale level to provide repair services, including the Apple III up to the Mac FX. Dealers can call if they need a repair. They send the broken part and get a working part in exchange.

Individuals can do this, but on the retail level (that is, at a higher price). For example, a dealer would pay \$75.00 to exchange a Mac+ power supply for a working one. As an individual, you'd pay \$150.00. Again, it's wholesale to dealers, retail to individuals. But here's the good news: Sleepy Hollow will send WAP a 10% rebate for all repairs done for members. All members have to do is send in a photocopy of their WAP membership card (to prove membership). This is a great deal for our members and for WAP!

And here's even better news: Freeman reports that by the beginning of next year, he hopes to begin moving some of his Apple III and Lisa projects off the drawing board and into production, including a 3.5" disk drive that would replace the 5.25" internal drive the III's now have. It could also include a newly designed motherboard for the III that would be based on a Motorola 68030 chip and would allow you to run your computer in III emulation mode or as a UNIX work station. The new motherboard would switch out with the current motherboard or could be used in a plainjane-style PC box. To help with all this, Freeman says plans include hiring a programmer in 1993 to do nothing but write in Apple III assembly language.

Sounds great but, but there are still some ifs. For one, Freeman needs to get hold of the source code to SOS. He also needs some other source code listings. Those listings are needed to allow the new III to search for a boot disk other than a 5.25", access additional memory, etc.

The other problem is money, though Freeman seemed pretty sure his company would financially be able to move forward on these projects by the start of the new year.

He's also talking about a new motherboard for the Lisa and additional enhancements. Freeman says his primary goal is to make these machines continue to be useful for many years to come.

Interestingly, he also says that

since the Lisa was based heavily on the III, working with the Lisa has helped him better understand how the III was put together and how our SARA works.

You can help by writing to Sleepy Hollow and encouraging the company to keep up its efforts on behalf of our orphan machines. Its address is: Sleepy Hollow Corp.; PO Box 969; Woodland, CA. 95695. Their phone number is (916)-668-5637.

One last note: Sleepy Hollow has some ten Apple III's for sale. Give Frank Freeman a call at the number above if you're interested.

### Other Lisa News

A new version of MacWorks—MacWorks+—could be out when you read this. As previously mentioned, MacWorks+ is being released by DaFax Processing. Its owner is Sam Nuelinger. For product information call 1-800-323-1751. To talk to Nuelinger, call 1-718-746-8220. The product is an upgrade to software originally released by Sun Remarketing, now licensed to DaFax.

### On Three's New Product

Miracles continue to happen, and Bob Consorti of On Three continues to please and surprise his Apple III fans. In mid-July, he announced a new Apple III product and the promise of another that's been long-awaited by the III Community. Here's what Bob had to say on CompuServe:

"Yes, believe it or not I'm still



creating new products for the venerable old Apple III. My latest creation is called *Disk-Directory-File Fixer III* or DDFF3 for short. DDFF3 was designed to repair corrupted directories/files and is written in assembly language for blindingly fast speeds. There are six powerful program options:

“Test Disk Volume will scan the selected disk for directory and file errors and provide a detailed report of all problems on the disk.

“Repair Disk Volume will scan a selected disk and repair any directory and file errors it encounters.

“Main Directory Repair is used when your main directory is overwritten and you can’t access your disk. It scans the selected disk and create a new main directory and fill it with any subdirectories that it finds on the disk. All files located in subdirectories will be recovered.

“Bad Block Scan/Repair scans the selected disk and repairs any bad blocks that it finds. Note that this is a much improved version of our earlier *Bad Block Fixer* program. It creates a BAD.BLOCKS file for the bad blocks on the disk, allowing you to continue using the disk.

“Disk Wipe fills every non-used (free) block on the selected disk with a pattern that completely erases any previously deleted file, making your files absolutely secure from intentional recovery.

“File Verify/Repair attempts to read the file(s) that you select and, if it finds a bad block, the program swaps the bad block for a good one, repairing a previously unusable file automatically.

“DDFF3 is very, very fast—29 seconds to test a 10 megabyte hard disk, 36 seconds to repair over 400 problems from the same 10 megabyte hard disk. It’s a really cool program that every Apple III owner should have - even if you don’t have a hard disk.”

I’m happy to report that DDFF3

is available from On Three. Cost: \$49.95. Call 1-805-822-8580 to order.

### Go Back Update

The long-anticipated *Go Back* utility program, a replacement for *Backup III*, should also be ready by the time you read this. Cost is \$69.95. On Three’s Bob Consorti told me in mid-July that:

*Go Back* should be ready within days now. Everything and I mean everything is done except restores which I’m working on now. It’s difficult to compare it and *Backup III* because they do things slightly differently but the sample times for a backup are listed below:

Backup times: 676 files from .PROFILE (20480 blocks) to .BACKUP (8704 blocks)

#### Backup III

1:41	to construct Table of Contents
2:30	to verify
14:32	to backup
4:30	to update dir. (clear b/u bit)
23:13	total time

#### Go Back III

0:06	to construct Table of Contents
9:04	to backup
1:12	to verify
0:07	to update dir. (clear b/ubit)
11:07	total time

These timings were done from one HD volume to another for simple testing and access to floppies is even faster. If I can get everything working the way I want it in restores it will be even faster restoring (much!) than it is in backing up in comparison with *Backup III*.

### More on ...Batch Printing

Paul Campbell added some meat recently to his comments last month about batch printing using a filename suffix:

I have been using some new batch printing methods which make it a “one key” operation. Now, when a report or document is spooled to disk, I always add a “.o” suffix to the filename. When I feel like printing,

I hit the macro which opens System Utilities, prints everything with the “.o” suffix, then changes the suffix on everything printed to “.x” and exits System Utilities. The reasons for the suffix are: (1) it allows System Utilities to recognize only the files specified for output to the printers; (2) it allows me to keep track of what has been printed; and (3) it makes re-prints easy! For example, I just click on the jobs that I want to re-print, and press Return.

### New Font

And on another f(r)ont, Paul has uploaded to our TCS file area a new font he calls NEW.FONT. You’ll need XModem to download it properly for use and make sure it’s of the proper font filetype. Paul says:

It ... looks a lot better than the standard one for most applications. I made it mainly for *EZP* and you may notice a few things concerning that. First of all, I love toggling between the two cursors, but the insert cursor is tough to find some times, so the underscore character was thickened.

This ... improves the appearance of *EZP* menus and desk accessories. To use within *EZP*, copy the font to replace the standard character set on your *EZP* boot disk with the same name as the old font. I launch all my applications under *Selector III* which allows you to specify different character sets. For *EZP*, I tell *Selector III* to use “.Profile/EZPFONT” and copy any fontfile wanted to that name. With the system set up this way, it is only a few seconds between character set changes (I have a macro to change fonts with a single keypress).

Apple Writer will let you change character sets if the file name has the correct suffix. This font was created with the *Graphics Wizard*, but it might have been easier to use *CustomFont* from the WAP library. A note about *CustomFont*; this soft-



ware looks for it's own font file (called Swenson) on the boot disk. There are instructions on how to have it locate this font file on your hard drive, but the program still hunts around your drives. Although *CustomFont* eventually finds the Swenson font file, I have found it better to copy the font file to my *Selector III* boot disk and rename the disk "CFONTB." *Selector* does not care about the change, and since *CustomFont* checks the built-in drive first... why waste time?

### Parallel Cables

Our good friend Tom Linders says in the latest ATUNC newsletter that he can put together Parallel cables for anyone needing them. In answer to some questions in previous Trail columns, he reports that:

For the UPIC cable, I have short 20-pin Molex type cables with a polarizing notch on one side, on one end, and an IBM parallel DB 25 on the other end. This Cable mates with the IBM parallel cable, which has a DB 25 on one end and an AMP 36-pin Centronics 36-pin on the other end. My little cable is ten bucks, the IBM is five bucks, and so for about fifteen bucks, give or take, you have a parallel cable, in any length you want. Interested? Call Tom at (408)-741-1001.

### More ATUNC News

Tom Linders continues to offer Apple III's and Profiles at \$50.00 each. Wayne Schotten, another ATUNCO, has a ton of hardware, software and manuals. If you're looking for something (after calling me about the excess software we have), give him a call at (415)-821-9281.

### Networking on the III

That was the question recently on CompuServe's Micronetworked Apple User Group Apple III forum. Mike Pavelski asked:

"Can an Apple III be put on a mini

computer network? I would like to be able to place a III as a terminal in a system 36 network, but don't know where to begin. I read something a while ago about a 3270 controller for the III, but don't know if it would do the job or if it (or something else) is still available (even second hand). I checked with Sun, and they said they haven't seen the 3270 controller for some time."

III's Company Guru Ed Gooding who had the answer:

"About the only way you could connect a III to a S/36 at this time would be via an async port on the 36 with a protocol convertor, using the Access III terminal program in DEC VT100 mode. This way, you could still use the III as a stand-alone PC, and as a dumb terminal on your 36."

### Meeting Que

As promised, we'll have a September meeting at the Pi office. Put 10am September 12th (a Saturday) down on your appointment book. We'll have access to the large tutorial room this time. There will be more demonstrations, more free software, questions and answers and lots more. Hope to see you then!

### Finally

Bill Arnold on CompuServe: "I read in a computer column recently that our III's are considered good bets for vintage PC collections. Also on the list was the SOL-20, Osborne I and Exidy Sorcerer. Well I've got three of the four. Why did I give my Exidy away?"

## Apple III PD Library

by David Ottalini

Disks, disks and more disks for you this month, my faithful SARAsaurs. A lot of disks that I've been working on for quite a while finally got off the ol' disk drive for

you.

To start off with, we've updated the New Member Disk, 3INF-02 so that it reflects new addresses, new phone numbers and new realities. 3UTL-29, disk 3 of Dr. Al Bloom's Mail List Manager Utilites has been updated. And finally, I'm happy to report that 3 BSB-09, our Menu Maker disk has been updated to version 6.1 thanks to some suggestions by our Canadian Friend C.M. Davidson. The primary new feature lets you back out of a subdirectory to the next level (rather than having to return to the root and working your way down again.)

As for new disks, here's the skinny this month:

**PDS Name:** BBQ Recipies and Much More!

**Disk ID #:** 3MSC-20

**Subject:** Miscellaneous

**Bootable?:** Bootable

**Disk Size:** DS 5.25 OS: SOS

**Description:** Due to popular demand of the III SIG Co-Chairman, this PD disk includes a treasure-trove of recipies sure to entice any and all BBQ lovers. As an added bonus, we're also including the latest (1992) information about the best restaurants in the Washington DC area - courtesy of the Cooks board on the WAP TCS. The BBQ recipies all come from the Cooks Forum on CompuServe.

### On Side One:

BBQ.Fish (Subdirectory);  
Calamari; Squid.Grill;  
BBQ.Singapore; Mahi.Mahi\  
Grill; Frog.Legs.Grill;  
Shrimp.Napalm; Albacore.Grill;  
Avodaco.Tuna;  
Basic.Brine.  
Hundred.Best.DC: 3EZ Pieces/  
AppleWorks DB of 100 Best DC Res-  
taurants  
(ASCII version on Side Two)

### On Side Two:

BBQ.Meats (Subdirectory);  
Lamb.Garlic; Ribs.French;  
Moroccan.Lamb; Pork.  
Tender; Beef.Broch(ette);  
Venison.Roast; Smoked.Beef;  
Hams;  
Smoked.Beef.II; Burned.Grill;  
Lamb; Sesame.Beef; Sesame.Ribs;  
Flank.Pinwheel; Beef.Kabobs;  
Sear.Serloin.  
BBQ.Sauces (Subdirectory):



Dry.Rub; RNY.Day.Sauce;  
 BBQ.Sauces;BBQ.Sauces.II;  
 Red.Pep.Paste; Jalapeno.Pste;  
 Spice.Mix; Florida.Sauce;  
 Bushwhacker.Sce.  
 BBQ.VEGS (Subdirectory):  
 Potato.Barby; Tomato.Sp.Grill  
 Richmans.Fav : Phyllis C.  
 Richman's favorite DC Restaurants  
 Best.Bargains: The  
 Washingtonian's 100 Best Restau-  
 rant Bargains (1992)  
 Hundred.Best : The  
 Washingtonian's 100 Best DC area  
 Restaurants (1992)  
 Cooks.Online : The cooks on  
 CompuServe talk BBQ.

**PDS Name:** *Bankcalc #1*  
**Disk ID #:** 3ZAW-07  
**Subject:** 3EZP/AW Templates  
**Bootable?:** Non-Bootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** *Bankcalc* 1, 2 and 3  
 are collections of *VisiCalc* (DIF) mod-  
 els for the banking industry. These  
 models were originally written and  
 released in 1983 by community bank-  
 ers or Banking Industry Software  
 Houses and contributed to *Bankcalc*.  
 The original purpose was to provide  
 Bank personnel with VC models  
 which could be used immediately. As  
 a home user, you may find some of  
 these models useful as well. As DIF  
 files, you can pull these models into  
*VisiCalc*. *Advanced VisiCalc* as well  
 as *3EZ Pieces*. You should also be  
 able to use them with *AppleWorks* or  
*AppleWorks GS*.

**On Side One:**  
 Model 1: Variance Analysis of  
 Yields  
 Model 2: Yield Summary  
 Model 3: Rate Sensitive Statement  
 of Condition  
 Model 4: Simple Loan Amortiza-  
 tion Schedule  
 Model 5: Rate of 78 Amortization  
 Model  
 Model 6: Effective Rate Model  
 Model 7: Compound Yield  
 Model 8: Fixed Assets Model  
 Model 9: Accrue Expenses

**On Side Two:**  
 Model 10: Charitable Contribu-  
 tions  
 Model 11: IRA Calculations  
 Model 12: IRA vs. CD  
 Model 13: All Saver CD Yields  
 Model 14: Credit Analysis

**PDS Name:** *Bankcalc #2*  
**Disk ID #:** 3ZAW-07  
**Subject:** 3EZP/AW Templates  
**Bootable?:** Non-Bootable  
**Disk Size:** DS 5.25 OS: SOS

**On Side One:**  
 Model 1: Commercial Loan Yields  
 Model 2: Installment Loan Yields  
 Model 3: Real Estate Loan Yields  
 Model 4: Money Market Yields  
 Model 5: Investment Yields  
 Model 6: Deposit Costs  
 Model 7: Asset Yields  
 Model 8: Liability Cost  
 Model 9: Interest Margin  
 Model 10: Earnings Projections

**On Side Two:**  
 Model 11: Accelerated Cost Re-  
 covery  
 Model 12: Budget Income Expense  
 Model 13: Budget Sheet Budget to  
 Actual  
 Model 14: Monthly Rates  
 Model 15: Income Tax  
 Model 16: Mortgage Amortization

**PDS Name:** *Bankcalc #3*  
**Disk ID #:** 3ZAW-09  
**Subject:** 3EZP/AW Templates  
**Bootable?:** Non-Bootable  
**Disk Size:** DS 5.25 OS: SOS

**On Side One:**  
 Model 1: Balloon Payment Loan  
 Amortization  
 Model 2: Interest Only Loan Am-  
 ortization  
 Model 3: Daily Investment Rates  
 Model 4: Daily Teller Transaction  
 Count by Hour  
 Model 5: Account Analysis

**On Side Two:**  
 Model 6: Director's Report  
 Model 7: Banker's Acceptance  
 Model 8: TEFRA calculation

**PDS Name:** Fortran Manual: Disk  
 One  
**Disk ID #:** 3PCL-18  
**Subject:** Pascal  
**Bootable?:** NonBootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** Disk One of Two  
 disks containing the manual for the  
 Fortran Language. Pascal required  
 to read/print these files (which are  
 Pascal Text Files). Use Pascal  
 Menu.Maker, disk 3UTL-31 to read  
 or System Utilities to print (disk  
 3UTL-01 - use "Copy Files" and copy  
 to Printer).

