

November 1993

\$2.95

The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 15, Number 11

*First Look at
the Newton*

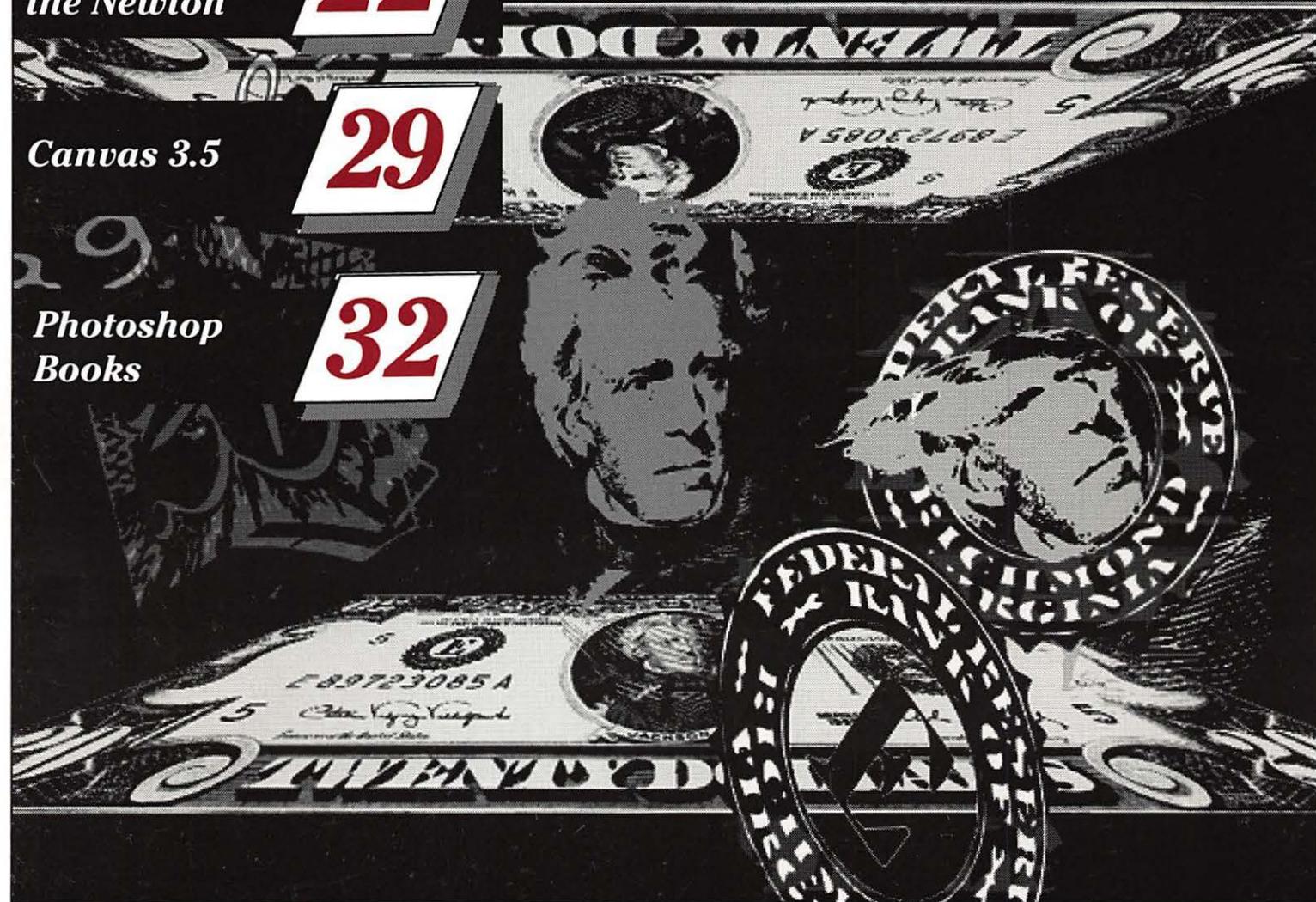
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Books*

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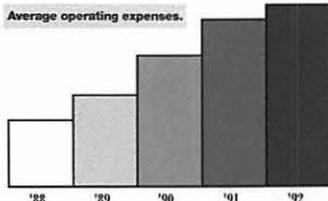
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4th Saturday • 9:00 am • Oct.: Holiday Inn, 8120 Wisconsin Ave., Bethesda, MD

• Nov.: Community & Cultural Center

Northern VA Community College, 8333 Little River Turnpike, Annandale, VA

• Dec.: WAP Garage Sale

Oct. 23, 1993

Ares Software

Apple **Bethesda**

Apple's Newton
Road Show

Nov. 20, 1993

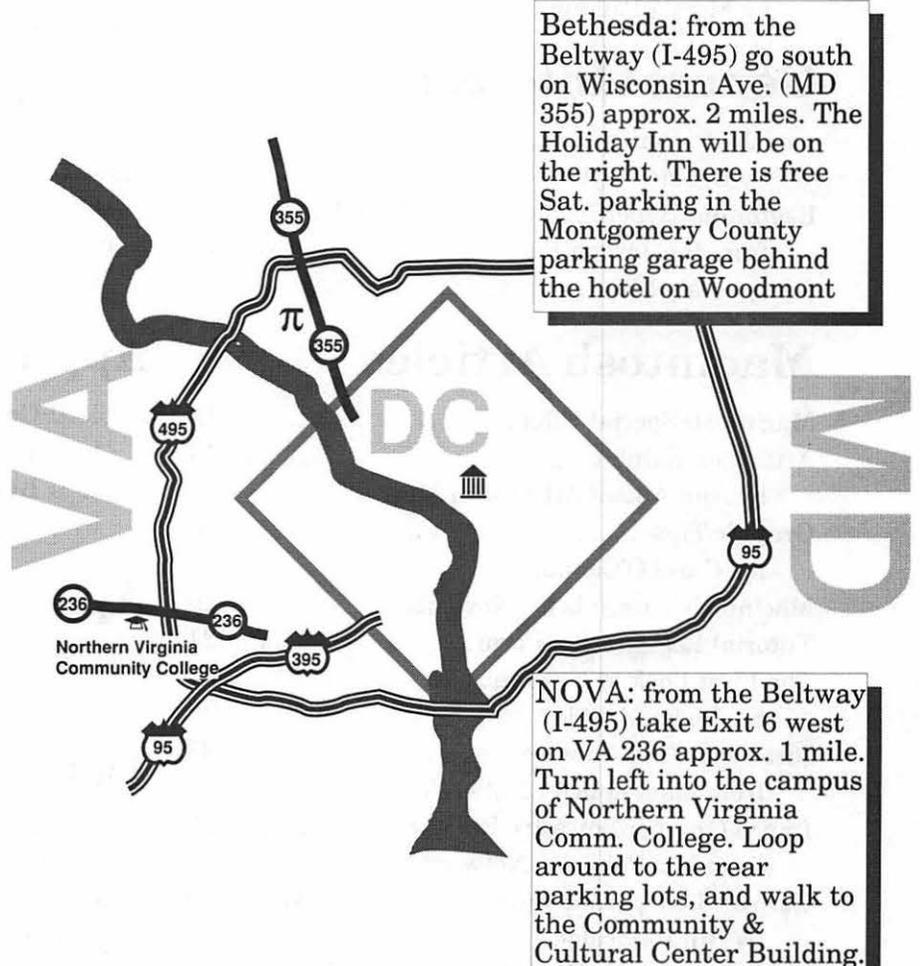
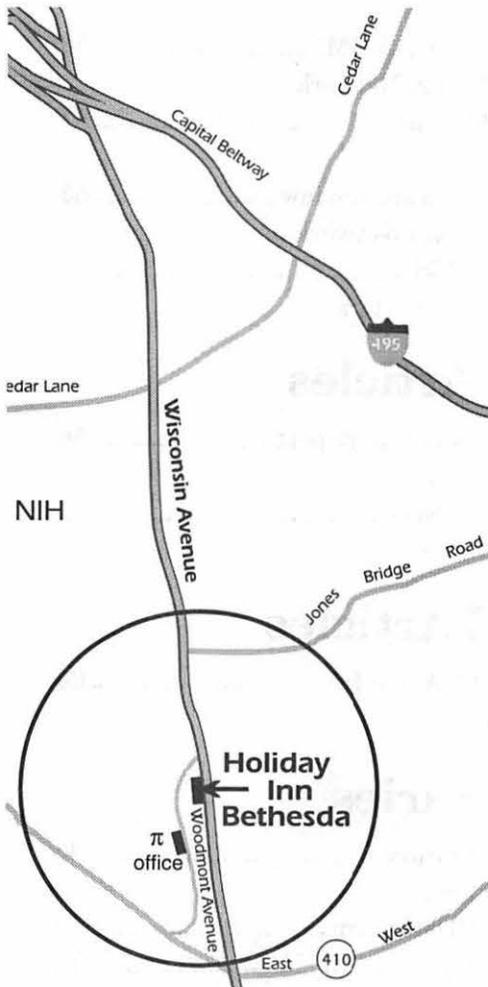
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NOVA

Microsoft

Dec. 1993

**WAP
Garage Sale**



Bethesda: from the Beltway (I-495) go south on Wisconsin Ave. (MD 355) approx. 2 miles. The Holiday Inn will be on the right. There is free Sat. parking in the Montgomery County parking garage behind the hotel on Woodmont

NOVA: from the Beltway (I-495) take Exit 6 west on VA 236 approx. 1 mile. Turn left into the campus of Northern Virginia Comm. College. Loop around to the rear parking lots, and walk to the Community & Cultural Center Building.

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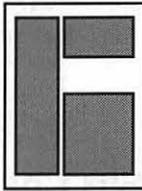
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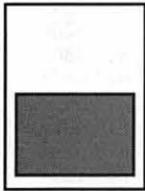
Some Orientation Possibilities



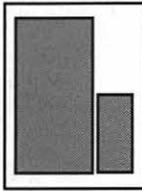
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Ad Deadlines

The Washington Apple Pi Journal is published monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

Copy may be received as traditional mechanicals, rpaper, velox prints, or film negatives. Negatives will incur an additional \$15.00 strip-in charge.

Washington Apple Pi

This issue of the Washington Apple Pi Journal was created on a Mac IICI, proofed on a newgen TurboPS/880p printer, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 5.0, the word processing program was Microsoft Word 5.1a; the principal typeface is New Century Schoolbook (10/12) for the articles; and Helvetica for headlines, subheads, and emphasis.

Cover Design: New WAP Journal cover design was created by Ann Aiken in collaboration with Nancy Seferian. The Capital artwork was illustrated by Carol O'Connor for One Mile Up, which donated it for use on our cover.

Icon Guide



Macintosh



Calendar Pages



Apple II, IIe, & IIGS



Apple Disk Libraries



Apple III (SARA)



Macintosh Disketeria



Hotline/Phone List



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December Oct. 14
January Nov. 15

Editors' submissions

December Oct. 22
January Nov. 23

Ad space reservations

December Oct. 18
January Nov. 18

Camera-ready ad copy

December Oct. 26
January Nov. 26

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...in the Pi Pan

by Debbie Hoyt

Let me begin by thanking the Pi's Macintosh community for coming through this month. After a bleak summer, they have returned with renewed vigor and new products to review. Guest writer Tom Siblo introduces us to the Newton and our own Bill Baldrige and Dennis Dimick cover the graphic arts scene with their respective reviews of Canvas 3.5 and the accumulating array of new Photoshop 2.5 books.

With fall officially here, Apple has unveiled its seasonal line up of new goodies. The item which has captured everyone's imagination

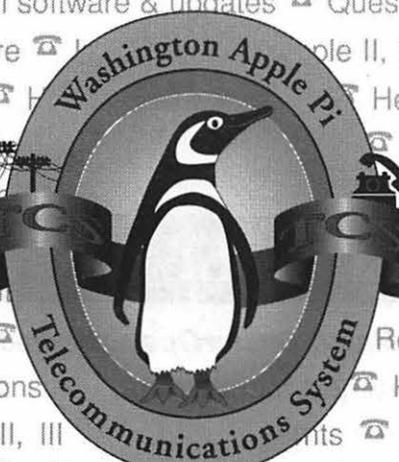
this year is the Newton Message Pad. The Newton was all the rage at MacWorld Expo in Boston and, indeed, it was all the rage of Boston itself for the duration of the show.

Here in the Washington area, the rage is still the new TCS—well, at least among WAP members it is. In his article covering the new TCS files, Lawrence Charters shares with us some statistics that he has compiled which demonstrate how WAP members are currently using the new TCS. The results are really no surprise though. With all of those wonderful new files to choose from, is it any wonder that so many people

are taking advantage of the file transfer areas of the system?

I'll briefly mention one of the special offers for Mac users this month. If you use a flatbed scanner regularly, you may want to check out the free hand book, *The Practical Guide to Scanning*, from UMAX Technologies for flatbed scanner users. It offers tips and advice on improving scanner output and information that would be of benefit to anyone looking to buy a flatbet scanner. The information as well as other items of interest are included in the Macintosh Special Offers article at the beginning of the Macintosh section.

Not to be forgotten are our Apple II and Apple III communities. If we hadn't had these folks to pinch-hit, the summer Journals would have been bare. Each month they contribute valuable, practical information for Apple II and III users so that they can get the most out of those platforms that that Apple doesn't always support with enthusiasm. We are grateful for and appreciate their efforts.



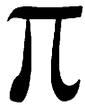
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StockSIG

by Mark Pankin (pinch hitting for Morris Pelham)

Once again, it's time to talk about the "Beating the Dow" strategy which has been discussed several times in this column. Concisely, the strategy calls for buying the five lowest priced of the ten highest yielding of the 30 stocks in the Dow Jones Industrial Average. These stocks are purchased late in the year and held for about one year. A fuller discussion appears in the September Pi Journal.

The September StockSIG meeting reported on the progress of the strategy for 1993 as of the end of August and took a look at the potential purchases later this year. Compared with their prices on December 31, 1992, the five stocks in the strategy (American Express, Eastman Kodak, Sears, Union Carbide, and Westinghouse) are up an average of 32.1%.

This is much better than popular, broad-based averages such as the Dow Jones Industrial Average, S&P 500, and NASDAQ, which are up from 5.5% to 10.6% from the end of 1992. (If these terms sound like a foreign language, but you want to find out more, come to one of our meetings, and we will be happy to explain them.)

Looking ahead, as of the end of August, the five stocks to be purchased for next year are DuPont, Merck, Philip Morris, Union Carbide, and Woolworth. There is a good chance this list will not change, but changes in dividends or large price moves in certain stocks could change

the list.

The most likely candidate to enter the buy list is American Express, which could happen if it raises its dividend or if its price falls a bit. If you think you might want to pursue this strategy, come to our next meeting. We meet in the WAP office on the second Thursday of each month at 7:30 PM.

The September meeting also featured a review and demonstration of the Quarterly No-Load Mutual Fund Update software published by the American Association of Individual Investors (AAII). The basic service is a quarterly newsletter—the price is \$24 annually—covering all no-load and low-load funds and providing performance data, comparative performance to similar funds, and other information. For \$15 more, \$39 per year, the data are provided on disk together with software for access and analysis.

The most interesting feature of the software is the ability to "screen" the mutual funds accord-

ing to a variety of criteria. The idea is to select from the large list a few that meet the individual's specification (e.g., aggressive growth funds whose performance has been in the top 25% of that group for the past one and three year periods) and then study those funds further.

Unfortunately, the screening does not work properly. In effect, only one criterion can be screened for because the results of the previous screen are lost when the next one is done.

On the positive side, the data are also provided as an Excel file, and there is more information than either in the newsletter or accessible from the screening software. Those with Excel can use its sorting and database features for many different types of specialized analysis far beyond what is available in the AAI software, even if it worked right!

For more information, contact AAI at 625 N. Michigan Ave., Chicago, IL, 60611, (312) 280-0170.

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Beginning HackerSpeak: The Fs, Part I

The following are selected excerpts from the on-line Jargon File, version 2.9.9, a comprehensive compendium of hacker slang illuminating many aspects of hackish tradition, folklore, and humor.

As usual with slang, the special vocabulary of hackers helps hold their culture together—it helps hackers recognize each other's places in the community and expresses shared values and experiences. Also as usual, *not* knowing the slang (or using it inappropriately) defines one as an outsider, a mundane, or (worst of all in hackish vocabulary) possibly even a {suit}.

Hackers love word play and are very conscious and inventive in their use of language. Their inventions thus display an almost unique combination of the neotenuous enjoyment of language play with the discrimination of educated and powerful intelligence. Further, the electronic media which knit them together arte fluid, 'hot' connections, well adapted to both the dissemination of new slang and the ruthless culling of weak and superannuated specimens. The results of this process give us perhaps a uniquely intense and accelerated view of linguistic evolution in action.

fab: /fab/ [from 'fabricate'] v. 1. To produce chips from a design that

may have been created by someone at another company. Fabbing chips based on the designs of others is the activity of a {silicon foundry}. To a hacker, 'fab' is practically never short for 'fabulous.' 2. 'fab line': the production system (lithography, diffusion, etching, etc.) for chips at a chip manufacturer. Different 'fab lines' are run with different process parameters, die sizes, or technologies, or simply to provide more manufacturing volume.

face time: n. Time spent interacting with somebody face-to-face (as opposed to via electronic links). "Oh, yeah, I spent some face time with him at the last Usenix."

fall over: [IBM] vi. Yet another synonym for {crash} or {lose}. 'Fall over hard' equates to {crash and burn}.

fandango on core: [UNIX/C hackers, from the Mexican dance] n. In C, a wild pointer that runs out of bounds, causing a {core dump}, or corrupts the 'malloc(3)' {arena} in such a way as to cause mysterious failures later on, is sometimes said to have 'done a fandango on core.' On low-end personal machines without an MMU, this can corrupt the OS itself, causing massive lossage. Other frenetic dances such as the rumba, cha-cha, or watusi, may be substituted.

FAQ list: /F-A-Q list/ or /fak list/ [USENET] n. A compendium of accumulated lore, posted periodically to high-volume newsgroups in an attempt to forestall Frequently Asked Questions. This lexicon itself serves as a good example of a collection of one kind of lore, although it is far too big for a regular posting. Examples: "What is the proper type of NULL?" and "What's that funny name for the '#' character?" are both Frequently Asked Questions. Several extant FAQ lists do (or should) make reference to the Jargon File (the on-line version of this lexicon).

farming: [Adelaide University, Australia] n. What the heads of a disk drive are said to do when they plow little furrows in the magnetic media. Associated with a {crash}. Typically used as follows: "Oh no, the machine has just crashed; I hope the hard drive hasn't gone {farming} again."

fascist: adj. 1. Said of a computer system with excessive or annoying security barriers, usage limits, or access policies. The implication is that said policies are preventing hackers from getting interesting work done. The variant 'fascistic' seems to have been preferred at MIT, poss. by analogy with 'touristic' (see {tourist}). 2. In the design of languages and other software tools, 'the fascist alternative' is the most restrictive and structured way of capturing a particular function; the implication is that this may be desirable in order to simplify the implementation or provide tighter error checking.

fat electrons: n. Old-time hacker David Cargill's theory on the causation of computer glitches. Your typical electric utility draws its

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line current out of the big generators with a pair of coil taps located near the top of the dynamo. When the normal tap brushes get dirty, they take them off line to clean up, and use special auxilliary taps on the *bottom* of the coil. Now, this is a problem, because when they do that they get not ordinary or 'thin' electrons, but the fat'n'sloppy electrons that are heavier and so settle to the bottom of the generator. These flow down ordinary wires just fine, but when they have to turn a sharp corner (as in an integrated-circuit via) they're apt to get stuck. This is what causes computer glitches. [Fascinating. Obviously, fat electrons must gain mass by (bogon) absorption—ESR]

fear and loathing: [from Hunter Thompson] n. A state inspired by the prospect of dealing with certain real-world systems and standards that are totally (brain-damaged) but ubiquitous—Intel 8086s, or (COBOL), or ((EB-CDIC)), or any (IBM) machine except the Rios (a.k.a. the RS/6000). "Ack! They want PCs to be able to talk to the AI machine. Fear and loathing time!"

feature key: n. The Macintosh key with the cloverleaf graphic on its keytop; sometimes referred to as 'flower,' 'pretzel,' 'clover,' 'propeller,' 'beanie' (an apparent reference to the major feature of a propeller beanie), (splat), or the 'command key.' The Mac's equivalent of an (ALT) key. The proliferation of terms for this creature may illustrate one subtle peril of iconic interfaces.

Many people have been mystified by the cloverleaf-like symbol that appears on the feature key. Its oldest name is 'cross of St.

Hannes,' but it occurs in pre-Christian Viking art as a decorative motif. Throughout Scandinavia today the road agencies use it to mark sites of historical interest. Many of these are old churches; hence, the Swedish idiom for the symbol is 'kyrka,' cognate to English 'church' and Scots-dialect 'kirk' but pronounced /shir'k*/ in modern Swedish. This is in fact where Apple got the symbol; they give the translation "interesting feature"!

feature shock: [from Alvin Toffler's book title 'Future Shock'] n. A user's (or programmer's!) confusion when confronted with a package that has too many features and poor introductory material.

featurectomy: /fee'ch*r-ek't*-mee/ n. The act of removing a feature from a program. Featurectomies come in two flavors, the 'righteous' and the 'reluctant.' Righteous featurectomies are performed because the remover believes the program would be more elegant without the feature, or there is already an equivalent and better way to achieve the same end. (This is not quite the same thing as removing a (misfeature).) Reluctant featurectomies are performed to satisfy some external constraint such as code size or execution speed.

feeper: /fee'pr/ n. The device in a terminal or workstation (usually a loudspeaker of some kind) that makes the (feep) sound.

feeping creature: [from (feeping creaturism)] n. An unnecessary feature; a bit of (chrome) that, in the speaker's judgment, is the camel's nose for a whole horde of new features.

feeping creaturism: /fee'ping kree'ch*r-izm/ n. A deliberate

spoonerism for (creeping featurism), meant to imply that the system or program in question has become a misshapen creature of hacks. This term isn't really well defined, but it sounds so neat that most hackers have said or heard it. It is probably reinforced by an image of terminals prowling about in the dark making their customary noises.

feetch feetch: /feech feech/ interj. If someone tells you about some new improvement to a program, you might respond: "Feetch, feetch!" The meaning of this depends critically on vocal inflection. With enthusiasm, it means something like "Boy, that's great! What a great hack!" Grudgingly or with obvious doubt, it means "I don't know; it sounds like just one more unnecessary and complicated thing." With a tone of resignation, it means, "Well, I'd rather keep it simple, but I suppose it has to be done."

fepped out: /fept owt/ adj. The Symbolics 3600 Lisp Machine has a Front-End Processor called a 'FEP' (compare sense 2 of (box)). When the main processor gets (wedged), the FEP takes control of the keyboard and screen. Such a machine is said to have 'fepped out.'

FidoNet: n. A worldwide hobbyist network of personal computers which exchange mail, discussion groups, and files. Founded in 1984 and originally consisting only of IBM PCs and compatibles, FidoNet now includes such diverse machines as Apple][s, Ataris, Amigas, and UNIX systems. Though it is much younger than (USENET), FidoNet is already (in early 1991) a significant fraction of USENET's size at some 8000 systems.

field circus: [a derogatory pun on 'field service'] n. The field service organization of any hardware manufacturer, but especially DEC. There is an entire genre of jokes about DEC field circus engineers:

Q: How can you recognize a DEC field circus engineer with a flat tire? **A:** He's changing each tire to see which one is flat.

Q: How can you recognize a DEC field circus engineer who is out of gas? **A:** He's changing each tire to see which one is flat.

There is also the 'Field Circus Cheer' (from the {plan file} for DEC on MIT-AI):

Maynard! Maynard! Don't mess with us! We're mean and we're tough! If you get us confused, We'll screw up your stuff!

(DEC's service HQ is located in Maynard, Massachusetts.)

field servoid: [play on 'android'] / fee'ld ser'voyd/ n. Representative of a field service organization (see {field circus}). This has many of the implications of {droid}.

Fight-o-net: [FidoNet] n. Deliberate distortion of {FidoNet}, often applied after a flurry of {flamage} in a particular {echo}, especially the SYSOP echo or Fidonews (see {'Snooze}).

File Attach: [FidoNet] 1. n. A file sent along with a mail message from one BBS to another. 2. vt. Sending someone a file by using the File Attach option in a BBS mailer.

File Request: [FidoNet] 1. n. The {FidoNet} equivalent of {FTP}, in which one BBS system automatically dials another and {snarf}s one or more files. Often abbreviated 'FReq'; files are often announced as being "available for FReq" in the same way that files

are announced as being "available for/by anonymous FTP" on the Internet. 2. vt. The act of getting a copy of a file by using the File Request option of the BBS mailer.

filk: /filk/ [from SF fandom, where a typo for 'folk' was adopted as a new word] n.,v. A 'filk' is a popular or folk song with lyrics revised or completely new lyrics, intended for humorous effect when read and/or to be sung late at night at SF conventions. There is a flourishing subgenre of these called 'computer filks,' written by hackers and often containing rather sophisticated technical humor.

film at 11: [MIT: in parody of TV newscasters] Used in conversation to announce ordinary events, with a sarcastic implication that these events are earth-shattering. "{ITS} crashes; film at 11." "Bug found in scheduler; film at 11."

Finagle's Law: n. The generalized or 'folk' version of {Murphy's Law}, fully named "Finagle's Law of Dynamic Negatives" and usually rendered "Anything that can go wrong, will." One variant favored among hackers is "The perversity of the Universe tends towards a maximum." The label 'Finagle's Law' was popularized by SF author Larry Niven in several stories depicting a frontier culture of asteroid miners; this 'Belter' culture professed a religion and/or running joke involving the worship of the dread god Finagle and his mad prophet Murphy.

finger-pointing syndrome: n. All-too-frequent result of bugs, especially in new or experimental configurations. The hardware vendor points a finger at the soft-

ware. The software vendor points a finger at the hardware. All the poor users get is the finger.

firefighting: n. 1. What sysadmins have to do to correct sudden operational problems. An opposite of hacking. "Been hacking your new newsreader?" "No, a power glitch hosed the network and I spent the whole afternoon fighting fires." 2. The act of throwing lots of manpower and late nights at a project, esp. to get it out before deadline. However, the term 'firefighting' connotes that the effort is going into chasing bugs rather than adding features.

firehose syndrome: n. In mainstream folklore it is observed that trying to drink from a firehose can be a good way to rip your lips off. On computer networks, the absence or failure of flow control mechanisms can lead to situations in which the sending system sprays a massive flood of packets at an unfortunate receiving system; more than it can handle. This is sometimes called 'firehose syndrome.'

firewall code: n. The code you put in a system (say, a telephone switch) to make sure that the users can't do any damage. Since users always want to be able to do everything but never want to suffer for any mistakes, the construction of a firewall is a question not only of defensive coding but also of interface presentation, so that users don't even get curious about those corners of a system where they can burn themselves.

firewall machine: n. A dedicated gateway machine with special security precautions on it, used to service outside network connections and dial-in lines. The idea is to protect a cluster of more

π

loosely administered machines hidden behind it from {cracker}s. The typical firewall is an inexpensive micro-based UNIX box kept clean of critical data, with a bunch of modems and public network ports on it but just one carefully watched connection back to the rest of the cluster. The special precautions may include threat monitoring, callback, and even a complete {iron box} keyable to particular incoming IDs or activity patterns. Syn. {flytrap}, {Venus flytrap}.

fireworks mode: n. The mode a machine is sometimes said to be in when it is performing a {crash and burn} operation.

firmy: /fer'mee/ Syn. {stiffy} (a 3.5-inch floppy disk).

fish: [Adelaide University, Australia] n. 1. Another {metasyntactic variable}. See {foo}. Derived originally from the Monty Python skit in the middle of "The Meaning of Life" entitled "Find the Fish." 2. A pun for 'microfiche.' A microfiche file cabinet may be referred to as a 'fish tank.'

FISH queue: [acronym, by analogy with FIFO (First In, First Out)] n. 'First In, Still Here.' A joking way of pointing out that processing of a particular sequence of events or requests has stopped dead. Also 'FISH mode' and 'FISHnet'; the latter may be applied to any network that is running really slowly or exhibiting extreme flakiness.

fix: n.,v. What one does when a problem has been reported too many times to be ignored.

flag day: n. A software

change that is neither forward- nor backward-compatible, and which is costly to make and costly to reverse. "Can we install that without causing a flag day for all users?" This term has nothing to do with the use of the word {flag} to mean a variable that has two values. It came into use when a massive change was made to the {{Multics}} timesharing system to convert from the old ASCII code to the new one; this was scheduled for Flag Day (a U.S. holiday), June 14, 1966.

flaky: adj. (var sp. 'flakey') Subject to frequent {lossage}. This use is of course related to the common slang use of the word to describe a person as eccentric, crazy, or just unreliable. A system that is flaky is working, sort of—enough that you are tempted to try to use it—but fails frequently enough that the odds in favor of finishing what you start are low. Commonwealth hackish prefers {dodgy} or {wonky}.

flamage: /flay'm*j/ n. Flaming verbiage, esp. high-noise, low-signal postings to {USENET} or other electronic {fora}. Often in the

phrase 'the usual flamage.' 'Flaming' is the act itself; 'flamage' the content; a 'flame' is a single flaming message.

flame: 1. vi. To post an email message intended to insult and provoke. 2. vi. To speak incessantly and/or rabidly on some relatively uninteresting subject or with a patently ridiculous attitude. 3. vt. Either of senses 1 or 2, directed with hostility at a particular person or people. 4. n. An instance of flaming. When a discussion degenerates into useless controversy, one might tell the participants "Now you're just flaming" or "Stop all that flamage!" to try to get them to cool down (so to speak).

flame bait: n. A posting intended to trigger a {flame war}, or one that invites flames in reply.

flame war: n. (var. 'flamewar') An acrimonious dispute, especially when conducted on a public electronic forum such as {USENET}.

flamer: n. One who habitually {flame}s. Said esp. of obnoxious {USENET} personalities.

flarp: /flarp/ [Rutgers University]

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n. Yet another {metasyntactic variable} (see {foo}). Among those who use it, it is associated with a legend that any program not containing the word 'flarp' somewhere will not work. The legend is discreetly silent on the reliability of programs which *do* contain the magic word.

flat-ASCII: adj. Said of a text file that contains only 7-bit ASCII characters and uses only ASCII-standard control characters (that is, has no embedded codes specific to a particular text formatter or markup language, and no {meta}-characters). Syn. {plain-ASCII}.

flat-file: adj. A {flatten}ed representation of some database or tree or network structure as a single file from which the structure could implicitly be rebuilt, esp. one in {flat-ASCII} form.

flatten: vt. To remove structural information, esp. to filter something with an implicit tree structure into a simple sequence of leaves; also tends to imply mapping to {flat-ASCII}. "This code flattens an expression with parentheses into an equivalent {canonical} form."

flippy: /flip'ee/ n. A single-sided floppy disk altered for double-sided use by addition of a second write-notch, so called because it must be flipped over for the second side to be accessible. No longer common.

flush: v. 1. To delete something, usually superfluous, or to abort an operation. "All that nonsense has been flushed." 2. [UNIX/C] To force buffered I/O to disk, as with an 'flush(3)' call. This is *not* an abort or deletion as in sense 1, but a demand for early completion! 3. To leave at the end of a day's work (as opposed to

leaving for a meal). "I'm going to flush now." "Time to flush." 4. To exclude someone from an activity, or to ignore a person.