**PDS Name:** Fortran Manual: Disk  
 Two  
**Disk ID #:** 3PCL-19  
**Subject:** Pascal  
**Bootable?:** NonBootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** Disk Two of Two  
 disks containing the manual for the  
 Fortran Language. Pascal required  
 to read/print these files (which are  
 Pascal Text Files). Use Pascal

Menu.Maker, disk 3UTL-31 to read  
 or System Utilities to print (disk  
 3UTL-01 - use "Copy Files" and copy  
 to Printer).

**PDS Name:** Fortran Language  
**Disk ID #:** 3PCL-20  
**Subject:** Pascal  
**Bootable?:** Bootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** Fortran Language.  
 Requires Pascal. See Manuals on  
 Disks 3PCL-18 and 19.

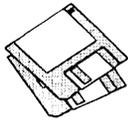
**PDS Name:** Conpath by Bloom  
**Disk ID #:** 3UTL-39  
**Subject:** Utilities  
**Bootable?:** Bootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** Conpath by Bloom  
 is another in a series of great pro-  
 grams by Dr. Al Bloom. This disk  
 describes bridges - ways to get from  
 one file format to another. User  
 manual is on side one. Program is on  
 side two.

**PDS Name:** BLOCREAD By  
 Bloom  
**Disk ID #:** 3UTL-40  
**Subject:** Utilities  
**Bootable?:** Bootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** BLOCREAD is a  
 utility program that lets you look  
 into the guts of a disk file. It shows  
 you a file's 512-byte data blocks, in  
 both character and hexadecimal for-  
 mat. You may look at any block in a  
 file and choose to either print it or  
 copy it to another disk file.  
 BLOCREAD is invaluable for seeing  
 what a file really looks like. Another  
 great program from Dr. Al Bloom.  
 Side One includes BLOCREAD docu-  
 mentation and Pascal Source Code.  
 Side Two is the BLOCREAD pro-  
 gram. Both sides are self-booting.

**PDS Name:** NVASCI By Bloom  
**Disk ID #:** 3UTL-41  
**Subject:** Utilities  
**Bootable?:** Bootable  
**Disk Size:** DS 5.25 OS: SOS  
**Description:** NVASCI is another  
 great program from our good friend,  
 Dr. Al Bloom. NVASCI will convert a  
 NAME:VALUE format text file into  
 an ASCII text file with one line per  
 record field--required for importing  
 into many Data Base programs.

Side One includes a complete tu-  
 torial and the source code to NVASCI.  
 Side Two contains the Pascal-  
 based program.

*David Ottalini is the Apple III Co-  
 Chair*



# Macintosh Disk Library

by Dave Weikert

**T**here are 20 disks this month; all except the Anti-Virus Utilities are the result of the Mac Disketeria Reorganization. See the individual headings for the list of revised and new disks. We also revised Mac Disk #00.01, the Mac Catalog list of files. Descriptions of the revised and new files are included below.

## Save Big Bucks

We are continuing our special offer on Mac disks to reduce the inventory of disks during the planned Disketeria reorganization. For the months of August and September, any of the disks currently in the library will be available for \$2.50 each if you buy ten or more. If you purchase by mail, the standard postage and handling fees also apply. Take advantage of this special offer while supplies last.

**Note!** This offer does not apply to any of the disks that are being issued this month or that will be issued in the future. This offer only applies to the disks listed on the *Macintosh Library Order Form* in the August 1992 and earlier Journals.

## Disketeria Reorganization

We are in the middle of the first major reorganization of the Macintosh Disketeria since we developed the functional organization about four years ago. We are archiving a number of the older programs that

are most applicable to older machines or that have limited appeal to our members. Many of these programs are valuable to members with older Macs or with special interests and will be retained. An example of the type of material that will be archived is the ImageWriter Fonts series. With TrueType, the demand for these older fonts has dropped off considerably. However, TrueType can only be used with System 6.0.5 and later; this is impossible for owners of 512K Macs and probably not practical for an owner of a 1 MB Mac Plus. We will retain disks with the most popular fonts and archive the rest.

When we finish the Mac Disketeria reorganization, there will be two libraries; a current library that will be available at meetings and at the office, and the archive library which may only be ordered through the office. The current library will include programs mostly from 1989 and later. The archive library will include older files and some recent files with limited demand. The new Disketeria Catalog, now under preparation, will include program notes for the current library only; if space permits we will also list the folders or primary files for the disks that are archived. We will maintain a notebook in the office with the full descriptions of folders and files for all the archived disks. You will also be able to order a copy by phone or mail. I hope to

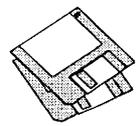
complete the Disketeria reorganization and new Disketeria Catalog by late summer or early fall.

## Anti-Virus Utilities

Another new virus, another round of Anti-Virus Utility updates. The T4 virus was found in a game called GoMoku 2.0. The T4 virus infects applications and system files. T4 is destructive and infected applications must usually be replaced. We were able to create new master disks and copies for the Disketeria before the meeting on 25 July. If you bought any Anti-Virus Utility disk that has a letter G revision, you have the disk that counters T4 as well as earlier ones.

Virus Detective (version 5.0.6) on Mac Disks #1.01G and 1.03G, Disinfectant (version 2.9) on Mac Disks #1.02G and #1.03G and Gatekeeper (version 1.2.6) on Mac Disk 1.03G are the latest revisions. Mac Disks #1.01G and #1.02G are both self starting (boot) disks. Virus Detective and Disinfectant are both on Mac Disk #1.03G along with GateKeeper and other popular anti-virus utilities for any of you who want to create your own boot disks. Note that the Disinfectant INIT must load first at startup instead of last so make sure that you modify your startup sequence if you are using InitPicker or another INIT management utility.

After the Disketeria reorganization, Disk series 1.XX extends



through Mac Disk #1.03G. Descriptions of these files are included below. The files remaining from this series will be archived when time permits.

### Desk Accessories

After the Disketeria reorganization, Disk series 2.XX extends through Mac Disk #2.10D. The first eight disks include files previously issued. Mac Disks #2.09D and #2.10D include new and revised files as of July 1992. Descriptions of these files are included below. The files remaining from this series will be archived when time permits.

For Systems 6.0.8 and earlier, DA's and Fonts are installed with Apple's **Font/DA Mover** program which is found on your System Software Utilities 2 disk. Instructions for its use are found in the Apple Macintosh Utilities User's Guide or other documentation that came with your Mac.

Installation of Desk Accessories is easy with System 7. No more tedious installation with Font/DA Mover (or Suitcase or Master Juggler). Just copy the DA's over to your hard disk. Double click the DA suitcase icon to convert them; the DA suitcase opens just like a folder and shows any included DA's in application (diamond icon) form. Then just move the DA application icons into any convenient folder. You may then run DA's at any time by opening the folder and double clicking the application icon. To access DA's 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 the storage of the DA's in the Apple Menu Items folder. These DA's are immediately available under the Apple Menu just as before.

### ImageWriter Fonts

After the Disketeria reorganiza-

tion, Disk series 5.XX extends through Mac Disk #5.04A. None of the material on these disks is new; it has just been reorganized to retain the most useful fonts. The files remaining from this series will be archived when time permits.

We also fixed a recent and recurring problem that some members have had with "empty" font suitcases. Some of the early font files did not have the more recent Apple font information and were invisible when opened under System 7. To make them visible, we created new font files using the most recent copy of Font/DA Mover and moved the fonts from the old to the new file. When we archive the remaining fonts, we will also fix them.

### Telecommunications

After the Disketeria reorganization, Disk series 13.XX extends through Mac Disk #13.03B. The disks include files previously issued as well as some new and revised files as of July 1992. Descriptions of these files are included below. The files remaining from this series will be archived when time permits.

#### DISK #00.01 — C 1

##### THE MAC CATALOG

Catalog.txt, By Dave Weikert. A delimited text file of all of the files included in our Mac Disketeria. It includes File Name, FileSize, FileType, FileCreator, Creation Date, Revision Date, and Folder and DiskNames. You should be able to import this list into your favorite database for sorting, selecting and printing. You could also import the list into any word processor that accepts large text files.

#### DISK #1.01F — AV 1

##### ANTI-VIRUS UTILITIES

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus start-up disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use the Desk Accessory Virus Detective as your primary means of detection.

**ReadMeFirst.txt:** By Dave Weikert. This

text file describes the results of running Interferon and Virex on disks with the WAP INIT file installed.

#### VirusDetective5.0.6@f: **VirusDetective@:**

By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. Viruses detected include Scores, nVIR (A & B), INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 and Frankie. Virus Detective can search for operator entered strings and can write a logfile to disk. This version has extended capabilities and permits you to easily check out an entire floppy disk library. The DA is installed in the System file and is available under the Apple menu; a copy is not included in this folder due to lack of space on the disk. **JSS Virus Article.Blkmm/Helv** is the MacWrite II format documentation on the theory and use of Virus Detective. **Search String Sets** contains text files with search strings. **ShareWare — \$35 for license, \$40 for license and disk with other demo programs.**

System 6.0.7 f: Includes Apple System Software version 6.0.7 with **System** and **Finder** (only) to provide a self starting disk. The **System** file has been stripped of all possible fonts and DA's and the **DA Virus Detective** has been installed for your convenience in using this as your primary test disk.

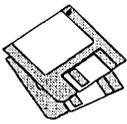
#### DISK #1.02F — AV 2

##### ANTI-VIRUS UTILITIES

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus start-up disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use Disinfectant as the primary means of detection and removal.

**ReadMeFirst.txt:** By Dave Weikert. This text file describes the results of running Interferon and Virex on disks with the WAP INIT file installed.

**Disinfectant2.9:** By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 and Frankie. Like Virus Detective, it operates



under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

**ResTag 1.0d f; ResTag 1.0d:** By Raymond G. Maraza. Examines the System file and list resources and types and evaluates them as possible viruses. This program is for more advanced users. **ResTag.docx** is the text format documentation.

**System 6.0.5 f:** Includes Apple System Software version 6.0.5 with **System** and **Finder** with Control Panel and **SCSIProbe** to provide a self starting disk. The **System** file has been stripped of all possible fonts and DA's to permit using this as your primary virus detection, eradication and prevention disk. We could not install System Software 6.0.7 because there was not enough disk space to install Disinfectant even after 6.0.7 was stripped of all possible fonts and DA's.

#### DISK #1.03F — AV 3

##### ANTI-VIRUS UTILITIES

This disk contains the most popular and effective Anti-Virus applications but does not include a System Folder. Its is designed for users who want to "roll their own" Anti-Virus start-up disks. Two files on this disk are Compaq Pro self extracting archives to save space (the file name suffix is .sea). Place each file on a separate disk and double click to expand them.

**ReadMeFirst.txt:** By Dave Weikert. This text file describes the results of running Interferon and Virex on disks with the WAP INIT file installed.

**Disinfectant 2.9.sea:** By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 29, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

**EradicatEm 1.2 f; EradicatEm 1.2:** By Dave Platt. The sole purpose of this INIT

program is to monitor and remove the WDEF virus; it does this quite effectively. It scans all inserted disks for WDEF in the invisible Desktop file after it is installed in the System folder and your Mac is rebooted. **EradicatEm 1.2 release notes** are in TeachText format. Requires Mac 512KE or later.

**GateKeeper 1.2.6.sea:** By Chris Johnson. These INIT's and associated Control Panel Device (CDEV) are placed in your system folder (Systems earlier than 7.0) and are then accessible via the Control Panel after booting. For System 7.0 and later installation, see the documentation. GateKeeper monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. GateKeeper Aid looks for certain viruses and their variants and eradicates them. **GateKeeper Introduction** and **GateKeeper Aid Introduction**, in MacWrite format, describe the use of the programs. For Mac 512KE and System 4.1 or later. **Send a postcard.**

**HyperVirus 1.3 f; HyperVirus 1.3:** By Joe and Hubert Savelberg. Searches HyperTalk scripts for the HyperVirus (Musidenn) virus. Also includes the ability to enter any search string to find any future HyperTalk script virus.

**PostScript Vaccine 1.0.3 f; PostScript Vaccine 1.0.3:** By Jon D. Clauson. Modifies the Apple Laser Prep file to install a vaccine against PostScript Trojan horses that modify the printer's server password. For Systems 6.0 and later and LaserWriter drivers 5.2, 6.0 and 6.0.1. **ShareWare - donation to American Cancer Society.**

**VirusBlocade™ II 1.0 Demo f; VirusBlocade™ II 1.0 Demo:** By Jeffrey S. Shulman. This INIT/CDEV permits you to foil attempts by viruses to write to your disks. It works in conjunction with Virus Detective (even if Virus Detective is closed) to check out disks when they are inserted. This demo version is fully functional except the configuration changes cannot be saved. **ShareWare — \$30 for fully functional version.**

**VirusDetective® 5.0.6.sea:** By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. Viruses detected include Scores, nVIR (A & B), INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE

252, T4 and Frankie. Virus Detective can search for operator entered strings and can write a log file to disk. This version has extended capabilities and permits you to easily check out an entire floppy disk library. The DA is installed in the System file and is available under the Apple menu; a copy is not included in this folder due to lack of space on the disk. **JSS Virus Article.Bkmm/Helv** is the MacWrite II format documentation on the theory and use of Virus Detective. **SearchStringSets** contains text files with search strings. **ShareWare - \$35 for license, \$40 for license and disk with other demo programs.**

#### DISK #2.01D — DA'S 1

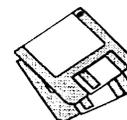
##### DESK ACCESSORIES

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

**Address Book DA 3.0.7 f; Address Book DA 3.0.7 and Address Book 3.0.7:** By Jim Leitch. This is a phone list and dialer in DA and application formats which permit viewing an index of 66 names (length limited to 40 characters) per page in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is System 6 MultiFinder and System 7 compatible. Files can be exported. **Read me** is in text format. **Sample Addr list** is a sample address list. **ShareWare - \$30.**

**AddressBook Utilities f:** By Jim Leitch. **H/ C Addr to Text 1.5, SideKick Converter V3.1 and Text to Address Book 3.2** permit you to convert data from HyperCard, Sidekick and Text files to the Address Book file format.

**Adobe Menu combin... 1.0 f; Adobe menu combinations:** Display DA by Bill Steinberg and content by Terry Harpold. This DA lists the true PostScript font names of volumes 1 to 85 of the Adobe Type Library, and the choices from Font and Style menus in most Macintosh applications used to create type in each of these fonts. If you can't always remember that the way to get "New Calendonia Black Italic" is to choose "Sb New Calendonia SemiBold" and the "Bold" and "Italic" styles, then you'll find this DA



useful. **About AMC 1.0** is in text format.

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

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

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

**ApplesToOranges:** By POD Software. Converts between selected units of linear, volume, weight and temperature; for example degrees F to degrees C.

**ASCII Chart 4.0 f: ASCII Chart 4.0:** By Jon Wind. The chart shows all 256 ASCII characters and their decimal and hex equivalents. A menu selection permits changes to displayed font and size (9, 10, 12 and 14 point). Sample text, in 48 point size, may also be displayed. You may also print samples, spec sheets and character charts as well as saving a chart as a PICT file. **ASCII Chart 4.0 Docs** is in text format. **ShareWare - \$10.**

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

#### DISK #2.02D — DA'S 2

##### DESK ACCESSORIES

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

**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.**

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

**Calculator+:** A calculator with a "tape" that may be printed. In addition to the standard four functions this one has log, exponential, trig and financial functions.

**CalendarDA f: CalendarDA:** By Kirstan A. Vandersluis. A DA that displays any calendar month in the year range 1753-2653 (A.D.). **CALNDR.txt** is in text format.

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

**Commander 2.1:** By Tom Fernandez. This full screen of information displays the Hayes modem (and compatibles) AT commands and S Registers.

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

**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.

**CRAY5A.BIN f: CRAY5A.BIN:** By DesktopCAD Inc. This full featured scientific and programmer's calculator has many functions. The scientific features include exponential, power and root, trigonometric and coordination transformation functions. Programmer's features include base selection and conversion (in binary, octal, decimal and hexadecimal), logical operations (such as and, or, xor, etc.), register rotate and shift

and an ASCII table with Apple's extensions. **CRAY5P.BIN** is the standalone application version and the comprehensive **User's Manual** describes how to use it. **ShareWare - \$8 for use, \$19.95 for license and updates.**

**DABase DA v1.4:** By Vik Rubenfeld. A DA that reads .DBF files including FoxBase, McMax and dBase II and III (IBM format). **ShareWare - \$14.95.**

**dCAD Calculator V3.0 f: dCAD Calculator V3.0:** By Desktop CAD. A full-featured scientific and programmer's calculator. Most scientific functions including hyperbolics. Base conversion and register operations for programmers. See the **CRAY5A.BIN** description and the **dCAD 3.0 User Manual** in this folder for more information. **ShareWare - \$8.**

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

**DeskZap 2.0b12 f: DeskZap 2.0b12 :** By Bruce Tomlin. Lets you perform many functions including setting the Finder information for a file; removing line feeds, control characters, etc. from text files; deleting, renaming, copying, and creating files and HFS folders; moving files to different HFS folders; and closing open files. **DeskZap 2.0b12 instructions** is in MacWrite format and **DeskZap changes** is in text format. **ShareWare - \$25.**

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

#### DISK #2.03D — DA'S 3

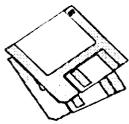
##### DESK ACCESSORIES

**DDT f: DDT (Dragon Dice Too...):** By Jeffrey Boser. Multi-faceted dice that generate random numbers to use for fantasy role playing games. **README** is in text format. **Happyware.**

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

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

**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.*

**DtCalculator 3.0.3 f; DtC US:** By Lars Sundström. A basic scientific rpn calculator with four stack registers and 20 additional registers. **About DtC** is in MacWrite format.

**Easy Envelopes+ 2.5 f; Easy Envelopes+ 2.5:** By Andrew Welsh. Lets you print envelopes of different sizes with a return address, any of thousands of stored addresses, and an optional endorsement line. Also prints postal barcodes if selected and can handle graphics. **EE+ 2.5** is the documentation in application format. *ShareWare — \$15.*

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

**FlashWrite II 1.03 f; FlashWrite II 1.03:** 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. **FlashWrite 1.03 Notes** is in text format. **FlashWrite II Opener** is a Control Panel that goes in the System folder; it permits you to open FlashWrite II any time you press a definable "hot key." *ShareWare — \$15.*

**FontView 1.20a f; FontView 1.20a:** By Simon Brown. Permits you to select and view various font faces, sizes and styles and to copy them to the clipboard. **FontView-Read Me** is in Word format. *ShareWare — \$8.*

**Heap Picture:** Displays the heap.

**IW.Control f; IW.Control:** By Randy Hootman. Provides control over your

ImageWriter from your Mac. Features form feeds, multiple forward line feeds, and multiple reverse line feeds. **IW.Control Docs** is in MacWrite format. *ShareWare — \$5.*

**K & R:** By Neal Trautman. Handy K&R reference for C programmers. *ShareWare — \$10.*

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

**melt 1.2 f; melt:** By Gordon A. Acocella. Melt is a fun DA that "melts" the screen contents. Click the mouse or press a key to stop it. **melt.doc** is in TeachText format.

**MergeScrap DA:** By Marcio Teixeira. Merge the contents of a source Scrapbook file with a destination Scrapbook file. *ShareWare — \$5.*

#### DISK #2.04D — DA'S 4

##### DESK ACCESSORIES

**FastEnvelope 2.1.4 f; FastEnvelope 2.1.4sw:** By Henry Carstens, Vertical Solutions. Prints envelopes of various sizes and postcards with address, return address, barcode, 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.*

**GIF Watcher 2.0.3 f; GIFwatcher 2.0.3:** By Kerry Shetline. A DA for viewing GIF files; it is especially designed for viewing GIF files during download. You may select display alternatives that range from best color for your system or a number of dithered color and black and white selections. **GIFwatcher.doc** is in MacWrite format and **GIFwatcher 2.0.3 update info** is in text format. *ShareWare — \$15.*

**Gizmo 1.0 f; Gizmo™ DA and Gizmo™ FKEY:** By James K. Miles. Another DA for viewing GIF files on the fly as you download them. **Gizmo™ FKEY Instructions** and **Read Me (Gizmo)** are in text format. *ShareWare — \$30.*

**Key Finder:** By Fred Wiedijk. Select a font and click on a letter in the window to see which key combination to select. Very useful for those really obtuse combinations such as Ñ.

**Little Black Book 1.5 f; Little Black Book 1.5:** By Bill Oliver. A phone book and address book combined that allows you

to add as many name and addresses as you like along with as many phone number you wish. It has a find function and auto-dial feature using the Mac speaker or modem. You may also export the information to any word processor or a text file. *ShareWare — \$20.*

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

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

#### DISK #2.05D — DA'S 5

##### DESK ACCESSORIES

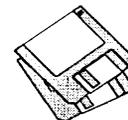
**MaxFiles:** By Keisuke Hara. A disk/file utility that creates folders, moves, copies and deletes files, compact memory and performs other useful functions.

**McSink DA 7.0A f; McSink DA V7.0A:** By Dave McWherter. A general-purpose text editing DA multi-window memory-based editor. Use up to 16 windows, with the amount of text in each window limited only by the amount of available memory. McSink also provides a number of special purpose editing and file access commands. **VCMDs folder** includes external commands ASCII Codes, Catalog, Compare Files, Copy Icon Grabber, Curly Quotes, Delete Files, File Munger, Hex Icon Grabber, Join Files, Open Files, Sloppy Compare, Sloppy Search and Straight Quotes. **McSink V7.0 Changes** is in text format. *ShareWare — \$45.*

**MenuShot 1.6 f; MenuShot <v 1.6>:** By John Love. Capture screen shots with or without the menu bar extended in either MacPaint or MacDraw (PICT) formats. Lots of interesting effects in this program. **Read Me (MacWrite) \***; and **Read Me {WORD} \*\*** are formatted as indicated.

**Month DA f; Month DA:** By Alan Helbush. A simple monthly calendar in DA format. You may copy the calendar to the clipboard to paste into other documents. **Month DA Docs (Word 4.0)** is the documentation. *ShareWare — \$5.*

**Moon Glass™ DA f; MoonGlass:** By Tsutomu Tanno. This DA displays MacPaint files in a novel way. For gray scale and color Macs only. **Moon Glass**



•**DOC**• is in doubleclickable application format. Not tested.

NotePad++.da f: **NotePad++.da:** By Alexander S. Colwell. A notepad with font face, style and size selection as well as left, center and right justification. **AAAReadMe.NotePad++** is in Word format.

PhoneBook DA 2.5 f: **PhoneBook DA 2.5:** 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 phonedialing features, envelope printing, and a robust phone call timer. **PhoneBook 2.5 Notes** is in text format. **ShareWare - \$20.**

**PictDisplay:** By Neal Trautman. Permits you to view up to to nine PICT resources. **ShareWare - \$10, 25 for source code.**

#### DISK #2.06D — DA'S 6

##### DESK ACCESSORIES

**neko DA:** By Kenji Gotoh. An amusing animation of a kitten chasing the mouse cursor patterned after neco.com for the NEC PC-9801.

PM4ShortCuts 1.0 f: **PM4ShortCuts:** By Mark Teranishi and Paul Sorrnick. Lists all of PageMaker's keyboard shortcuts as well as some undocumented features. **READ ME** is in Word format. **ShareWare - \$10.**

PolarDA 1.0a2 f: **PolarDA:** By Go Endo. An unusual game with a penguin, trees, mountains, houses, ice cubes, hearts and bombs. **PolarDA.bw** is for monochrome systems. **Polar Manual.txt** is in text format. **ShareWare - \$2.**

Port Watcher 1.0 f: **PortWatcher 1.0:** By Steve Fine. Monitors a serial port for incoming information during telecommunications, putting up a "string art" screen blanker while you wait. (The blanker can be used by itself; see the **PortWatcher Info** documentation.) **ShareWare - What it is worth.**

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."*

QDial f: **QDial:** By Leo Laporte. Re-dials in the background up to five BBSs, rotating them continuously until one is reached. Supports Hayes compatible modems operating at 300, 1200 and 2400 bps as described in **QDial Docs**, a comprehensive manual.

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.**

**Quill 2.0.4:** By Sergio Villone. Lets you examine the text contained in documents saved in a variety of formats including Plain Text (from QUED, EDIT, TeachText etc.); MacWrite, both old (i.e., 2.2) and new formats, MacWrite II, WriteNow 1.xx and 2.xx, Nisus, Microsoft Write and Microsoft Word, 1.xx, 3.xx and 4.xx (even 'fast saved'). **Send the author a postcard.**

QuoterDA 1.0 f: **Quoter DA:** By Pete Johnson. Converts text on the Clipboard into quotes in the form generally used by FidoNet boards. It can also reformat text without adding the quoter's initials and has an encrypting function using a "decoder ring" for those private conversations on a BBS. **About Quoter DA...** is in text format.

ResMaster DA 1.0 f: **ResMaster DA:** By Mike Calbaum. Allows the user to move, remove, rename, renumber, display as a hex dump and change the attributes of the resources in a file. Copy and paste resources to and from the clipboard, create new resource files, display some types of resources, play beep type 'SND' resources and remember and repeat the last resource move the user performed. **ShareWare - \$10.**

**RKO Clock DA:** A spinning globe with an RKO antennal at the North Pole and satellites and orbiter. Click the mouse to change from time to date to date of full moon.

**Rolodesk3.3:** By Tim Endress. A desk accessory phone list like Bill Atkinson's QuickFile (Rolodex) application. This one includes selectable font face and size.

rpnda f: **rpnda:** By Jonathon Hess. A reverse Polish notation calculator inspired by the Hewlett Packard machines with many features. **RPN calc Documentation (MW)** is in MacWrite format and includes an excellent

explanation of the use of Reverse Polish or postfix notation. Click the ? button on the DA for more useful help. **ShareWare - \$10.**

SerialPrint II 1.0.1 f: **SerialPrint II 1.0.1:** By Barry Wolman. A handy utility to print text files to Epson FX (or compatibles), Apple ImageWriter and HP DeskJet (or Plus or 500) printers that have built in fonts. You will get straight text output without the annoying spacing that appears when you print to an ImageWriter in draft mode from the ImageWriter driver. **Serial Print II Help** is in TeachText format. Not tested.

#### DISK #2.07D — DA'S 7

##### DESK ACCESSORIES

**Pocket Calendar 1.3:** By MacBear ShareWare. A small calendar that covers one month at a time. **ShareWare - \$3.**

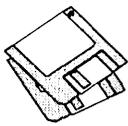
ResExpress 1.0 f: **ResExpress 1.0:** By Robert A. Daniel. A resource manager and editor in DA format. ResExpress (aka ResX) performs simple resource management tasks such as copying resources. Designed to supplement ResEdit. **Docs and Help** includes information in text format and the DA help file. **Externals** and **ResX DevKit** includes information pertinent to external functions and developers. **Important! (Teach Text)** and **ResX Registration Form** are in TeachText format. **ShareWare - \$35.**

ResX Color Icons f: **ResExpress Color Icons:** By Sam Caughron. A set of color icons that you may install in ResExpress (ResX). **Installing ResX Icons.txt** is in TeachText format.

RPN Calculator DA 7.0 f: **rpnda (RPN Calc):** By Jonathon Hess. A reverse Polish notation calculator inspired by the Hewlett Packard machines with many features. **RPN Calc Documentation.txt** is in text format and includes an excellent explanation of the use of Reverse Polish or postfix notation. Click the ? button on the DA for more useful help. **ShareWare - \$10.**

SnapJot f (Demo): **SnapJot:** By Marcia Edel. SnapJot is a different kind of screen capture Desk Accessory for creating notes from information displayed on your screen. SnapJot copies areas of the screen of any size into individual Macintosh windows. This demo version limits window size. **Demoware - \$36, \$32 for CompuServe members.**

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.

**Suitcase Companion 2.0:** Works in conjunction with Suitcase and, when invoked, adds a DA menu that lets you select and run installed FKeys or play installed sounds.

**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.**

**SysErrTableDA 3.1:** By Bill Steinberg. Displays a comprehensive list of Macintosh errors. The window comes set for the proper width, and it auto-centers itself on the main screen. On a color Mac II, it'll be in color. With a little work with ResEdit it can be used to display other information too. Click on the author credit of the DA for the documentation.

**System Idle 1.0 f; SystemIdle:** By Bryan MacKinnon. Measures the system performance of your Macintosh. by approximately measuring the time that your CPU is idle (i.e., is not doing anything). **SystemIdle-Doc.MacWrite** and **SystemIdle-Doc.Word** are in MacWrite and Word formats respectively.