'Flush' was standard ITS terminology for aborting an output operation; one spoke of the text that would have been printed, but was not, as having been flushed. It is speculated that this term arose from a vivid image of flushing unwanted characters by hosing down the internal output buffer, washing the characters away before they can be printed. The UNIX/C usage, on the other hand, was propagated by the 'flush(3)' call in C's standard I/O library (though it is reported to have been in use among BLISS programmers at DEC and on Honeywell and IBM machines as far back as 1965). UNIX/C hackers find the ITS usage confusing, and vice versa.

Flyspeck 3: n. Standard name for any font so tiny as to be unreadable (by analogy with such names as 'Helvetica 10' for 10-point Helvetica). Legal boilerplate is usually printed in Flyspeck 3.

FOD: /fod/ v. [Abbreviation for 'Finger of Death,' originally a spell-name from fantasy gaming] To terminate with extreme prejudice and with no regard for other people. From {MUD}s where the wizard command 'FOD <player>' results in the immediate and total death of <player>, usually as punishment for obnoxious behavior. This migrated to other circumstances, such as "I'm going to fod the process that is burning all the cycles."

fontology: [XEROX PARC] n. The body of knowledge dealing with the construction and use of new fonts (eg. for window systems and typesetting software). It has been

said that fontology recapitulates file-ogeny.

[Unfortunately, this reference to the embryological dictum that "Ontogeny recapitulates phylogeny" is not merely a joke. On the Macintosh, for example, System 7 has to go through contortions to compensate for an earlier design error that created a whole different set of abstractions for fonts parallel to 'files' and 'folders'—ESR]

foo: /foo/ 1. interj. Term of disgust. 2. Used very generally as a sample name for absolutely anything, esp. programs and files (esp. scratch files). 3. First on the standard list of {metasyntactic variable}s used in syntax examples.

fork bomb: [UNIX] n. A particular species of {wabbit} that can be written in about 10 lines of C or shell on any UNIX system, or occasionally created by an egregious coding bug. A fork bomb process 'explodes' by recursively spawning copies of itself (using the UNIX system call 'fork(2)'). Eventually it eats all the process table entries and effectively wedges the system. Fortunately, fork bombs are relatively easy to spot and kill, so creating one deliberately seldom accomplishes more than to bring the just wrath of the gods down upon the perpetrator.

forked: [UNIX] adj. Terminally slow, or dead. Originated when one system was slowed to a snail's pace by an inadvertent {fork bomb}.

Fortrash: /for'trash/ n. Hackerism for the FORTRAN language, referring to its primitive design, gross and irregular syntax, limited control constructs, and slipperiness, exception-filled semantics.

Washington Apple Pi

Semi-Annual

Computer

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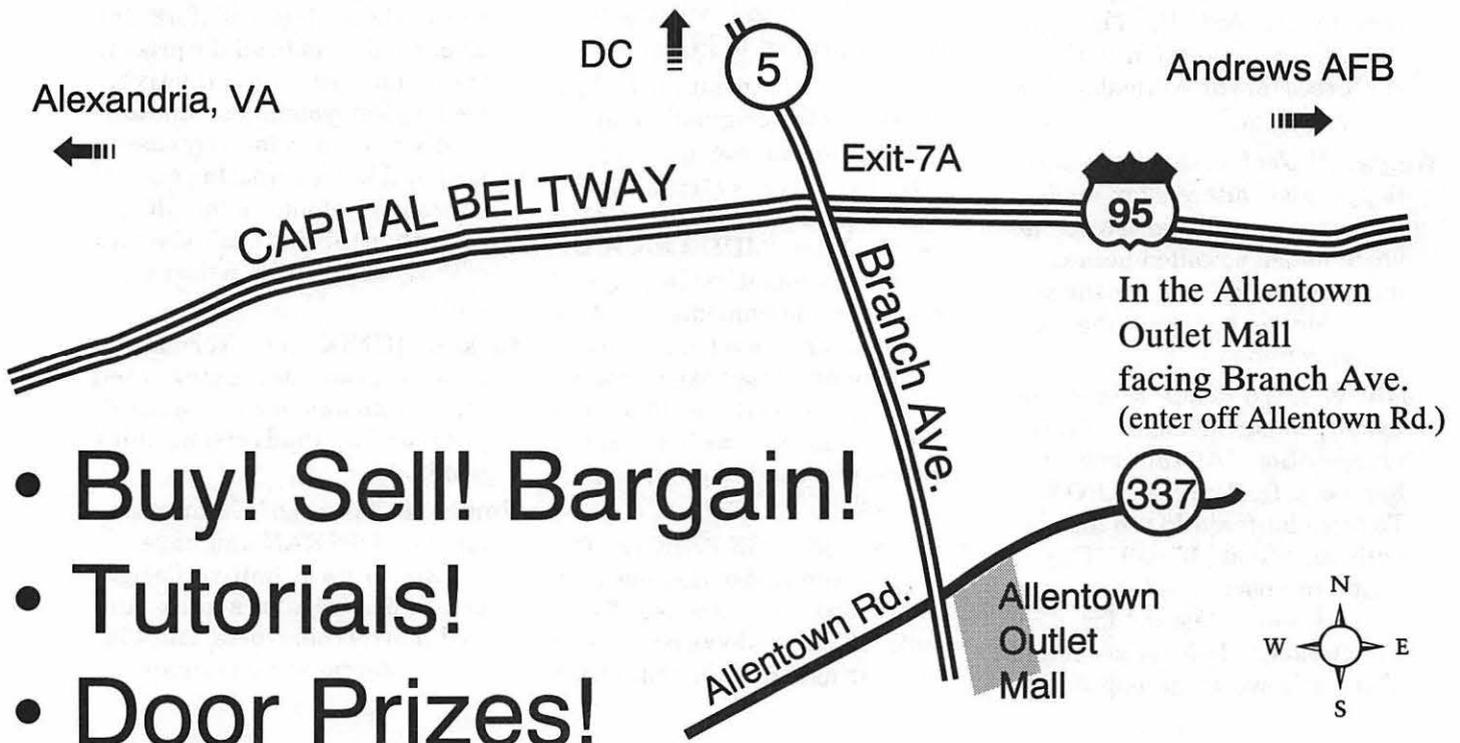
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(From the MacPublicity Network)

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: Jim Morris, originally from Larchmont, NY, began his career as a photographer in New York City and gradually concentrated on special effects. In 1986 he founded Colorworks, Inc., a commercial photography studio based in Laurel, MD that handles full production of ads and catalogs. Recently he started Digital Color Productions, Inc., which specializes in desktop pre-press, photo manipulation, retouching and composites.

Tools: Quadra 900, 100 MB RAM, 24-Bit Graphic Accelerator, Adobe Illustrator and Photoshop, and QuarkXPress

Techniques: When he saw his first demo of Photoshop, Jim was impressed with the possibilities for control and manipulation over traditional photographic images. "What would have taken days in my darkroom literally took seconds on the Mac. The appeal was obvious.

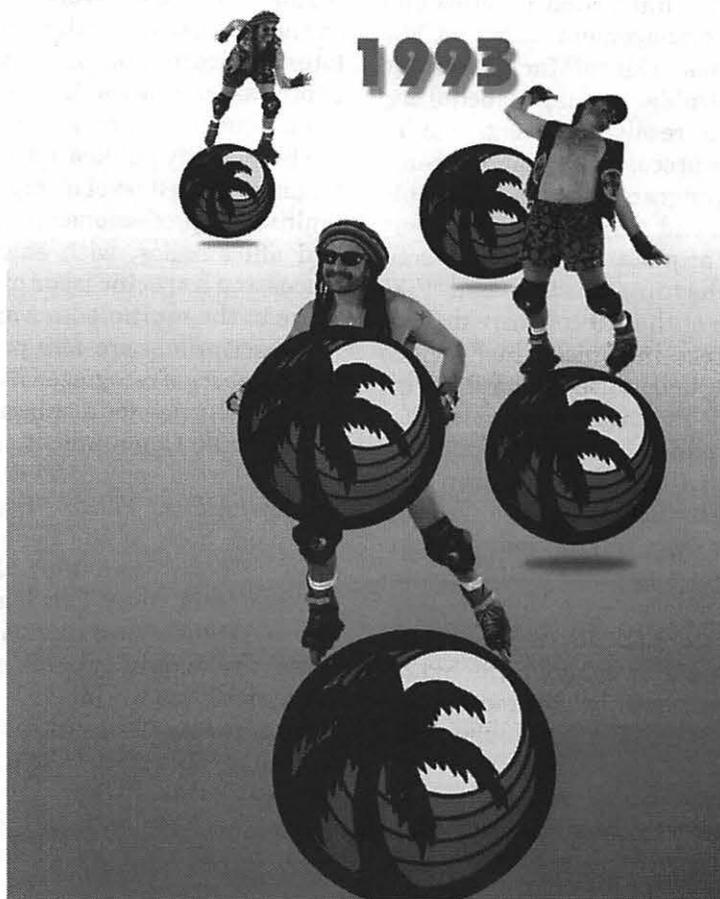
"The first example is a catalog cover for *Out of the Blue* sunglasses and accessories. This was a rush job and needed to be completed literally overnight. It was clearly something that could not be accomplished using standard darkroom techniques. First we photographed the owner of OTB in our studio using a number of poses on a background color similar to the background we would use in the final image. This facilitates a smooth silhouette and keeps any reflections looking realistic. We shot 35mm color negatives so that we could easily get color prints that afternoon. Prints were selected,

sized, and scanned on a flatbed CCD color scanner. Each scan was kept as a separate file, isolated from its background, sharpened and color-corrected. The logo also was scanned and saved as a separate file.

"A new file was created matching the size and resolution of the final cover. The background was filled with a graduated cyan (10% top, 100% bottom) and all the elements were pasted in position in the new file. The image of the owner holding the logo was a problem because his arms were too far apart to hold the proper sized logo. To solve

this problem I restored the background of the final file with the magic eraser tool, went to the file with the original photo and 'broke' his arm off at the elbow. I then rotated the arm inward the proper amount and patched it back together. I pasted the corrected image back into the final file, put the finished logo in position and added shadows using an elliptical marquee feathered and filled with black. The date and drop shadow were created in Photoshop. All other type was added in Quark XPress.

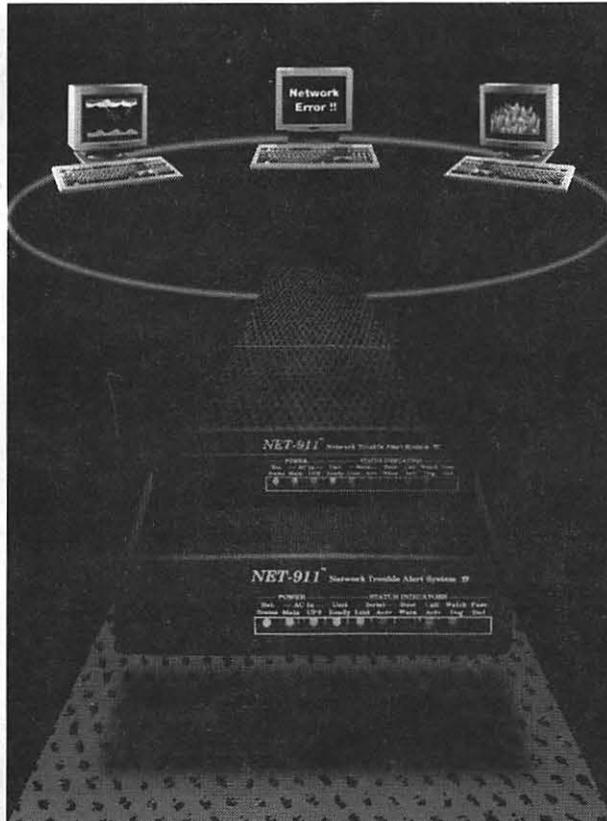
"The second example, *Network*





Alert Systems, also was created in Photoshop. The idea was to show the product in action—monitoring computer networks and reporting any interruptions, and its source, using remote sensing devices. The photos of the unit and the computer monitors and keyboards were done in our studio. The lighting was set up to match the look of the layout, specifically in terms of color and direction. The photos were shot as 4x5 color transparencies.

Each photo was sized, scanned, sharpened and isolated from its background and saved as a separate file. A new file was then created by scanning a piece of textured paper towel in grayscale at the final image size and resolution. Once scanned, the contrast was increased using threshold in the Map sub-menu. This made the texture stand out in high contrast. I selected the image and distorted it into a ramp using perspective in the Effects sub-menu. After saving the selection of the ramp, I converted the entire file to RGB and applied a color blend to the ramp. Then I made an inverse selection and added the blue to black blend of the background. Using the elliptical marquee tool, I created the glowing ring by drawing a distorted oval, made a feathered border and filled it with approximately 10% magenta.



I restored the ramp over the glowing ring by using the magic eraser tool. I then sized and pasted the unit and computers in position on the ring and ramp. The 'Net 911' unit was duplicated, re-sized, and pasted with an opacity of approximately 25% on top and behind the main image. The drop shadow was created with a pen tool-created selec-

tion, feathered and filled with black at approximately 20% opacity. Finally, three illustrations were created (using Illustrator and Photoshop), skewed, and pasted into the monitors of the three computers in the background.

"The *Twenty* image was put together solely as an exercise. I put together images taken from a scan of one side of a twenty dollar bill, giving myself a time limit and no layout. The various elements were isolated from the scan and made into files. Some elements were converted to PostScript outlines through Adobe Streamline, mapped onto geometric shapes in Adobe Dimensions, saved as Illustrator files and placed into the final Photoshop image using the various paste and composite controls."



Graphic *Tips*

by Carol O'Connor

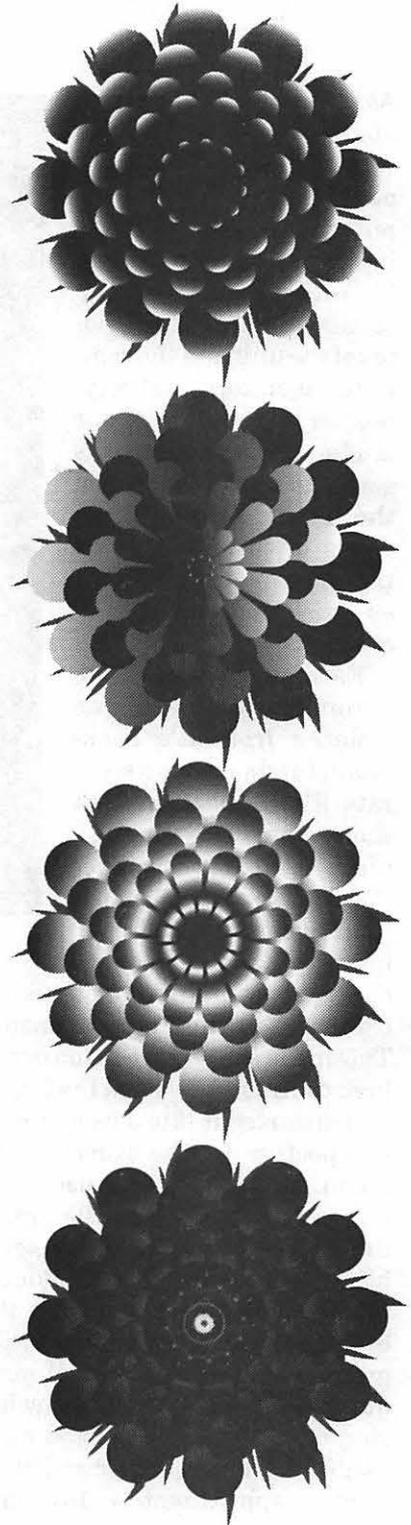
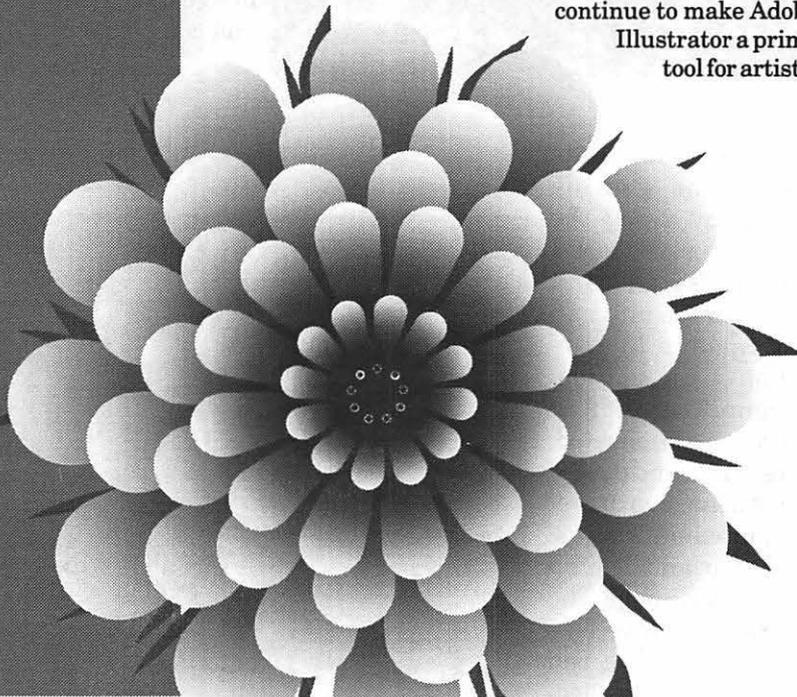
The New Features of Adobe Illustrator 5.0

The Gradient making box in Adobe Illustrator has proven to be more useful than I at first believed. Combined with filters which generate polygons or stars, the gradient maker enabled me to experiment so easily that I blew an entire afternoon trying this and that. I would never make this many custom blends at one sitting I can assure you!

What is interesting is that a gradient will fill the selected object or objects independently, loading each one from edge to edge when the gradient is chosen in the paint pallet. We can also sweep across a number of selected blends at one time with a different result.

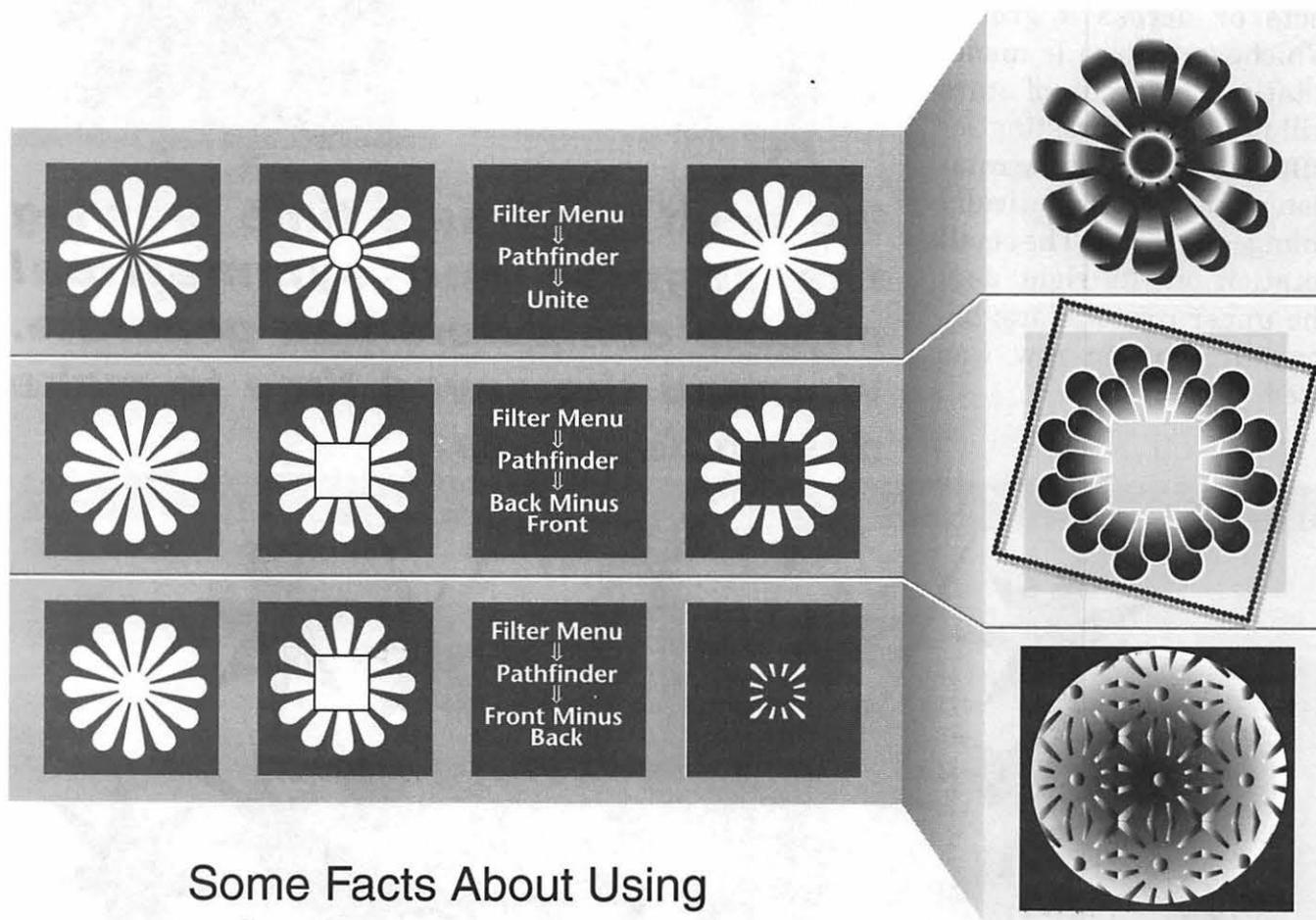
The flowers on this page represent a delightful way to study how changing the points in the gradient control box will change the appearance of my design. I can see the changes immediately. For example, the largest flower element is composed of twelve petals joined together with the Unite filter making one object. That object is copied, pasted in front, reduced and rotated several times. With *all* the objects selected, I just clicked away down the list of named gradients in the Paint box and watched the results. I paused to redesign some interesting gradients.

There are reasons, of course, to make custom blends instead of loading gradients. The position of highlights on an irregular surface, such as the fender of a car, the curve of an eagle's beak or the multiple surfaces of a child's face, requires that we draw complex objects and fill them with complex blends. That capability will continue to make Adobe Illustrator a prime tool for artists.





The new filters are extremely useful, accomplishing with a single click what would have required numerous cuts and joins in the earlier version. Unify, Front Minus Back and Back Minus Front filters are almost miraculous, saving hours of tedious work.

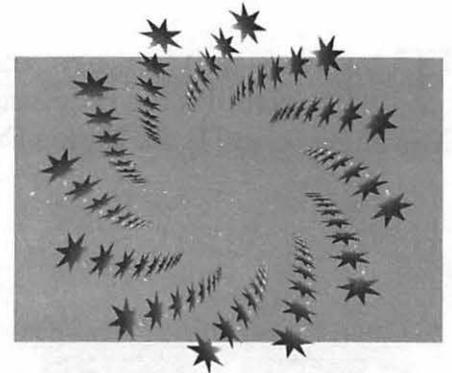
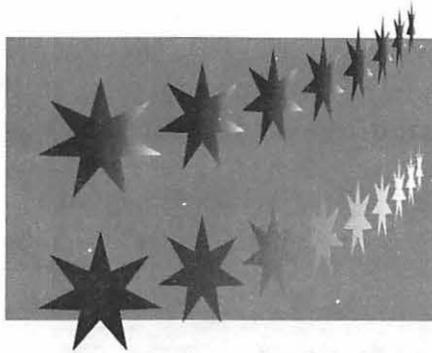


Some Facts About Using Gradients and Blends

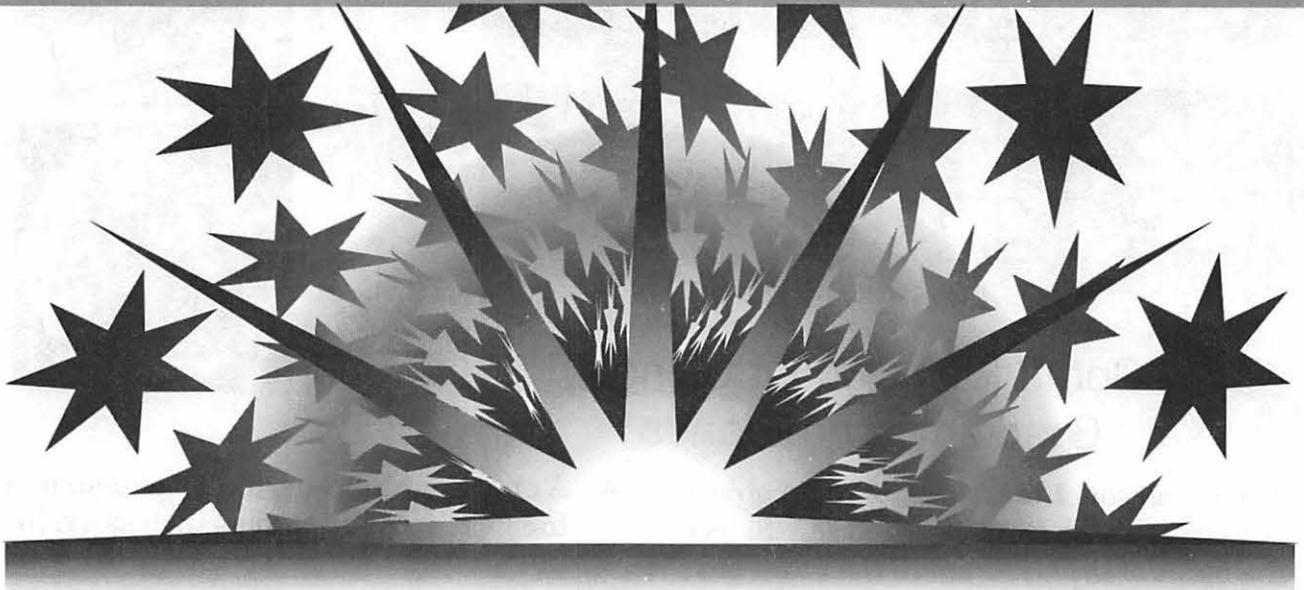
1. The assignment of gradients to an object is very easy and uncomplicated, Select the name of the Gradient in the Paint box. Click.
2. Making a complex gradient is simple matter of assigning colors to moveable sliders in the Gradient box
3. We can duplicate a gradient to make useful edits for additional objects on the same page.
4. A **custom blend** needs to be constructed to color irregular shapes such as a rolling hill.
5. If one is going to import the Illustrator file into Photoshop, assigned gradients will not appear. Custom blends, however, will be rasterized.
6. Gradients will not be transformed along with the object in which it is assigned. Custom blends will.



This is a good example of the usefulness of applying a gradient in individual objects or across a group. Whichever choice is made, rotating the group of stars will produce interesting results. The choice of the rotation point will dramatically change the result. The small rotation on the right uses the upper row of stars; below, the bottom row was used.



We need not waste time drawing the regular and symmetrical objects computers can generate. We need the saved time to make design decisions.



I need feedback from readers to make these articles useful.

I invite readers to call me at 703 430-5881. I can also be reached at Systems Solutions Group in Crystal City. Call 703 415-3065



Macintosh Tutorials for November

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You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training in *HyperCard*. Call me if there is a subject that you are qualified to teach.

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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. Please try to take all three parts; this is the most beneficial arrangement.

Introduction to the Macintosh, Part I (Course # M110893)

You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn: how to safely turn your Macintosh on and off; what the basic dos and don'ts are; how to understand common Macintosh terminology found in manuals and other documentation; and how the basic components of your Macintosh system, hardware and software, work. You'll also learn why the Macintosh user interface is consistent across all applications, and how this makes learning and using software easier.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., November 8, 7-10 pm.

Introduction to the Macintosh, Part II (Course # M111593)

Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar, Error Messages, Dia-

log Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook, and Clipboard will be discussed. You'll learn the basics of installing software, as well as about the Chooser, peripheral devices, and how they are connected to the Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., November 15, 7-10 pm.

Introduction to the Macintosh, Part III (Course # M112293)

Part III will follow up the concepts in Parts I and II. You will learn more advanced Macintosh skills and terminology; about the system software and using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (Publish and Subscribe), and Balloon Help. You'll also learn about how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Date: Mon., November 22, 7-10 pm.

Maintaining Your Macintosh

(Course # OS112993) How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation and optimization; managing startup resources (including System 7 extensions or System 6 INIT's); avoiding conflicts and incompatibili-



ties; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "housekeeping" philosophies.

Date: Mon., November 29, 7-10 pm.

Intro to Microsoft Word (Course #W1103093) For those with limited experience with Microsoft Word, this will be a basic introduction to the powerful word processing program. Based on student needs, topics will include: How and when to use Word, its environment, features, menus and commands, window icons, keyboard shortcuts, formatting exercises, different views, and the purpose of style sheets.

Date: Tues., November 10, 7-10 pm.

Intro to ClarisWorks (Course #CW112393) This course will be an

introduction to ClarisWorks and will not provide a complete description of each of the components. It will review the component applications of the program and describe how they interact. There will be examples of each of the applications, including Word Processing, Drawing, Painting, Spreadsheet and Database. However, the emphasis will be on Word Processing because this is the most widely used application and employs almost all of the other applications. Use of menus, Toolbox, etc., will be demonstrated.

Date: Tues., November 23, 7-10 pm.

Intro to the WAPTCS (Course #TCS110693) This class is designed for telecommunications novices or new WAP members. This is the perfect seminar for those of you wanting to enjoy the many benefits of the WAPTCS. Topics for discussion will include how to apply for a password, sign on, configure a user profile, read messages, leave messages, re-

ply to messages, upload, download or transfer files, and use of the Library.

Date: Sat., November 6, 9:00 am-NOON.