**TattleTale 1.3.1 f; TattleTale 1.3.1:** 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.Text** 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."**

**DISK #2.08D — DA'S 8**

**DESK ACCESSORIES**

**TF Capture 1.03 f; TF Capture 1.03:** By Malcolm Davidson. Permits users of TeleFinder to capture a session to a file. **About TFCapture** and **Installation** are in text format.

**ToDo!3.1DA f; ToDo!3.1DA:** By Andrew Welch. Allows you to keep track of the myriad of things you need to do in an organized and easily accessible manner. Permits tasks to be categorized by any

number of topics and then assigned any of four priorities. It sorts all lists alphabetically and permits printing by topic and priority. **To Do! 3.1 Docs** is in double clickable application format. **ShareWare - \$15.**

**Turbo View DA 1.06 f; Turbo View DA 1.06:** By James K. Miles. A graphics viewing utility with standard viewing capabilities; the ability to view MacPaint, StartupScreen, and PICT files; a selection tool for copying portions to the Clipboard; and picture scrolling for viewing large pictures and features for the more experienced Macintosh user such as the ability to view GIF, RLE, and Macintosh II StartupScreen format files and modest editing features. (GIF is the graphics format used on CompuServe.). **Turbo ViewHistory** is in text format. **Keyword - This version is locked and partly disabled; \$30.**

**Varityper DA's f:** By Varityper Inc; software by Ken Winograd. **ReadMeFirst-A789**, **VT FontConflicts ReadMe**, **VT FontMaster ReadMe**, **VT FontWizard ReadMe** and **VT PSFontFinder ReadMe** files are in text format.

**VT FontMaster-1.3:** Greatly simplifies the management of fonts by giving the user the capability of listing all fonts, or just those installed in the system file.

**VT FontWizard-1.3:** Approaches the problem of font management from the perspective of the FONDS resource. Shows the name of the PostScript font and the name of the printer font for each style variation of the font. In addition, indicates whether or not an outline font corresponding to the font selected is resident on the attached and chosen PostScript output device.

**VT PSFontFinder-1.3:** Permits you to scan "well-behaved" PostScript files and prepare a list of the fonts that will be invoked by that file and to determine in advance what font conflicts will occur when printing a job on one system that was prepared on another.

**VT FontConflicts-1.1:** Permits you to determine in advance what font conflicts will occur when printing a job on one system that was prepared on another.

**ViewColours:** Displays the colors available.

**WaitLess f; WaitLess:** By Satoshi Nishi. This DA gives you a menu from which to select Control Panel Devices (CDEV's). 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.**

**WriteFontSize™ f (v1.0.1); WriteFontSize™:** By Jeffrey S. Shulman. Lets font characters be created and viewed in any font size, then pasted into MacWrite (which otherwise limits your size choices). **ShareWare - \$10.**

**Yacronyms DA 1.2:** Display DA by Bill Steinberg and yacronyms by Software Ventures (Microphone) staff. A sometimes tongue-in-cheek list of acronyms and other abbreviations and symbols used on BBSs and telecommunications systems.

**Draw 5.1.4 f; Draw:** By Günther Blaschek. A very Mac-like drawing program as a desk accessory. Has many of the drawing and text functions and features of higher level drawing programs. An excellent program for simple drawing tasks especially considering its small size. Drawer is a Draw launcher and **Draw Templates** contains some useful objects that may be used with Draw. **MW•V5.1.4 Documentation** is in MacWrite format. Requires Mac Plus and System 4.1 or higher. **ShareWare - \$30.**

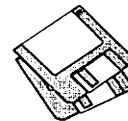
**DISK #2.09D — DA'S 9**

**DESK ACCESSORIES**

**Clipboard Magician DA.71 f; Clipboard Magician DA:** By Ed Lai. A desk accessory that displays the scrap. It is just like a clipboard but it also allows you to manipulate the data there. You can paste just about anything there from an application and convert it to something that can be read or displayed by another application. **About Clipboard Magician**, **About Clipboard Magician 0.71** and **Clipboard Magician Info** are in text format; **Read Me First!** is in TeachText format.

**Desk Invaders DA 2.1:** By Graham Cox. A Desk Accessory version of Space Invaders. Requires 8-bit color or gray scale monitor.

**miniWRITER 1.73 f; miniWRITER 1.73:** By David Dunham. A text editor with



features such as font face and style selection and a find command. **miniWRITER.doc.** is in MacWrite format and the supporting file **Read Me First (mWRT 1.73)** is in text format. **ShareWare - \$12.**

**NetCal 1.3.5 f: Network Calendar 1.3.5:** By Tad Woods. Displays a window with a one month desktop or wall type calendar. You may select a day and enter notes for that day in a scrollable note area. You may have multiple calendars on one Mac and may have multiple Macs each with one or more calendars. If you send in the ShareWare fee, you receive INIT's that let users share calendars across an AppleTalk network. **NetCal - Read Me** is in text format. **ShareWare - \$10 per user for network sharing keys.**

**PB170 Modem Commands:** Based on DisplayDA by Bill Steinberg. An extensive summary of commands for the PowerBook 170 modem. This DA is provided in application format since it is only expected to be used with PowerBooks running System 7 or later.

**ScrapIt DA 1.3:** By John V. Holder. A replacement for Apple's Scrapbook DA; this one lets you create and access multiple files, import text, PICT and Paint files, export text and Paint files and perform other useful functions. **ShareWare - \$15.**

**DISK #2.10D — DA'S 10**

**DESK ACCESSORIES**

**PICTuresque 1.9.1 f: PICTuresque:** By Tim Herzog. Permits viewing and copying graphics files quickly and easily. Works with PICT, EPS and MacPaint format files. Use the Copy function to convert EPS graphics into PICT graphics. This is useful for applications such as Word that do not accept EPS graphics but work just fine with PICT graphics. **PICTuresque Docu/ReadMe** is in text format. **ShareWare - \$20.**

**Remember? 2.3.2 DA f: Remember? DA:** By Dave Warker. A Desk Accessory and an INIT to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The **Remember? Extension** reminds of impending events when the Mac is powered up or reset. **Remember? 2.3.2 Word Manual** is in Word and files in **Remember? Manual (TeachText)** are in TeachText. **ShareWare - \$20.**

**Retriever Light f: Retriever™ Light:** By Exodus Software. A database desk accessory targeted toward the business

user. It allows the user to "Retrieve" and manipulate lists of information without leaving the current application. Data may be Searched, Sorted, or Marked. **Read Me** is in MacWrite format. **Adware - see Read Me for details.**

**SciCon:** By Don Rittner. A chart containing multiplying factors to convert from one unit of measure to another.

**Scope:** By Tom Lippincott. Creates a window with a selectable magnification which shows the area around the mouse cursor position. You may also take screen shots of a selected area at a selected future time.

**The Orbs™ f: The Orbs™:** By Stephen Linhart. Said to be a cross between a 3-D gravitational simulation and frenetic Macintosh pets. **The Orbs™ Read Me** is in text format.

**USDebt 5 f: US Debt 5:** By Chris Riley. Displays and increments National Debt from Federal Deficits current through 1991 and projected for 1992. **USDebt 4.0 Docs - word** is in Word.

**DISK #5.01A — IW 1**

**IMAGEWRITER FONTS**

**Alderney 1.0:** By Andrew Welch. **Alderney:** An attractive correspondence serif font in 9, 10, 12, 14, 18, 20, 24, 28, 36 and 48 point sizes. This could qualify as an addition to the "super fonts" along with Andrew's Palencia. **ShareWare - \$12.**

**Author:** By Joseph W. Miller, one of our own Washington Apple Pi members. This plain typewriter-style font for the ImageWriter was created because of the lack of a font for the Macintosh that looked like a familiar typeface. In Joe's words, "It has the virtue of being peculiar in no particular way." With a very limited number of optional characters, Author takes less space in your System file than other fonts. For example, Author 12-point requires 2382 bytes, compared to 2892 bytes for Geneva and 3864 for Boston.

**Beverly Hills f: Beverly Hills:** One of the "superfonts". An outstanding business font for the ImageWriter printer. It is available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points. Not only does it look good in the standard 12-point size, but it also prints very well-formed characters in the larger "headline" type sizes such as 18 points. Like Palencia, Beverly Hills prints real fractions and other special characters. Also available is the separate Beverly Hills Large typeface, in 36 and 72 points, which can be used within MacPaint or MacDraw. **Read**

**This First!** is the MacWrite file that contains the ShareWare notice and instructions for printing the rest of the documentation. **The BHDisc Configure** MacWrite document provides helpful instructions for installing the Beverly Hills fonts in your System file. **Using Beverly Hills** MacWrite document provides detailed information on the Beverly Hills fonts. **ShareWare - \$10.**

**York f:** By J. W. Leedom. **York Master:** A decorative font with a formal calligraphic look in 9, 10, 12, 14, 18, 20, 24, 28, 36, 40, 48, and 72 point sizes. **York Caps** provides upper case letters only in sizes from 18 to 72 point. **York Docs Font Map, York Docs, McWrt and York Text intro** provide comprehensive documentation of the font. York a candidate for "super font" status. **ShareWare - \$10.**

**DISK #5.02A — IW 2**

**IMAGEWRITER FONTS**

**Big Apple Fonts f:** By Bradley Poulson.

**Big Geneva:** The sans serif Geneva font in 28, 36 and 48 point sizes.

**Big Toronto:** The Toronto font in 28, 36 and 48 point sizes.

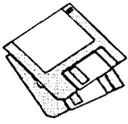
**Medium Monoco:** The Monoco monospaced sans serif font in 18 and 24 point sizes.

**More Chicago:** The Chicago sans serif font in 9, 14, 18, 24, 36 and 48 point sizes.

**More Seattle:** The Seattle sans serif font in 12 and 24 point sizes.

**Boston II f: Boston II:** Simply one of the best word processing fonts available for the ImageWriter printer. Font sets are available for New York, MacWrite and Word. **READ ME FIRST!** tells how to install the font and print the Manual. To understand all that Boston II can do, print out the manual in high quality after having installed one of these fonts. **Manual/512K** is the very comprehensive MacWrite manual for 512K and later Macs. The RAM disk mentioned in the documentation has been removed as it does not work with most Macs. If you want to use a RAM disk, see RAM Disk + in the System Utilities series.

**Clairvaux f (v. III): Clairvaux:** One of the four "superfonts". Available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, 40, 48 and 72 points, Clairvaux is a proportionately spaced, variable-width font with straight serifs and dense and angled letters. It blends elements from Palatino and Post Medieval Light and is designed to be both



stylish and legible. Clairvaux includes many special characters, including mathematical symbols and fractions. Clairvaux Caps, which is available in 14, 18, 24, 28, 36, and 48 points, includes only capital letters and is designed for creating large initial letters to delineate sections of a document. **Docs.McWrt** is an excellent MacWrite document that describes the Clairvaux font in words and pictures. For proper spacing, install Clairvaux in your System before printing the manual. **Text Introduction** is the instructions. **ShareWare** - \$10.

**DISK #5.03A — IW 3**

**IMAGEWRITER FONTS**

**Bike Font f: Bike Font:** By Daniel C. Adkins, a member of the Washington Apple Pi. If you're a dedicated bicycle hobbyist who makes bicycle cue sheets or route descriptions, this is the font you've been waiting for. The option keys produce special route symbols. Available here in 12 and 14 points, the "full implementation" is available as ShareWare. The font is also available in a PostScript version. **ShareWare ReadMe** is a Word document that describes the Bike font. **Key Test** is a MacWrite document that shows the Bike font symbols. **ShareWare** - \$15 (\$50 for PostScript version).

**Braille Fonts: Braille.eng-24** and **VBraille.eng-24** are the Braille and English alphabets respectively in 24 point size.

**Braille•smug:** The Braille alphabet in 12 and 24 point sizes.

**Columbia f:** By David Shear. **Columbia 9-24 (1.4); Columbia\* 18-24:** A correspondence font in 9, 10, 12, 14, 18, 20 and 24 point sizes and in 18, 20 and 24 point sizes for the \* version. **About Columbia 1.4** is the documentation provided in MacWrite, Word, WriteNow formats and **ReadMe Columbia Font, v.1.4** is in TeachText format.

**Columbia.big:** By Doug Miles. An addition to the preceding Columbia in 27, 30, 36, 40, 42 and 48 point sizes for the ImageWriter LQ and LaserWriter II SC.

**LED 24:** Looks like your digital watch (in 24 point).

**Milan 24:** A sharp looking headline font.

**Monaco f:** By Ken Kikuchi. **Monaco-18:** An extension of the Apple sans serif monospaced font in 18 point size.

**Monaco-18.doc (MW)** is the brief documentation.

**Palatini f:** By Len Flier. **Palatini:** A serif font in 10, 12, 14, 18 and 24 point sizes.

**Palatini docs 3/88** describes the derivation of this font from the LaserWriter font Palatino and notes that the quality of 12 point is as good as the Beverly Hills or Palencia "super fonts".

**Palencia 2.3:** By Andrew Welch. One of the "superfonts". A very high quality typeface that produces beautiful print on the ImageWriter. To get started with Palencia, double-click on the Palencia v2.3 suitcase icon. You can read or print the excellent manual in Palencia typeface without having to install the font in your System file. Note that the actual Palencia fonts, which are available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points, are not accessible to the Font/DA Mover until they have been "extracted" by means of the Extract command under the File menu. **ShareWare** - \$12.

**DISK #5.04A — IW 4**

**IMAGEWRITER FONTS**

**Munich 36 f: Munich 36:** This one would make a good typeface for writing letters from your castle on the Rhine. The capital letters are particularly fancy. **Munich Font Sample** is a MacPaint document that allows you to preview the Munich font.

**Neon:** Make your own neon signs in 18 point!

**Neshota f:** By Bradley Poulson. **Neshota 9** is a sans serif font in 9, 10, 12, 14, 16, 18, 20, 24, 27, 28, 30, 32, 36, 40, 42, 48, 54, 56, 60, 64 and 72 point sizes.

**Neshota.documentation, V9** describes this font as sometimes acclaimed as "the best ever font for the Apple ImageWriter, bar none" and it may qualify as one of the "super fonts" for the ImageWriter. **ShareWare** - \$10.

**Ottawa f:** By K. W. Vollman. **Ottawa:** A high quality serif font in 9, 10, 12, 18, 20 and 24 point sizes. **Introduction** and **Keyboard** describe the font and its use. This is a candidate for one of the super fonts.

**ProFont™:** By Andrew Welch. This application installs a 9 point size sans serif monospaced font in your System file. The font is designed for extra visibility for programmers and others who must readily distinguish between 0 (zero) and

O (oh), 1 (one) and l (letter el), etc. **ShareWare** - \$8.

**Stiletto.fnt:** Looks sinister (and well done!), in 14 point.

**DISK #13.01B — T 1**

**TCS ESSENTIALS**

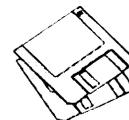
**\*CptExpand 1.0 f.cpt:** By Bill Goodman. A utility for extracting files from archives created by Compactor (now Compact Pro). CptExpand creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

**Binhex 5.0.cpt:** By Yves Lempereur. Latest version of the utility to convert applications to and from hexadecimal format from the binary format used for disk storage on most non-Macintosh computers. Especially useful if you transfer files directly from other computers in binary. **ShareWare** - \$10.

**Compact Pro 1.33 f.sea:** (Previously called Compactor.) By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. **Compact Pro User's Guide** is in MacWrite format; other files are in text format. **ShareWare** - \$25.

**DART™ 1.5 f.cpt:** By Apple Computer, Inc. A disk archiving and retrieval utility. Copy floppy disk to floppy disk with one or two disk drives or copy from floppy to archive format on your hard disk and vice versa. **User Manual (MS Word)** includes the documentation in Word format and **Release Notes 1.5** is in TeachText format. **DART™ Converter** is a HyperCard stack that permits batch conversion of earlier DART and Disk Copy formats and allows running DART by "remote control" across networks. System 6 compatible and System 7 savvy.

**DDEExpand 3.7.4.sea:** By Lloyd Chambers & Terry Morse, Salient Software, Inc. Disk Doubler is a commercial file compression program available for the Macintosh. DDEExpand, which is provided free of charge to individuals, is an expand-only version of Disk Doubler. It can expand most Disk Doubler files, join split files and expand Disk Doubler combined files.



It can also expand StuffIt 1.5.1 and PackIt files. DDExpand READ ME is in text format.

**FreeTerm 3.01.cpt:** By William Bond. This simple terminal emulator supports ASCII file transfers, XModem protocol and Macintosh MacBinary II format. It will work on asynchronous communications devices that support data transfer rates from 300 to 57,600 baud. If you have a Hayes-compatible modem, there is support for auto-dialing and hangup commands. **FreeTerm 3.01 Read ME** is in text format.

**GIFwatcher 2.0.3.cpt:** By Kerry Shetline. A DA for viewing GIF files; it is especially designed for viewing GIF files during download. You may select display alternatives that range from best color for your system or a number of dithered color and black and white selections. **GIFwatcher doc** is in MacWrite format. **ShareWare - \$15.**

**hayes.commands:** A text file of the Hayes modem command set.

**MountImage 1.2B1.cpt:** By Steve Christensen, Apple Computer. Once you move this Control Panel into your System Folder, you can use it to mount disk images created with Disk Copy. Once mounted, files inside images may be manipulated (copied, etc.) using the Finder just as you would manipulate files on a real disk.

**Stuffit Expander™ 1.0.1 f.cpt:** By Leonard Rosenthol. Decompress any Macintosh file compressed with Stuffit, Compact Pro or AppleLink packages. **Stuffit Expander Docs** is in TeachText format. Requires System 6.0.4 or later.

**TCS Help DA.cpt:** Text by our TCS crew, DA shell by Bill Steinberg. Includes useful information about WAP's TCS and its organization.

**ZTerm 0.9 f.cpt:** By David P. Alverson. The communications program recommended by our TCS crew. It supports X-, Y- and Z-Modem data transfers and also includes ten user configurable macros and limited scripting. We have preconfigured the telephone list with the WAP TCS 2400 and 9600 Baud telephone numbers as well as corresponding numbers for the Twilight Clone. **ZTerm Doc 0.9 (MW)** is in MacWrite format, most other documentation is in text format. **ShareWare - \$40.**

## Disk #13.02B — T 2

### TCS EXTRAS

**\*CptExpand 1.0 f.cpt:** By Bill Goodman. A utility for extracting files from archives created by Compactor (now Compact Pro). CptExpand creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

**About Modems V.1.1.TXT.cpt:** By Patrick Chen. A useful compendium of information about modems, fax modems and modem protocols. This is a text file of Part One of a three part report by the author that is available for \$19.95 plus shipping and handling.

**BusyOut modem 1.1 f:** **BusyOut modem 1.1:** By David A. Down. Takes your modem off-hook so that the phone line will appear busy. Primarily for BBS use where it isn't desirable for the phone to ring without being answered. **ShareWare - \$2.**

**DC BBSs 0792.txt.cpt:** By Mike Focke. A BBS listing of DC area Bulletin Boards as of 7/92. Includes all the information you need to identify the type of board and its modem characteristics.

**Extractor 1.20:** By Bill Goodman. Extracts files from archives created by Compact Pro and Stuffit 1.5.1. Just double click the archive file or open the archive from within Extractor.

**Mac <-> MacBinary AFE f.cpt:** By Richard L. Trethewey, PEEK[65]. A translator document for Apple File Exchange. It translates files from the original Macintosh format into the MacBinary format and vice versa. Useful for those who normally use MS-DOS or Apple II systems to send and receive Macintosh software using the commercial services and local bulletin boards. **Mac to MacBinary Documentation** is in text format. **ShareWare - \$5.**

**MacBinary 1.0.1.cpt:** By Gregory J. Smith. Performs MacBinary processing on files. Great for people who use other machines than Macs for some telecommunications. Similar in theory to BinHex 5.0 and no easier to use, except in allowing drag & drop. **MacBinary.doc (MW)** and **MacBinary.doc (Teach)** are in MacWrite and text formats respectively.

**Quoter DA.cpt:** By Pete Johnson. Converts

text on the Clipboard into quotes in the form generally used by FidoNet boards. It can also reformat text without adding the quoter's initials and has an encrypting function using a "decoder ring" for those private conversations on a BBS. **About Quoter DA...** is in text format.

**SitReport 1.0.cpt:** By Sven Axelsson. Generate reports showing all files and folders in a Stuffit archive together with additional information including filetype, creator, Unpacked size and percentage saved. **SitReport doc** is in MacWrite format.

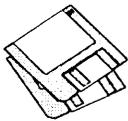
**Stuffit Lite™ 3.0 Install.sea:** By Raymond Lau, Aladdin Systems, Inc. Creates a type of file called an archive, which is a collection of one or more files and folders that have been reduced in size through compression. Easy to install, just double click and follow the directions. **Stuffit Lite™ User's Guide** is in double clickable DOCMaker application format. Requires System 6.0.4 or later and 2 Meg memory or more. **ShareWare - \$25.**

**TCS Offline 2.2.2.cpt:** By Henry Halff. A HyperCard stack is for reading and composing TCS messages offline. This is useful because you work at your own pace, messages may be easily sorted by thread, the HyperCard editor is easier to use than the TCSs and connect time is minimized. **TCS Offline 2.2.2 Docs** is in text format. **TCS Offline 2.2.2 MP II Setting** is a script for users of MicroPhone.

**UnStuffit Deluxe 2.0 f.cpt:** By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with Stuffit Classic, Stuffit Lite and Stuffit Deluxe programs. Easy to install, just double click and follow the directions. **Read Me First** is in text format.

**UnZip 1.10.cpt:** By Samuel H. Smith, Darin Wayrynen, R.P. Byrne, Paul DuBois, Peter Maika and Mike O'Connor. A utility for decompressing files archived by the popular PC utility PKZIP. Lets you click on an appropriate icon to select the type/creator combination if that is not included with the file. **UnZip 1.10 Info** is in text format.

**Zip 1.0.cpt:** By Mark Adler, Richard Wales and Lean-loup Gailly. Archive files on the Mac in the PC ZIP format. The shaded menu selections make it easy to use but you must know the PKZIP features so your selections are meaningful.



**Disk #13.03B — T 3**

**TELECOMMUNICATIONS**

**ArcMac1.3e.cpt:** By D. G. Gilbert. The "Martian Operating System," an MS-DOS like shell (finder replacement). **ShareWare: \$25.**

**ArcPop.Arc.cpt:** By D. G. Gilbert. A de-archiver for archives in the ArcMac and MS-DOS archive formats; compatible with SEA's ARC version 5.12.

**GIFConverter2.2.10.f.cpt:** This is a utility program for Macintosh computers which allows you to convert between various graphics formats, especially CompuServe's Graphics Interchange Standard or GIF for short. You may use GIFConverter to view and save graphics images in GIF, MacPaint, ThunderScan, PICT and other formats. The program will convert a grayscale picture into a standard MacPaint picture using the Floyd and Steinberg dithering algorithm. This program works on any Mac with a 128K ROM or later. **GIFConverter 2.2.10 Doc** is in word format, other documentation is in text format. **ShareWare — \$40.**

**Kermit.99.94.cpt:** By Bill Catchings, Bill Schilit, Frank da Cruz, Matthias Aebi, Paul Placeway and many others. Kermit

is a virtual terminal and file transfer program that can send files between two micro-computers, or a micro-computer and mainframe, when there is a version running on both ends. **ckmker.ann**, **ckmker.bwr** and **ckmker.fon** are in text format.

**macbinary.shk:** A Macintosh disk, shrunk by ShrinkIt. Enables you to download Mac files using a GS, and then bring them to a Mac and have them work. There's a conversion process in the middle which requires special Macintosh software and that is contained on this disk. This file is intended only for a single "special needs" group. For more information, leave John Thomason a message on the TCS, preferably the GS Misc board on C2.

**Suntar 1.1.cpt:** By Sauro Speranza. Allows any Mac with a Superdrive to exchange files with a SPARCstation, or any UNIX workstation having a 720 or 1440 Kbyte, 3.5 inch, MFM floppy disk drive. **suntar 1.1.doc** is in text format.

**tar 3.0.cpt:** By Craig Ruff. A program to read and write UNIX tar archives. Tested by author against tar running on A/UX (2.0.1), 4.3 BSD and GNU tar (POSIX compatible). Works with System 6.0.5

and later. **Tar Manual** is in TeachText format.

**uu decode 1.0.cpt:** By Adam van Gaalen. Reads UU-encoded files and produces a binary file. The resulting file may be converted to MacBinary format using the Apple File Exchange package, extended with the Mac to MacBinary option, which is included. **README** is a text file. Not tested.

**uu\*\*code f.cpt:** By Bernie Wieser. Code and glue for for programmers to create UU encoding and decoding applications for Macfiles on UNIX systems. **HOWTO USE uu\*\*code** is in text format.

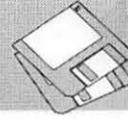
**UUTool 1.2.3.cpt:** By Bernie Wieser. Translates binary files into text for transmission over some electronic medium (i.e., electronic mail) and vice versa. Compatible with many UNIX implementations, with extra coding to support the two file fork Macintosh™ architecture. **UUTool.UserManual.txt** is in text format.

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 : Disk Library Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814			Are you a member of Washington Apple Pi, Ltd.? Y/N ___ If Yes, Member Number _____. All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices.		
Number of	Member		Name		
Disks	Price @	Extended	Box Number, Apartment, Suite, etc.		
Singles			Street Address		
— 4 or less @	\$4.00=	_____	City	State	Zip Code
— 5 or more @	\$3.50=	_____	Day Telephone		
— Sets (marked above)	\$ (above)	_____	Evening Telephone		
+ postage \$1.00/disk,		_____			
maximum \$5.00.		_____			
— Disk Catalogs		_____			
+ \$1.50 postage	\$4.50	_____			
TOTAL AMOUNT DUE		\$ _____			



# Macintosh Library Order Form



## Pi Library

- 0.01 - C 01
- **Anti-Virus Utilities**
- 5 disk set; \$15
- 1.01F - AV 1
- 1.02F - AV 2
- 1.03F - AV 3
- 1.04D - AV 4
- 1.05D - AV 5

## Desk Accessories

- 20 disk set; \$60
- 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
- 2.16C - DAs 16
- 2.17C - DAs 17
- 2.18C - DAs 18
- 2.19C - DAs 19
- 2.20C - DAs 20

## F Keys (Function Keys)

- 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

- 29 disk set; \$87
- 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

- 6.19 - LW 19
- 6.20 - LW 20
- 6.21 - LW 21
- 6.22 - LW 22
- 6.23 - LW 23
- 6.24 - LW 24
- 6.25 - LW 25
- 6.26 - LW 26
- 6.27 - LW 27
- 6.28 - LW 28
- 6.29 - LW 29

## TrueType Fonts

- 11 disk set; \$33
- 7.01 - TT 1
- 7.02 - TT 2
- 7.03 - TT 3
- 7.04 - TT 4
- 7.05 - TT 5
- 7.06 - TT 6
- 7.07 - TT 7
- 7.08 - TT 8
- 7.09 - TT 9
- 7.10 - TT 10
- 7.11 - TT 11

## INITs & cdevs

- 28 disk set; \$84
- 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
- 9.17A - I/C 17
- 9.18A - I/C 18
- 9.19A - I/C 19
- 9.20A - I/C 20
- 9.21A - I/C 21
- 9.22A - I/C 22
- 9.23A - I/C 23
- 9.24A - I/C 24
- 9.25A - I/C 25
- 9.26A - I/C 26
- 9.27A - I/C 27
- 9.28A - I/C 28

## Miscellaneous

- 10.01 - M 1
- 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
- 12.01A - S 1
- 12.02A - 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
- 13.09A - T 9

## Programmer/Hacker

- 24 disk set; \$72
- 14.01 - PH 1
- 14.02 - PH 2
- 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
- 14.21B - PH 21
- 14.22A - PH 22
- 14.23 - PH 23
- 14.24 - PH 24
- 14.25 - PH 25

## Miscellaneous Utils

- 13 disk set; \$39
- 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
- 15.12A - MU 12
- 15.13A - MU 13

## System Utilities

- 29 disk set; \$87
- 16.01C - SU 1
- 16.02C - SU 2
- 16.03C - SU 3
- 16.04C - SU 4
- 16.05C - SU 5
- 16.06C - SU 6
- 16.07C - SU 7
- 16.08C - SU 8
- 16.09C - SU 9
- 16.10C - SU 10
- 16.11C - SU 11
- 16.12C - SU 12
- 16.13C - SU 13
- 16.14C - SU 14
- 16.15C - SU 15
- 16.16C - SU 16
- 16.17C - SU 17
- 16.18C - SU 18
- 16.19C - SU 19
- 16.20C - SU 20
- 16.21C - SU 21
- 16.22C - SU 22
- 16.23C - SU 23
- 16.24C - SU 24
- 16.25C - SU 25
- 16.26C - SU 26
- 16.27C - SU 27
- 16.28C - SU 28
- 16.29C - SU 29

## Word Processing Utils

- 5 disk set; \$15
- 17.01A - WP 1
- 17.02A - WP 2
- 17.03A - WP 3
- 17.04A - WP 4
- 17.05A - WP 5

## 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
- 19.15 - SW 15
- 19.16 - SW 16
- 19.17 - SW 17
- 19.18 - SW 18
- 19.19 - SW 19
- 19.20 - SW 20
- 19.21 - SW 21
- 19.22 - SW 22
- 19.23 - SW 23
- 19.24 - SW 24
- 19.25 - SW 25
- 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

## Fun & Games Series

- 22.01 - F/G 1
- 22.02 - F/G 2
- 22.03 - F/G 3

## 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

## 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
- Disk 147
- Disk 150/151
- Disk 153

## Best of Pi Series

- 10 disk set; \$35

## System Software

- 6.0.5 - 4 disk set; \$12
- 6.0.7 - 4 disk set; \$12
- 6.0.8 - 4 disk set; \$12
- 7.0 - 9 disk set; \$20
- 7.0.1 - 6 disk set; \$20 (‡)
- Sys 7/7.0.1 Tune-Up \$3
- LaserWriter LS Install; \$3
- QuickTime - 2 disk set; \$6
- StyleWriter Install; \$3
- TrueType - 2 disk set; \$6
- Apple IIe - 2 disk set; \$6 (‡)

## HyperCard Update

- 1.2.5 - 3 disk set; \$9
- 2.0 - 5 disk set; \$15

- 19.35† 6 disk set; \$15

- 19.36† 2 disk set; \$7

(‡) on 1.44 Meg diskette

## Update Special

- 10 or more disks; \$2.50 each



# Apple Disk Library

compiled by John Ruffatto

The Apple Disk Library has been updated and reformatted to enable you to more easily locate those disks in which you are interested. 3.5" disks are listed first, followed by 5.25" disks. Look for the and icons which distinguish them. For your reference - the numbers shown in parentheses ( ) after the disk names are the old disk numbers. SW after the disk description indicates that it is ShareWare.