Other Educational Opportunities

I've listed some training resources to supplement our class schedule. The Pi is not endorsing the listed resources. Call or write me on your training experiences outside the Pi. I am very interested in documenting courses at local schools, colleges, universities, Adult and Continuing Education programs, at the Smithsonian, and any other Macintosh or Apple II training. Any information would be very helpful in this regard.

- Personal Training Systems (828 S. Bascom Avenue, Suite 100, San José, CA 95128): 1-(800)-TEACH-99. Offers a comprehensive set of 90-minute tutorial modules which consist of an audio-cassette and computer disk. Most sets have four or more modules ranging from beginning to more advanced topics. At mail order prices of \$60 or less per module (\$99.95 list), these packages are relatively cheaper than other such training materials. Check them out.
- Northern Virginia Community College, Alexandria Campus (3001 North Beauregarde Street, Alexandria, VA 22311): 703-845-6301. Loudoun Campus (1000 Harry Flood Byrd Highway, Sterling, VA 20164): 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. The

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primary Mac classes are Computer Graphics I and II. Advanced projects and seminars are required for degree students.

- AFI-Apple Computer Center for Film and Videomakers, Los Angeles, CA: 213-856-7664 or 1-800-999-4AFI. Courses in film, video, and multimedia—most involve Macintosh 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 (cine as the insiders call it). It is Mac-based. If you're interested in video, film editing, or production, learning the Avid system is a good idea. Courses around the country.
- The Corcoran School of Arts: 202-628-9484. Courses in Mac color computing, design, illustration, art, and electronic pre-press. Location: Georgetown.

- The Eastman Kodak Center for Creative Imaging, Camden, Maine: 1-800-428-7400. State-of-the-art, Mac-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in the Atelier.
- The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, PO Box 29906, Hollywood, CA 90029): 213-462-1987, then #*. Film, video, and multimedia courses—many involving the Mac. Courses in Hollywood and around the country.
- 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, at DC area hotels, and other locations around the country. Prices range from approximately \$200-800.

- Diversified Technographics (formerly Don Thompson Laser Service) Seminars: 1-800-457-5776. Seminars in laser printer repair that are taught at various locations in the area and around the country. Maximum class size is 12 persons. 23072 Lake Center Drive, Suite 100; Lake Forest, CA 92630. 1-800-457-5776.
- Montgomery College (Rockville Campus), 51 Mannakee St., Rockville, MD 20850. (301) 279-5000. Credit and non-credit courses offered using the Macintosh in the Advertising Art and Printing Departments of Montgomery College. PageMaker, Quark Xpress, and Photoshop are used in various classes with students assigned individual stations. Courses at the brand new Gudelsky Institute for Technical Education use state-of-the-art Mac II CI's with full-page, high-resolution monitors. Montgomery residents pay only \$52 per credit hour.

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Ave., Su. 910
Bethesda, Maryland 20814
301-654-8060

Basic Information

Course Numbers

Name _____
 Address _____
 City/Zip/State _____
 Phone (day) _____ (evening) _____
 Member Number _____ Non-member _____
 Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____
 Check/Money Order _____ Credit Card _____ Card Number _____
 Card Expiration _____ Signature _____
 Can you bring your own computer to the class? Yes No

Please fill in the course number of the class(es) that you wish to attend.

Class #1 _____
 Class #2 _____
 Class #3 _____
 Class #4 _____
 Class #5 _____
 Class #6 _____

WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.



The First Look at Newton

by Thomas Siblo

It has been over two years since I first heard of Newton. When I first heard about it I thought it was to be the O/S of the future, or it was to become a new type of Macintosh CPU. As the newspaper articles and announcements trickled in, I began to understand what Newton was, but only in theory. After my visit to the Boston/MacWorld Expo and working with one for a while, I finally understand what it is but am just realizing its power and capabilities.

Where do I begin? A quick course in terminology may be in order. Newton is the machine type and technology, whereas MessagePad is the specific model, much as Macintosh is the machine type and technology, and Quadra 800 is the specific model. So it's perfectly acceptable to talk about the Newton, much as you would talk about the Macintosh.

When you think about the amount of information that comes at us from so many different sources every day, it is astounding. Daytimers, databases, messages, stock quotes, faxes, customer records, phone numbers, E-mail, voice mail, shopping lists, etc. The list goes on. In helping deal with all of this data, Apple has developed this new technology and product called the Personal Digital Assistants (PDAs) to help people and businesses manage and communicate all of this information anywhere, anytime. In calling them PDAs, Apple is attempting not to

ward off the computer illiterate; but make no mistake, it is a type of computer. A very powerful one at that. I also believe that the profile of the computer of the future will parallel the MessagePad—an electronic note pad/secretary/hand held communicator.

Newton technology was built from the ground up and is not an extension of an existing personal computer operating system. The Newton MessagePad (should be available as you read this) is a hand held communications assistant that allows people to gather, manage and share information with tremendous ease and freedom. By combining communications capabilities with technology that actively assists people in getting work done, Apple has created a new class of personal digital assistant (PDA) devices—one that lets people communicate ideas with greater speed and efficiency. The Newton MessagePad is also a broad platform for a wide variety of new applications and software titles that take advantage of its unique technology and convenience.

The Newton MessagePad is the first in a family of products based on Newton technology. Others will be introduced in the future by both Apple and its licensees (Sharp, also introduced its ExpertPad at the show, and should also be shipping at this time).

The Newton MessagePad is based on the concept of Newton Intelligence, which is a combination of

software and silicon. Newton Intelligence is what makes Newton understandable, friendly, intuitive and useful. It is the "soul" of the Newton MessagePad that allows the product to "learn" the user's preferences and requirements. More importantly, Newton Intelligence actively assists users in completing their tasks. It "learns" users work habits and patterns—and then implements them on cue. Whether it's printing a letter in an accustomed format, or faxing a message to a client's office, the MessagePad learns over time to adapt to the user's preferences.

The MessagePad lets you take notes, which can be graphics or text, and which in turn can remain digital ink (pixels) or turn into ASCII characters. You can file those notes in a single hierarchy of folders; duplicate or delete them, fax, mail, or "beam" them to someone else. Faxing and e-mailing require an optional modem (there are a slew of options and add-ons to make even the most avid gadget person contented), whereas beaming uses the built-in infrared transmitter/receiver to move data over a short range (approximately one meter). Along with notes, the Newton contains an address book and a calendar and all are integrated so that you can easily grasp information from one to use in another, or the Newton can do that for you. For instance, writing "lunch with Bob on Friday" (this was the patent entry for every demo) and asking the Newton for assistance results in the Newton looking in your address book to figure out who Bob is (giving you a choice if several people are named Bob), then realizing that lunch is usually an hour at noon, and adding the event to your calendar for this Friday. It is that good.

The Newton MessagePad is 7.25 inches high, 4.5 inches wide and .75 inches deep, with a weight of .9 lb.



The supertwist LCD screen is 4 X 2.8 inches and 336 X 240 pixel (85 dpi). There is no back lighting, but if you have enough light to read, you can use a Newton. An advanced RISC machine (ARM) 610 processor running at 20 MHz is at the heart of the Newton. Apple claims that the ARM 610 has the ability of a Quadra 800 or a 486/66 MHz DOS machine with less power consumption. The Core Newton Software resides in a 4 MB ROM; 640k of RAM functions as active memory and to store data. There is one PCMCIA type 2 card slot. There is also one LocalTalk compatible (8-pin) serial port. The Newton operates on four standard alkaline AAA batteries, rechargeable nickel-cadmium (NiCad) battery pack, or an AC adapter. The worst battery life—continuous activity—is six hours. For intermittent operation the standard batteries should last two weeks. The NiCad should last one week. SRP: \$799.

Communication Capabilities

Because of Newton technology's strong communications architecture, the MessagePad comes with a wide variety of communications capabilities. The Newton Communications Architecture is modular. This means that when new applications and services become available, they can easily be added and supported in an integrated, plug-and-play manner. The communications capabilities in the MessagePad allow users to send, receive and share information through virtually every communication method in the workplace today—telephone lines, wireless networks and computer networks.

Faxing—The MessagePad can act as a hand held facsimile (fax) machine, allowing users, with the optional 2400/9600 fax/modem (SRP: \$149.00), to send facsimiles to vir-

tually any fax machine in the world. Additionally, Newton Intelligence makes the process of sending a facsimile simple: With the press of one button, the MessagePad automatically formats the output, adds a cover page, and places the facsimile in the system's Out Box, awaiting connection to a telephone line. It is anticipated that future products in the family will additionally offer the capability to receive fax messages.

Wireless Messaging—Users of Newton MessagePad are expected to have access to a wireless messaging service with both national (US) and local access. This service will deliver alpha-numeric paging and messaging capabilities to users of the Newton MessagePad. This service is expected to give the users a full-featured method of keeping in touch that is totally integrated with the MessagePad. To do so, you will need the optional MessageCard PCMCIA card. The price of this card has not yet been determined.

Electronic Mail—MessagePad users will be able to send and receive electronic mail messages to and from other MessagePad users who are NewtonMail subscribers—or just about any computer, by using the NewtonMail service and the optional modem. NewtonMail is a subscriber-based service to be offered by Apple that is an extremely cost-effective way of communicating across the United States and the rest of the world. Availability of the NewtonMail service will be announced at a later date. Over time, it is anticipated that NewtonMail will be expanded to offer a wide range of information such as news, weather and financial information as well as the potential for on-line transactions. When seeing this demo, I questioned the engineer about why such a low end (2400bps) modem was being used and he stated

that most data that was going to be sent was very small in size, and 2400 baud would be quite sufficient. The demo proved him correct, it was extremely fast.

Beaming—Making use of its built-in infrared function, the MessagePad can send or “beam” quick messages to other Newton devices across a one-meter distance, without any wiring or cabling. This capability is ideal for the quick exchange of items such as business cards, meeting notes, maps or appointments.

Printing—The MessagePad can print any document it creates—notes, drawings, addresses, maps, letters—on most popular dot matrix, portable inkjet, thermal and laser printers. These printers can be either connected directly, or accessed through a local area network. A Printer Pack will be available as an add-on that will include all the software and hardware that you need to use a parallel printer with the MessagePad. It will work with the most popular laser, dot-matrix, portable ink-jet and thermal printers that are compatible with MS-DOS and Windows-based printers. The price: \$99.

Desktop Connections

The Newton MessagePad can share information quickly and easily with millions of personal computers. Using the optional Newton Connection package, users can transfer, synchronize, back up and update information between a Newton MessagePad and a Macintosh personal computer or a personal computer running the Windows operating system. Newton Connection is based upon a technology Apple calls “Smart Synchronization,” which automatically updates information between a MessagePad and a personal computer. Any changes made to the information on the New-



ton—or on the personal computer—will be automatically synchronized and updated between the two when they are connected. Newton Connection also includes a set of complementary Newton applications intended to let users create, view and edit Newton information on a personal computer, even when the computer is not connected to a Newton.

Newton Connection is planned to be available in the following versions for either Macintosh or PCs running Windows: The Newton Connection Kit, which backs up and restores information; and The Newton Connection Pro Kit, which gives complete file to file synchronization. The product allows creation of a “virtual Newton” on the desktop. In addition, the Newton Connection Pro Kit will have database translators (FileMaker Pro, DynoDex, TouchBASE, etc.) so that you could transfer data from your desktop to your Newton seamlessly. SRP: \$199 for the Newton Connection Pro Kit.

Keeping in Control

The Newton MessagePad also includes a collection of capabilities that help people capture and organize an array of information in the way that suits them best. The system can capture and file notes, sketches and other details on file, keeping them ready for almost instant access. Built-in calendars, alarms, and reminders help people keep track of busy lifestyles. Its built-in address book holds hundreds of names and addresses. The MessagePad’s advanced recognition architecture not only understands printed and cursive script, but also cleans up drawings and diagrams, making them easier to understand and communicate. There will be a broad range of accessories available for the Newton. There are power adapters, battery boosters pads (runs on eight AAA batteries and

doubles the run time), rechargeable battery packs and battery pack rechargers. For storage there will be a 1 MB storage card (SRP: \$150) and a 2 MB flash storage card (SRP: \$300). In addition, there are at least four different leather carrying cases to choose from.

Applications, Titles, Developer Support

The recently introduced Starcore Publishing Group within the Personal Interactive Electronics (PIE) division at Apple Computer has introduced six new titles for the Newton MessagePad. Some of these titles are delivered on PCMCIA cards that fit into the card slot at the top of the MessagePad; others are on a diskette which can be downloaded as required from a personal computer. All titles are expected to ship early in the fall.

The first titles from Starcore Publishing include the following:

“Fodors 94 Travel Manager: Top US Cities.” Includes 500 points of interest per city, including restaurants—detailing the type of cuisine, the credit cards they accept and other travel information and business services—hotels, sights of interest, airport information. Covers eight cities, with detailed interactive maps highlighting destinations and routes. SRP: \$119.95.

“Fortune 500 Guide to American Business” is an enriched electronic version of the Fortune 500 and Service 500, giving a rich source of information on all aspects of America’s largest companies. It compares information on topics including sales per employee, five-year financial performance histories for sales, profits and earnings per share. Users can take advantage of sophisticated search and sort options, compare performance of companies and prepare graphs (using five years of data on two companies) and custom

calculations. SRP: \$99.95.

“Dell Crossword Puzzles & Other Games” contains hundreds of puzzles, as well as Cryptograms and Word Searches. SRP: \$79.95. An abbreviated version of this product also comes in a diskette-based version. SRP: \$49.95.

“Money Magazine Financial Assistant” includes calculation templates to evaluate a number of the most common financial decisions. Categories include investments, loans, budgets, property transactions and so on. SRP: \$99.95.

“Money Magazine Business Forms” makes it easy to fill out the most used financial forms, including expense reports, project plans and loan calculations. It has 12 templates. This product is delivered on diskette. Using the optional Newton Connection, just the form required can be downloaded from the personal computer. SRP: \$39.95.

“Columbo’s Mystery Capers” more than 40 brainteasers complete with graphics and text-based clues. Each humorous mystery opens with a text introduction and an illustration of the scene of the crime. Players use the stylus to uncover the potential clues which reveal important details. SRP: \$79.95.

Apple has been working actively with information providers and publishers to develop titles for the Starcore portfolio, which is intended to include products in the categories of general reference, business/professional, education and entertainment.

More than 20 developers also announced products for Newton MessagePad, including CE Software, Claris Corp., Fingertip, Great Plains, Integrated Systems, On Technology, Pastel and Pastel, Slate and Strategic Mapping. These products range from specialized realtor systems to titles for sports enthusiasts. Many more developers are in



the process of creating innovative new applications for the system.

In addition to all the new and exciting third party and Starcore applications, one of the best was the Newton Toolkit. The Newton Toolkit provides graphical layout capabilities, utilizes the NewtonScript programming language and built-in Newton components, and supports content, application development and authoring tools. These tools provide developers with a powerful, flexible, and easy-to-use solution for the creation of new kinds of applications. The Newton Toolkit is intended to be a complete solution for Newton application development. Commercial, corporate, and content developers can use the Newton Toolkit to create new kinds of applications. The PIE division of Apple is anticipating widespread use of the Newton Toolkit and believes that new applications focused on specific tasks for PDAs will both broaden and complement products from the existing base of developers for Windows and Apple Macintosh personal computers. NewtonScript, the programming language for Newton-based products, is an object-oriented dynamic language (OODL) that provides developers with an interactive and rapid development cycle. As an OODL, NewtonScript enables developers to program functionality as a series of objects, utilizing built-in objects, creating new objects and reusing all of the components.

The Newton Toolkit includes the following:

- Graphical layout tools: Drawing tools for user-interface construction.
- NewtonScript programming tools: Tools for editing, compiling, and debugging NewtonScript programs.
- Newton Components: A

powerful set of reusable application objects.

- Content and authoring tools: Tools for adding navigation and intelligence to textual and graphical content.

The Newton Toolkit, although in Beta form, was discounted at the show for \$799 and was selling extremely well.

Licensing

From the beginning Apple had signaled its intention to broadly license Newton technology. This activity has resulted in agreements with leading corporations around the world, including Sharp and Kyushu Matsushita Electric in Japan and Motorola in the United States. Siemens/ROLM will also be incorporating Newton technology in its forthcoming NotePhone product. For customers, it is anticipated that this licensing effort will mean that software titles and accessories can be used across a variety of products from these and other corporations.

As the new Apple Newton MessagePad was being introduced this week, there were already notable endorsements from some major institutions and corporations. Coca-Cola, Monsanto, American Express, and others are implementing plans to incorporate Newton technologies into their information systems strategies. These corporations and institutions are looking for ways to streamline processes, operate in a world of shortening product life cycles and become more responsive to their customers. They have seen Newton as a way to quickly and easily manage and communicate information back and forth between their central information systems and the point of contact with the customer. As an example, American Express is developing applications for its customers who will use Newton de-

velopers. "We are very excited about mobile computing and its potential applications for our customers—business travelers in particular. We are working with Apple to develop customized applications for the American Express Card members who will use the Apple Newton."

The Coca-Cola Company added, "The Coca-Cola Company has been and continues to be very excited about Apple's technology advancements in the area of computing for the enterprise. We believe that with products such as Newton, Apple has made a major contribution to innovative information systems which support corporations' business goals."

ShareWare

You knew it was bound to happen, but not this soon. While there are no third party commercial programs or applications available at this time, there have been several FreeWare and ShareWare programs cropping up on the services and some local Bulletin Boards. They include two copyrighted ShareWare programs, and a few FreeWare programs that include a calculator, a memory-clean up utility, and a shortcut for switching recognition top and from guest mode.

Now for Some Straight Talk

If you try out a Newton at a store, keep in mind that the Newton performs poorly in demonstration mode. The Newton's handwriting recognition is adaptive, so it improves over time and learns how you write. In 15 minutes of playing with the Newton, you're unlikely to find it all that accurate, although your mileage will vary depending on how closely your handwriting matches one of the Newton's built-in letter form sets. The first time I tried the MessagePad it could hardly recognize a thing I wrote, but I only tried



for five minutes. The next day I was invited to take Apple's Tips and Tricks for New Newton Owners class (although I didn't own one yet), and wrote on it for 45 minutes. The second test worked much better because it had a chance to adjust to me, and I to it. I also discovered this was the biggest point of contention with all the new users as well. They were complaining about the fact that their MessagePads were not recognizing their handwriting. But by the end of the class, there was very little complaining going on. The instructor stated that it would take approximately 18-20 hours of training to have the MessagePad adapt to an owner. From my experience at this class, I would tend to agree with him.

The Newton will succeed. Not only for Apple, but for all of us. No other computer company has shown the guts necessary to introduce such a revolutionary new technology in such a big way. Without Apple's aggressive outlook of how we can interact with electronics, the progress of human needs and technology working hand and hand, will advance at a snail's pace. Even people at the show who were openly questioning the usefulness of the current MessagePad were thinking of uses by the end of the Expo. Possibilities like controlling VCRs and TVs, CD players, stereo equipment, copy machines, or at some point, walking into the Boston/MacWorld Show and having a map and directory beamed to your Newton, completely up-to-date. You might interface a Newton with an ATM machine to get electronic money, or beam your Newton at a cash register, to pay for your purchase. This technology is going to be really big and will be limited only by the lack of imagination and not capabilities.

Still feeling suspicious? If you remember, that was the same feel-

ing in 1984 when the first Mac was introduced. The screen was too small, it was just a toy and was doomed from the start. I recall some Macs being shipped while waiting for the delivery and development of a floppy drive. There seems to be the same "sensible" criticism ten years later for a product that, I believe, will be a new model in computing. I believe in the Newton. It is one neat item. It shows great promise, and, I believe, that in many ways the Newton is going to be important as a technology that truly changes our lives. And most of all, Apple has added that special ingredient that it has been adding into every Mac

since 1984... fun.

All the information, data and specs were taken from press releases and various interviews with members of the Newton Team, User Group Connection and Apple employees at the different demo stations at the Boston MacWorld Expo.

Thomas Siblo is a mild-mannered veteran sales representative for a home furnishing company by day. But at night, he becomes a Macintosh Evangelist, reporting and writing reviews for the Macintosh community. He can be reached at 718-356-7595 or on AOL (ThomasS110)... at night, of course.

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IdeaFisher—Two Heads or More are Better than One

If your job or personal interests require you to think creatively, and your friends, family and associates aren't much for brainstorming, IdeaFisher could be just what you need. This unique application was designed to help users make decisions by posing questions and presenting ideas through related words and phrases which are grouped together.

Commonly thought of as decision support software, IdeaFisher combines two formidable databases which they call IdeaBank and QBank. QBank includes more than 6,000 questions which are used to define or understand the user's objective. They are defined in three categories: Orient and Clarify, Modify, and Evaluate. Orient and Clarify poses questions designed to help the user solve a problem. The problem can be anything from writing an article to planning an advertising campaign or designing a slogan. The business and personal uses for IdeaFisher are unlimited.

Double-clicking on any of the idea generating questions places them in a Notepad (text editor) where users can detail their responses. The IdeaBank contains some 61,000 words and phrases which are grouped by association. Together, these databases can create more than 700,000 associations which may help develop your

idea or lead you to your goal.

Using IdeaFisher can be as simple or as involved as you want to make it. It has been said that answering the QBank questions is a cross between writing in your diary and completing a questionnaire. You have the option of answering as many questions as you like. Using the Filter Question Notepad command, which appears under the QBank menu, instructs IdeaFisher to draw the key concepts by relating the words in your answers which appear more than once, twice, etc. The word associations which develop can help define the problem and the goal. An Idea Words & Phrases dialog box presents the IdeaFisher scrolling alphabetic list of related words and phrases. Selections can be made at each step to refine the objectives.

IdeaFisher is not designed to create the finished product, rather it provides the means by which you can find the answers by asking the right questions which evoke hundreds of idea and word associations.

The information comprising this scholarly program was compiled from many self-help, how-to, academic and reference works. In addition, the user can apply his or her own information into both the IdeaBank and the QBank. In addition to the main package which

requires 25 megabytes of disk space, the company also offers two add-ons. The Presentation Planning Module (\$79) includes more than 300 questions which are designed to guide users through the creative speech and presentation planning process. The Strategic Planning Module (\$99) is designed to help businesses understand their current situations, plan for change and prepare for the future.

If you haven't got a room full of knowledgeable, creative thinkers with the time and understanding to discuss your problem, you should plan to add IdeaFisher to your library.

(Reviewed by MacPublicity Network)

Name: IdeaFisher (available for Mac and DOS systems)

Publisher: IdeaFisher Systems, Inc.

Address: 2222 Martin St., #110
Irvine, CA 92715

Telephone: 800-289-4332

Fax: (714)757-2896

SRP: \$199

Discount Price: \$99

Name: Strategic Planning Module

SRP: \$99

Discount Price: \$65



Image Grabber—Screen Capture DA

Although Image Grabber has been around for a few years, this handy desk accessory is certainly worth knowing about. If you illustrate articles with screen images or create software training manuals of any kind, you'll wonder

moving applications.

Once captured, Image Grabber allows the user to send images to the Scrapbook, the Clipboard, MacPaint files, PICT files, Resource files or directly to a printer. It also includes features which let the operator set the creator types for PICT

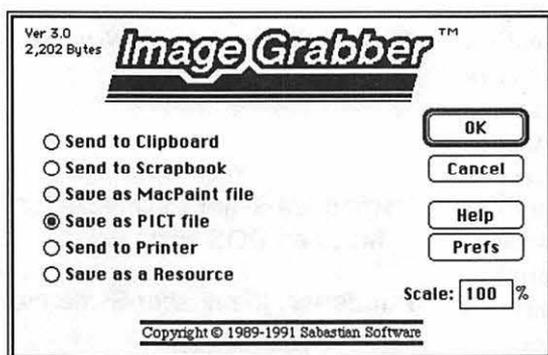
and MacPaint files. There are a variety of useful features including the ability to convert color images to B/W. Incidentally, the image provided with this review was captured with Image Grabber.

Image Grabber works with all the Macs we tested from the Plus to the Quadra 950. It worked reliably every time and never created

a conflict! MacUser rated it 4.5 mice in May 1990, but the newer features of version 3.0 make it an even better value.

Image Grabber requires one megabyte of RAM and takes just 54K of disk space. The 33 page manual supplied with this single disk application is clearly written with plenty of screen illustrations (you'll never guess where they got them). The commands are intuitive and the typical user can be capturing complicated images in just a few minutes. Although it is unlikely you will ever need it, Sebastian Software offers phone support.

(Reviewed by MacPublicity Network)



how you ever lived without it.

Image Grabber allows users to record and manipulate B/W or color images from their Macintosh screen by capturing a copy of the bitmap directly from the screen. Users may then copy this information from one program to another. Images may be transferred from a database directly to a printer or file without the need for creating a report. A special timed-grab feature helps capture those hard-to-get images which flash across the screen as the computer is processing. Image Grabber is particularly useful in recording pull-down menus, floating palettes, dialog boxes, and

Name: Image Grabber

Publisher: Sebastian Software

Address: P.O. Box 70278
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Canvas 3.5 Upgrade Review

by Bill Baldridge

As many of you know, I've been a long-time user and booster of Canvas, and have reviewed versions 2.1 [Aug '90, p.23] and 3.0 [Oct '91, p.30] for the Pi Journal already. So, it was natural for me to take on the review of this new release, and I willingly plowed into the job as one familiar with a favorite environment might.

This release is basically a 'feature enhancement' of version 3, so if more detail is desired, I recommend you contact the Pi Office for reprints of the October '91 review. Otherwise, I will be making the assumption that you're familiar with most of the tools and menus found in the application.

New Stuff

If you want a short feature list to justify the money for the upgrade, the real 'gee whiz' features are extrusions, column-to-column text flow, and the Tool Loader. The ability to load a tool after you're already in Canvas should have been built-in from the advent of the feature in 3.0, but it's addition is definitely welcome.

There are also "new" tools, such as Concentric Circle, QuickTime, Sounder, Spiral, and Layer/Time/Name Stamp tools. The *new* is in quotes because most of these tools have been available in "non-shipping" (or beta) form for some time and since January with Deneba's ToolPak #1 in "professional" form. Some beefed up object stretching,

morphing, scrunching, squeezing, slicing/dicing abilities round out the feature list of this release.



Sometimes just one feature can make you reach for the phone. This may be the case with Canvas 3.5, but you have to look at the total picture to see whether this upgrade is worth the outlay *for you*. So, let's take a look at what Deneba gives you for your money.

Extrusions

Far and away the biggest addition to the new release is extrusions. The ability to take a 2D object and 'extrude' it into a 3D object has been around for some time on the Macintosh, but primarily in 'big buck' CAD or rendering applications. It's a useful tool for making 3D charts and graphs, pop-outs (where one object is 'stretched out' to highlight it in a group), and even to add the occasional 'gee whiz' ef-

fect to text or graphics for a presentation.

But it's a difficult tool to master; at least, it was for me. A much better interface would be a dialog box that gives you a preview of your actions [see Figure 1]. As it is, you're guessing as to what the final effect will look like. On the positive side, once you've found a setting you like, the effect is repeatable for any other object because the settings are retained until they're changed.

Print times can be long when printing extrusions with gradient fills. The simple 'Wow!' (Figure 2) shown here took over 3.5 minutes from my LC III to print with a gradient fill, but only 30 seconds with color fills and patterns.

For those who do presentation work, charts and graphs or maybe even multimedia, extrusions

will provide an exciting new tool for enhancing their output. For some, it will justify the upgrade cost by itself.

Text Flow

The other major enhancement in this release, in my opinion, is the ability to flow text from one text object to another (Figure 3). Similar to the feature found in page layout applications, this feature brings a useful new tool to Canvas.

Unfortunately, the more I use its features, the more *limitations* I'm finding with it. For example, you cannot place text, but must rather use the clipboard to import text. Why give Canvas all these nifty text manipulation capabilities, and still not provide for their import or placement?

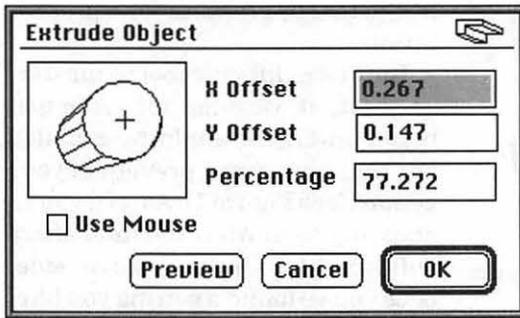


Figure 1

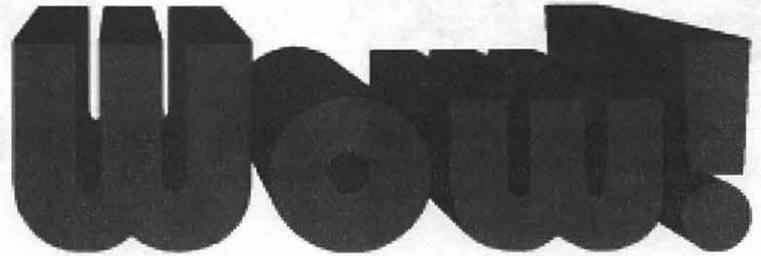


Figure 2—From 2D to 3D with "Extrusion."

I'm sure this feature will evolve and improve as time goes on. For now, I'd consider it useful, but it needs work.

Other Features

In the 'handy' category, we find the following features:

- MacroWindow**—a floating window for macro objects (text or graphics that can be placed with a single click)
- Pressure Pen**—a pressure-sensitive bezier curve tool that adjusts the width of a line based upon the speed (or pressure, if you have a graphics tablet) of the cursor
- Tool Loader** that lets you load Canvas Tools from within the application.
- In the 'cool' category, there are:
 - QuickTime**—the ability to place QuickTime movies in a document
 - Fine Kern**—the ability to customize text kerning to fractions of a point
 - Style Sets**—save configurations of type styles for immediate application to other text
 - Sounder**—add sound objects to a document.
 - And in the 'ho-hum' department, there are:
 - Concentric Circles**—anyone for donuts?
 - Fractal Lines**—a squiggle by any other name

Smart Lines—snap to it, boy!

Spiral—only I would ever have to draw a hairspring

Time, Layer, Name Stamps—I'm sure *someone* has a use for these.

The Bottom Line

If you want/need extrusions, like the ability to flow text from one block to another, and just generally want to keep your primary graphics tool up to date, then your money

will probably be well spent.

If you're happy with your current toolset, can do your work without the added features, are fully compatible with your operating system and other applications, and don't need the cross-platform capability, then I'd wait until Deneba comes out with a more compelling reason to upgrade.

Upgrade issues aside, however, Canvas 3.5, more than ever, offers more features and power for your hard earned dollar than any other

Canvas 3.5 Upgrade

Attention all Canvas owners! Canvas 3.5 has just been released! This new version has many new features including extrusion, enveloping, group composites, pressure sensitive Bezier pen tool, concentric circles, style sets, smart lines, and much more.

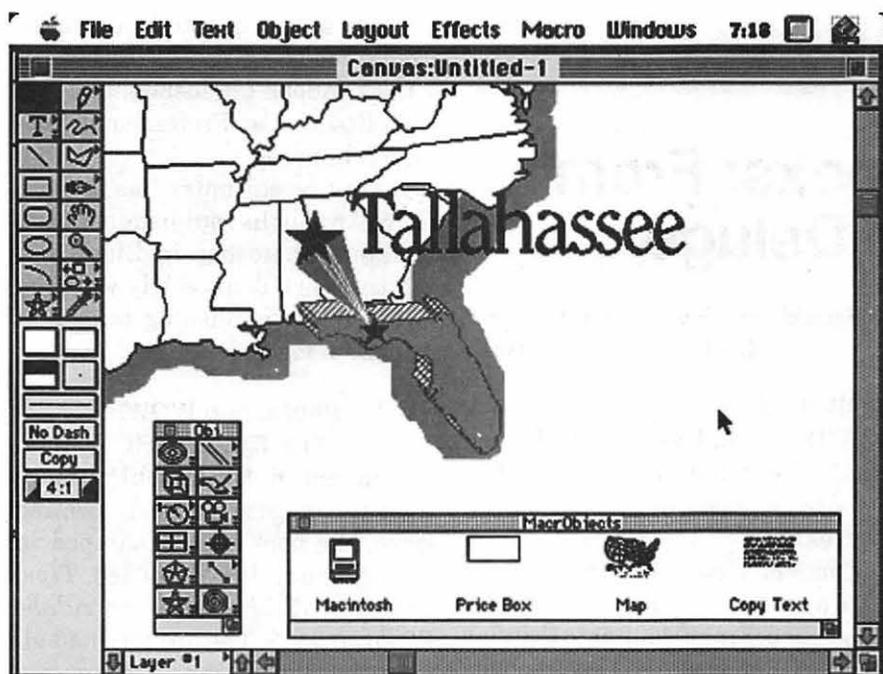
In addition, several of the familiar Canvas 3 features have been augmented in this new version including the blend, bind, bezier text, and text utilities tools. And this version offers full cross platform compatibility with our forthcoming Canvas for Windows program. 🍑

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addition, several of the familiar Canvas 3 features have been augmented in this new version including the blend, bind, bezier text, and text utilities tools. And this version offers full cross platform compatibility with our forthcoming Canvas for Windows program.



Figure 3—Canvas 3.5's text handling capabilities have improved.



general purpose graphics application for the Macintosh.

Conclusions

Despite all the nifty new tools, or perhaps *because* of them, Canvas is in need of an overhaul. There remain bugs, quirks, and non-features (like not being able to import text) that need addressing if Deneba

hopes to maintain Canvas' lead as the 'swiss army knife' of graphics tools for the Macintosh.

If you're a first-time Canvas shopper, I don't think you'll find a better graphics application for general publication work. If you're a long-time user...I think I smell a Canvas v3.6 in the wind.

What's it Cost?

Here's a breakdown of what it costs to upgrade:

- 1.) If you are a registered owner of the Canvas 3 program and have ONE or NONE of the Canvas ToolPAKS, the upgrade is \$89.95 until Sept. 15, 1993. After that date, the upgrade price will be \$99.95.
- 2.) If you are a registered owner of TWO of the Canvas ToolPAKS and Canvas 3, the upgrade price is only \$49.95. Proof of purchase is required.
- 3.) If you are a registered owner of all THREE ToolPAKS and Canvas 3, the upgrade is free. Proof of purchase is required.
- 4.) If you are a registered owner of Canvas 3 and have purchased the program on or after May 1, 1993, your upgrade is free! Proof of purchase and a copy of the dated sales receipt is required to be eligible for the free upgrade.
- 5.) If you are a registered owner of any version of Canvas previous to 3.0, the upgrade price is \$129.00.

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Photoshop Books: From Drought to Deluge

by Dennis R. Dimick

Since its introduction about three years ago, Adobe Photoshop has dominated the Macintosh image-processing market. Despite Photoshop's leading role, the third-party book market for this ubiquitous image editor has been nearly non-existent until now.

This year's release of Photoshop 2.5 created a stream of fresh and mostly-inspired guides on how to maximize your photo creativity. All available now, they include two titles from PeachPit Press: The Photoshop

WOW! Book, by Linnea Dayton and Jack Davis, and Visual Quickstart Guide: Photoshop for Macintosh 2.5, by Elaine Weinman and Peter Lourekas.

Random House Electronic Publishing has released Designer Photoshop: From Monitor to Printed Page, by Rob Day. IDG Books, part of the MacWorld Magazine empire, has given us the MacWorld Photoshop 2.5 Bible, by well-known and prolific Macintosh book author Deke McClelland.

There's also a couple of books from Adobe Systems: Classroom in a Book: Adobe Photoshop, and Design Essentials: Professional Studio Techniques.

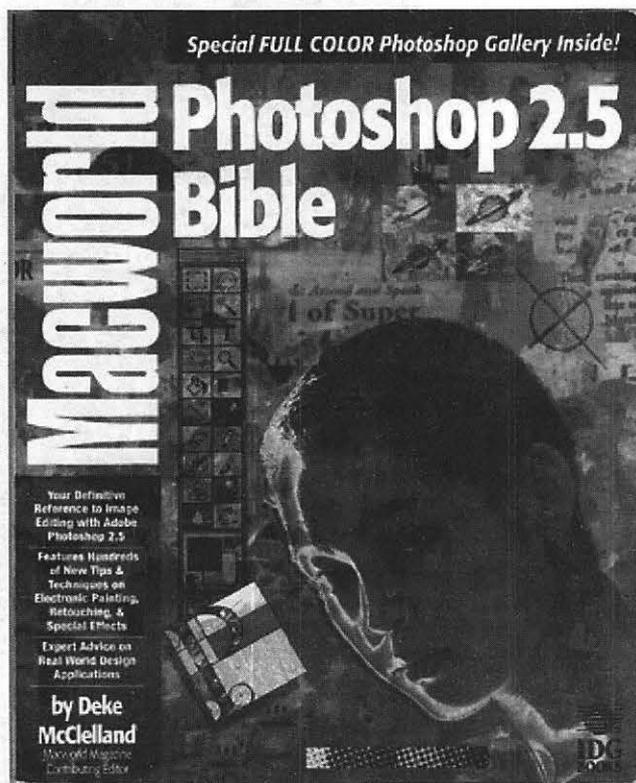
A very recent entry has arrived from Annapolis publisher Bozek Desktop, Photoshop in Black and White, which deals solely with the monochrome publishing talents of Adobe's image editor.

Photoshop WOW! The Title Says It

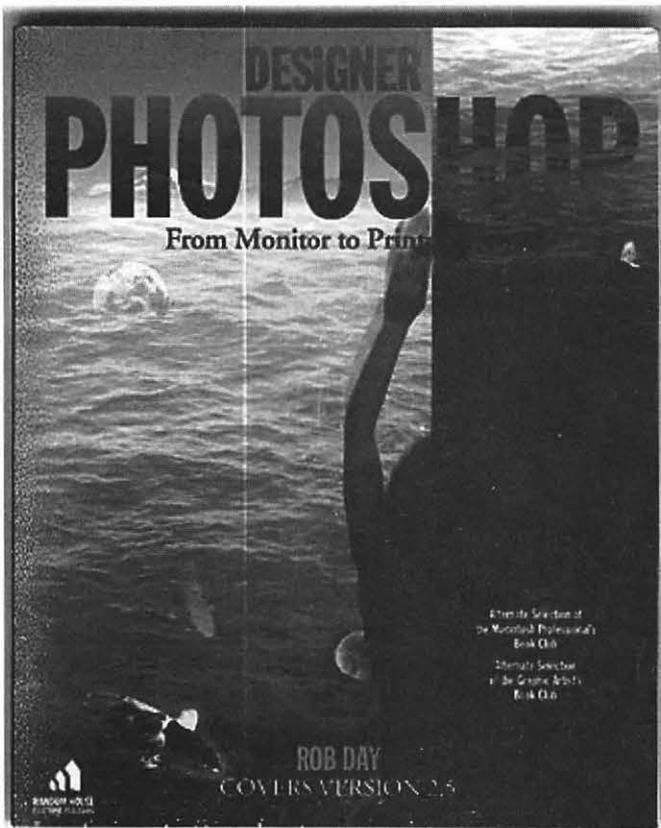
Announced By PeachPit more than a year ago and eagerly awaited since, the book finally shipped in late August. It's subtitled *Tips, Tricks & Techniques for Adobe Photoshop 2.5*. The authors had almost finished a book on Photoshop 2.0, then Adobe rewrote the program. Rather than add an appendix dealing with program revisions, the authors rewrote the book, too. The wait was worth it.

At 196 pages, this certainly is not the longest computer book around, but what WOW! offers is highly organized succinct advice, illustrated with beautiful color examples, and sidebar tips on every page on how to get better performance and effects. If you've seen the magazine *Step-By-Step Graphics*, you'll notice a design similarity with WOW!, as co-author Linnea Dayton is electronic design editor for that magazine and also editor of *Step-By-Step Electronic Design Newsletter*.

Organized into nine chapters, WOW! offers nuts-and-bolts advice with high-quality color photos on every page showing effects you can achieve with each operation. The big difference with WOW! is that publisher PeachPit spent the money necessary to show you in color what Photoshop does. Other publishers typically include a few color pages



MacWorld
Photoshop 2.5 Bible



Designer Photoshop: From Monitor to Printed Page

in the middle of the book to show a few effects, then attempt to tell you via text how a program of visual effects works. Not so *WOW!*

Chapters include 1) Photoshop Basics, 2) Selections, Masks, and Channel Operations, 3) Enhancing Photos, 4) Montage and Collage, 5) Using Filters, 6) Painting, 7) Combining Photoshop and PostScript, 8) Special Effects, and 9) 3D-4D Adding Depth and Motion. The book is not meant for Mac beginners, and you should have basic knowledge of Photoshop's workings to get the most from *WOW!*

The book devotes a large section to color photos showing the effects achievable with several Plug-in filter collections for Photoshop. Plug-in filters are program add-ons (akin to Quark Xtensions, Aldus Additions or Canvas Tools) that allow

various photo agencies and publishers), a variety of Photoshop hardware and software support tools, and contact information for Photoshop-specific software and hardware suppliers.

The book also contains a free disk with five filters and a slide show Plug-in from HSC Software's Kai's Power Tools, a tutorial on channel operations, a set of brushes for XAOS Tools' Paint Alchemy, displacement maps, and a set of Function Key keyboard customizers for Photoshop.

WOW!'s layout might be too dense for some, and the book pays little attention to issues of monitor/output calibration, a huge bugaboo facing color desktop publishers today. However, the authors graciously recommend the following book as a great source on calibration issues.

you to modify pictures in special ways beyond what the program alone may easily allow. Several firms now supply Plug-in filters, and effects shown in *WOW!* come from Kai's Power Tools by HSC Software, Gallery Effects by Aldus, Paint Alchemy by XAOS Tools, and the Andromeda Series by Andromeda Software.

An appendix shows photographic image collections (CD-ROM photo sets available from

Emphasizing Created Images: *Designer Photoshop*

Designer Photoshop: From Monitor to Printed Page ranks in the color-on-every-page class as *WOW!* Its presentation isn't as high-key or intense. Pictures are larger, and this book presents Photoshop-created images in a relaxed gallery form throughout. Author Rob Day emphasizes how he creates combination photo images from multiple sources, and he shows how to produce masks, composites, and montage images. He also demonstrates how to integrate Photoshop images with Adobe Illustrator artwork to create complex images not possible with either program alone.

Besides its aesthetic appeal, this book's strength is a discussion of calibration and output. Day also clearly defines the differences between dot, pixel and line resolutions, and what this means for you. The author has been working with Photoshop since before its initial release, and is acutely aware of challenges involved when you try to produce four-color ink-on-paper images from desktop computers. Matching your monitor to the color or resolution of output is no small task, and author Day tries to help you understand the complexities and variables involved.

MacWorld Photoshop 2.5 Bible: Biblical Proportions

If you've read *MacWorld* Magazine or browsed the computer shelves of your local bookstore, you've probably run across something by Deke McClelland. He's a *MacWorld* editor and has written nearly 30 computer books. Sadly, I've found some of his books read like a formula. There is only a little bit of that with this vast volume, and if I were to recommend just one book for an intermediate Mac user



who's a Photoshop beginner, this might be the one.

At nearly 700 pages, this is one of those "everything but the kitchen sink" books. McClelland gives you Macintosh basics, Photoshop basics, and seemingly endless chapters of tips and information on how to get the most from Photoshop. His writing here is lively, humorous, conversational, and involved. Black and white photos of decent size are placed throughout to help you understand the operations the author describes.

He breaks the book into five major areas covering the gamut of Macintosh imaging: fundamentals, exploring digital imagery, retouching, special effects, and color. McClelland's introductory material is very thorough, and he even recommends which particular Macintosh models are better suited to use with Photoshop. (Not necessarily

just the latest and fastest, according to the author.)

Early in the book McClelland says Photoshop is nothing without color. Too bad publisher IDG Books didn't spend more on color illustrations. Sixteen pages are bound into the middle of this huge book. Unlike a word processing program, which doesn't need color illustrations in a tips book, Photoshop thrives and lives in a world of color. McClelland's engaging book could have been made more useful and appealing by more liberal use of color photos.

Visual Quick Start Guide: Photoshop For Macintosh

Part of a series from PeachPit Press, this book could be best described as menu-driven. In a straightforward manner this 250-page book covers the basic functions of Photoshop, and leads you through all the program's menu commands using pictures of drop-down menus and palettes as a guide. The authors describe each command's function clearly and simply, and pictures accompany throughout to help you understand effects achieved.

If you've been asked to start using Photoshop right now, this book may be your best bet for getting something done fast. The first 50 pages are devoted to basics and introductory information about Photoshop, how to navigate the program, and explanations of digital imaging and differences between pixels, lines and dots.

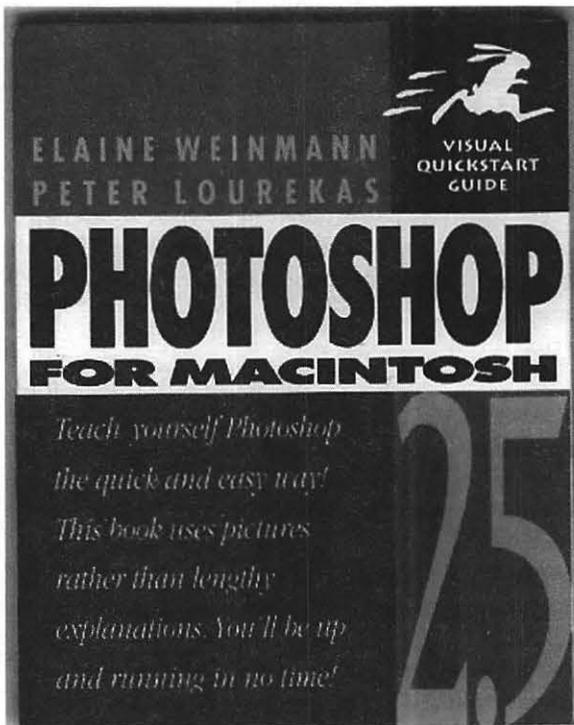
This book, which costs less than the others here, is in black-and-white, and also has eight pages of color examples bound into the middle. My only real complaint deals with layout. Apparently the book designer rigidly followed a grid, and in this case the pictures have all been kept mostly the size of a large postage stamp. Trying to see pictures slightly larger than the size of a 35-mm transparency is a bit of a chore, especially when you're trying to understand the difference between one picture and its slightly sharpened neighbor on the page.

Adobe's Offerings and an Annapolis Entry

If you're really into Photoshop, you might consider two entries from Adobe systems. One is called *Design Essentials: Professional Studio Techniques*. Published in late 1992, this softbound book shows how to integrate Photoshop and Illustrator to create impressive artwork, and it presents elegant color examples on nearly every page. Reports on America Online's Photoshop Forum say the book is in revision and a new edition incorporating features of Photoshop 2.5, Illustrator 5.0, and Dimensions 1.0 is set for publication soon.

Another new entry from Adobe is *Classroom in a Book: Adobe Photoshop*, published in August. This takes a workbook style approach, and has a CD-ROM bound in. (Workbooks also are available for Adobe Premiere 3.0 and Illustrator 5.0) Written and designed in the same manner as Photoshop's manuals, this book's scheme is to help you learn hands-on how to use Photoshop. You must have a CD-ROM drive, though, to effectively use this book.

Photoshop in Black and White, by Jim Rich and Sandy Bozek comes



Visual Quickstart Guide: Photoshop 2.5 for Macintosh



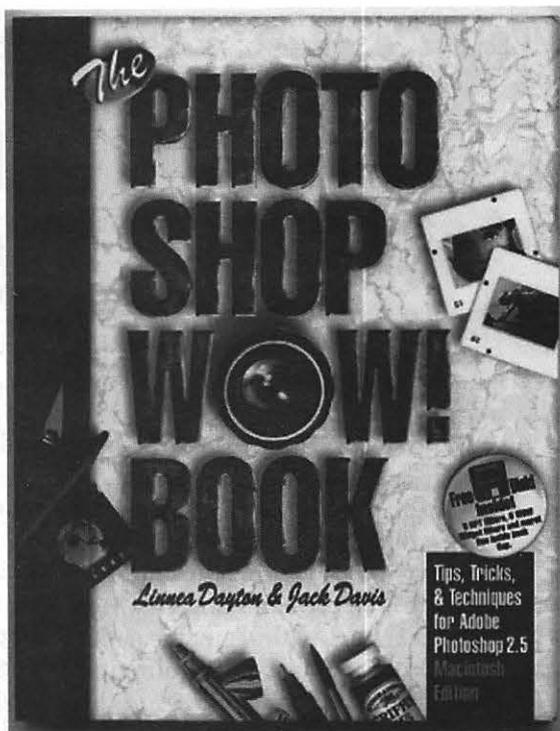
from Bozek Desktop of Annapolis. Recently released, this 48-page volume emphasizes how to maximize reproduction quality of black and white images when using Photoshop 2.5. I haven't seen the book yet, but hope to soon as most my own output so far is to a black-and-white LaserWriter. Several correspondents on America Online's Photoshop Forum have raved about its succinct, well-organized approach to black and white image publishing from Photoshop.

The Official Handbook Surpassed

The "Official" Adobe Photoshop Handbook from Bantam Books was for a long time about the only book specifically devoted to Photoshop. Bantam's Handbook has been out since 1991 and any of the books mentioned in detail here should help you more than that early generation book did, especially since the "Official" handbook emphasized features found in Photoshop 1.0. (I hear this book, too, is in revision.)

My favorite of the new group is *The Photoshop WOW! Book*, but I found Deke McClelland's *Bible* writing fresh and interesting. Though the excellent manuals that come with Adobe Photoshop may be among the best around, any of these new books will offer you something you didn't know before, and help lead you along a creative path you might not know existed.

WAP and BMUG member Dennis Dimick explores photography-related topics for *The Journal* and *BMUG Newsletter*. In addition to the *TCS*, he can be reached via e-mail: ddimick@aol.com.



The Photoshop WOW! Book: Tips, Tricks, & Techniques for Adobe Photoshop 2.5

Listing of Books Mentioned:

The Photoshop WOW! Book: Tips, Trick, & Techniques for Adobe Photoshop 2.5

Macintosh Edition

By Linnea Dayton and Jack Davis
PeachPit Press, 1993 \$35 w/disk
ISBN 1-56609-004-0

Designer Photoshop: From Monitor to Printed Page

By Rob Day
Random House Electronic Publishing, 1993 \$30
ISBN 0-679-74394-4

The MacWorld Photoshop 2.5 Bible

By Deke McClelland
IDG Books Worldwide, 1993 \$29.95
ISBN 1-56884-022-5

Visual Quickstart Guide: Photoshop for Macintosh

By Elaine Weinman and Peter Lourekas
PeachPit Press, 1993 \$18
ISBN 1-56609-053-9

Design Essentials: Professional Studio Techniques

By Lyanne Seymour Cohen, Russell Brown, Lisa Jeans and Tanya Wendling
Adobe Press, Adobe Systems Incorporated, 1992 \$39.95
ISBN 0-672-48538-9

Classroom in a Book: Adobe Photoshop

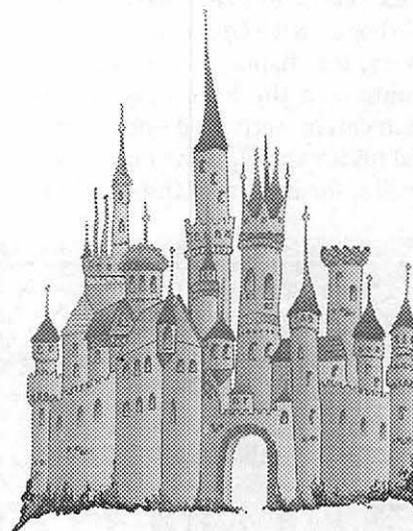
Adobe Press, Adobe Systems Incorporated
with CD-ROM, 1993 \$44.95
ISBN 1-56830-055-7

Photoshop in Black and White

By Jim Rich and Sandy Bozek
Bozek Desktop Inc. \$19.95
327 Severn Road, Annapolis, MD 21401-6999
Phone: 410-849-5232

The Official Adobe Photoshop Handbook

By David Biedney and Bert Monroy
Bantam Books, 1991 \$27.95
ISBN 0-553-34876-0



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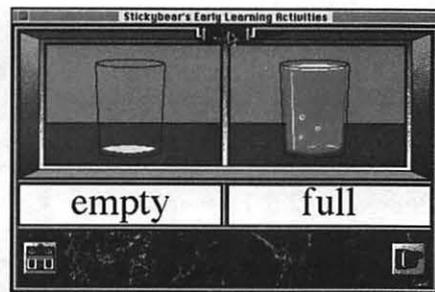
Stickybear's Early Learning Activities

by Christy Spector

My four year old son Ryan and I sat down one evening and began playing with Stickybear's Early Learning Activities pre-school skill building program and experienced the six activities that comprise this software program. Children from ages two through six can practice counting, grouping, shapes, colors, opposites, and the alphabet, as well as spelling words displayed in each of the six activities previously listed.

We began with *Opposites*: In each activity, the display is colorful and animated. In the Free Play option (which can be activated and deactivated under the Options menu), an opposite, for instance, the word in-

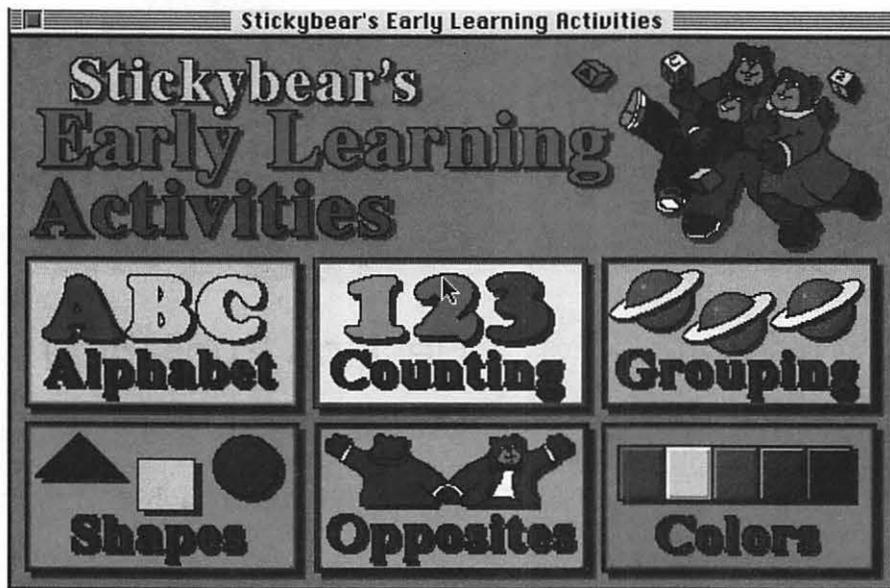
side, is pronounced while an animated bear sits inside by a window reading a book. The opposite is then shown once the child clicks on an arrow to hear the opposite of inside. This waiting period gives the child a chance to guess on his own what the opposite is before being shown. Once the child clicks to find out the opposite, the bear is shown jumping around outside the window and the word outside is pronounced. The Structured Play option displays a set of opposite pictures and asks the child to pick which picture demonstrates the particular opposite being highlighted. If the child picks the wrong one, he is told which one is correct. This activity teaches di-



rection (up and down, over and under, left and right), demonstrates day and night, short and tall, near and far.

The *Alphabet* activity displays good graphics and assists the child in learning to spell. In the Free Play option, an airplane flying along with an upper and lower case "A" are displayed within the picture. The word airplane is pronounced and a keyboard is shown below it. The child can choose any letter of the alphabet and then be shown a picture as well as the upper and lower case letter that correspond with the beginning letter of the item in the picture. In Structured Play, this activity still shows the same graphic pictures, but asks the child to choose the correct letter. He is praised when he picks the correct letter on the keyboard and is shown another animation demonstrating that letter to a tune.

The *Counting* activity shows a bold, large display of numbers from zero through nine and places a corresponding amount of objects on the screen to equal that of the number displayed on the screen. Children can count the objects as they appear on the screen and make the connection that the number "9" corresponds with the nine books that are displayed. The child can then select the appropriate number on the number bar and the books come to life, by opening and shutting if the number selected is correct; if the selected number is incorrect, the child is given the right answer.



The six learning modules.



Under the Free Play option, the child is asked to "Pick any number" on the number bar, and a display appears on the screen showing, for example, four snowmen to correspond with the number "4" that was selected. This activity also helps the child to learn proper number sequencing (between zero and nine).

the child to select a color. If he selects the correctly colored area on the picture, the word for that color is displayed on the panel and so is the color. The child is reinforced with praise. If the child selects the wrong color on the picture display, he is shown the correct color and name of the color. This activity helps

shown the correct number and spelling of the number. The child's recognition of numbers is continually practiced in this activity as well as counting and grouping the correct number of objects with the corresponding numbers that are displayed.

In the Shapes activity, pre-reading skills are practiced while the child is shown colorful graphic pictures that display many different shapes within a single picture. The child is asked to find geometric shapes in the picture. If the child selects the right shape, the shape becomes highlighted in the picture and on the shape palette below the picture. If the child's selection is incorrect, the correct shape is highlighted in the picture, on the shape

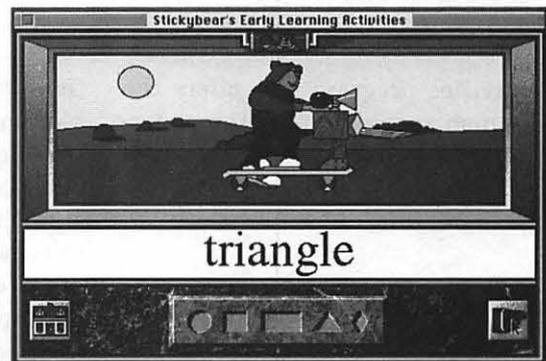


children practice not only primary colors, but also secondary colors and gives them an opportunity to learn to spell the color names and associate the correct color with the appropriate color name.

The Grouping activity displays a palette with four small pictures of different objects and different numbers of objects in

The Color activity offers numerous colorful pictures in which the child can click on a portion of a picture and the color name is pronounced. For instance, a picture of Stickybear on a skateboard is displayed. The child is asked to "click on any color"; if he clicks on Stickybear's red shirt, a voice says, "red." The panel below the picture displays the word red and the panel background is colored red. The child

each picture. A number is displayed in the middle of the adjoining pictures. The child is asked to choose which picture displays the correct number of objects that match the number displayed in the middle of the screen. If the child picks the right picture, he is reinforced with praise and the objects in the correct pic-



ture selection become animated. If the child is incorrect, a 'ding-dong' sound is heard and the picture that contains the right number of objects is highlighted. In Structured Play, no numbers are displayed and no numbers are spelled out. The child is asked to find the group containing the specified number. If he picks the

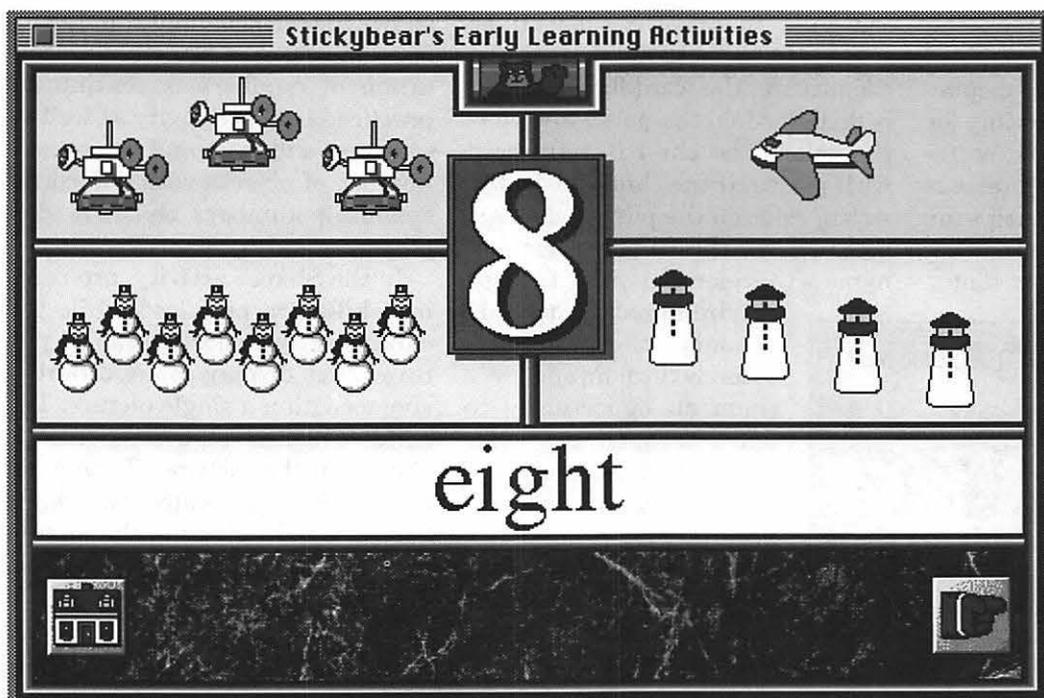
palette below the picture, and the name of the highlighted shape is stated. The entire picture comes to life after all the shapes have been selected correctly or incorrectly. Some shapes, in this Structured Play option are less obvious to identify, which makes this option more of a challenge. Under the Free Play option, the child may select any shape in the picture and be told what the shape's name is and how the shape's name is spelled. The "Speech" option can be turned off so that he can practice recognizing and saying the names of the shapes without being told in advance.