## Eamon Adventure Listing:

Codes: D = DOS 3.3; P = ProDOS; PLC = ProDOS  
Lower Case

- 1. Main Hall & Beginners Cave - D - P (Beginners Cave)
- 2. The Lair of the Minotaur - D
- 3. The Cave of the Mind - D
- 4. The Zephyr Riverventure - D
- 5. Castle of Doom - D - P
- 6. The Death Star - D
- 7. The Devil's Tomb - D
- 8. The Abductor's Quarters - D - P
- 10. The Magic Kingdom - D
- 11. The Tomb of Molinar - D
- 12. The Quest for Trezore - D - P
- 13. Caves of Treasure Island - D
- 14. Furioso - D
- 15. Heroes Castle - D
- 16. The Caves of Mondamen - D - P
- 17. Merlin's Castle - D
- 18. Hogarth Castle - D
- 19. Death Trap - D - P
- 20. The Black Death - D - P
- 21. The Quest for Marron - P
- 22. The Senator's Chambers - P
- 23. The Temple of Ngunet - D - P
- 24. Black Mountain - D - P
- 25. Nuclear Nightmare - D - P
- 26. Assault on the Mole Man - P
- 27. Revenge of the Mole Man - P
- 28. The Tower of London - P
- 29. The Lost Island of Apple - D
- 30. The Underground City - D
- 31. The Gauntlet - D
- 33. The Orb of Polaris - D - PLC
- 34. Death's Gateway - D - PLC
- 35. The Lair of Mutants - P
- 36. The Citadel of Blood - P
- 37. Quest for the Holy Grail - D - P
- 38. City in the Clouds - D - P
- 39. Museum of Unnatural History - P
- 41. Caverns of Lanst - D - P
- 42. Alternate Beginners Cave - D
- 43. Priests of Xim! - D
- 44. Escape from the Orc Lair - D
- 45. SwordQuest - D - P
- 46. Lifequest - D
- 47. FutureQuest - D - P
- 48. Picnic in Paradise - P
- 49. The Castle Kophinos - P
- 51. The Caves of Eamon Bluff - P
- 53. Feast of Carroll - D - P
- 54. Crystal Mountain - D
- 55. The Master's Dungeon - D - P
- 56. The Lost Adventure - D - P
- 57. The Manxome Foe - D
- 58. The Land of Death - P
- 60. The Sewers of Chicago - D
- 64. Modern Problems - P
- 68. The Smith's Stronghold - P
- 69. The Black Castle of NaGog - PLC
- 73. The Deep Canyon - P
- 74. DharmaQuest - P
- 75. Temple of the Guild - P
- 76. The Search for Yourself - P
- 77. Temple of the Trolls - PLC
- 78. The Prince's Tavern - PLC
- 80. The Search for the Key(80a) - P
- 81. The Rescue Mission (80b) - P
- 86. Castle Mantru - P
- 87. Caves of Hollow Mountain - P
- 90. The Doomsday Clock - P
- 91. FutureQuest II - PLC
- 92. The Fugitive - P
- 93. Flying Circus - P
- 97. The House of Secrets - D - P
- 98. Slave Pits of Kzorland - D
- 99. In the Clutches of Torrik - P
- 100. Sorcerer's Spire - P
- 106. Camp Eamon - P
- 107. The Last Dragon - PLC
- 108. The Mines of Moria - PLC
- 109. The Forest of Fear - P
- 112. Hills of History - P
- 113. The Life-Orb of Mevtrelek - P
- 114. Thror's Ring - PLC
- 117. Dungeon of Doom - P
- 118. Pittfall - PLC
- 119. Grunewalde - P
- 120. Orb of My Life - PLC
- 121. Wrenhold's Secret Vigil - P
- 124. Assault on Dolni Keep - PLC
- 126. The Pyramid of Anharos - P
- 127. The Hunt for the Ring - P
- 128. Quest of Erebor - P
- 129. Return to Moria - P - PLC
- 130. Haradwaith - P
- 132. Rhadshur Warrior - P
- 138. Starfire - PLC
- 139. Peg's Place - P
- 145. Buccaneer! - P
- 147. The Dark Brotherhood - PLC
- 148. Journey to Jotunheim - P
- 149. Elemental Apocalypse - P
- 150. Walled City of Darkness - P - PLC
- 154. A Trip to Fort Scott - P
- 155. Tomb of the Vampire - P
- 158. The Lair of Mr. Ed - P
- 160. Monty Python & Holy Grail - P
- 161. Operation Endgame - PLC
- 162. Eamon 7.0 Demo Adventure - P
- 166. Storm Breaker - P
- 169. The Black Phoenix - PLC
- 170. Ragnarok Revisited - P
- 183. The Boy and the Bard - P
- 191. Enhanced Beginners Cave - P
- 194. Attack of the Kretons - PLC
- 195. The Training Ground - P
- 204. Sanctuary - P
- 206. Curse of the Hellsblade - PLC
- Unk Temple of the Undead - D
- Dungeon Designer - D
- Dungeon Designer Diskette, V.7.0 - P
- Eamon Utilities Diskette - P
- Eamon Utilities 2 & 3 - D
- Graphics Main Hall - All P & PLC Disks

## 3.5" DISKS

### Apple II GS

#### IIGS SYSTEM DISKS

- \_\_\_ GSAS-01 System 5.04 - 2 Disk Set - \$6.00
- \_\_\_ GSAS-02 Hyper Mover V. 1.1 (Mac & GS) - 2 Disk Set - \$6.00
- \_\_\_ GSAS-03A GS Bug & Debugging Tools - V. 1.6b20 - \$3.00
- \_\_\_ GSAS-04 System 6.0 - 6 Disk Set - \$18.00

#### IIGS COMMUNICATIONS (4 DISK SET-\$12)

- \_\_\_ GSCM-01 FreeTerm - (2003)
- \_\_\_ GSCM-02B SnowTerm - (SW)
- \_\_\_ GSCM-03 Mega Term V. 1.3
- \_\_\_ GSCM-04 Generic Term V. 3.2 / Telecom V. 0.28

#### IIGS DEMO (21 DISK SET-\$63)

- \_\_\_ GSDM-01 Cartooner's Demo
- \_\_\_ GSDM-02 Deluxe Paint II Demo
- \_\_\_ GSDM-03 Music Studio Demo
- \_\_\_ GSDM-04 Beagle Writes GS Demo
- \_\_\_ GSDM-05 Calendar Crafter Demo
- \_\_\_ GSDM-06 G.A.T.E. Demo
- \_\_\_ GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
- \_\_\_ GSDM-08 Diversi-Tune, Nexus, ProSel 16, Salvation
- \_\_\_ GSDM-09 Shanghai Demo & Extra Tile Sets
- \_\_\_ GSDM-10 Medley V. 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 Screens, MasterTracks Jr., SysEx MIDI
- \_\_\_ GSDM-16 AC Basic, Design Master, GS16 Forth, Micol, MicroDot
- \_\_\_ GSDM-17 GeNav, ProTerm 3.0, Viad Promo
- \_\_\_ GSDM-18 World Geography Program - Disk 1
- \_\_\_ GSDM-19 World Geography Information - Disk 2
- \_\_\_ GSDM-20 ABC Zoo, AnsiTerm, Dream Graphics, Math Blaster Plus
- \_\_\_ GSDM-21 Battle Axe, Deluxe Tetris

#### IIGS DESK ACCESSORIES (15 DISK SET-\$45)

- \_\_\_ GSDA-01 Desk Accessories 1 - (2020) - (SW)
- \_\_\_ GSDA-02 Desk Accessories 2 - (SW)
- \_\_\_ GSDA-03 Desk Accessories 3 - (SW)
- \_\_\_ GSDA-04 Desk Accessories 4 - (SW)
- \_\_\_ GSDA-05 Desk Accessories 5 - (SW)
- \_\_\_ GSDA-06 Desk Accessories 6 - (SW)
- \_\_\_ GSDA-07 Desk Accessories 7 - (SW)
- \_\_\_ GSDA-08 Desk Accessories 8 - (SW)
- \_\_\_ GSDA-09 Desk Accessories 9 - (SW)
- \_\_\_ GSDA-10 Desk Accessories 10 - (SW)
- \_\_\_ GSDA-11 Desk Accessories 11 - (SW)
- \_\_\_ GSDA-12 Desk Accessories 12
- \_\_\_ GSDA-13 Desk Accessories 13
- \_\_\_ GSDA-14 Desk Accessories 14
- \_\_\_ GSDA-15 Desk Accessories 15

#### IIGS DEVELOPER (11 DISK SET-\$33)

- \_\_\_ GSDV-01 Demo Source Code 1 - (2005)
- \_\_\_ GSDV-02 Demo Source Code 2 - (2006)
- \_\_\_ GSDV-03 Shell Applications (EXE) 1 - (SW)
- \_\_\_ GSDV-04 Shell Applications (EXE) 2 - (SW)
- \_\_\_ GSDV-05 Miscellaneous Developer Files 1 - (SW)
- \_\_\_ GSDV-06 Miscellaneous Developer Files 2
- \_\_\_ GSDV-07 Miscellaneous Developer Files 3
- \_\_\_ GSDV-08 Miscellaneous Developer Files 4
- \_\_\_ GSDV-09 Miscellaneous Developer Files 5
- \_\_\_ GSDV-10 Miscellaneous Developer Files 6
- \_\_\_ GSDV-11 Miscellaneous Developer Files 7

#### IIGS EDUCATION (7 DISK SET-\$21)

- \_\_\_ GSED-01 Astronomer GS: Astronomer - Disk 1 - (SW)
- \_\_\_ GSED-02 Astronomer GS: Moon 1 - Disk 2 - (SW)
- \_\_\_ GSED-03 Astronomer GS: Planets 1 - Disk 3 - (SW)
- \_\_\_ GSED-04 Astronomer GS: Planets 2 - Disk 4 - (SW)
- \_\_\_ GSED-05 Astronomer GS: sTools - Disk 5 - (SW)
- \_\_\_ GSED-06 Astronomer GS: Sun - Disk 6 - (SW)
- \_\_\_ GSED-07 Astronomer GS: Utilities 1 - Disk 7 - (SW)



IIGS FONTS (27 DISK SET-\$81)

- \_\_\_ GSFT-01 A-Plain
- \_\_\_ GSFT-02 A-Fancy, Foreign, Graphic
- \_\_\_ GSFT-03 B-Plain, Foreign, Graphic
- \_\_\_ GSFT-04 B-Plain, Fancy
- \_\_\_ GSFT-05 C-Plain
- \_\_\_ GSFT-06 C-Plain
- \_\_\_ GSFT-07 C-Graphic, Foreign
- \_\_\_ GSFT-08 C-Fancy
- \_\_\_ GSFT-09 D-Plain, Fancy, Foreign, Graphic
- \_\_\_ GSFT-10 E-Plain, Fancy, Foreign, Graphic
- \_\_\_ GSFT-11 F-Plain, Fancy, Graphic
- \_\_\_ GSFT-12 G-Foreign, Fancy
- \_\_\_ GSFT-13 G-Plain, Graphic
- \_\_\_ GSFT-14 H-Fancy, Foreign
- \_\_\_ GSFT-15 H-Graphic, Plain
- \_\_\_ GSFT-16 K
- \_\_\_ GSFT-17 M-Fancy
- \_\_\_ GSFT-18 L
- \_\_\_ GSFT-19 M-Foreign
- \_\_\_ GSFT-20 M-Plain
- \_\_\_ GSFT-21 M-Graphic
- \_\_\_ GSFT-22 N-Plain, Fancy
- \_\_\_ GSFT-23 N-Foreign, Graphic
- \_\_\_ GSFT-24 O
- \_\_\_ GSFT-25 P-Foreign, Graphic
- \_\_\_ GSFT-26 P-Plain, Fancy
- \_\_\_ GSFT-27 Q
- \_\_\_ GSFT-28 R
- \_\_\_ GSFT-29 S-Fancy
- \_\_\_ GSFT-30 T-Fancy
- \_\_\_ GSFT-31 S-Plain, Graphic
- \_\_\_ GSFT-32 S-Foreign
- \_\_\_ GSFT-33 T-Plain
- \_\_\_ GSFT-34 T-Foreign, Graphic
- \_\_\_ GSFT-35 U
- \_\_\_ GSFT-36 V
- \_\_\_ GSFT-37 W
- \_\_\_ GSFT-38 Y
- \_\_\_ GSFT-39 Z

IIGS GAMES (31 DISK SET-\$93)

- \_\_\_ GSGM-01A Mean 18 Golf Courses - (2007)
- \_\_\_ GSGM-02A Mean 18 Golf Courses 2 - (2018)
- \_\_\_ GSGM-03 Bouncing Bluster Boot Disk - (SW)
- \_\_\_ GSGM-04 Bouncing Bluster Data and Docs - (SW)
- \_\_\_ GSGM-05 Bouncing Bluster Consn. Set - (SW)
- \_\_\_ GSGM-06 Games 1 - (SW)
- \_\_\_ GSGM-07 Games 2 - (SW)
- \_\_\_ GSGM-08 Games 3 - (SW)
- \_\_\_ GSGM-09 Games 4 - (SW)
- \_\_\_ GSGM-10 Games 5 - (SW)
- \_\_\_ GSGM-11 Games 6 - (SW)
- \_\_\_ GSGM-12 Games 7 - (SW)
- \_\_\_ GSGM-13 Games 8 - (SW)
- \_\_\_ GSGM-14 Games 9 - (SW)
- \_\_\_ GSGM-15 Games 10 - (SW)
- \_\_\_ GSGM-16 Games 11 - (SW)
- \_\_\_ GSGM-17 Mean 18 Golf Courses 3
- \_\_\_ GSGM-18 Games 12 - (SW)
- \_\_\_ GSGM-19 Games 13 - (SW)
- \_\_\_ GSGM-20 Games 14
- \_\_\_ GSGM-21 Columns GS V. 2.0 - (SW)
- \_\_\_ GSGM-22 Lode Runner GS
- \_\_\_ GSGM-23 Games 15
- \_\_\_ GSGM-24 Games 16
- \_\_\_ GSGM-25 Games 17
- \_\_\_ GSGM-26 Games 18
- \_\_\_ GSGM-27 Games 19
- \_\_\_ GSGM-28 Sensei
- \_\_\_ GSGM-29 Easy Dead
- \_\_\_ GSGM-30 Space Cluster
- \_\_\_ GSGM-32 Explorer GS

IIGS GRAPHICS (31 DISK SET-\$93)

- \_\_\_ GSGX-01 Demo Disk A - (2002)
- \_\_\_ GSGX-02 Slide Show 1 - (2004)
- \_\_\_ GSGX-03 Slide Show 2 - (2016)
- \_\_\_ GSGX-04 Slide Show 3 - (2017)
- \_\_\_ GSGX-05 Nucleus Demo-ROM 3
- \_\_\_ GSGX-06 GIF Graphics 1 - (SW)
- \_\_\_ GSGX-07 Pics and Utilities 1 - (SW)
- \_\_\_ GSGX-08 Pics and Utilities 2
- \_\_\_ GSGX-09A Pics and Utilities 3
- \_\_\_ GSGX-10 Pics and Utilities 4 - (SW)
- \_\_\_ GSGX-11 Modulae
- \_\_\_ GSGX-12 Paula Abdul Demo
- \_\_\_ GSGX-13A Pics and Utilities 5 - (SW)
- \_\_\_ GSGX-14 Slide Show 4
- \_\_\_ GSGX-15 Slide Show 5

- \_\_\_ GSGX-16 Nucleus Demo-ROM 1 - (2024)
- \_\_\_ GSGX-17 PSGS Graphics 1-Color
- \_\_\_ GSGX-18 PSGS Graphics 2-Mono
- \_\_\_ GSGX-19 PSGS Graphics 3-Mono
- \_\_\_ GSGX-20 Marilyn Monroe Slide Show
- \_\_\_ GSGX-21 Pics and Utilities 6 - (SW)
- \_\_\_ GSGX-22 Pics and Utilities 7
- \_\_\_ GSGX-23 3200 Pics 1
- \_\_\_ GSGX-24 3200 Pics 2
- \_\_\_ GSGX-25 FTA Xmas Demo
- \_\_\_ GSGX-26 FTA Delta Demo
- \_\_\_ GSGX-27 Animaga
- \_\_\_ GSGX-28 Sap V. 0.5
- \_\_\_ GSGX-30 Sap Spin
- \_\_\_ GSGX-31 Pics and Utilities 8
- \_\_\_ GSGX-32 Pics and Utilities 9

IIGS HYPERCARD (6 DISK SET-\$18.00)

- \_\_\_ GSHC-01 HyperCard Utilities 1 - (SW)
- \_\_\_ GSHC-02 HyperCard Utilities 2 - (SW)
- \_\_\_ GSHC-03 HyperCard Utilities 3 - (SW)
- \_\_\_ GSHC-04 Utilities: General 1 - (SW)
- \_\_\_ GSHC-05 Fun & Games: General 1 - (SW)
- \_\_\_ GSHC-06 Fun & Games: Eamon 1

IIGS HYPERSTUDIO (23 DISK SET-\$69)

- \_\_\_ GSHS-01 HS System-Demo Version
- \_\_\_ 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 Comm Stack-Demo Version
- \_\_\_ GSHS-08 MUG 087-Demo Version
- \_\_\_ GSHS-09 USA-Demo Version
- \_\_\_ GSHS-10 HS Art 2-Demo Version
- \_\_\_ GSHS-11 Miscellaneous HS Stacks 1
- \_\_\_ GSHS-12 Miscellaneous HS Stacks 2 - (SW)
- \_\_\_ GSHS-13 Arizona Stack Disk 1
- \_\_\_ GSHS-14 Arizona Stack Disk 2
- \_\_\_ GSHS-15 Photography Stack Disk 1
- \_\_\_ GSHS-16 Photography Stack Disk 2
- \_\_\_ GSHS-17 1906 SF Earthquake & Fire Disk 1
- \_\_\_ GSHS-18 1906 SF Earthquake & Fire Disk 2
- \_\_\_ GSHS-19 Miscellaneous HS Stacks 3
- \_\_\_ GSHS-20 Miscellaneous HS Stacks 4
- \_\_\_ GSHS-21 Miscellaneous HS Stacks 5 - (SW)
- \_\_\_ GSHS-22 Miscellaneous HS Stacks 6
- \_\_\_ GSHS-23 SoundSmith Song Player XCmd

IIGS ICONS (11 DISK SET-\$33)

- \_\_\_ GSIC-01A Finder Icons 1 - (2022) - (SW)
- \_\_\_ GSIC-02A Finder Icons 2 - (SW)
- \_\_\_ GSIC-03A Finder Icons 3 - (SW)
- \_\_\_ GSIC-04A Finder Icons 4 - (SW)
- \_\_\_ GSIC-05A Finder Icons 5 - (SW)
- \_\_\_ GSIC-06A Finder Icons 6 - (SW)
- \_\_\_ GSIC-07A Finder Icons 7 - (SW)
- \_\_\_ GSIC-08 Finder Icons 8 - (SW)
- \_\_\_ GSIC-09 Finder Icons 9 - (SW)
- \_\_\_ GSIC-10 Finder Icons 10 - (SW)
- \_\_\_ GSIC-11 Finder Icons 11 - (SW)

IIGS MISCELLANEOUS

- \_\_\_ GSMS-01 New Member's Disk - (2000) - (SW)
- \_\_\_ GSMS-02B GS Disk Library Catalog Disk 1
- \_\_\_ GSMS-03B GS Disk Library Catalog Disk 2

IIGS MUSIC (40 DISK SET \$120)

- \_\_\_ GSMU-01A SoundSmith and Songs - (SW)
- \_\_\_ 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 (Golden Album Rock 2)
- \_\_\_ GSMU-10 A Variety Pack of Songs
- \_\_\_ GSMU-11 SoundSmith Songs 6
- \_\_\_ GSMU-12 MCS Song "Slide Show"
- \_\_\_ GSMU-13 Noisetracker V. 1.0
- \_\_\_ GSMU-14 SoundSmith Songs 7
- \_\_\_ GSMU-15 SoundSmith Songs 8
- \_\_\_ GSMU-16 Music & Speech
- \_\_\_ GSMU-18 Noisetracker Songs 1
- \_\_\_ GSMU-19 Noisetracker Songs 2
- \_\_\_ GSMU-20 Noisetracker Songs 3
- \_\_\_ GSMU-21 Noisetracker Songs 4
- \_\_\_ GSMU-22 GS-IRC Music Disk 1
- \_\_\_ GSMU-23 Noisetracker Songs 5
- \_\_\_ GSMU-24 Noisetracker Songs 6
- \_\_\_ GSMU-25 Noisetracker Songs 7
- \_\_\_ GSMU-26 Noisetracker Songs 8



- \_\_\_ GSMU-27 Noisetacker Songs 9
- \_\_\_ GSMU-28 Noisetacker Songs 10
- \_\_\_ GSMU-29 Noisetacker Songs 11
- \_\_\_ GSMU-30 Noisetacker Songs 12
- \_\_\_ GSMU-31 Noisetacker Songs 13
- \_\_\_ GSMU-32 Noisetacker Songs 14
- \_\_\_ GSMU-33 Noisetacker Songs 15
- \_\_\_ GSMU-34 Noisetacker Songs 16
- \_\_\_ GSMU-35 Noisetacker Songs 17
- \_\_\_ GSMU-36 Noisetacker Songs 18
- \_\_\_ GSMU-37 Noisetacker Songs 19
- \_\_\_ GSMU-38 Noisetacker Songs 20
- \_\_\_ GSMU-39 Noisetacker Songs 21
- \_\_\_ GSMU-40 Noisetacker Songs 22

**HIGS 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
- \_\_\_ GSSN-15 Sounds 15-Cartoons 4
- \_\_\_ GSSN-16 Sounds 16-Cartoons 5

**HIGS UTILITIES (14 DISK SET-\$42)**

- \_\_\_ GSUT-01B Utilities 1 - (2001) - (SW)
- \_\_\_ GSUT-02 JumpStart Prog Sel V. 3 - (2021)
- \_\_\_ GSUT-03A Utilities 2 - (2028) (SW)
- \_\_\_ GSUT-04A Utilities 3 - (2029) (SW)
- \_\_\_ GSUT-05A Utilities 4 - (SW)
- \_\_\_ GSUT-06A ZZ Copy-V. 2.21 Disk Copier
- \_\_\_ GSUT-07A Utilities 5 - (SW)
- \_\_\_ GSUT-08D Utility Works GS V. 2.01 (SW)
- \_\_\_ GSUT-09 Utilities 6 - (SW)
- \_\_\_ GSUT-10 Utilities 7 - (SW)
- \_\_\_ GSUT-11B Utility Works Launcher V. 2.3.1 - (SW)
- \_\_\_ GSUT-12 Utilities 8
- \_\_\_ GSUT-13 Utilities 9
- \_\_\_ GSUT-14 Desktop Utilities V. 3.3

**3.5" DISKS**

**APPLE II**

**APPLE SYSTEM DISKS**

- \_\_\_ 2APS-01 System Disk - Utilities V. 3.2-\$3.00

**APPLEWORKS**

- \_\_\_ 2AWK-01 Claris Tech Support for AW and AW-GS

**COMMUNICATIONS**

- \_\_\_ 2COM-01 TCS Instructions 1.05
- \_\_\_ 2COM-02 Appleten V. 1.3

**EAMON (ProDOS): (18 DISK SET-\$54) or (14 DISK SET (1-14)-\$42)**

- \_\_\_ 2EAM-01 Dungeon Designer, Utilities, Etc.
- \_\_\_ 2EAM-02 Adventures 1, 5, 8, 12, 16, 19, 20, 21
- \_\_\_ 2EAM-03 Adventures 22, 23, 24, 25, 26, 27, 28
- \_\_\_ 2EAM-04 Adventures 35, 36, 37, 38, 39, 41, 45
- \_\_\_ 2EAM-05 Adventures 47, 48, 49, 51, 53, 55, 56
- \_\_\_ 2EAM-06 Adventures 58, 64, 68, 73, 74, 75, 76, 86
- \_\_\_ 2EAM-07 Adventures 80, 81, 87, 90, 92, 93, 97
- \_\_\_ 2EAM-08 Adventures 99, 100, 106, 109, 112, 113
- \_\_\_ 2EAM-09 Adventures 117, 119, 121, 126, 155
- \_\_\_ 2EAM-10 Adventures 127, 128, 129, 130, 132
- \_\_\_ 2EAM-11 Adventures 139, 145, 148, 150, 154
- \_\_\_ 2EAM-12 Adventures 149, A, B, C, D
- \_\_\_ 2EAM-13 Adventures 158, 160, 166, 166A, 166B
- \_\_\_ 2EAM-14 Adventures 170, 183, 191, 195, 204

**EAMON (ProDOS) (LOWER CASE)**

- \_\_\_ 2EAM-15 Adventures 33, 69, 77, 118, 124, 150
- \_\_\_ 2EAM-16 Adventures 34, 120, 138, 161
- \_\_\_ 2EAM-17 Adventures 78, 107, 108, 114, 147
- \_\_\_ 2EAM-18 Adventures 91, 129, 169, 194, 206

**EDUCATION**

- \_\_\_ 2EDU-01 Newton's Apple/Cocaine & Teeth

**TECH NOTES (5 DISK SET \$15.00)**

- \_\_\_ 2TEN-01A II GS Parts 1 & 2
- \_\_\_ 2TEN-02A II GS Parts 3, 4, & 5
- \_\_\_ 2TEN-03A File Types
- \_\_\_ 2TEN-04A More Tech Notes 1
- \_\_\_ 2TEN-05A More Tech Notes 2

**UTILITIES**

- \_\_\_ 2UTL-01 New Member Disk 2.01
- \_\_\_ 2UTL-02A DB Master V. 1.01 (SW)

**5.25" DISKS**

**APPLE II**

**APPLE SYSTEM DISKS**

- \_\_\_ APSD-01 System Disk-Utilities V. 3.2-\$1.50
- \_\_\_ APSD-02 DOS 3.3 Sys. Master & DOS 3.3 Tut.-\$1.50

**APPLEWORKS**

- \_\_\_ APWK-01 Desk, Printer and Money Helpers - (813/814)
- \_\_\_ APWK-02 Food, Lists, etc. - (815/816)

**COMMUNICATIONS (8 DISK SET-\$12)**

- \_\_\_ COMM-01 TCS Inst. 1.05 A & B- Disk 1 of 2 - (825)
- \_\_\_ COMM-02 TCS Inst. 1.05 A & B- Disk 2 of 2 - (826)
- \_\_\_ COMM-03\*\* WAPABBS.1 Documentation - (121)
- \_\_\_ COMM-04 WAPABBS.1 - (135/136)
- \_\_\_ COMM-05 DI COMM-(SW) - (503)
- \_\_\_ COMM-06 Kermit 3.78-Kermit File Transfer - (516/820)
- \_\_\_ COMM-07 CommTerm and Telecom - (808/817)
- \_\_\_ COMM-08 MicroModem II (SW)-Hayes Term - (116/169)

**CP/M (11 DISK SET-\$16.50)**

- \_\_\_ CP/M-01\*\* Master Catalog - (401)
- \_\_\_ CP/M-02 Utilities I and II - (402/404)
- \_\_\_ CP/M-03 Communications - (403/409)
- \_\_\_ CP/M-04 ZCPR2 Install and Utilities - (406/408)
- \_\_\_ CP/M-05 ZCPR2 Doc. and Essential Utilities - (407/410)
- \_\_\_ CP/M-06 Text Editor and Spreadsheet - (411/412)
- \_\_\_ CP/M-07 MDM740 (SSC, Comm, 7710, & A-CAT) - (413/414)
- \_\_\_ CP/M-08 Kermit Source and Running Code - (416/418)
- \_\_\_ CP/M-09\*\* Kermit Documentation - (417)
- \_\_\_ CP/M-10 Utilities - (419)
- \_\_\_ CP/M-11 Small C. Compiler - (420)