The Stickybear's Early Learning



clicks on Stickybear's pants and a voice says "blue"; the panel below shows the word blue and the panel background displays the color blue. The Structured Play option asks

corresponding picture, he is then shown the number and the spelling of the number. The display becomes animated, as well. When the incorrect group is selected, the child is



shapes, and the alphabet.

My son enjoys this program, and I enjoy watching him learn and be entertained at the same time. I recommend this program to other parents who want their children to practice the basic pre-school activities and who may want to expose their children to a second language. My son really got a charge out of hearing these activities pronounced in Spanish.

Activities program also offers the Spanish speaking child the opportunity to practice the same activi-

ties described above and can teach an English speaking child to speak and comprehend Spanish. My son was able to understand how to manipulate and select the correct answers (most of the time) while being prompted in Spanish. He learned how to pronounce words in Spanish, as well as their opposites, the ABC's, numbers, and color names. Again, the "Speech" option can be deactivated to allow the child to recognize the words/numbers on his own without being prompted.

Additionally, there is a simple Help box to assist in activating the Stickybear program, maneuvering from one activity to another, and gaining access to the main menu or to quit the program. Other learning activities are listed in the back of the Stickybear manual that can enrich your child's learning process using colors, numbers,

Title: Stickybear's Early Learning Activities

Publisher: Optimum Resource Inc.
Hilton Head, SC 29925.

Requirements: This program requires a high density drive and hard drive with at least two megabytes of RAM for System 6.07 and at least four megabytes of RAM for System 7. A 256 color monitor is also required.

SRP: \$59.95

Discount Price: \$35

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November 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 PI SIG	2 TeleComm SIG	3 Mac Program- mers SIG DTP SIG	4 Columbia Slice Game SIG	5	6 Annapolis Slice <i>TCS Tutorial</i>
7	8 <i>Intro to the Mac-Part 1</i>	9	10 DB SIG WAP BoD	11 Stock SIG	12	13 Frederick Slice
14	15 <i>Writer's Deadline</i> <i>Intro to the Mac-Part 2</i>	16 <i>Intro to MS Word</i>	17 Excel SIG HyperTalk SIG	18	19	20 WAP General Meet- ing AW SIG
21	22 <i>Intro to the Mac-Part 3</i>	23 <i>Editor's Deadline</i> <i>Intro to ClarisWorks</i>	24 <i>Maintaining Your Mac</i>	25 <i>Thanksgiving</i> WAP Office Closed	26 WAP Office Closed	27
28	29 IIGS SIG - NIH	30				

December 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 Mac Program- mers SIG DTP SIG	2 Columbia Slice Game SIG	3	4 Annapolis Slice
5	6 PI SIG	7 TeleComm SIG	8 DB SIG WAP BoD	9 Stock SIG	10	11 WAP Garage Sale
12	13 <i>Intro to the Mac-Part 1</i>	14	15 <i>Writer's Deadline</i> Excel SIG UM SIG	16	17	18
19	20 <i>Intro to the Mac-Part 2</i>	21	22 <i>Maintaining Your Mac</i>	23 <i>Editor's Deadline</i>	24	25 <i>Christmas Day</i>
26	27 <i>Intro to the Mac-Part 3</i> IIGS SIG - Va	28	29	30	31	



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FREDERICK APPLE CORE HELP LINE MOVED TO PAGE 39.

Annapolis Slice Help Line

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Story-Mation

by Lisa Benson, Age 7 and
Phil Shapiro, Age 33

Story-Mation is a new Macintosh language arts toolkit that allows children to create their own animated stories. It allows them to choose from among several colorful background scenes (forest, house, living room, mountains, ocean, and street). They can then choose from any one of about 30 things to add to this scene. (Examples: book, apple tree, car, doll, hydrant, mirror, rock, streetlight, television). Then children can add one or more "persons" to the scene: boy, girl, cat, dog, and bird. And finally, they can choose from one of the many verbs, nouns, listed in the nested

pull-down menus.

Hardware and Software Required:

The documentation says, "You can run the Black and White version of Story-Mation on a Macintosh Plus, Mac SE, Mac Classic, or Mac SE/30. The color version can run on Macintosh II computers, and Mac LC or Mac SI computers. There should be at least two megabytes of memory for the black and white version and four megabytes for the color version. You must have a hard disk. Story-Mation will not work with floppy disks. The color version requires about

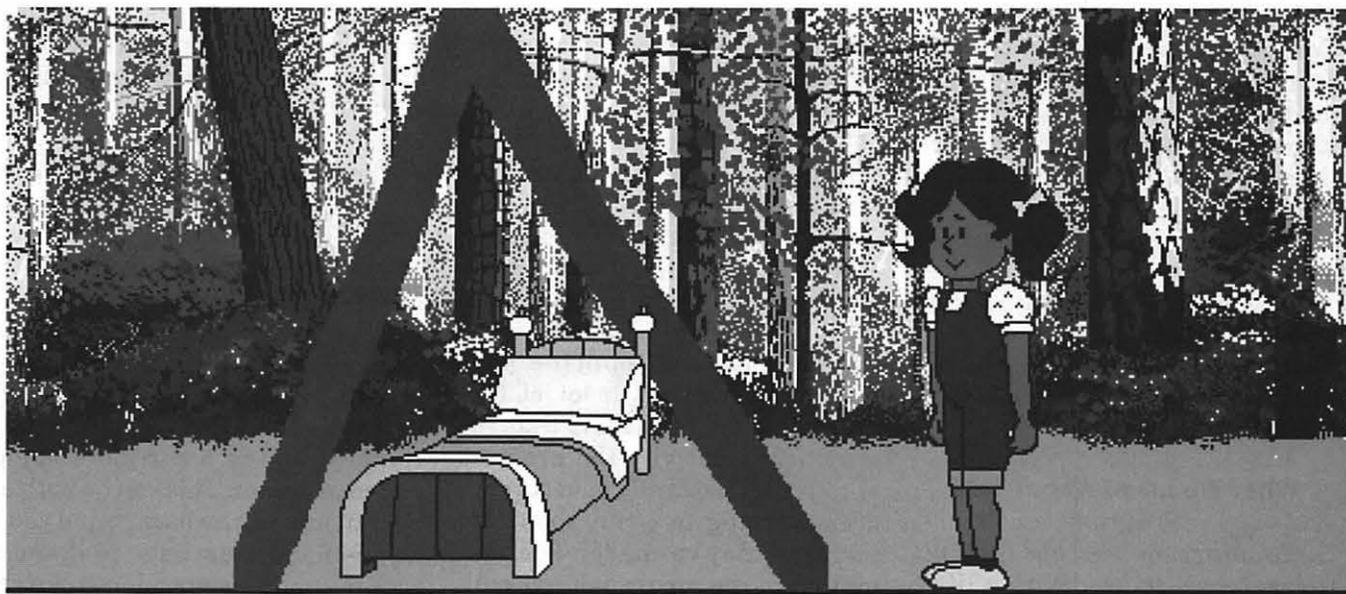
3.7 megabytes of hard drive space and the black and white needs 2.3 megabytes.

You will need a sound digitizer such as MacRecorder from Farallon, Inc., if you wish to add your own sounds to the sentences, actions, or buttons. You do not need the sound digitizer if you have a Mac LC or IIsi. You may use the microphone that comes with the computer. Story-Mation also requires Macintosh System software version 6.0.7 or greater."

The most fun part of Story-Mation comes when you click on the movie icon on the bottom section of the screen. Within a few seconds you will see your sentence come to life with the characters that you've chosen. The animation last a few seconds, with some amusing "boing" sounds.

You can get the program to speak out the words in the sentence by double-clicking on the icon in the lower right corner. Then click on the movie camera to have the program speak your sentence.

You can also get the program to



lisa ran to the bed.

Figure 1.



Figure 2.

speak out the spelling of the words in your sentence by first clicking on the "boy's face" icon in the lower right corner of the screen. Then click on the movie camera. The program will spell out the letters of the words in your sentence (using digitized kid's talk), and then play the animation in the movie.

When we made a Story-Mation picture with a cat which we named "Mimi," we were disappointed that Story-Mation was not able to pronounce the name "Mimi" because it didn't know that word. But we then made a screen with a sentence in which we didn't call the cat by name. Instead we called her "the cat."

Then when we had the program speak the sentence for us, it said, "The cat sat and lifted." It was fun watching the cat sit down and then briefly lift up its one paw.

What We Liked About This Program

The program was not difficult to learn how to use. With a little bit of supervision, kids can make their own stories within a few

minutes of starting Story-Mation. The pictures and clip art are very colorful if you have a color monitor. The backgrounds, especially, are colorful and attractive.

It's possible to paint on top of any of the backgrounds so that you can add your own homemade clip art. For instance, Lisa used the paint brush to draw a tent in the forest to help her tell a story about her family's recent camping trip. (See figure 1.)

The paint palette gives you over 300 hues to choose from. Such a selection is more than ample for kids to create colorful drawings.

Figure 2 shows another example of a story screen that we created within just a few minutes of booting the program. Placing the "people" clip art on top of the background scenes was a lot of fun. Story-Mation's appeal is that the graphical creativity the program encourages naturally leads to children wanting to write about the pictures they've made. The animation in the program helps children realize that they indeed can bring their ideas to life.

To help categorize Story-Mation, I would say it reminds me most of Stickybear Sentences on the Apple II. With that software program young children can construct and animate simple sentences. Kids get to choose from three different persons (or animals), three different action verbs, and three different objects or persons. They can "construct" sentences such as: "Stickybear jumped over the cow," and then watch the animated action take place.

The analogy between Stickybear Sentences and Story-Mation is rather loose, though. The Story-Mation software is several levels higher in refinement.

It's interesting, too, to compare Story-Mation with the newly released HyperStudio creativity toolkit for the Macintosh. HyperStudio is a far more open ended program. This can be both a benefit and a drawback, mind you. Open-ended creativity programs require more general computer skills than "fixed" creativity programs such as Story-Mation. In



my mind, there's room for both types of programs in the home and in the school.

All in all we found this software to be interesting, easy to use, and amusing. Please keep in mind that we tested it on a Mac LC III, a relative fast Macintosh. Screen animations and hard drive access may be substantially slower on an older Mac.



WriteNow 3.0

by Thomas Siblo

Name: Story-Mation

Publisher: ISM, Inc.

Address: 2103 Harmony Woods Rd.
Owings Mills, MD 21117

Telephone: (410) 560-0973

Fax: (410) 560-1306

SRP: \$59.95 (color); \$49.95 (black and white)

In a recent article, a very well respected reviewer stated that the world of word processing has become so complex that most programs were to look starting more and more like page layout programs. Some of the leading applications now can import sound, some have drawing capabilities, and one can even feature small QuickTime clips. Yes, movies can convey more and different information than text can, and I am a QuickTime fan. QuickTime will have its uses, but a word processor is not the right vehicle. Now and again, things start getting so complex and sophisticated that sometimes the main purpose for that particular application loses its sites on what it was really

supposed to do in the first place. Between the large learning curve associated with these types of applications (ever see all the books written on how to help you with these programs?) and the problem of never quite mastering the entire program (ever wonder what some of the items on those menus really do?), they have been allowed to become large, fat and very slow, not to mention hard to use and unreliable.

I have always believed the old adage that sometimes less is more. When I started to write with my Mac, I purchased WriteNow 2.2a because it was a program that wasn't trying to be an "all-things-to-everybody" type of program. It was just a first rate writing tool. That was a little over a year ago, and I haven't had the need to change programs. Right out of the box, it delivered. The manual and the quick reference materials helped reduce the learning and training time. Since it was written entirely in 68000 assembly, it was fast and reliable. It was also the most compact word processor on the market. It was the smallest full-featured word processor that was available for the Macintosh. It took up almost half and in some cases less than a third, of the memory and disk space required by the other programs.

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but with a whole lot more. WriteNow 3.0 is the latest upgrade to one of the fastest, easiest, compact and reliable word processor that is on the market. There are over 60 different features and enhancements in this upgrade of WriteNow.

On the top of the list of WriteNow's new features are paragraph and character style sheets. They are the most powerful and easiest style sheets available. Custom styles make formatting and re-formatting a document almost automatic. WriteNow's innovative design includes "point and shoot" operation, visible family hierarchies, and readable style definitions, making them the simplest style sheets I have every used. Other word processors have them also, but they are so cumbersome and difficult to use, that most users don't take advantage of their power.

You may have heard this term (style sheets) before, but may not know what custom styles are. A custom style is simply a collection of ruler, font, size and style settings that you can choose with a single command. And they can be useful. Say you have a document with over 25 to 30 headings and you want to change them. If custom styles has been used, just change the custom style for the headings, and that style is changed and updated. If you had to do this on an individual basis, it would be very time-consuming and tedious. This feature alone, is worth the upgrade, but there are many other major features.

Also included in this upgrade, is a strong print preview with facing pages and flexible thumbnails, allowing you to see the overall view of your document. I found this feature extremely helpful. It can reduce your paper waste, and you can see what your document will look like, in various ways, prior to printing. Other features include color support for

text and graphics; a full complement of dividing line graphics that are easy to insert; new style features such as strikethrough, double, thick, grey, charcoal, dashed and dotted underline support; one-step document creation; noticeably faster document scrolling; auto-sizing and direct sizing of header and footer heights; auto-find and auto-guess spell checking improvements along with a new single click and wrap design; and a "Show-All" file format option in the Open dialog.

One small feature that has been improved is "smart quotes." It is now an application preference and does not have to be turned on every time you want to use it. Turn it on only once and it will stay on until you change it in the preferences. This is typical of the many small enhancements that have been made to this writing tool.

WriteNow 3.0 fully supports System 7. Unlike the previous version (2.2a), this upgrade will support 32-bit addressing, as well as Virtual Memory, TrueType, Required Apple Events, Stationeries, Full Alias support, and, of course, Balloon Help. Also WriteNow 3.0 is one of the few word processors that can convert both "fast saved" and "full saved" MS Word documents. It is also compatible with MS Works, MacWrite II, and PC WordPerfect files. This version has an extremely well documented manual and a very direct tutorial with support files. It also comes with 18 sample documents. As with the previous version, WriteNow 3.0 has a 135,000-word dictionary and 1.4 million-word WordMaster® Thesaurus DA. It also includes a mail merge complete with mailing label templates.

And speaking of System 7, this word processor is the only one that works great with the two megabytes of RAM that is standard on many of the low end Macs (Classics,

LCs, Powerbook 100s). Because it only requires a Mac 512kE, an external 800k disk drive, and System 4.2 or later, it needs only 475K of RAM to run (and if that is too tight, you can lower it into the 300K to 350K range). Compare this to Microsoft Word 5.0's recommended 2048K of RAM setting and the almost six megabytes of hard drive space that it occupies, WriteNow 3.0 is lean and mean. And if you want to get on the subject of reliability, there is no comparison. WriteNow 3.0 is the hands down winner.

As with any application, there will still always be small improvements that can be made. As a user of a previous version of WriteNow (2.2a), I had a difficult time installing the new thesaurus (or did I have to?) because there is no reference to this part of the installing process. So when I went to re-boot the program, I had two WordMaster® DAs in my Apple Menu! It was easy enough to trash the old one, but some reference should be made to this. Another annoying factor was that although WriteNow 3.0 will open my older WriteNow 2.2a files, it will not save them as they were but wants to "convert" or update them to WriteNow 3.0 files. It does this by adding a "WN3" to the end of every file name it converts. So if you just want to open an older file to read it and then close it, a dialog box will continue to appear until you "convert" the file. So the only work around, if any, is to convert it and trash the older file. With over 400 WriteNow 2.2a files stored on my hard drive, it has become annoying to say the least. T/Maker has to work on this. While they are at it, I would like T/Maker to add a System 7 feature called Publish & Subscribe. Also, a table maker would be nice. This would complete my wish list.

Otherwise, as word processors go,



it is by far one of the top word processors on the market for the Macintosh. It is very polished and smooth; one of the best written. What it does, it does exceptionally well. It is very well designed and thought out. It is fast, reliable and trouble free, easy to learn and use, takes up very little space and uses very little RAM. T/Maker has captured the essence of what a word processor should do. It works. It's comfortable. When was the last time you could say that about a particular program? I highly recommend it.

Name: WriteNow 3.0

Publisher: T/Maker

Address: 1390 Villa St.
Mountain View, CA 94041

Telephone: 415-962-0195

Fax: 415-962-0201

System Requirements:

Requires a Mac Plus or later, 512kE or more RAM, System 4.2 or later Finder 6.0, an external 800k disk drive, fully compatible with System 7.

SRP: \$249.00

Discount Price: \$159.00

Correction

Last month the address of Midnight Software, makers of DupLOCATOR was incorrectly listed. The correct address is:
Midnight Software
10997 W. Dumbarton Circle
Littleton, CO 80127-1273
Telephone: (303) 933-1013
Fax: (303) 933-1503

Choosing an Accounting Package for Your Small Business

by Sherry Junker

The method of performing accounting has taken on many different shapes and forms over the years. Pencil and paper used to be considered the most efficient way to track your company's books. Even today, many may still think that way. But in today's competitive society it seems almost essential that automating accounting and other business functions is almost a necessity.

First to recognize this need were the software developers for DOS-based systems. But Macintosh accounting software is relatively new. Just as new is the concept of using your Mac for something other than word processing, desktop publishing, spreadsheets, and games. But, your Mac can be a powerful business tool. By following the suggestions in this article, you will be well on your way to choosing the right program to manage your books, so you can spend your time running your business.

Needs Analysis Stage

Before you begin your search, you need to identify what exactly you are looking for. In order to decide what will make your business run smoother, it is helpful to ask the following questions:

- Do you just want to know how much money you have in the bank?
- Do you want to track customers, vendors, employees, and ac-

counts?

- Do you want to be able to create reports that look like the reports you use everyday?
- Do you want to print checks, invoices, statements and various financial reports?
- Do you want to save your transactions and post them all at one time or do you want to enter a transaction and have it take effect immediately?
- What modules do you want to use? (General Ledger, Accounts Payable, Accounts Receivable, etc.)
- Do you want to compute Payroll, print paychecks, and other payroll reports?
- Do you want the ability to track Inventory and Jobs?
- Do you want to import and export data between various software packages?
- What is a reasonable price to pay for an accounting software package?

These questions are important because each accounting package is designed to meet different needs. If you know what you want your accounting package to do, then finding the software will be easier.

Research Stage

Now comes the time to research the products and company to find the right fit for you. The unique needs for your business should compliment the software package you



choose.

There are several products on the market that you should take the time to research. Peachtree Accounting for Macintosh and Peachtree Insight Accounting, Peachtree Software; MYOB, Best Software, Accountant Inc., State of the Art; and Quicken.

You should gather as much information about the product as you can. Call the company you are interested in and ask them to send you product spec sheets, hardware requirements, reviews from recent magazines, information on awards the product has won and a couple of users in your area that you can talk to.

This is also an opportune time to ask about the company in general. Remember, these are going to be the people that you talk to on a regular basis. All quality products are backed by quality support and sales representatives. Find out how long they have been in business and how long the product has been on the market. The product should be backed with a Money Back Guarantee of at least 30 days. Peachtree Software even allows for a 60 day Money Back Guarantee. This will give you plenty of time to put the product in action and see if it will meet your needs.

Some services a company offers, such as Technical Support and Payroll Tax Service, require additional charges. Most allow at least 30 days free support to help you get the product installed and up and running. After the initial 30 days, there is usually a fee per call or you can purchase a support contract. The Payroll Tax Service is sometimes included with a support contract or it can have a separate charge. If you are using payroll, you should automatically subscribe to the tax service. As a subscriber, you will automatically be notified of changes to

federal or state withholding calculations. All you have to worry about is paying your employees, not trying to figure out what technical changes have to be made.

Review the written material you have received and notes you have taken. Talk to your friends, neighbors and local users of the products you are interested in. Word of mouth is the best type of advertising a company can get. Chances are that someone else has been in the same place you are and has found a solution to a problem you have as well.

Up to now you have identified your needs and researched the products. You should compare your product findings with the original checklist of what you are looking for. Hopefully, you have found a reliable solution and are anxious to rush out and purchase it.

Purchase Stage

Another choice you have to make is how to purchase the product: mail order catalogs, local dealers, or direct from the manufacturer. How you decide depends on how you shop.

Mail order catalogs offer the best prices which are usually 20-30% off retail price. Approximately 60% of all Mac software sales are through mail order. Some of the leaders in this area are MacWarehouse, MacConnection, MacZone and Mac's Place. There are many catalogs to order from. Even if a specific catalog does not advertise a product that you would like to purchase, often they can special order it for you at the same discounted price.

Every city has local dealers that carry a variety of software products. Some dealers include EggHead, Elek Tek, CompUSA, Electronic Boutique, Computer Ware, etc. These stores have sales representatives that can give you a demo of the product as well as product literature. If you see what you

like, you can walk out with the product that same day.

Another option is to call the software company itself. You have already started building a relationship with them during your research stage. By calling them, you are speaking with the source. You have the opportunity to ask specific questions about the product and whether it will handle a unique situation. Often the software company will offer special promotions not offered through a dealer or a mail order catalog. If you are in a rush to receive your product, you can ask that it be shipped overnight so that you can begin using it the next day.

You have identified what you need, you have researched and even purchased the accounting product of your choice. Now what? You may be anxious to get started, but take the process moderately slow. I would like to say take the time to read the manual, but who actually does this unless he is in desperate trouble!

Implementation Stage

The first thing you should do once you open the package is fill out the registration card and mail it in. It will only take a minute, and it is very important that the software company know that you have bought their product. This will allow you to be notified of future upgrades, special pricing and free support.

Some products, like Peachtree Accounting for Macintosh, have forms or templates in the back of the manual that look like the data entry screens in the programs. You can copy and fill these out to save time looking in several different places when you are setting up your package.

Installing most Mac software is the same, but sometimes there are special steps to follow. I suggest reviewing the installation instructions in the manual or the quick



start guide to make sure you are off to the right start. You may want to install the sample data so you can practice with the product before you actually use your real company data. Also, take advantage of on-line tutorials built into the product itself. This will step you through common procedures so that you can get a feel of how the program works.

You have accomplished a lot just to get to this point. The steps you have taken have not been wasted. If you were to just rush out and buy the least expensive product, it may work for you for several months, but then you could out grow it and have to start the process over. This way you have planned for your business growth, and have made a sound business decision to last several years.

Products to Consider

Macintosh accounting software varies in the price and in the features that are included. You can pay anywhere from \$69 for Quicken from Intuit, Inc., to \$395 for Peachtree Insight Accounting from Peachtree Software, Inc., to over \$3000 for high-end product such as Great Plains Software from Great Plains Software, Inc. I am going to focus on the products available for small- to medium-sized businesses. This is normally defined as having between 1 and 25 employees. You will find that most software will accommodate more than 25 employees effectively and this is just an average that software companies have observed from customer surveys.

The products on the market that are designed for small- to medium-sized businesses are:

- Quicken, Intuit; \$69
- Peachtree® Accounting for Macintosh®, Peachtree Software, Inc.®, \$169
- M.Y.O.B., Best Software; \$199

- Peachtree® Insight Accounting for Macintosh®, Peachtree Software, Inc.®, \$395

- Accountant Inc., State of the Art; \$595

Ease of Use. The term "ease of use" depends on what you have identified as your needs and your level of accounting knowledge. If you only have one or two employees in your company and your main concern is how much money you have in your checkbook, than Quicken may suit your needs. Quicken is a check writer and bank reconciliation program designed for personal use. Although Quicken is a viable solution for some businesses, I believe it belongs in the category of "money management." Most businesses need more functionality and reporting capabilities than Quicken can offer.

As your company grows, the type of program you need may change. Peachtree Accounting for Macintosh and M.Y.O.B. are products that you should consider at this stage. Peachtree Accounting uses a palette that allows you to switch between modules with the click of a mouse. It uses basic accounting terminology like chart of accounts, debits, and credits, but it is easy enough to use without being an accountant. M.Y.O.B. has a navigator or command center that controls which task you are in at the time. They try to hide the accounting terms, by simply calling them by other names. Both products have "real-time posting" which means that all you have to do is enter a transaction and it will take affect immediately.

If you have more than ten employees you may want to consider a more comprehensive package to meet the growing needs of your business. Peachtree Insight Accounting and Accountant Inc. are two products that I will address. Both of these products are "batch processing" as opposed to "real-time pro-

cessing." Batch processing allows you to enter several transactions and have the ability to go back to make corrections before they actually take affect. Peachtree Insight Accounting has extensive reporting capabilities that involve graphics and explanations about what the reports mean for your unique business. Both Peachtree Insight and Accountant Inc. have designed their screen to look like the forms you use everyday.

Learning Aids. Learning a new product can be intimidating at times, but it doesn't have to be. Many products include tools to help you learn their product on your own. Peachtree Accounting for Macintosh is the only product to provide an on-line accounting textbook and glossary of accounting terms built into their product. This is not because their product is difficult to use, but because it makes running your business easier for you. Both Peachtree products and Accountant Inc. provide tutorials that allow you to practice examples within their products before you begin. All products are shipped with a practice company and sample data. This can be a useful tool, especially if you have a unique situation you want to test before actually setting up your own company. In addition, once you have begun using a product, you may have questions that arise along the way. Of course there are the manuals, but most important is on-line help that can be called up on the screen in the middle of the program.

Getting Started. To assist in the initial setup of your company, sample charts of accounts should be provided to give you a place to start. Both Peachtree products include the most comprehensive list by allowing you to choose from among 14 sample chart of accounts within each program. In addition to a quick start chart of accounts, there are accounts



tailored for specific industries like sales, service, attorneys, florist, or physicians. Both Accountant Inc. and M.Y.O.B. offer sample chart of accounts, but only half as many as Peachtree offers.

General Features. All the products described here include the basic accounting functionality: General Ledger, Accounts Payable, Accounts Receivable, Invoicing, and Inventory. The difference is how each product has designed these modules and how much detail is included. For example, if you have one-time customers that come to your business (and it is important for you to track them separately), Peachtree Accounting for Macintosh and Peachtree Insight Accounting are the only two products that easily handle this situation. If your business requires that your vendor checks be formatted in a certain way, Peachtree Accounting for Macintosh allows you to customize your vendor checks to meet those needs. In addition, you can also customize your statements, invoices, payroll checks, purchase orders, 1099's and W2's.

More businesses these days have begun to process their own payroll. Peachtree Accounting for Macintosh, Peachtree Insight Accounting, and Accountant Inc., include payroll as one of the modules already included with their product. A payroll program allows you to enter your employees, calculate taxes, calculate deductions, print checks, and complete quarterly and annual payroll reports. These products also allow you to subscribe annually to a Payroll Tax Service that will keep you informed of federal and state withholding tax changes.

Another important consideration is the import and export capabilities included with the accounting program. All four products include import/export as part of their pro-

gram; however, Peachtree Accounting for Macintosh is the only product that allows you to import and export transaction detail.

It is important to refer back to your needs analysis so you can find the right product for your business.

Security. You have taken a big

step in deciding to automate your accounting. You want to make sure that your data is safe and unauthorized personnel don't access your important records. This is where password security can be helpful.

(MacPublicity Network)

LIFEmap Series on CD ROM

The LIFEmap Series is a new CD-ROM from Warner New Media. Created by the California Academy of Sciences, The LIFEmap Series is the most up-to-date source of information about evolutionary relationships available in the world today. Command a rich environment of colorful photographs, vivid illustrations, animation, music, narration and audio effects.

With its branching diagrams *LIFEmap* makes it easy to chart your way back to the beginning of time. You're in control of an information-rich, multi-media environment of powerful graphics and special effects. *LIFEmap* allows you to discover how life on earth developed over time through breathtaking illustrations of the earth's creatures. To date there are three different topics covered: Organic Diversity, Animals, and Animals with Backbones.

Organic Diversity—Do you know how life began? Or why every cell in your body contains the degenerate descendants of a primitive symbiotic life form? *LIFEmap: Bacteria and Plants* lets you explore evolution starting from the very beginning of life on Earth. It has over 150 screens detailing the wonder of evolution.

Animals—Do you know what lobsters and black widow spiders have in common? Or how insects learned to fly? *LIFEmap: Animals* takes you into a world of spiders, insects, mollusks and sea stars, starting at the very beginning of invertebrate evolution. With this CD, you can explore over 450 screens detailing the wonder of evolution.

Animals with Backbones—Do you know what the dinosaur Tyrannosaurus rex and your Thanksgiving turkey have in common? Or what man's earliest ancestors looked like? *LIFEmap: Animals with Backbones* takes you into a world of fish, amphibians, reptiles and mammals, starting at the very beginning of vertebrate evolution. Use this CD and examine the over 400 screens detailing the wonder of evolution.

For more information, contact Warner New Media, 3500 Olive Avenue, Burbank, CA 91505. Telephone (818)955-9999, FAX (818)955-6499. (MacPublicity Network). ((MacPublicity Network))

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Boston MacWorld Report

by Thomas Siblo

I recently returned from my yearly pilgrimage to Boston for the MacWorld Expo, and I felt compelled to report on the show. I have stated this before but it bears repeating; as I begin to write this report, I find it extremely difficult to put into words what it is to experience going to a show of this magnitude. It doesn't matter what level Mac user you are, you must attend one in your lifetime. It is an experience you will never forget.

This was our (my wife and two sons have been coming with me) third trek to the Boston show and although it is over a five hour drive, the trip seems to be getting easier and easier. As Thomas (the 13 year old) and I would attend the show for a few days, Matthew (the 10 year old) and my wife would do some sightseeing and shopping.

We arrived in Boston tired but full of excitement and anticipation. In addition to attending the show, we were going to experience a new product launch (the Newton). As we arrived, the Newton was being advertised on billboards, cabs, bumper stickers, and buttons. Even our hotel had a 20 minute in-house "infomercial" about the Newton. After checking in and getting settled, we dashed over to Symphony Hall where the Newton was being rolled out. I never experienced a new product launch before, so I didn't know what to expect. It was a cross between a Woodstock reunion and an MTV awards show. John Sculley was there and we were able to get a

glimpse of him. He was tanned and relaxed looking. I guess semi-retirement agrees with him.

The Newton team, dressed in khaki pants and black polo shirts with the Newton logo over the breast pocket, looked so cool, calm and collected! From the crowds of people congratulating them, it seemed that they finally got their revenge on the Newton doubters and non-believers. The excitement of the launch carried over to everyone who entered the hall. As we made our way through the different demos and expos, the lines were being compared to the lines in Russia waiting for bread. They never seemed to go away. The excitement also carried out to the floor of the Expo itself. Most of the dealers that had the precious few Newtons for sale, took advantage of the good old American way and were charging up to \$100 over the expected "street price." To tell you the truth, the few people that I interviewed, didn't seem to care. It was quite an experience. We also made a unique observation.

In Boston, the show was held in two buildings. The main building was the Exposition Hall, which is a true convention hall; plush carpeting, high-tech lighting, etc.—the works. The other (which was a short bus ride away) called Bayside Expo was also a hall, but not on the scale of Exposition Hall. It was much smaller and only one story high.

The first day we attended the show, we started at Exposition Hall. Here we saw all the big names,

including Apple. As we walked up and down the aisles though, most of the "grass root" companies, that is, the smaller companies with the fun stuff, were nowhere to be found. The only exhibitors showing here were the "mine is bigger and faster" or "mine has more colors" types of products. In addition, there were way too many corporate people (empty suits, I like to call them) walking around, trying to look important. But where was the fun stuff? Where were the companies known for having all the innovative and interesting products?

We took our question to one of the exhibitors I knew and we were told an interesting fact: In the last year and a half, Apple Computer has made no bones about going after the corporate accounts. Any Mac user has known about this since they introduced the Classic and LC line. This is where they feel most of their future growth will be. In taking this position, they want that image projected at the shows as well. So they have now started to surround themselves with only the big names in the computer industry so that they can attract mostly corporate buyers. Also, as a company becomes larger (last year DayStar was a small booth, this year they had one of the biggest), it is welcomed into the fold. How do they go about doing this and not alienating the smaller companies? Well, they get together with the management company and require any exhibitor that wants to be at Exposition Hall "with the big guns" to have a minimum size booth. This year I was told it was a 20x20 foot size booth. Next years' minimum size is to be 40x40 foot. And they will start charging more per square foot for Exposition Hall. Small companies likely won't be able to afford to be there and will have no choice but to show at Bayside. I guess this was inevitable.

Not that this is a bad thing, mind



you. I was much more at ease at Bayside anyway. Not an empty suit or Barbie doll demonstrator to be found. In addition to being all “fluff and no stuff,” some of the exhibitors at Exposition Hall had the worst designed booths. Over the years I’ve grown accustomed to making my way through crowds of onlookers gazing at the monitors at some dazzling demo. But some of them caused quite a bit of confusion for most of the show—the theory being “the more people in the aisle, the more onlookers will stop and look.” Come on guys, give us a break!

To give you a day to day review of the show would be too hard and complex. Most of what I saw was quite uninspiring. I’m going to list some of companies and their most recent offerings.

PowerBooks

I think that half of the vendors had to be exhibitors for this popular line of Macs. There must have been a dozen vendors alone, showing or selling replacement batteries or add-on batteries for PowerBooks, but the ThinPack from VST deserves special recognition. It’s neither almost as big nor almost as heavy as your PowerBook (as some add-on batteries are), and you can put it under the PowerBook as you use it, or leave it connected via the included cord while it sits out of the way, perhaps in your briefcase or carry-on bag. If you want to use your PowerBook for several more hours than you dreamed possible, check this product out. Note: as of this writing, there’s no Duo battery yet, and color PowerBook owners can expect a less-dramatic extension on battery life.

The close contender for Best PowerBook Product at the show was the MobileWriterPS by Mannesmann Tally. It is a portable printer designed to take full advantage of the power and portability of the

PowerBook. It is the only printer that offers the speed and performance of a LaserWriter—PostScript and six pages per minute speed—in a fully portable design. It has a 300X300 dpi output resolution, and two megabytes of memory. It comes with 35 PostScript fonts and will recognize TrueType fonts as well. The MobileWriterPS provides both AppleTalk and Parallel I/Os as well as Apple LaserWriter IIINT and HP LaserJet II emulation for multi-platform printing. It weighs only eight pounds and is the same shape, size and color as a PowerBook. It comes with a built-in permanent Ni-Cad battery, which is good for 150 pages or you can use the AC adapter to print while charging. It has a fully integrated 80 page sheetfeeder for letter, legal and A4 sizes. The price is set for \$995, but as they become more popular and begin to sell, the price will begin to come down.

It used to be that Global Village Communications offered one of the strongest fax/modem products but at a premium price. Competitors would say, “theirs is better, but ours is cheaper.” No more, thanks to Global Village’s introduction of the TelePort/Bronze II, a redesigned version of the company’s low-end modem without some of the bells and whistles. Global Village concluded that most people never use many of the fancy features, so this new \$109 modem leaves out the data compression and error correction from the 2400 bps data modem, draws power from the Mac’s ADB instead of from a power adapter, has no voice/fax switch, and doesn’t include the company’s fancy OCR (optical character recognition) software for turning received faxes into editable documents. But with a basic product that does everything most people need and uses Global Village’s award-winning fax software, other companies will find they can no longer compete on price alone.

As for other new ground breaking products, they were mostly pretty and of the fun variety, not very productive. Berkeley Systems Inc.’s, new After Dark Disney Collection took you on a enchanted trip to the magical world of Mickey, Donald, and Goofy. From the Sorcerer’s Apprentice Mickey to frolicking with 101 Dalmatians, it has it all. It should be out as you read this.

Maxis, the company known for its “software toys,” has a few new ones on the horizon. El-Fish is a electronic aquarium. First you breed new fish and put your computer to work creating 3-D animation for each fish. Then you can choose from a vast library of backgrounds, gravel beds, plants, rocks, shells and other still and animated objects and arrange them to your liking. Add music and your tank is done. It is quite interesting. It should be out some time in November. Two new Sim games are also coming soon. The first will be SimCity 2000. It will not be an upgrade or a replacement, instead it’s a new program. It will have all new graphics and features. In addition to SimCity 2000, SimFarm, its country cousin, will be making its debut. You will be able to experience the joys, trials and tribulations of running a farm. Both of these new software toys will be out by Christmas.

In contrast to the few new products, the busiest booths were the ones demonstrating interactive “virtual” shots of Playmates and Penthouse Pets doing their thing. For the life of me, I don’t get it. At the computer? I guess it all falls under the heading of safe sex; instead of requiring a condom it now requires a CD-ROM drive. Ah, the 90’s.

The show, needless to say, was exciting, stirring, intriguing, stimulating and exhausting. As you can tell from my report, it was not only informative but a great deal of fun. Can’t wait until next year.



IntelliDraw 2.0

Aldus Corporation's consumer division has announced Aldus IntelliDraw 2.0, an upgrade to its cross-platform drawing program that includes built-in "smarts." Already an award winner, IntelliDraw provides an affordable and remarkably high-powered drawing solution to help users create and refine the graphics they need every day.

First released in June 1992, IntelliDraw is the first drawing program to truly save people time and effort as they draw and rework their ideas and projects. IntelliDraw does this by seamlessly keeping objects aligned, distributed, and connected in whatever way the user wants, even when the objects are moved or otherwise manipulated. This unique approach expedites the revision stage of drawing, an important phase that is overlooked by all other graphics programs.

IntelliDraw is designed for use by the typical professional who doesn't illustrate for a living, such as business, technical, education, and administrative professionals. With it, these users can produce space plans, technical diagrams, business or engineering graphics, architectural renderings, flow charts, organization charts, project plans, logos, maps, forms, presentations, and much more.

The enhancements to version 2.0 fall into three major categories: new drag-and-drop templates, expanded file support and connectivity, and responses to user requests, includ-

ing new special effects for objects and text.

Fast Drag-And-Drop Templates

The biggest time saver in IntelliDraw 2.0 will be its IDRAW Templates feature, which will offer drag-and-drop use of ready-to-go graphics. You will be able to browse through pre-designed, project-based collections of graphics, and drag whatever you need directly into your drawings. Because many template items will have special properties and controls already built into them, you'll save time and effort right from the start; just a few clicks and simple edits will customize them for any use. You will also use drag-and-drop copying to create templates of your own graphics for later use.

Version 2.0 will be especially valuable to users who require graphics on a daily basis, but aren't necessarily skilled or artistically inclined, enough to draw them from scratch themselves. The new IDRAW Templates will give people ready-made solutions so they can start and finish their work faster, with minimal effort.

Many of IntelliDraw's already extensive template collections have been expanded, including the categories of Space and Landscape Planning, Flow/Org/Network Charting, Presentations/Layouts, and Project Planning. A new set called Cool Art includes playful, stylized graphics of animals, food, accents, backgrounds, and other subjects.

Improved Import, Export, and Connectivity

IntelliDraw 2.0 supports several new file formats and is able to utilize the graphics import filters that come with Aldus PageMaker 5.0 for the same platform. In addition to the filters already included with IntelliDraw 1.0, the Macintosh version of 2.0 will provide import and export filters for Illustrator 1.1 & 88, DXF, and CGM files. It will also include import-only filters for KODAK Photo CD, MacDraw, MacDraw II, PCX, TWAIN, and Windows Metafile formats.

Connectivity enhancements for version 2.0 include full OLE support as both client and server (already in version 1.0 for Windows), plus compatibility with Aldus Fetch. Although IntelliDraw offers its own preview when opening files, this Fetch support will let customers browse and search through all their IntelliDraw files at once, as well as add keywords and descriptions.

IntelliDraw 2.0 can also import and play back QuickTime movies. On the Macintosh, users will be able to record QuickTime movies from IntelliDraw animations, as well.

Other User-Requested Features

IntelliDraw 2.0 fulfills many requests for expanded tools and capabilities. New special effects such as Perspective and Envelope Warping, for example, apply realistic perspective and arbitrary bending and twisting to drawn graphics or text. A Polymorph Shape command lets you "tune" or adjust smoothly through the infinite intermediate shapes and colors between two or more key shapes. This powerful feature allows one graphic to do the work of thousands. For example, you can create a country scene with a sky that shifts colors and shadows that lengthen, from dawn to dusk.



Interactive control over objects has also been extended to include area calculation as well as a new Attribute Control Palette that will help you monitor and change the size, position, rotation, fill, and line attributes of any object. Version 2.0 also has extensive typographical controls, including a spelling checker, hyphenation, and a one-step method for putting text on a curve and controlling its settings. Moreover you can now create your own patterned fills from objects or bitmaps, which are useful for covering large areas in seamlessly repeating patterns.

IntelliDraw 2.0 shows marked performance improvements in areas such as dragging, text and object redraw, dialog box management, launching, and quitting. Object greeking, similar to text greeking, will display complex drawings up to 16 times faster in distant views.

System Requirements

The recommended system for Aldus IntelliDraw 2.0 is an Apple Macintosh SE/30 or later, System 7.0 or later, four megabytes of RAM (required to run System 7.0), a hard disk, and Adobe Type Manager 2.0 or later. The minimum configuration is a Macintosh Plus or later, System 6.0.5 or higher, four megabytes or RAM, and a hard disk.

Pricing and Availability

Aldus IntelliDraw 2.0 will be available in the fourth quarter of 1993 through Aldus resellers in the US for the new suggested retail price of \$199, reduced from \$299. Localized versions for Canada, Europe, and Pacific Rim markets will be announced later. For more information, customers can contact Aldus Consumer Division at (619) 558-6000.

(MacPublicity Network)

New Files on the TCS

by Lawrence I. Charters

Washington Apple Pi has operated a computer bulletin board, the TCS (Telecommunications System), for at least ten years. Without question, the most anticipated event in this decade of service was the August 21, 1993 unveiling of the "new" TCS. If you have any doubts, consider this: between 5:14 p.m. on Aug. 21, and 8:37 p.m. on Sept. 16, a staggering 12,538 files were downloaded. In this not-quite-a-month, 64 subscribers managed to download at least 50 files, 24 downloaded at least 100 files, 9 downloaded at least 200 files, and two very busy people managed to download over 300. More bluntly, the top nine downloaders combined to snag 2,324 files—more than all subscribers combined averaged in a full month on the "old" TCS.

When not downloading files, they also managed to find time to post thousands of messages. This is gratifying because the TCS really isn't a software library (though that is essentially the focus of this column), but a communications tool. Some of these frantic downloaders probably haven't even noticed the massive expansion of Usenet messages. In fact, in many respects, the Usenet message traffic (on Conferences 5 and, soon, on a new Conference 6) is in its own way an even more significant improvement than the expansion of the file areas.

If information is wealth, then the TCS is a priceless resource, since Usenet taps into the world-wide Internet community. Of course, some of the dumbest things I've ever read—breath-takingly stupid—also appeared in Usenet messages...

But this column is about files, and this month's topic will be two FAQ (Frequently Asked Questions): "What are the most popular types of files on the TCS?" and "What are the most popular files on the TCS?"

Top Ten File Areas

- 1) GIF Images, Area 7
- 2) Apple System Software, Area 3

- 3) Mac Utilities, Area 23
- 4) Mac Multimedia, Area 35
- 5) Mac Extensions, Area 24
- 6) Mac Games, Area 32
- 7) MOD Music, Area 9
- 8) Mac Graphic Utilities, Area 28
- 9) Mac Sounds, Area 26
- 10) Mac Essentials, Area 22

Each of these file areas accounted for at least 500 downloads in the first not-quite-a-month on the new TCS. One file area, MIDI Music, had zero downloads, for an excellent reason: there were no files to download. Area 11, devoted to the Newton, racked up 52 downloads, and the machine is just now reaching the stores. The PowerPC Mac hasn't even been released, yet the PowerPC file section, Area 12, logged 49 downloads. (I'm hoping some Apple executive will be alarmed that the TCS has an active PowerPC file section. This could be fun.)

The second question, "what is most popular?" could be the foundation of a doctorate in sociology. When you look at the list below, pay particular attention to Area 7, GIF Images. Can there be much doubt as to the gender and sexual orientation of the average TCS subscriber? (And what, come to think of it, is an "average gender?") On the other hand, MOD music files are very popular, yet not a single MOD file even threatened to make the "most popular" list; subscribers seem to like virtually *all* MOD files.

On the third hand (this makes sense if you are a Motie; contact Larry Niven for details), a disproportionate number of Apple system files and games made it to the "most popular" list, suggesting that Pi members love to play, but would also like their machines to function. I've never noticed a similar interest in the MS-DOS world, where it isn't uncommon to hear someone say, "Yes, the hard disk is trashed, but I can still play Space Zombies, so I don't care."

Top Downloads, 8/21 to 9/16 (at least 20 downloads)

File Downloads

Area 1: Unsorted Uploads

MOUSEODOMTR.CPT	32
TCSFILES.TXT	137



Area 2: TCS Help

TCS.FAQ 76

Area 3: Apple System Software

COLORSYNC.SIT 34
COMPATIBILI.SIT 27
DOCVIEWER10.SIT 22
HARDWARESYS.SIT 66
LASERWRTR80.SIT 25
LWUTIL7.4.1.SIT 46
MACINTALK.SIT.1 210
(35 downloads of a six part file)
NSI14GM.SIT 38
QTIME1.6.1.SIT 51
SNDMGR3.SIT 45
STYLEWRITER.SIT 25
SWUTIL.10.SIT 127
SYSTEMENABL.SEA 29
TEACHTEXT72.SIT 58

Area 7: GIF Images

AMBERLYNNE.GIF 27
BABE24.GIF 34
BAT10.GIF 27
BEAUTY.GIF 21
CINDYC.GIF 42
DEMLV01.GIF 39
DEMIVF.GIF 46
DIPHTHONG1.GIF 25
DMOORE.GIF 56
DMOORE.JPEG 29
ELLE.GIF 25
ELLE1990.GIF 31
GATORS1.GIF 24
GATORS6.GIF 23
KELLYLEB.GIF 38
MIRROR.GIF 21
RED.GIF 38
SCHIFF07.GIF 25
SEYMOUR.GIF 30
SHY01.GIF 23
SINKFUN.GIF 21
SWIMSUI2.GIF 20
SWIMSUIT1.GIF 26
SWIMSUIT2.GIF 21

Area 8: JPEG Images

BIKINI4A.JPG 33

Area 12: PowerPC

POWERPC.GIF 35

Area 21: Mac Essentials

DISINFECTANT3.2 22
MACLHA2102.SIT 21
SITLITE.306.SEA 28
STUFFITEXPA.SEA 50
UNSI3.05.SEA 22
ZTERM0.9CPT 36

Area 22: Mac Applications

ADDRESSBOOK.SIT 21
CALCULATOR.IIA 27
DATASCOP202.SIT 22
ONLINEBIBLE.SIT 105
(21 downloads of a five part file)
RIGHTONTIME.SIT 28

Area 23: Mac Utilities

DARKSIDE401.SIT 33
FILE.BUDDY.1.7 42
FILESHAR.SIT 26
MACPOSTIT10.SIT 30
SPEEDYFINDER154 46
STARTREKCL0.SIT 27

STFSTUFF.SIT 24
TECHTOOL103.SIT 26

Area 24: Mac Extensions

AD3D.SIT 20
ADAURORA.SIT 21
ADFINGERSPELL 22
ADWORLDS 30
EXTMAN.201.SIT 26
GROUCH25B1.CPT 34
MAZV1.44.SIT 20
MENUCHOICE.1.6 21

Area 25: Mac Fonts

THETYPEBOOK3.24 20

Area 26: Mac Sounds

BEAVISBUTT.SIT 21
RAPMASTER.SIT 20
SOUNDMGRII.SIT 20

Area 27: Mac Graphic Images

STSCRNS.SIT 25

Area 28: Mac Graphic Utilities

GIFCONV232.SIT 27
GIFWATCH.21.SIT 22
KAITIPSREAD.SIT 26
KAITIPS.SIT 96
(12 downloads of an eight part file)

Area 29: Mac Telecommunications

ZTERM.PHONE.LIS 23
ZTERM.SPEED.UP 37

Area 32: Mac Games

BETAPEED.CPT 27
BLACKJACKDE.SIT 27
BOLO.0.992 31
CARDSHELL.SIT 31
CRAB.SIT 23
EIGHTBALLEMU.SI 29
GALACTICEMP.SIT 33
GLYPHAIL.11.SIT 29
GUNSHYCATO.SIT 23
GUNSHYWOMEN.SIT 33
JEWELBOX1.0.CPT 22
MAZER3D2.2.SIT 23
PATRIOTCOMM.CPT 20
PROGRESSION.SIT 22
SPACEJUNKIE.SIT 36
TETRIS.DA.CPT 23

Area 34: Mac Hypermedia

KAMASUTRA.SIT 25

Area 35: Mac Multimedia

CATFALL.SIT 39
MST3000.SIT 84
(7 downloads of a twelve part file)
REDMEAT.SIT 23
RENMOOV.SIT 38
SNLCRUSHKIDS 72
(8 downloads of a nine part file)

Area 36: Mac Information

PRIC0802.SIT 20
TIDBITS.193.SIT 21
TIDBITS190.SIT 32
TIDBITS191.SIT 35
TIDBITS192.SIT 33

Area 38: Mac Technical

DISKTOOLSFIX.TX 23

Many readers will want to learn more about these files, so here is a Big Hint: use the Find command, but remember to use wildcard characters. Some file areas have hundreds of files, so trying to find DIPHTHONG1.GIF in Area 7 could keep you busy for a long, long time. What you need to do:

- 1) Press F to enter the Files directory.
- 2) Press 7 to enter the GIF Images directory.
- 3) Press ESC (Escape) to stop the directory from scrolling by on your screen. If you don't, you could be watching it for several minutes...
- 4) Press F for Find.
- 5) Press N for Name.
- 6) Enter *DIPHT* — make *sure* you enter the asterisks.

The asterisks before and after the phrase help overcome typos — by you and the person uploading the file. If you tried to find DIPHTHONG1.GIF and mistyped an L for the 1, you wouldn't be able to find the file. But by picking a distinctive subset of characters, and bracketing the string with asterisks, you greatly increase the chance of finding the right file.

Speaking of finding files, check out the October 1993 *MacUser* list of top ShareWare ("The 1993 MacUser ShareWare Awards") on pp. 143-148. *MacUser* suggests that you subscribe to their ZiffNet/Mac on-line service to take a look at these files, but you can save yourself time and money: all the files can be found on the TCS. You can spend the money you save on ShareWare fees.

It was, in case you were wondering, a lot of work to prepare these statistics, so next month we'll do something else. Something easier. Outline a plan to balance the budget, maybe?

And now for the disclaimer: this listing represent 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 how to subscribe to the Washington Apple Pi Telecommunications System, the Pi's "24 hour a day General Meeting."



Apple II General Meeting Report

by Joan Jernigan,
Apple II VP

At the August General Meeting, everyone present had a good time. David and I were there early to set up, and he started playing Shanghai (which has been on my hard drive for about year, but he "never" plays games). The rest of the gang arrived around 8:30 and we continued setting up. By 9:00 I was in the auditorium, looking for our president to start the meeting. The Macintosh folks were setting up and Tom Witte was dutifully answering questions. At 9:30 I finally found Lorin in the hall. He had been upstairs playing games!

He finally got the General Meeting under way (a record—under five minutes!) and went upstairs to the Apple II part of the meeting. soon discovered that Grace and I were probably the only Apple II folks that were down in that auditorium waiting for the business meeting.

The Apple II room upstairs, however, was an explosion of activity. There were eight to ten computers up and running with folks actively playing games. The computers were IIE's, IIC's, and IIGS's. The games were joy stick types (the player was usually under 15), educational types (Joan's, Lorin's and Grace's influence, no doubt), and anything else you can name. Seventeen people signed in (yes, Joan, the teacher, had people sign in; I want to get to know everyone by name!), and door

prizes were given away.

As I have said, there were many computers brought by our wonderful volunteers who saw the plea for computers posted by our own Bill Wydro on the TCS. There were more than enough computers and more than enough software! The meeting was just what computer club meeting should be: Activity, people on computers, people chatting about various programs, etc. The atmosphere was friendly, open, and sharing!

The highlight of our meeting was Dick FitzHugh's wonderful ShareWare game "Shifter." Dick modestly said that he wrote it to get practice in "C," (I can barely program in BASIC, so I am impressed). The game is superb, and several people urged him to submit it to our Disketeria, and to Softdisk GS (it is already on the TCS for those of you who are interested). The game is a shape shifter, and great puzzler and problem solver! We are looking forward to continuing the excellent turnout at our upcoming meetings.

The September meeting will feature our own Grace Gallagher and a colleague of hers from Prince William County schools. They will be demonstrating "Lock Out." I don't have the particulars because I haven't been in touch with Grace, and the writers' deadline is just around the corner. For October we plan to demonstrate AppleWorks

4.0. The Time Out upgrades probably won't be ready in time for that meeting, so we will view them at later date. For November we plan to feature Storage Devices such as the "hard disk on a card," flopticals, etc. December is the Garage Sale. For January through May the following are possibilities: FrEdMail, Icons, NDAs, CDAs, INITs, (Gary, are you reading this?), GS+, Shareware Solutions, etc.

There is a teacher on the eastern shore who has created some 3-D models of historic sites who is willing to come to the meeting to share. Any suggestions for programs and offers to be presenters are greatly appreciated. This is our club and we make it great. See you at the next General Meeting.

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APPLE II BYTES 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.

Differences Between Quickie 3.1 and Older Versions

The new Quickie 3.1 software for the Quickie hand scanner has recently been released. Some people have been asking questions concerning the differences between the new version and previous versions. Here is what Steve McQueen (yes, that is correct)—the Quickie programmer, has to say about it.

“The palette used by all versions of Quickie covers the full range of 16 shades of gray, which is all that the Apple IIGS is capable of. But, upon close examination of any scanned image, most

people will discover that only 12-13 of these shades are actually used by the time the final image is generated. There are a number of technical reasons for this, but it boils down to the fact that the generic smoothing technique used in Quickie 3.0 and before was not a perfect solution.

“The Contrast and Brightness controls added in Quickie 3.1 (both to the application and the NDA) have the effect of allowing the user to customize the greyscale smoothing process to his/her own needs. By adjusting the contrast, you can fully utilize all 16 shades of gray in any picture, resulting in smoother graduations between shades. This is most useful when scanning a portrait, where the “shading lines” which older versions of the software created on faces can be greatly reduced or eliminated.

“Adjusting the Brightness can lighten or darken a picture so you don’t have to keep adjusting your scanner head’s light/dark dial just because you changed original images. Adjusting both controls together can give you some really interesting posterization effects while maintaining (or reducing) fine detail.

“A relatively minor enhancement to the Quickie 3.1 application also lets you create text la-

bels for your pictures, using any font in your system.

“The bottom line is that Quickie 3.1 allows you far more control over the quality of the images that you scan than any previous version, with the only limitation being that you are still stuck with monochrome images. The upgrade is well worth its price because you can get much better monochrome pictures with a *lot* less scanning and re-scanning, than ever before.

“Re: Quickie Color—(name not finalized)—It’s well under way, and as soon as I work out a couple of bugs in the color rendition scheme, you will start seeing some samples. Don’t wait for it to upgrade to Quickie 3.1, though, because there is no reason to wait for color before getting the best possible monochrome results from your scanner!”

Careful When You Copy

A question was asked about copying files from one hard drive to another using an 8-bit copy program (Copy II+). D. Corkum suggested, “Don’t do it!!! You should never use an 8-bit program to copy files on a IIGS! The GS Operating System (GSOS) uses “forked” files. These are actually two files saved under a single name, a data file (the same as an 8-bit file) and a resource file (where GS programs can save numerous data structures such as icons or menus). A GSOS program will copy both files together as if they were one. An 8-bit program will only recognize the Data portion of the file and either give you an error or just copy the data file, leaving you with an unusable file. If you like ProSel 8, get ProSel 16 to be safe.”

[GH—Now if the files were all



8-bit, there actually would be no trouble using the 8-bit Copy II+ program. However, here we are dealing with an Apple IIGS and the general opinion is as Corkum stated. Why take a chance? Use a 16-bit copy program such as the one in ProSel 16 or use the Finder.]

AppleWorks 4 and Ultra 4.3

It is getting more and more confusing, now that the announcement of the forthcoming AppleWorks 4 by Quality Computers has been made. Questions and comments about current the new TimeOut additions included backward compatibility, and macros have been placed not only on the national telecommunications services, but in national AppleWorks orientated publications.

One of the major problems involves macros. Generally the AppleWorks 3.0/UltraMacros 3.1 combination has been used by the Apple II community. Recently, a new and more powerful Ultra 4 (macro program) was developed to replace UM 3.1. The unfortunate thing is that it was not generally adopted by the AppleWorks community at large (even though it should have been.) It was upgraded to v 4.1 shortly after the original release, and soon after to v 4.2. There was an additional charge for v 4.2. Now, with AW4, one needs Ultra 4.2 before the new Ultra 4.3 is operative.

Randy Brandt, the author of AppleWorks 4.0 and Ultra 4.X explains, "Ultra 4.3 is the only macro program that works with AppleWorks 4. The AW4 disk includes a TimeOut updater program that will make many TimeOut packages work with AW4, including Ultra 4.2. Ultra 4.3 is basically a

"tweaked" version of Ultra 4.2, but it does have a few new features. For example, the online command now accepts a volume name as well as a file name. If you specify a volume it returns the number of blocks free instead of the size.

"If you have Ultra 3.x, 4.0 or 4.1, you'll need to upgrade to Ultra 4.2 before you get AW4. Because Ultra 4.2 is a combination of an updated Ultra 4.1 and the originally planned Ultra Extras disk, there is no online or free upgrade available, you must get Ultra 4.2 directly from Quality Computers."

This means that in addition to AW4, if you want macro capability, you will have to purchase an earlier version of the macro module, and perhaps get it upgraded, before AW4 will let you use macros. Wouldn't it be nice if everything was cleaner.

Launching ProDOS 8

There have been some recent discussion on GENie regarding launching ProDOS 8 programs on booting the IIGS. Joe Kohn, the author, publisher, and handyman connected with *ShareWare Solutions II*, a new Apple II publication, presented this information:

"OK. What happens when you launch ProDOS 8 (either by booting a ProDOS formatted disk on an Apple IIe/IIc or by hitting the "8" key while System 6.0.1 first starts to load) is that ProDOS looks for the first System type file it sees in the main directory, and runs it. In the vast majority of cases, that first System file is generally Basic.System.

"What that really boils down to is that you have loaded and executed AppleSoft Basic. Keep in

mind that when ProDOS and Basic.System are run, the first thing Basic.System does is to look for a file named Startup. If it doesn't find one with that name, it'll deposit you at the AppleSoft Prompt (]), but if it does find a Startup file, it will automatically be run.

"So, you could always place your favorite ProDOS-8-based menu system, such as Sneezee, into the main directory and call it Startup, and it will run. Likewise, you can create a one liner AppleSoft BASIC program that, in turn, would run Sneezee or any other program you desire.

"The AppleSoft command "Print CHR\$(4)." is the key. In plain English, that translates to "whatever follows is an AppleSoft command that should be run just as if it had been typed in from the keyboard." So, it could take the form of:

```
10 Print CHR$(4);"-SNEEZE" (and Sneezee will run), or
```

```
10 Print CHR$(4);"-BYE" (and the built-in program selector will run), or
```

```
10 Print CHR$(4);"-/HD1/APPLEWORKS/ULTRA.SYSTEM (and an UltraMacros enhanced version of AW will run).
```

"So, when you first run ProDOS/Basic.System, you'll find yourself at the AppleSoft Prompt. What you'd do is write your one liner complete with a line number, and press Return. Then, at the] prompt, you'd just type SAVE STARTUP and press Return, and that file will be saved to disk as the Startup file.

"The next time you boot that disk (or hit "8" as System 6.0.1 loads) is when ProDOS 8 will run, and then, in turn, Basic.System

On the Trail of the Apple III

by David Ottalini,
Apple III SIG Co-Chairman

BOS is BOSS

As I write this, our new operating system, "BOS" (for Bob's Operating System) is in beta test. Given the time delay in getting this into the Journal, it may well be available from the WAP office. Please check for availability and pricing.

BOS continues to grow and evolve even as we speak—since the beta testers (who include yours truly and co-Chair Paul Campbell) add their two-cents worth. Current features include:

- * Automatic installation without destruction of current files.
- * Integrated program selector with four separate menu screens.
- * Each Menu Screen may be individually named.
- * Program selector compatible with Selector pathnames (but changeable for those with Catalyst)
- * Works with Desktop Manager and all modules
- * Disk Caching in three different modes
- * Print Spooler
- * Screen Blanker at Menu level (not from within programs)
- * Password protection at boot up and by program
- * Automatic decryption of AppleWriter 2.0 and earlier, VisiCalc and Advanced VisiCalc

- * Allow times past the year 1999
- * Selection of a program to run automatically at boot-up
- * User may choose up to ten "favorite" programs that can be run with only two key presses from the Menu
- * BOS Utilities program that allows the user to edit the BOS menus, set up disk caching, password protection, print spooling and screen blanking

As we found from our demonstration and from my use so far, the program is very fast. You will, in fact, not believe how fast it is when you decide to quit a program and return to the menu. It is literally the blink of an eye fast. Disk Caching also speeds up program run times, and Bob has added a special feature for non-Pascal based programs that also helps to speed things up—all you do is add a "0" in front of the program pathname such as: "0.Profile/Programs/Applewriter/SOS.Interp."