**EAMON ADVENTURES (24 DISK SET-\$36)**

- \_\_\_ EAMN-01 Utilities II and III - (220/221)
- \_\_\_ EAMN-02\* Dungeon Designer & Adventure #38 - (180/229)
- \_\_\_ EAMN-03 EAMON MASTER & Adventure #42 - (181/214)
- \_\_\_ EAMN-04\* Adventures 2 & 3 - (182/183)
- \_\_\_ EAMN-05\* Adventures 4 & 5 - (184/185)
- \_\_\_ EAMN-06\* Adventures 6 & 7 - (186/187)
- \_\_\_ EAMN-07\* Adventures 13 & 14 - (188/189)
- \_\_\_ EAMN-08\* Adventures 10 & 11 - (190/191)
- \_\_\_ EAMN-09\* Adventures 29 & 8 - (192/193)
- \_\_\_ EAMN-10\* Adventures 12 & 30 - (194/195)
- \_\_\_ EAMN-11\* Adventures 17 & 18 - (196/197)
- \_\_\_ EAMN-12\* Adventures 19 & 20 - (198/199)
- \_\_\_ EAMN-13\* Adventures 23 & 24 - (200/201)
- \_\_\_ EAMN-14\* Adventures 25 & 53 - (202/203)
- \_\_\_ EAMN-15\* Adventures 55 & 54 - (204/205)
- \_\_\_ EAMN-16\* Adventures 56 & 57 - (206/207)
- \_\_\_ EAMN-17\* Adventures 31 & 41 - (208/209)
- \_\_\_ EAMN-18\* Adventures 47 & 97 - (210/211)
- \_\_\_ EAMN-19\* Adventures 60 & 98 - (212/213)
- \_\_\_ EAMN-20\* Adventures 46 & 45 - (215/216)
- \_\_\_ EAMN-21\* Adventures 43 & 15 - (217/218)
- \_\_\_ EAMN-22\* Adventures Unk. & 37 - (223/224)
- \_\_\_ EAMN-23\* Adventures 16 & 33 - (225/226)
- \_\_\_ EAMN-24\* Adventures 34 & 44 - (227/228)

\*-Requires EAMN-03

**EDUCATION (20 DISK SET-\$30)**

- \_\_\_ EDUC-01 Education and Personal Education - (76/110)
- \_\_\_ EDUC-02 Personal Education 2 and Education 3 - (131/139)
- \_\_\_ EDUC-03 Math / Science and Education 4 - (127/140)
- \_\_\_ EDUC-04 Advanced Math and Vectors / Motio - (510/513)
- \_\_\_ EDUC-05 Albert Camus Int and Elementary Math - (53/150)
- \_\_\_ EDUC-06 French Vocab/ Tutorial - (46/123)
- \_\_\_ EDUC-07 Boot for L'Hote and L'Hote - (48/49)
- \_\_\_ EDUC-08 Tic-Tac-Toe in French /L'Hote Quiz - (47/50)
- \_\_\_ EDUC-09 French Poetry Tut and Appollinaire - (51/51)
- \_\_\_ EDUC-10 Rafel Boot Disk and Rafel - (55/56)
- \_\_\_ EDUC-11 Tic-Tac-Toe in Spanish /Rafel Quiz - (54/57)
- \_\_\_ EDUC-12 Mature and Lo Fatal - (58/59)
- \_\_\_ EDUC-13 Reading Fun (SW) - (505)
- \_\_\_ EDUC-14 Language Arts Treasures
- \_\_\_ EDUC-15 Floppy Book 1
- \_\_\_ EDUC-16 Computation Game /AW Temp
- \_\_\_ EDUC-17 Algebra Tutorial and Bagels Disk
- \_\_\_ EDUC-18 Newton's Apple (Cocaine)
- \_\_\_ EDUC-19 Newton's Apple (Teeth)
- \_\_\_ EDUC-20 WAP Stack and Tutorial Demo

**FORTH**

- \_\_\_ FRTH-01 Assembler/Disassembler /Screen Editor - (700/701)
- \_\_\_ FRTH-02 Go Forth Tutorial and Fig/Forth 78 - (702/703)
- \_\_\_ FRTH-03 Forth and Floating Point Arithmetic - (704)

**GAMES (11 DISK SET-\$16.50)**

- \_\_\_ GAME-01 Games A and B - (102/107)
- \_\_\_ GAME-02 Games C and D - (111/128)
- \_\_\_ GAME-03 Games E and F - (162/164)
- \_\_\_ GAME-04 Keyboard and Paddle Games - (72/74)
- \_\_\_ GAME-05 Pinball and Arcade Games - (142/157)
- \_\_\_ GAME-06 Text Adv /Mystery House (SIERRA) - (73/517)



\_\_\_ GAME-07 Educational Games G and H - (508/509)  
 \_\_\_ GAME-08 Sports and Utilities / Games - (143/160)  
 \_\_\_ GAME-09 Adventures /Game Room - (811/812)  
 \_\_\_ GAME-10 Haunted House - (176/810)  
 \_\_\_ GAME-11 Mostly Games /Wizard Worker 1 - (122/161)

**LOGO**

\_\_\_ LOGO-01 Logo Tool Kit and VDocs - (145/146)  
 \_\_\_ LOGO-02 Sample Disk and Dallas Apple Logo - (147/158)

**MISCELLANEOUS (23 DISK SET- \$34.50)**

\_\_\_ MISC-01 SS (Coin Collect) and Misc. - (95/115)  
 \_\_\_ MISC-02 Miscellaneous - (119/120)  
 \_\_\_ MISC-03 Miscellaneous and Recipe Files - (125/159)  
 \_\_\_ MISC-04 GLaq and No Name Yet - (129/175)  
 \_\_\_ MISC-05 Special Databases /Jim's Data Base (SW) - (141/504)  
 \_\_\_ MISC-06 Misc and Applesoft /AppleWriter IIe - (152/156)  
 \_\_\_ MISC-07 Astronomy Short Programs - (506)  
 \_\_\_ MISC-08 Griffith and Weise Astronomy - (507)  
 \_\_\_ MISC-09 Aviation - General (Disk 1 of 2) - (514)  
 \_\_\_ MISC-10 Aviation - Navigation (Disk 2 of 2) - (515)  
 \_\_\_ MISC-11 Gardner's Assistant - (518)  
 \_\_\_ MISC-12 Music and Sights / Sounds - (71/126)  
 \_\_\_ MISC-13 Merry Christmas and Happy Holidays - (103/165)  
 \_\_\_ MISC-14 Graphics and Cat Graphix - (108/171)  
 \_\_\_ MISC-15 Print Shop Graphics - (172)  
 \_\_\_ MISC-16 Color Graphics for Fun/Science / Engi - (75/106)  
 \_\_\_ MISC-17 Plots / Graphs and Charts / Graphs - (163/166)  
 \_\_\_ MISC-18 Business/Math Stat and SS - (70/90)  
 \_\_\_ MISC-19 SS (Investment) and SS (Business) - (91/92)  
 \_\_\_ MISC-20 Business A and B - (104/113)  
 \_\_\_ MISC-21 Investments A and B - (153/154)  
 \_\_\_ MISC-22 Spreadsheet A and Miscellaneous - (137/155)  
 \_\_\_ MISC-23 Riley's Personal Instrumentation - (173)

**NEW PRINT SHOP (31 DISK SET- \$46.50)**

\_\_\_ NWPS-01 Graphics 01  
 \_\_\_ NWPS-02 Graphics 02  
 \_\_\_ NWPS-03 Graphics 03  
 \_\_\_ NWPS-04 Graphics 04  
 \_\_\_ NWPS-05 Graphics 05  
 \_\_\_ NWPS-06 Graphics 06  
 \_\_\_ NWPS-07 Graphics 07  
 \_\_\_ NWPS-08 Graphics 08  
 \_\_\_ NWPS-09 Graphics 09  
 \_\_\_ NWPS-10 Graphics 10  
 \_\_\_ NWPS-11 Graphics 11  
 \_\_\_ NWPS-12 Graphics 12  
 \_\_\_ NWPS-13 Graphics 13  
 \_\_\_ NWPS-14 Graphics 14  
 \_\_\_ NWPS-15 Graphics 15  
 \_\_\_ NWPS-16 Graphics 16  
 \_\_\_ NWPS-17 Graphics 17  
 \_\_\_ NWPS-18 Graphics 18  
 \_\_\_ NWPS-19 Graphics 19  
 \_\_\_ NWPS-20 Graphics 20  
 \_\_\_ NWPS-21 Graphics 21  
 \_\_\_ NWPS-22 Graphics 22  
 \_\_\_ NWPS-23 Graphics 23  
 \_\_\_ NWPS-24 Graphics 24  
 \_\_\_ NWPS-25 Graphics 25  
 \_\_\_ NWPS-26 Graphics 26  
 \_\_\_ NWPS-27 Graphics 27  
 \_\_\_ NWPS-28 Graphics 28  
 \_\_\_ NWPS-29 Borders 01  
 \_\_\_ NWPS-30 Borders 02  
 \_\_\_ NWPS-31 Fonts 01

**PASCAL (8 DISK SET- \$12)**

\_\_\_ PASC-01 AttachBios for Pascal 1.1 and Utilities - (300/301)  
 \_\_\_ PASC-02 Crypto/Graphics and Bios/Printers - (302/303)  
 \_\_\_ PASC-03 Misc. and Read/Write DOS / Printers - (304/305)  
 \_\_\_ PASC-04 Cataloger and Hires Printing/Lisp - (306/307)  
 \_\_\_ PASC-05 Puffin / Holiday Music -CPM-Pascal - (308/309)  
 \_\_\_ PASC-06 3D Education /Drill /Hackers Stuff - (310/311)  
 \_\_\_ PASC-07 Stocks/Weightwatch/Guerrilla Guide - (312/313)  
 \_\_\_ PASC-08 Pascal / To & From DOS - (133/314)

**PILOT**

\_\_\_ PILT-01\*\* Pilot Language - (167)

**UTILITIES (23 DISK SET- \$34.50)**

\_\_\_ 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 - (41/42)  
 \_\_\_ UTIL-09 Beg.Choice /Intermediate Utilis. - (501/502)  
 \_\_\_ UTIL-10 Diversi Copy and Diversi DOS - (45/130)  
 \_\_\_ UTIL-11 Additions to ProDOS and Zap Utility - (804/806)  
 \_\_\_ UTIL-12 Utilities A (ProDOS) and File Cabinet - (802/803)  
 \_\_\_ UTIL-13 Imageworks - (174/807)

\_\_\_ UTIL-14 Auto Unshrinkit 1.01/ II Plus Shrinkit, Shrinkit 3.3  
 \_\_\_ UTIL-15 Visi-Trend / Visi-Plot and Calculink - (93/94)  
 \_\_\_ UTIL-16 AppleSoft Tutor and Picture Packer - (109/117)  
 \_\_\_ UTIL-17 AppleWriter Utilities - (168)  
 \_\_\_ UTIL-18 AppleSoft Programs and Love's Follies - (144/170)  
 \_\_\_ UTIL-19 "Old" New Member's Disk - (134)  
 \_\_\_ UTIL-20 JoyReader (SW) - (819)  
 \_\_\_ UTIL-21 Large Type Joy Reader (SW) - (823)  
 \_\_\_ UTIL-22 DB Master V. 1.01 - Program Disk 1 / Sample Files (SW)  
 \_\_\_ UTIL-23 DB Master V. 1.01 - Program Disk 2 /Docs (SW)

**5.25" DISKS**

**APPLE III**

\*\* indicates single sided disks

**ACCOUNTING**

\_\_\_ 3ACT-01A Easy Accounting  
 \_\_\_ 3ACT-02 Easy System and Accounts Rec.  
 \_\_\_ 3ACT-03 Easy System, A/P & G/L

**III 3E2P & AW TEMPLATES (6 DISK SET- \$9.00)**

\_\_\_ 3AWZ-01 AW - EZP Bus Templates - (1060)  
 \_\_\_ 3AWZ-02 Checkbook Plus by Lomartire  
 \_\_\_ 3AWZ-03 Accounting/Finance Templates  
 \_\_\_ 3AWZ-04 Mortgage Templates  
 \_\_\_ 3AWZ-05 Checkbook Templates  
 \_\_\_ 3AWZ-06 Contributions-Disk 1

**III BUSINESS BASIC (9 DISK SET- \$13.50)**

\_\_\_ 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 - (1098)  
 \_\_\_ 3BSB-07 BASIC 1.23 & Utilities / Auto Basic by Boston  
 \_\_\_ 3BSB-08 Best of On Three-Basic Programs  
 \_\_\_ 3BSB-09 Menu Maker 6.0

**III GAMES (5 DISK SET- \$7.50)**

\_\_\_ 3GAM-01 Games 01 - (1001)  
 \_\_\_ 3GAM-02 Games for Kids - (1007)  
 \_\_\_ 3GAM-03 Cap'n Magneto-Revised 1/89 - (1041)  
 \_\_\_ 3GAM-04 Games 02  
 \_\_\_ 3GAM-05 Star Trek

**III GRAPHICS (41 DISK SET - \$60.50)**

\_\_\_ 3GRX-01 Sketchpad and Slideshow - (1012)  
 \_\_\_ 3GRX-02 Fig Factory Manual - (1069)  
 \_\_\_ 3GRX-03 Fig Factory - Black and White - (1070)  
 \_\_\_ 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 / Trexts 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 (SW)  
 \_\_\_ 3GRX-28 Grafixworks 3 and 4 (SW)  
 \_\_\_ 3GRX-29 Sign by Bloom  
 \_\_\_ 3GRX-30 Scanned Graphics #1  
 \_\_\_ 3GRX-31 FOTOView by Lomartine  
 \_\_\_ 3GRX-32 A2/A3 Graphics  
 \_\_\_ 3GRX-33 Floppy Coloring Book 1  
 \_\_\_ 3GRX-34 Floppy Coloring Book 2 (Trains)  
 \_\_\_ 3GRX-35 Floppy Coloring Book 3 (More Trains)  
 \_\_\_ 3GRX-36 Floppy Coloring Book 4 (Winter Olympics)  
 \_\_\_ 3GRX-37 GIF Graphics 05  
 \_\_\_ 3GRX-38 Dino Graphics  
 \_\_\_ 3GRX-39 Book Plate Graphics  
 \_\_\_ 3GRX-40 Animals #1  
 \_\_\_ 3GRX-41 ArtWorks

**III INFORMATION (35 DISK SET - \$52.50)**

\_\_\_ 3INF-01B WAP /// SIG PD Catalog  
 \_\_\_ 3INF-02B New Member's Disk - (1005)  
 \_\_\_ 3INF-03 Best of MAUG - (1008)  
 \_\_\_ 3INF-04 Best of The Source - (1009)  
 \_\_\_ 3INF-05 Best of TAU - (1010)  
 \_\_\_ 3INF-06 Best of ATUNC - (1055)  
 \_\_\_ 3INF-07 Best of III's Company-01 (1015)  
 \_\_\_ 3INF-08 Best of III's Company-02 (1057)  
 \_\_\_ 3INF-09 The Best of Bloom - (1035)  
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