There have already been some bug fixes—My first version refused to return me to the menu after automatically booting AppleWriter—it would quit right back to the same program over and over. That was an easy fix, though.

And thanks to a suggestion from Paul, Bob has also added the ability to run Basic versions of screen blankers as well as small interpreter programs. The screen blankers are

neat and user controllable—you may select just one to run or all available in random order at a time set by you. Of course, you CAN turn it off also. By the way, because of this, the Control+5 (from the keypad does not work at the menu level—but it does work within programs.

I've asked Paul to write up a complete review for you of this wonderful new and evolving product, so watch for it in an upcoming Journal!

As you may remember, we financed this project by essentially buying copies of the program up front by Bob. Thus, once he sets a price, we'll be able to sell that number of copies to anyone interested. As I have mentioned before, we intend that all funds from the sale of those disks (except taxes) will go right back into the Software Development Fund so that we can continue to hire programmers to upgrade or write new software for us. Pricing for our disks had not been set as I write this, so check the WAP office for availability and cost.

We do continue to take SDF donations as well. Thanks to Burr Patterson, Ed Becker, Tad Leczszcar and John and Barbara Dudman for their recent donations.

I can't thank everyone who have made this project possible enough. Special, special thanks go to Grace Gallager who cared enough to make the first donation (and she doesn't even own an Apple III—but she is an Apple II family supporter). Special thanks also goes to the WAP BoD (especially Lorin Evans), who contributed \$500.00 to the cause. And also to ATUNC—The Apple III Users of Northern California and President Mary Berg, who contributed \$500.00.

As for the future, I've already talked with Bob Consorti about a couple of additional projects—including the development of our own

disk/file archiving utility like ShrinkIt (see below) and an upgrade to the Communications Manager. Depending on the time constraints of being a student, Bob is interested in working with us, so stay tuned!

September Meeting

Our September meeting was wonderful! As I mentioned above, the main event was the first official demonstration of BOS. We had hoped Bob would be able to come down to demonstrate it personally, but the start of school proved a major impediment. We missed him, but everyone really enjoyed seeing what BOS could do.

Not only did Paul Campbell and Aneita (with kids!) drive in from Detroit for this meeting, but also Burr Patterson from Norfolk and Bob Sambolin came from Columbus. The regular local cast and crew were there as well—Joan and Dave Jernigan, Seth Mize and Tim Bouquet.

Burr also tried to help us with our Corvus troubles, but the interface cards seemed to remain a problem. We've sent him a couple more in Norfolk so that he could work with them on his system.

Afterwards, many of us had a wonderful lunch (Southwestern style this time) and were joined by WAP President Lorin Evans, who added his wit and charm to the occasion.

During lunch, we all agreed to one last piece of business—to donate funds so that Bob Consorti could become not only a WAP member, but also a TCS member. Funds were quickly gathered and I sent a check the very next day.

Our next meeting is scheduled for December 11 unless the WAP Garage Sale happens—in which case it will be rescheduled—probably to the prior Saturday (the 4th)

but please watch the TCS or call the WAP office for an official date. Hopefully, we'll be able to demo the final 1.0 version of BOS for you!

InterNet Stuff

There isn't a specific topic area for the Apple III on the Internet (Conference 5 on the TCS is our gateway)—yet at least. Recently, Dr. Al Bloom reported to us on the TCS that:

Jeff Fritz of West Virginia University is considering starting an Apple III LISTSERV group on the InterNet. I told him I recalled a certain amount of traffic on the subject in this forum. Do you think it'd be a good idea? Has someone already done it? Any other comments?

The comments from me and others were positive on this score, so maybe we'll have something to report to you soon on another Apple III front!

Currently, we do have access to IIIers through the Apple II InterNet forums available on Conference 5 of the TCS. Thanks to Seth Mize for keeping an eye on things and posting messages from the "comp.sys.apple2" board when they do come down the line.

Recently, Jon Kohn, Publisher of Shareware Solutions II, posted this message: Surprisingly, On Three still produces software for the Apple III. It's run by long time Apple III developer Bob Consorti. In many ways, The Washington Apple Pi is the "keeper of the Apple III flame." They have a huge library of III software, and they are working with Bob Consorti on an update to the SystemSoftware.

Or even better than a snail mail address, WAP and Three's Company have a BBS set up at 301-593-0024. If I were writing to WAP about the III, I'd address it to Dave Ottalini. Nah, I'd just call him at

301-681-6136.

Anyone still using a Sarasaur should definitely give Dave a call. (Hey, it's his term, not mine, so no flames, please.)

(Actually, "SARAsaur" is what I call Apple IIIers—not the machine itself but who's complaining??)

Another message, in answer to one posted by me, asked:

"Are there any Apple III archiving standards, like ShrinkIt for the Apple II, or even Binary II?" We had a bit of a time on GENIE after we had gotten Paul Lutus to release AppleWriter III as FreeWare, figuring out just how to pack and upload it. We finally decided to just pack it as a disk archive with ShrinkIt and put in the file's description that it required an Apple II to unpack it before you could actually use it on an Apple III.

Unfortunately, there is no Apple III archiving standard at this point, although I would *love* to get a version of SkrinkIt for the III. The alternative, of which all IIIers could take advantage, is to use the older II+ version of ShrinkIt, which can run under emulation mode on all our SARA's. Those with III+IIe cards can run the "full-blown" version (be sure to have a 65c02 chip installed).

John Ruffatto and I have discussed issuing some PD disks archived this way because we could get many more files on a disk. We would simply make ShrinkIt //+ available as part of our PD offerings. That's still under discussion at this point—we need to try it out to see if its worth the extra trouble for most folks.

But as I mentioned above, I've already discussed with Bob Consorti the possibility of writing our own program, perhaps with information from Andy Nicholas, the author of ShrinkIt. I've written Andy and hopefully, he'll be willing to work

with us on this.

Paul Campbell Loves the New TCS

Yes. I'm afraid it's true. Paul Campbell has another love in his life.... The new TCS. As SYSOP on the Apple III Board (Conference 1) he recently posted:

Wow! I just did a file transmit test to check for lost characters, ended up with the inter-character delay set to 0 ms and lost nothing! On a 386-based network, I still have to slow things down, but not on the new TCS,... great job everyone, you can take a bow!

I add my thanks to the TCS crew for a job well done in keeping our Telecommunications System the best in the nation. We plan to upload all the IIIs Co. files to the TCS overtime, so users may have that resource available to them!

IIIs Co. WAP

While I'm talking about it, the IIIs CO. WAP board continues as a rich resource of information for the III community. It's free to all—301-593-0024 at 7 bits, odd parity up to 2400 baud at this point.

At this point, I have uploaded my past Trail columns for the last two years (or more!)—in fact, that's a great place to look for my latest column even before it's published in the Journal.

I also hope to have uploaded all the PD library offerings for you to look at, as well as other information on WAP and the III SIG—but until we can get a larger hard drive up and operating, things are a bit tight right now.

I'm still in a learning curve on this—finally figuring out that one problem we were having was due to turning ON the modem's "Auto Answer" function. IIIs Co. Guru Emeri-

tus Ed Gooding told me that Infonet polls the modem for calls—but that with Auto Answer ON, the modem answered before the program could react—resulting in many, many disconnections. That's fixed now and we are having more luck with logons.

Please try it if you haven't gotten a chance to. If you don't have a password, use "DEMO" when it asks for a user name—then leave me a message with your preferred name and password. You'll be all set by the next time you logon!

Steve Truax, by the way, has already discovered some of the treasures:

The new IIIs Co. BBS is wonderful—kudos to you for all the hard work you've put into it! After calling it up the other day and seeing the information available there, I only wished that I had started using it years sooner.

Bob Sambolin and Martin Davidson are also regular callers—so don't be shy!

We are also working on some upgrades to the program—primarily improved uploading and downloading ability by using XModem protocol and speeding things up. I've found someone willing to take on the project—so we'll see how it goes!

Apple Supports the Apple III?

Paul Campbell actually got startled the other day—well, let him explain it (in a message to Jon Thomason on the TCS):

Something happened a few minutes ago which made me delete my entire message and start over. While I was writing, I was also on hold on Apple's new Tech Support line (1-800-767-2775), fully expecting to get hung up on. I had called just to try out the new line and see where they stood. After being on hold for a few minutes a gentleman by the name

of Scott answered and responded to my Apple III question in full seriousness, and said that yes, they now support the Apple III. I was so shocked that I forgot what I was going to say. I'll post again when I recover from this dramatic change (clients of mine have been laughed at in the past, right on the phone). This calls for an entire re-think on my attitude towards Apple Computer. Excuse me, I need to go sit down now.

Consorti Sale

Bob has a *ton* of Apple II, III and Mac software (and some III hardware) for sale. Call or write him for a complete list.

Finally

Happy, Thanksgiving SARA-saurus! We'll see you next month on the Santa Watch!!

Apple III Resources

Apple User Group Connection
800-538-9696, ext. 500

Apple User Assistance
800-767-2775

Bob Consorti
179-B Kent St.
Brookline, MA. 02148
(617)-731-0662

On Three c/o Joe Consorti
1174 Hickory Ave.
Tehachapi, CA. 93561
(805)-822-8580

W.M. Enterprises
1-301-268-4242

Sun Remarketing
1-800-821-3221

Tom Linders
1-408-741-1001



Macintosh Disketeria

by Dave Weikert

New Disks

There are 16 new disks this month; two Desk Accessories series #2.XX, two System Extensions (INITs & cdevs) series #9.XX and a six disk Online Bible set. Descriptions of the files on the new and revised disks are included below.

Fun & Games

We added two disks of Desk Accessories, Mac Disks #2.13D and #2.14D. Most of the programs are revisions of files previously in the Disketeria. One of the revisions is Vendor DA developed by Bill Baldrige, one of our members. This is a very useful DA for anybody who needs quick access to the telephone numbers of companies that provide Macintosh related products. Although Vendor DA is no longer a Desk Accessory, we will continue to include it in the DAs category until Bill changes the name. Thanks, Bill!

Online Bible

Online Bible is a complete Bible, including the old and new testaments, that may be used with your computer. You may search for and index your favorite verses for later recall and perform a number of other functions. Unfortunately, the Manual, in MS Word format, would not open for me. I will try to get a non-corrupted copy by the time the disk set is issued.

The Online Bible is included on a six disk set as a segmented self

extracting Stuffit archive. You should create a folder on your hard disk, copy each segment to the folder and then double click the first segment to unstuff it. You will need about eight megabytes of disk storage for the Online Bible and an additional four megabytes of storage to temporarily hold the archive before you extract it. The price for the six disk set is \$15.

Apple System Software

There are three new disks with Apple System Software this month. They include the Express Modem Disk, the Macintosh CD-ROM Setup disk and the Communications 1 disk.

LaserWriter 8.0 software released last month is now available in two separate disk formats; as two 800K disks or one 1.44M disk. The LaserWriter 8.0 driver supports the PostScript Level 2 interpreters delivered in some printers over a year ago as well as also supporting the PostScript Level 1 printers. Since the new LaserWriter driver adds new functional capability and enhances performance, it is highly recommended for all PostScript printers whether they use PostScript Level 1 or 2 interpreters. The older versions of the LaserWriter drivers are not removed by the installer on these disks, so you may continue to use the older version if necessary to support specific features or if problems with the new driver are encountered.

About ShareWare Requests

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

Disk #22.01 — G 1

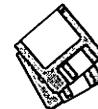
FUN AND GAMES

CptExpand 1.0.f: 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.

A-S Baseball 1.11.cpt: By Cary Torkelson. A combination action and strategy game of baseball. From Little League to World Champions type play. Create teams of players with different statistics and skills. Includes relief pitchers, pinch hitters and pinch runners. B&W, System 6 and 7 compatible. **ShareWare - \$15.**

Adventure f.cpt: Ported to Macintosh by Anthony C. Ard; for original author and other computers see documentation. A classic text adventure game, this one is the classic Colossal Cave Adventure. Text adventure games are not very Mac-like and this is one of the first of the genre. **Adventure README** and **NOTICE** are in TeachText format. Runs on System 4.1 or greater (including System 7).

Ataxx 1.02.f.cpt: By Larry Kepko. A strategy board game that initially reminds one of reversi but you soon see the substantial differences. Complete with different levels, player options, sounds, board sizes and suggested moves. **Read me.txt**, in text format, has the instructions.



Supports B&W or color; System 6 and System 7 compatible. **ShareWare - \$10.**

Attack Marble f.cpt: By Martin Martinez. A strategy board game with a layout somewhat like Chinese Checkers. Win by pushing your opponents marbles off the board. **Read Me First** is in text format and includes instructions. Supports B&W or color; System 6 and System 7 compatible. **ShareWare - \$15.**

BattleCruiser.cpt: By Ray White. A classic board game of battleship complete with sounds, board sizes and game options; you may even use radar to view the locations of the ships. **ShareWare - \$2.**

Bombs 2.2.cpt: By Christer Ericson. A strategy board game based on Minefield which was written for Windows. Reason (or guess) the location of bombs based on the numbers on adjacent squares.

Canfield 4.0.cpt: By Michael A. Casteel, cards by Dave Elward. A solitaire card game. You hear the first few bars of Scott Joplin's Entertainer when play is started. Works with B&W or color. **ShareWare - \$10.**

Checkers 1.0.cpt: By Brad Quick. A board game with four levels of play. Play the computer or let the computer play itself. B&W. **ShareWare - \$1.**

ColorJack 1.0a2.cpt: By Robert Ivie. A color blackjack game with you against the dealer. There is a cashier that you may borrow from if your losings exceed your original holdings. You may double down and split and may stick or hit. Supports color or B&W.

Cribbage 2.4.cpt: By Chris Christensen. The classic game played with 52 cards and a pegboard—it's you against the Mac. Supports System 6 or 7; B&W. **ShareWare - \$5.**

Disk #22.02 — G 2
FUN AND GAMES

CptExpand 1.0 f: 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.

Classic Tennis.cpt: By Gary Dauphin. An action game where you play tennis against the computer. The better you play, the faster the game. System 6 or 7. **ShareWare - \$2.**

Covert Action 1.101 f.cpt: You command an attack submarine in this complex strategy game and can choose from a number of different scenarios. You have various windows containing command information such as weapons, navigation, sonar and radar, etc. **Covert Action Doc 1.101** is in Word format. For Mac Plus and later; supports B&W or color and System 6 or 7. **ShareWare - \$10.**

Cumulonimbus f.cpt: By Mike Gleason, Jr. A Tetris like arcade game where you control the position of ice blocks. **C'Nimbus** is in MacWrite format. You may select block type, size, etc. Supports B&W or color and System 6 or 7. **ShareWare - \$0.50 or more.**

Disk #22.03 — G 3
FUN AND GAMES

CptExpand 1.0 f: 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.

Dropper 1.1.2 f.cpt: By C. K. Haun. A fun and frustrating block stacking arcade game. Stack blocks horizontally, vertically or diagonally. Attaining advanced levels of play

depends on your skill level. **Dropper Read Me** is in text format. Supports B&W or color and System 6 or 7. **ShareWare - \$5.**

Forty Thieves 2.1: By Eric Snider, cards by Dan Appelquist. A two deck color solitaire card game with sounds and color. Very addictive for solitaire players. Supports B&W or color and System 6.0.2 or later or 7. **ShareWare - \$10.**

GNU Chess 3.0 f.cpt: Based on GNU Chess 3.0 by Stuart Cracraft and other contributors; unofficial Mac version by Airy André. A strong, full featured chess game. You may independently set move times for white and black and select Mac to Mac, Mac to Player or Player to Player games. **DOCUMENTATION** and **Sources TC 4.0** files are in text format.

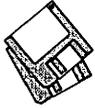
IconQuest 1.2 f.cpt: By André Ouimet. A fascinating board/puzzle game. Merge like icons and they evolve to higher ordered icons which also must be merged. About "Sample Game File" is in text format. **ShareWare - send a postcard**

MacBzone 1.3.1 f.cpt: A three dimensional tank battle arcade game. You can never win since the enemy is infinite but you try to take as much time as possible until you are killed. **MacBzone.README** is in text format. Limited to 20 shots until you register. Requires 6.0.7 or later and 68020+68881 (FPU) or later. **ShareWare - \$10.**

Missile Command 3.0.cpt: By Robert Munafo. An fast paced golden oldie arcade game. Save your cities from ballistic missile attack. The action increases as the game level incresases.

Pai Gow v0.9.cpt: By David Millers. A Chinese gambling game played with dominoes that have red and white dots. This game is legally played in Nevada casinos and California card rooms. **ShareWare - \$5.**

Star Roids 7.0.cpt: By Jason Ferrara. An arcade game, one of the best



Asteroids games available for the Mac. Two sizes of asteroids and two kinds of flying saucers. Pick up equipment pods for additional capabilities or firepower. For Mac Plus and later. *ShareWare* - \$5.

The Puzzler f.cpt: By Dave MacLachlan. Create a jigsaw puzzle (squares or rectangles only) from PICT resources and then solve it. Or use the puzzle that is already in the **Puzzler Prefs** file. **Puzzler Docs** is in Word format. Requires System 7, works with B&W or color. *ShareWare* - \$12.

Disk #22.04 — F/G 4
FUN & GAMES

Baker's Dozen 2.0.sea: By Eric Snider, cards by Dan Appelquist. A variant of solitaire, simulated on the computer. Includes sounds, statistics and left hand or right hand card play. Read Me! CD-ROM Press Release is in text format. MultiFinder and System 7 compatible. *ShareWare* - \$10.

Battleship 1.3.sea: By John Lindal. A classic board game of battleship complete with sounds and game options; you may get a key to unlock the protected features when you pay your *ShareWare* fee. *ShareWare* - \$5.

Cairo ShootOut!.sea: By Duane Bloem. This shooting arcade game is a blast from the past; how far in the past is kind of indicated when you slow the game down by a factor of 4 for a Mac II. You have to be very quick to play this on most of the current Macs.

Classic Daleks 1.1 f.sea: By Ingemar Ragnemalm. Another version of the original Daleks game that was available for play on the original 128K Mac. This one works with both color and B&W Macs and has a high score list and a number of other options not available on the original Daleks. **Classic Daleks docs** is in text format.

Connect Four f.sea: By Berrie Kremers. A board game for two players where each player drops stones into cells in a box. You win by connecting 4 stones of your color in a vertical, diagonal or horizontal row. **READ ME** is in text format. *ShareWare* - \$10.

CTB 1.1.1.sea: By Lionel Cons. An arcade game that takes the principles of Tetris (pieces, deleted rows) and adds a little thing (the Buzz) to annoy you. The primary object of this game is to catch the little block called the Buzz. *ShareWare* - \$10.

GunShy 2.0 (Women on Tiles).sea: By Edward C. Horvath. A version of Mah Jongg, a solitaire-like game played with tiles, not cards. This version has a nice twist; the icons are pictures of women mostly in color. The end tiles on each row are free. Clear the tiles by clicking on matching sets of free tiles. **Read Me (If you feel like it)** is in text format. *Everyware* - If you keep it, you have to give a copy away.

Disk #22.05 — F/G 5
FUN & GAMES

Diamonds 1.6.sea: By Oliver Dreer. A deceptively challenging color-only game that can be addictive. Bounce your ball around a playing field, controlling only left and right motion. Hit some things, avoid hitting other things, and plan ahead with some simple strategies. Good color and sound, requires 13" or above. *ShareWare* - \$20.

Dubbelmorall.sea: The game instructions are in Swedish. But even without knowing exactly what you're supposed to be doing, this is a fun, funny game in which you guide a man around and try to avoid the wife with the frying pan.

Klondike 5.1 f.sea: By Michael A Casteel. Probably the most commonly-known version of solitaire card game. Klondike has been available for the Mac since its

introduction in 1984; this version includes color and a number of other improvements over that original game. **Klondike read me** is in TeachText format. *ShareWare* - \$10.

Disk #22.06 — F/G 6
FUN & GAMES

Galactic Empire 2.0.sea: By Cary Torkelson. Rebuild a dying Galactic Empire by conquering the 19 independent planets. You may configure your fleet, collect taxes from conquered worlds and spy on planets with satellites prior to configuring your fleet for attack. Supports color or B&W Macs under System 6.0.4 and later. *ShareWare* - \$15.

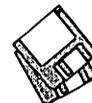
Gin Rummy 2.0 f.sea: By William Hale. A two person Gin Rummy card game in B&W. **Gin Rummy read me** is in Word format. *ShareWare* - \$10.

Glypha II 1.1.sea: By John Calhoun. A Mac clone of the grand old arcade game Joust. You control a person flying a large bird of some sort, trying to dismount (er, more like disintegrate) the other people on the other birds. Requires 4-bit (16) color.

Gobbler 1.2 f.sea: By Les Blatt. A snake-eats-mushroom game, starring a snake named Hedda, a variety of stones, some delicious-looking mushrooms, and, occasionally, some bonus chests. Gobbler plays in color if you are using a Macintosh with a color monitor. *ShareWare* - \$10.

Mac-Tycoon 0.8 f.sea: By Robert Schenk. Tycoon simulates a business firm. Your goal is find a combination of labor, capital, and price which results in a profit. Understanding a bit of economic theory helps a lot in achieving this goal, which is probably inevitable because the program was originally developed as an instructional tool.

Macman Classic 3.0.sea: By John Butler. Patterned after the PacMan



arcade game; munch dots, energizers and fruits while avoiding ghosts. For Mac Plus and later. *ShareWare* - \$5.

MacSokoban 2.1 f.sea: By Ingemar Ragnemalm. The Japanese word Sokoban means warehouse keeper. The object of the game is to, for each level, rearrange a set of 'gold bags' to certain positions. When you have solved all levels, you have won the game. **MacSokoban docs** is in text format.

Disk #22.07 — F/G 7
FUN & GAMES

Maelstrom 1.2 f.sea: By Andrew Welch. A really good Asteroids-type (but much more sophisticated) arcade game. Great action, sounds and color. Requires System 6.07 or later and a 256 color/gray scale monitor. *ShareWare* - \$15.

MineField 1.3.sea: By Robert Donner and Kurt Johnson. A take-off of the Minesweeper game that runs on PCs (Ugh!). This one has a lot of features and an excellent Help function.

Disk #22.08 — F/G 8
FUN & GAMES

Otello 2.0 f.sea: By Ron Hayter. The classic strategy board game of Othello played on a grid with black and white pieces. You may play against the Mac or another person and may save unfinished games.

Patriot Command 1.0 f.sea: By . This is an updated color version of Missile Command, an arcade gam. You try to protect world cities from an onslaught of ICBMs and other 'nasties' that an unnamed whimsical fascist dictator decided to launch against the world. Requires a Mac II or better (020, 030, or 040 Mac) with a 640x400 or larger 256-color/gray scale monitor and 32-bit Color

Quickdraw and System versions 6.0.7 and later. **Documentation** is in Word format. *ShareWare* - \$15.

Polyominoes 4.0 f.sea: By Kevin Gong. A strategy board game in which you try to put the last piece on the board. The pieces can be flipped or rotated in any manner. **Polyominoes Bibliography** is in Word format and **README** and **Polyominoes Reg Form** are in text format. *ShareWare* - \$7.

Slime Invaders 1.0.3 f.sea: By Ingemar Ragnemalm. An shoot-em-up arcade game where you fend off attackers from above. **Slime Invaders.doc** is in text format. For System 6 and later.

Space Junkie 1.0 f.sea: By Tuan Huynh. A space shoot-em-up arcade game somewhat based on Galaxian. **Space Junkie (Read Me)** and **Space Junkie Registration** are in TeachText format. Requires color Macintosh with 68020 CPU and 16 color or gray scale, System 6 and later. *ShareWare* - \$15.

Tic-Tac-Toe v1.3 f.sea: By Jordan Pinsker. A well done Tic-Tac-Toe board and symbols. You can place the computer in any of three modes: genius, smart and random. **READ ME NOW! Source Code...** and **Registration Form - Source Code** are in TeachText format. *ShareWare* - \$10.

Disk #22.09 — F/G 9
FUN & GAMES

TetrisMax 2.0 f.sea: By Steve Chamberlin. A Tetris game in 256 colors with an original music soundtrack and fun sound effects. **About Tetris Max 2.0** is in TeachText format. Said to run on any Mac in B&W or color. Requires System 6 or 7.

Texris 1.1.sea: By T. Sumiya. This is a Tetris type game for two persons (or for one person with a split personality and dang good reflexes).

Disk #22.10 — F/G 10
FUN & GAMES

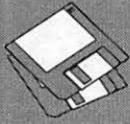
SpaceInvader! 1.02 f.sea: By Hui Dong. A fast action, shoot-em-up, destroy the dreadful space invaders arcade game. There are more different types of weapons to defend against than anyone could stand. Requires 256 color or gray scale Mac and a 640x480 pixel screen (13/14 inch). *ShareWare* - \$20.

Tank Wars™ 1.0.2 f.sea: By Richard Ballantyne. A battle simulation between two tanks. The object of the game is to gradually gain money to buy items that will strengthen your tank enough to beat the final boss tank (Difficulty 'K'). **Tank Wars™ 1.0.2 READ ME** is in Word format. *ShareWare* - \$5.

teknaSlots 1.0.sea: By Dan Jacoby. A slot-machine game with nice sound, color and good animation. Supports color or B&W.

DISKS #OLB-1 THRU -6
ONLINE BIBLE

Online Bible 1.0 f: By Ken Hamel. A complete old and new testament Bible—King James Version. You may load specific chapters of the Bible. A flexible manager permits you to arrange multiple windows in a variety of ways including tiled, stacked and grouped. You may search for specific words and phrases, create your own notes and lists including verse lists. **Manual.MSW** is in Word format although the copy I received appears corrupted and will not open on my Mac. I will provide a working replacement copy if I am able to locate one before this disk set is issued.



Macintosh Library Order Form



PI Library

- ___ 0.01 - C 01 Files
- ___ 0.02 - C 02 Sampler
- ___ 0.03 - C 03 MemDir
- ___ 0.04 - C 04 Catalog
- ___ 0.05 - C 05 PS.Catalog

Anti-Virus Utilities

- ___ 1.01G - AV 1
- ___ 1.02J - AV 2
- ___ 1.03J - AV 3

Desk Accessories

- ___ 14 disk set; \$42
- ___ 2.01D - DAs 1
- ___ 2.02D - DAs 2
- ___ 2.03D - DAs 3
- ___ 2.04D - DAs 4
- ___ 2.05D - DAs 5
- ___ 2.06D - DAs 6
- ___ 2.07D - DAs 7
- ___ 2.08D - DAs 8
- ___ 2.09D - DAs 9
- ___ 2.10D - DAs 10
- ___ 2.11D - DAs 11
- ___ 2.12D - DAs 12
- ___ 2.13D - DAs 13
- ___ 2.14D - DAs 14

F Keys (Function Keys)

- ___ 4.01A - FKs 1
- ___ 4.02A - FKs 2

ImageWriter Fonts

- ___ 5.01A - IW 1
- ___ 5.02A - IW 2
- ___ 5.03A - IW 3
- ___ 5.04A - IW 4

PostScript Fonts

- ___ 14 disk set; \$30
- ___ 6.01B - PS 1
- ___ 6.02B - PS 2
- ___ 6.03B - PS 3
- ___ 6.04B - PS 4
- ___ 6.05B - PS 5
- ___ 6.06B - PS 6
- ___ 6.07B - PS 7
- ___ 6.08B - PS 8
- ___ 6.09B - PS 9

- ___ 6.10B - PS 10
- ___ 6.11B - PS 11
- ___ 6.12B - PS 12
- ___ 6.13B - PS 13
- ___ 6.14B - PS 14

TrueType Fonts

- ___ 14 disk set; \$42
- ___ 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
- ___ 7.12 - TT 12
- ___ 7.13 - TT 13
- ___ 7.14 - TT 14

Graphics

- ___ 6 disk set; \$18
- ___ 8.01 - G 1
- ___ 8.02 - G 2
- ___ 8.03 - G 3
- ___ 8.04 - G 4
- ___ 8.05 - G 5
- ___ 8.06 - G 6

INITs & cdevs

- ___ 27 disk set; \$81
- ___ 9.01B - I/C 1
- ___ 9.02B - I/C 2
- ___ 9.03B - I/C 3
- ___ 9.04B - I/C 4
- ___ 9.05B - I/C 5
- ___ 9.06B - I/C 6
- ___ 9.07B - I/C 7
- ___ 9.08B - I/C 8
- ___ 9.09B - I/C 9
- ___ 9.10B - I/C 10
- ___ 9.11B - I/C 11
- ___ 9.12B - I/C 12
- ___ 9.13B - I/C 13
- ___ 9.14B - I/C 14
- ___ 9.15B - I/C 15
- ___ 9.16B - I/C 16

- ___ 9.17B - I/C 17
- ___ 9.18B - I/C 18
- ___ 9.19B - I/C 19
- ___ 9.20B - I/C 20
- ___ 9.22B - I/C 22
- ___ 9.23B - I/C 23
- ___ 9.24B - I/C 24
- ___ 9.25B - I/C 25
- ___ 9.26B - I/C 26
- ___ 9.27B - I/C 27

Miscellaneous

- ___ 10.01A - M 1
- ___ 10.02A - M 2

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

- ___ 9 disk set; \$27
- ___ 12.01B - S 1
- ___ 12.02B - S 2
- ___ 12.03B - S 3
- ___ 12.04B - S 4
- ___ 12.05B - S 5
- ___ 12.06B - S 6
- ___ 12.07B - S 7
- ___ 12.08B - S 8
- ___ 12.09B - S 9

Telecommunications

- ___ 13.01B - T 1
- ___ 13.02B - T 2
- ___ 13.03B - T 3

Programmer/Hacker

- ___ 14.01A - PH 1
- ___ 14.02A - PH 2

Miscellaneous Utils

- ___ 9 disk set; \$27
- ___ 15.01B - MU 1
- ___ 15.02B - MU 2
- ___ 15.03B - MU 3
- ___ 15.04B - MU 4
- ___ 15.05B - MU 5

- ___ 15.06B - MU 6
- ___ 15.07B - MU 7
- ___ 15.08B - MU 8
- ___ 15.09B - MU 9

System Utilities

- ___ 25 disk set; \$75
- ___ 16.01D - SU 1
- ___ 16.02D - SU 2
- ___ 16.03D - SU 3
- ___ 16.04D - SU 4
- ___ 16.05D - SU 5
- ___ 16.06D - SU 6
- ___ 16.07D - SU 7
- ___ 16.08D - SU 8
- ___ 16.09D - SU 9
- ___ 16.10D - SU 10
- ___ 16.11D - SU 11
- ___ 16.12D - SU 12
- ___ 16.13D - SU 13
- ___ 16.14D - SU 14
- ___ 16.15D - SU 15
- ___ 16.16D - SU 16
- ___ 16.17D - SU 17
- ___ 16.18D - SU 18
- ___ 16.19D - SU 19
- ___ 16.20D - SU 20
- ___ 16.21D - SU 21
- ___ 16.22D - SU 22
- ___ 16.23D - SU 23
- ___ 16.24D - SU 24
- ___ 16.25D - SU 25

Word Processing Utils

- ___ 5 disk set; \$15
- ___ 17.01B - WP 1
- ___ 17.02B - WP 2
- ___ 17.03B - WP 3
- ___ 17.04B - WP 4
- ___ 17.05B - WP 5

Adobe Screen Fonts

- ___ 18.01A - AF 1
- ___ 18.02A - AF 2

Fun & Games Series

- ___ 10 disk set; \$25
- ___ 22.01 - F/G 1
- ___ 22.02 - F/G 2
- ___ 22.03 - F/G 3

- ___ 22.04 - F/G 4
- ___ 22.05 - F/G 5
- ___ 22.06 - F/G 6
- ___ 22.07 - F/G 7
- ___ 22.08 - F/G 8
- ___ 22.09 - F/G 9
- ___ 22.10 - F/G 10

Best of Pi Series

- ___ 15 disk revised set; \$30 (25.01B thru 25.15B)

System Software

- ___ 6.0.3 - 4 disk set; \$12
- ___ 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
- ___ Sys 7.1 Hdwre Sys Update \$3 (⊕)
- ___ QuickTime 1.0 - 2 disk set; \$6
- ___ QuickTime 1.6 - 1 disk; \$3
- ___ Laser Wrtr 8.0 - \$3 (⊕)
- ___ Laser Wrtr 8.0 - 2 disk set; \$6
- ___ Sys Network Installer \$3
- ___ TrueType - 2 disk set; \$6
- ___ Basic Conn Set v1.1.1 - 1 disk; \$3
- ___ Express Modem - 1 disk; \$3 (⊕)
- ___ CD ROM Setup - 1 disk; \$3
- ___ Comm 1 (CTB) - 1 disk; \$3

HyperCard Update

- ___ 1.2.5 - 3 disk set; \$9
- ___ 2.0 - 5 disk set; \$15

(⊕) on 1.44 Meg diskette

Holiday Specials (good thru 1/15/94)

- ___ PostScript Fonts—14 disk set; \$30
- ___ Fun & Games—10 disk set; \$25

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 Disks		Member Price @	Name		
Singles			Box Number, Apartment, Suite, etc.		
___ 4 or less @		\$4.00=	Street Address		
___ 5 or more @		\$3.50=	City		
___ Sets (marked above)		\$ (above)	State		Zip Code
+ postage \$1.00/disk, maximum \$5.00.			Day Telephone		
___ Disk Catalogs			Evening Telephone		
+ \$1.50 postage		\$4.50			
TOTAL AMOUNT DUE		\$			



Apple Disk Library

by John B. Ruffatto

Welcome to the Apple Disk Library section of the Journal. As you can see, there is always room for improvement. In this issue there are now Disk Order Forms for the Apple II, Apple IIGS, and the Apple III. The librarians would like to receive comments pro and con on the new set-up versus the old listing format. Direct your comments to me via the Washington Apple Pi office and I'll try to respond to them.

I would also like your comments in regard to Public Domain software that you would like to see included in our Disk Libraries. Since we no longer publish the titles of the disks in the library, it is advisable to order the Disk Library Catalog Disks for the machine you are using.

Each month we will endeavor to provide information on new additions to the libraries or feature disks currently in the libraries. Some of the disks in the Apple Disk libraries contain **SHAREWARE**. If you use any ShareWare program, please send the ShareWare fee to the author. By submitting the fee, we encourage the author(s) to develop more software.

Special Note: All Apple II, IIGS, III and Macintosh disks containing your current disk library offerings can be exchanged for new disks at the Pi office free of charge. For exchanges made by mail, please be certain to include one dollar per disk to cover shipping and handling. Thank you.

Apple IIGS TrueType Fonts

FreeWare is distributed software that costs nothing. As Robert Heinlein said through Lazarus Long, "Anything free is worth what you pay for it." Often these FreeWare products are not or just barely complete, and even though free, the author may retain a copyright. Please respect that.

ShareWare means someone expects a dollar or three for his effort. This is not a lot to ask. If folks do not pay SW fees, then other folks will stop distributing ShareWare. Please do your part and pay your SW fee or erase the file(s).

MaybeWare is a term I coined in collecting all these font files.

Some of our sources did not include information about where the fonts came from, or who wrote them. This is a disclaimer: The font files designated "MaybeWare" might be FreeWare, and they might be ShareWare. We do not know because our source either did not know, or did choose not to distribute the author info. If anyone can shed light on any of our "MaybeWare" fonts, we will *immediately* move that

file to the appropriate category (FreeWare or ShareWare).

Also included is a text file (FULL.ASCII.TEXT) containing all 256 ASCII characters separated by spaces. This is to provide an easy way for you to see all of the characters in any particular font. Just open it up with your favorite application capable of dealing with the TrueType font, and select the font of your choice.

TRUETYPE FONTS

DISK 1

The fonts contained herein are:

GS.TT.01-FreeWare-Fancy:

Alison.RM, Alison.s,
AmbrosiaCap.RM, AmbrosiaCap.s,
Ann-Stone.RM, AnnStone.s,
ArchiFonts.RM, ArchiFonts.s,
Artbrush.RM, Artbrush.s,
BikyBold.RM, BikyBold.s,
Bizarro.RM, Bizarro.s, Bouton.RM,
Bouton.s, CarolesChunk.RM,
CarolesChunk.s, CelticHand.RM,
CelticHand.s, ChiTown.RM,
ChiTown.s, Daytona.RM,
Daytona.s, DominoEffect.RM,
DominoEffect.s, ElizabethAnn.RM,
ElizabethAnn.s, EraserDust.RM,
EraserDust.s

TRUETYPE FONTS

DISK 2

The fonts contained herein are:

GS.TT.02-FreeWare-Fancy:

GeorgeWilliams (Coiled Uncial.s,
FormalScript.s, FormalScriptB.s,
Gothic.s, Italic.s, Lombardic.s,
LombardoB.s, Picadilly.s,
PicadillyBiz.s, Read.Me,
RomanUncial.s, Rotunda.s,
s.YkcowrebbaJ, Textura.s,
TexturaMod.s, UncialDisplay.s,
RomanUncialM.s), Gismonda.s,
Gismon-daRM, Groening.s,
GroeningRM, Genoa.s,
GenoaItalicRM, GenoaRomanRM,
Fargo.RM, Fargo.s, Future.s,
FutureRM

TRUETYPE FONTS

DISK 3

The fonts contained herein are:

GS.TT.03-FreeWare-Fancy:

Jumble.s, JumbleRM, IsadoraC.s,
IsadoraC.RM, Harrington.s,
HarringtonRM, Headhunter.s,
HeadhunterRM, Heidelberg.s,
HeidelbergRM, Heron.s, HeronRM,
Holtzschue.s, HoltzschueRM,
LeftyCasual.s, LeftyCasualRM,
Lemiesz.s, LemieszRM,
LibbyScript.s, LibbyScriptRM,



LilithInit.RM, LilithInit.s,
LiquidCrystal.s, Liquid-CrystalRM,
Logger.s, LoggerRM, Kramer.s,
KramerRM

TRUETYPE FONTS

DISK 4

The fonts contained herein are:
GS.TT.04—FreeWare—Fancy:
MacHumaine.s, Mac-HumaineRM,
Manteca.s, MantecaRM,
MemphisDisp.s, MemphisDispRM,
Metroliner.s, MetrolinerRM,
Mira.s, MiraRM, Multiform.s,
MultiformRM, NixonInChina.s,
NixonInChinaRM, OCR.ReadMe,
OCR.s, Patriot.s, PatriotRM,
Playbill.s, PlaybillRM, Rothman.s,
RothmanRM, SaintFrancis.s,
SaintFrancisRM, Salter.s,
SalterRM, SanFrancisco.s,
SanFranciscoRM, Script.s,
ScriptRM, ShohhFold.s,
ShohhFoldRM, Shrapnel.RM,
Shrapnel.s, SlabFace.RM,
SlabFace.s, Stalingrad.RM,
Stalingrad.s

TRUETYPE FONTS

DISK 5

The Fonts contained herein are:
GS.TT.05—FreeWare: Fancy:
Varsity.RM, Varsity.s,
TechPhonetic.RM, TechPhonetic.s,
Thalia.RM, Thalia.s, Wedgie.RM,
Wedgie.s, Western.RM, Western.s,
Wharmby.RM, Wharmby.s,
WillHarris.RM, WillHarris.s,
ZallmanCaps.RM, ZallmanCaps.s;
Foreign: Palladam.RM, Palladam.s,
PhonAlph.RM, PhonAlph.s,
Rhesimol.RM, Rhesimol.s,
Talethior.RM, Talethior.s; Graphic:
Armadillo.RM, Armadillo.s,
CocaCola.RM, CocaCola.s,
Code39Barcode.s, Code39-
BarcodeRM, Mortbats.RM,
Mortbats.s

TRUETYPE FONTS

DISK 6

The Fonts contained herein are:
GS.TT.06—FreeWare—Graphic:
DavysOtherDB.RM,
DavysOtherDB.s, Fleurons.RM,

Fleurons.s, Gallaudet.RM,
Gallaudet.s, International.s,
InternationalRM, Lassus.RM,
Lassus.s

TRUETYPE FONTS

DISK 7

The Fonts contained herein are:
GS.TT.07—FreeWare: Graphic:
Recycle.RM, Recycle.s, Trains.RM,
Trains.s, Ornaments.RM,
Ornaments.s, OrnamentWood.s,
OrnamentWoodRM; Plain:
Architect.RM, Architect.s,
ArchitectFont.s, Architect-FontRM,
Arctic.RM, Arctic.s, Cologne.RM,
Cologne.s, Crillee.RM, Crillee.s,
Deusex.RM, Deusex.s,
GoudyHundred.RM,
GoudyHundred.s,
GraphicLight.RM, GraphicLight.s,
Hamburg.RM, Hamburg.s,
InformalObl.RM, InformalObl.s,
KochRoman.RM, KochRoman.s,
LosAngeles.RM, LosAngeles.s,
Middleton.RM, Middleton.s,
Monotony.RM, Monotony.s,
Montague.RM, Montague.s

TRUETYPE FONTS

DISK 8

The Fonts contained herein are:
GS.TT.08—FreeWare—Plain:
PigNose.s, PigNoseTyp.RM,
Rome.RM, Rome.s, SapirSans.RM,
SapirSans.s, Thomas.RM,
Thomas.s, Turbine.RM, Turbine.s,
ShareWareAdam (LilGidding.s,
LilGidding.RM), Alspach
(RansomNote.RM, RansomNote.s)
Anderson (Pipeline.RM, Pipeline.s),
Barton (BartonLine.RM,
BartonLine.s), Bird (VireoFont.RM,
VireoFont.s) Boyle (Animal.RM,
Animal.s) Bryant (Andromeda.RM,
Andromeda.s, Flintstone.RM,
Flintstone.s, LED.RM, LED.s)

TRUETYPE FONTS

DISK 9

The Fonts contained herein are:
GS.TT.09—ShareWare—Clancy
(Cassandra.RM, Cassandra.s);
Cowan (CableDB.s, CableDB.RM);
Fleishman (Furioso.RM, Furioso.s);

FontBank (Author.RM, Author.s,
Ballet.s, FontBank.RM, Muriel.s,
Roost.s); GarretType (Phoenix.RM,
Phoenix.s); Hagestead
(MachineBlock.RM,
MachineBlock.s, StencilCut.RM,
StencilCut.s, UltraBlack.RM,
UltraBlack.s); Icon.Design
(BubbaLove.RM, BubbaLoveB.s,
BubbaLoveL.s, BubbaLoveM.s,
Frankenfont.RM, Frankenfont.s,
Handwrite.RM, HandwriteI.s,
HandwriteM.s, HandwriteP.s);
Harris (Andesite.RM, Andesite.s,
Kastellar.RM, Kastellar.s,
KastellarO.RM, KastellarO.s,
Mazama.RM, Mazama.s,
Premium.RM, Premium.s

TRUETYPE FONTS

DISK 10

The Fonts contained herein are:
GS.TT.10—ShareWareJensen
(Ashley.RM, Ashley.s,
Caraway.RM, Caraway.s,
SchwarzWald.RM,
SchwarzWald.s); Lai (FoxTrot.RM,
FoxTrot.s, SteelWolf.RM,
SteelWolf.s); Laird (Nviray.RM,
Nviray.s); LORVAD, Albatross.s,
BellBottom.RM, BellBottom.s,
BlackForest.s, Bodidly,
CartWright.s, Downwind.s,
InkaBod.s, Judas.s, LoopDeLoop.s,
LORVAD.RM, Medusa.s,
OswaldBl.s, OswaldGr,
OSWALDgrey.RM, OxNard.s

TRUETYPE FONTS

DISK 11

The Fonts contained herein are:
GS.TT.11—ShareWare—Mahoney
(AirbrushRev.RM, AirbrushRev.s,
Cuneifont.RM, Cuneifont.s,
MiamiDemi.RM, MiamiDemi.s,
Miami-Nights.RM, MiamiNights.s,
Modern.RM, Modern.s,
ParkHaven.RM, ParkHaven.s);
McCarty (Medici.RM, Medici.s);
Northwind (HelvetFrac.RM,
HelvetFrac.s); Pearson,
(Brassfield.RM, Brassfield.s,
BrassfieldBO.RM, BrassfieldBO.s,
NeuSansBlack.RM,
NeuSansBlack.s, Rounders.RM,



Rounders.s, RoundersU.s); Perkins (TNG.Monitor.RM, TNG.Monitor.s); PopVoid (Kathlita.RM, Kathlita.s, Searchlight.RM, Searchlight.s); Poulson (Trondheim.RM, Trondheim.s); Radue, Mesozoic.RM, Mesozoic.s)

TRUETYPE FONTS

DISK 12

The Fonts contained herein are:

GS.TT.12—ShareWare—Ragnarok (Taranis.RM, Taranis.s); Rix (NewRixFancy.RM, NewRixFancy.s); Saunders (NewCompact.RM, NewCompact.s); Schenk (ChooChoo.RM, ChooChoo.s, ChooChooB.s); Schoen (Itzamna.RM, Itzamna.s, Klingo.RM, Klingo.s, Klinzhai.RM, Klinzhai.s, Moroma.RM, Moroma.s); Snyder (MarkerFT.RM, MarkerFT.s, OregonDry.RM, OregonDry.s, OregonWet.RM, OregonWet.s); Shubitz (Diego.RM, Diego.s); Strollo (TuxedoV.RM, TuxedoV.s); Uecker (Uecker.RM, Uecker.s, Unbroken.Chain, Elwood.RM, Elwood.s); Wette, Rehearsal.RM, Rehearsal.s); Ware (London.RM, London.s)

TRUETYPE FONTS

DISK 13

The Fonts contained herein are:

GS.TT.13—ShareWare—Rakowski (Aarcover.RM, Aarcover.s, AdineKirn.RM, AdineKirn.s, Bettle.RM, Bettle.s, BenjaminCaps.RM, BenjaminCaps.s, CarrickCaps.RM, CarrickCaps.s, CracklingFire.s, CracklingFireRM, DavyBKeyCaps.RM, DavyBKeyCaps.s, DavysKeyCaps.RM, DavysKeyCaps.s, DavysRibbons.RM, DavysRibbons.s, Dobkin.RM, Dobkin.s)

TRUETYPE FONTS

DISK 14

The fonts contained herein are:

GS.TT.14—ShareWare—Rakowski (Dupuy.RM, DupuyH.s, DupuyL.s, DupuyR.s, Eileen-Caps.RM, EileenCaps.s, EileenCapsB.s, Garton.RM, Garton.s, Gessele.RM, Gessele.s, GreenCaps.RM, GreenCaps.s, Harting.RM, Harting.s, HorstCaps.RM, HorstCaps.s, Kinigstein.RM, Kinigstein.s, DubielItalic.s, Dubiel.RM, Dubiel.s)

TRUETYPE FONTS

DISK 15

The fonts contained herein are:

GS.TT.15—ShareWare—Rakowski (DavysDB.RM, DavysDBO.s, DavysDBR.s, DavysDBS.s, DavysDBSO.s, GriffinDB.RM, GriffinDBO.s, GriffinDBR.s, GriffinDBS.s, GriffinDBSO.s)

TRUETYPE FONTS

DISK 16

The fonts contained herein are:

GS.TT.16—ShareWare—Rakowski (KonanurKaps.RM, KonanurKaps.s, Koshgarian.RM, Koshgarian.s, LeeCaps.RM, LeeCaps.s, LilithHeavy.RM, LilithHeavy.s, LilithLight.RM, LilithLight.s, LowerESide.RM, LowerESide.s, LowerWSide.RM, LowerWSide.s, Nauert.RM, Nauert.s, ParisMetro.RM, ParisMetro.s, PixieFont.RM, PixieFont.s, PoloSemiScr.RM, PoloSemiScr.s, RabbitEars.RM, RabbitEars.s, Rechtman.RM, Rechtman.s, ReliefDeco.RM, ReliefDeco.s, ReliefInRev.RM, ReliefInRev.s, ReynoldsCaps.RM, ReynoldsCaps.s, RoundRelief.RM, RoundRelief.s)

TRUETYPE FONTS

DISK 17

The fonts contained herein are:

GS.TT.17—ShareWare—Rakowski (Rudelsberg.RM, Rudelsberg.s, Showboat.RM, Showboat.s, Starburst.RM, Starburst.s, ToneAndDebs.RM, ToneAndDebs.s, Tribeca.RM, Tribeca.s, UechiGothic.RM, UechiGothic.s,

UpperESide.RM, UpperESide.s, UpperWSide.RM, UpperWSide.s, WhatARelief.RM, WhatARelief.s)

TRUETYPE FONTS

DISK 18

The fonts contained herein are:

GS.TT.18—ShareWare—Rakowski (VarahCaps.RM, VarahCaps.s, ZaleskiCaps.RM, ZaleskiCaps.s) Wang (Arctic2.RM, Arctic2.s, FoxScript.RM, FoxScript.s, Handwriting.RM, Handwriting.s, Inkwell.RM, Inkwell.s, LibbyScript2.RM, LibbyScript2.s, Maidstone.RM, Maidstone.s, Pepita.RM, Pepita.s, SarahCaps.RM, SarahCaps.s); MaybeWare—Foreign: Deseret.s, Roshem.s, ShalomOld.s, ShalomScr.s, ShalomStk.s, Vilner.s; Fancy: AlexFrac.s, AmUncial.s, Arabian.s, Archer.s, Architext1.s

TRUETYPE FONTS

DISK 19

The fonts contained herein are:

GS.TT.19—MaybeWare—Fancy: Beanie.s, Becker.s, Bifur.s, Bilevel.s, Bizaro.s, Blades.s, BlChancery.s, Bodacious.s, Boecklin.s, Bouncer.s, Bowers.s, Brighton.s, Bubble.s, Arenski.s, Ariston.s, Athletic.s, Avion.s

TRUETYPE FONTS

DISK 20

The fonts contained herein are:

GS.TT.20—MaybeWare—Fancy: Camberic.s, Castle.s, Caveman.s, Champagne.s, ChiliPepper.s, ChinaMenu.s, Chopin.s, Circlet.s, Comaro.s, CompassOne.s, CourtGesture.s, CourtGestureT.s, Courthand.s, Debussy.s, DomCasual.s, Dragonwick.s, DucDe-Berry.s, Durango.s

TRUETYPE FONTS

DISK 21

The fonts contained herein are:

GS.TT.21—MaybeWare—Fancy: FancyFed.s, Freestyle.s, Fresh.s, Futuri.s, EddaCaps.s, Eire.s, ElGarrett.s, GoodCitMod.s,



GoudMed.s, Hardwood.s, Harquil.s,
Headliner.s, Herculanum.s,
HollowApple.s, HotDog.s,
Houters.s, Igloo.s, Introspect.s,
InvizFeder.s

TRUE TYPE FONTS

DISK 22

The fonts contained herein are:
GS.TT.22—MaybeWare—Fancy:
Kells.s, Khachat.s, KidKorner.s,
Jester.s, Jumbalaya.s,
Lauderdale.s, Lightboard.s,
Lombardoc.s, Louisville.s,
Lumparsky.s, Luxembourg.s,
Lynz.s, Madrid.s, Manzanita.s,
MaryDale.s, Moonlight.s, Neu4.s,
Neu3.s, Neon.s, Neu2.s,
Neu6Black.s

TRUE TYPE FONTS

DISK 23

The fonts contained herein
are:**GS.TT.23**—MaybeWare—Fancy:
National.s, NewYorkTimes.s,
Nordic.s, Novel.s, Nuwave.s,
Neu6Light.s, Neuvarese.s,
NewGarrett.s, Oldgerman.s,
Omnia.s, Optical.s, Orbit.s,
ParkAve.s, Parlour.s, Pepita.s,
Poncho.s

TRUE TYPE FONTS

DISK 24

The fonts contained herein are:
GS.TT.24—MaybeWare—Fancy:

Qubist.s, PostCrypt.s,
Psychedelic.s, Rauchens.s,
Rhyolite.s, Rickshaw.s,
Rodchenko.s, RoodCaps.s,
SaloonFrill.s, Sandown.s,
Sheldon.s, Shock.s, Slant.s,
SnydSpeed.d, SpellErr.s

TRUE TYPE FONTS

DISK 25

The fonts contained herein are:
GS.TT.25—MaybeWare—Fancy:
Style.s, Sunset.s, Swinger.s,
Sydney.s, SpringGard.s,
Steelplate.s, Theater.s, Tiffany.s,
TimesLeft.s, TimesMirror.s,
Tintoretto.s, UltraLine.s,
Valentine.s, Watchmaker.s,
Wiltonian.s, Windsor; Plain:
Aachen.s, Adjutant.s, Alexandria.s

TRUE TYPE FONTS

DISK 26

The fonts contained herein are:
GS.TT.26—MaybeWare—Graphic:
BillsBBullets.s, BillsBullets.s,
Cairo.s, Cheq.s, MiniPics.s,
SansFrac.s, SeriFrac.s, Shpfit.s,
Swiftly.s, Zignats.s; Plain: Agate.s,
AmType.s

TRUE TYPE FONTS

DISK 27

The fonts contained herein are:
GS.TT.27—MaybeWare—Plain:
AntiqueOlive.s, APL.s,

AvGardThin.s, BernhardMod.s,
BlockSans.s, Blueprint.s,
BorzoReader.s, CairoF.s,
CentSchBook.s, ChasCan.s,
Coliseo.s, Columbus.s, CSDBlock.s

TRUE TYPE FONTS

DISK 28

The fonts contained herein are:
GS.TT.28—MaybeWare—Plain:
Draftsman.s, Eras.s, Eurotype.s,
HancockPark.s, Hoosick.s,
Howard.s, HvyTilting.s,
FrankTime.s, FutuaruBC.s,
Futura.s, FutureBC.s, IBMKlone.s,
Jacksonville.s

TRUE TYPE FONTS

DISK 29

The fonts contained herein are:
GS.TT.29—MaybeWare—Plain:
Kabel.s, Kennon.s, Mekanika.s,
MekanSerif.s, NeuSans.s,
NeuSerif.s, New.s, Newberry.s,
Phaedrus.s

TRUE TYPE FONTS

DISK 30

The fonts herein contained are:
GS.TT.30—MaybeWare—Plain:
Razephu.s, Reed.s, SansSerif.s,
Schneller.s, Tempus.s, Tieroh.s,
TierohSans.s

Mail this form with your check to : Disketeria 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 for 3.5" and \$1.50 per disk for 5.25" disks.		
Number of Disks	Member Price @	Extended	Name		
3.5" Singles ___ 4 or less @ ___ 5 or more @ ___ Sets (as marked)	\$4.00 \$3.50 \$(above)	\$ _____ \$ _____ \$ _____	Box Number, Apartment, Suite, etc.		
5.25" Singles ___ 4 or less @ ___ 5 or more @ ___ Sets (as marked)	\$2.00 \$1.75 \$(above)	\$ _____ \$ _____ \$ _____	Street Address		
+ postage \$1.00/disk, max. \$5.00.		\$ _____	City	State	Zip Code
TOTAL AMOUNT DUE		\$ _____	Day Telephone	Evening Telephone	

Please write disk numbers on a separate sheet of paper and include them with your order.



Apple II Disk Library Order Form



5-1/4" DISKS							
System Software	— EAMN-16 #5	Miscellaneous	— NWPS-31 Fonts	— 2ADC-02A #7			
— APSD-01 #1	— EAMN-17 #5	— 25 disk set = \$37.50	Pascal	AppleWorks			
— APSD-02 #2	— EAMN-18 #5	— MISC-01	— 8 disk set \$12.00	— 2AWK-01			
Apple Disk Catalog (DOS 3.3)	— EAMN-19 #5	— MISC-02	— PASC-01	Communications			
— 3 disk set #3	— EAMN-20 #5	— MISC-03	— PASC-02	— 2COM-01			
Apple Disk Catalog (ProDOS)	— EAMN-21 #5	— MISC-04	— PASC-03	— 2COM-02			
— 4 disk set #4	— EAMN-22 #5	— MISC-05	— PASC-04	— 2COM-03			
AppleWorks	— EAMN-23 #5	— MISC-06	— PASC-05	Education			
— APWK-01	— EAMN-24 #5	— MISC-07	— PASC-06	— 2EDU-01			
— APWK-02		— MISC-08	— PASC-07	Membership Directory			
Communications	Education	— MISC-09	— PASC-08	— 2MRD-01			
— 10 disk set = \$15.00	— 20 disk set = \$30.00	— MISC-10	Pilot	Utilities			
— COMM-01	— EDUC-01	— MISC-11	— PILT-01	— 24 disk set = \$36.00			
— COMM-02	— EDUC-02	— MISC-12	Utilities	— UTIL-01			
— COMM-03	— EDUC-03	— MISC-13	— 24 disk set = \$36.00	— UTIL-02			
— COMM-04	— EDUC-04	— MISC-14	— UTIL-01	— UTIL-03			
— COMM-05	— EDUC-05	— MISC-15	— UTIL-02	— UTIL-04			
— COMM-06	— EDUC-06	— MISC-16	— UTIL-03	— UTIL-05			
— COMM-07	— EDUC-07	— MISC-17	— UTIL-04	— UTIL-06			
— COMM-08	— EDUC-08	— MISC-18	— UTIL-05	— UTIL-07			
— COMM-09	— EDUC-09	— MISC-19	— UTIL-06	— UTIL-08			
— COMM-10A	— EDUC-10	— MISC-20	— UTIL-07	— UTIL-09			
CPM	— EDUC-11	— MISC-21	— UTIL-08	— UTIL-10			
— 11 disk set = \$16.50	— EDUC-12	— MISC-22	— UTIL-09	— UTIL-11			
— CP/M-01	— EDUC-13	— MISC-23	— UTIL-10	— UTIL-12			
— CP/M-02	— EDUC-14	— MISC-24	— UTIL-11	— UTIL-13			
— CP/M-03	— EDUC-15	— MISC-25	— UTIL-12	— UTIL-14			
— CP/M-04	— EDUC-16	NewPrintShop	— UTIL-13	— UTIL-15			
— CP/M-05	— EDUC-17	— 31 disk set = \$46.50	— UTIL-14	— UTIL-16			
— CP/M-06	— EDUC-18	— NWPS-01 Graphics	— UTIL-15	— UTIL-17			
— CP/M-07	— EDUC-19	— NWPS-02 Graphics	— UTIL-16	— UTIL-18			
— CP/M-08	— EDUC-20	— NWPS-03 Graphics	— UTIL-17	— UTIL-19			
— CP/M-09	Forth	— NWPS-04 Graphics	— UTIL-18	— UTIL-20			
— CP/M-10	— FRTH-01	— NWPS-05 Graphics	— UTIL-19	— UTIL-21			
— CP/M-11	— FRTH-02	— NWPS-06 Graphics	— UTIL-20	— UTIL-22			
Eamon Adventures	— FRTH-03	— NWPS-07 Graphics	— UTIL-21	— UTIL-23			
— 24 disk set = \$36.00	Games	— NWPS-08 Graphics	— UTIL-22	— UTIL-24			
— EAMN-01	— 13 disk set = \$19.50	— NWPS-09 Graphics	— UTIL-23				
— EAMN-02 #5	— GAME-01	— NWPS-10 Graphics	— UTIL-24				
— EAMN-03 Master	— GAME-02	— NWPS-11 Graphics					
— EAMN-04 #5	— GAME-03	— NWPS-12 Graphics					
— EAMN-05 #5	— GAME-04	— NWPS-13 Graphics					
— EAMN-06 #5	— GAME-05	— NWPS-14 Graphics					
— EAMN-07 #5	— GAME-06	— NWPS-15 Graphics					
— EAMN-08 #5	— GAME-07	— NWPS-16 Graphics					
— EAMN-09 #5	— GAME-08	— NWPS-17 Graphics					
— EAMN-10 #5	— GAME-09	— NWPS-18 Graphics					
— EAMN-11 #5	— GAME-10	— NWPS-19 Graphics					
— EAMN-12 #5	— GAME-11	— NWPS-20 Graphics					
— EAMN-13 #5	— GAME-12	— NWPS-21 Graphics					
— EAMN-14 #5	— GAME-13	— NWPS-22 Graphics					
— EAMN-15 #5	Logo	— NWPS-23 Graphics					
	— LOGO-01	— NWPS-24 Graphics					
	— LOGO-02	— NWPS-25 Graphics					
	Membership Directory	— NWPS-26 Graphics					
	— MEMD-01	— NWPS-27 Graphics					
		— NWPS-28 Graphics					
		— NWPS-29 Borders					
		— NWPS-30 Borders					

(#6) - System Disk - V. 4.0.2 - \$3.00
 (#7) - Apple Disk Catalog - 2 Disk set - \$4.00

Note: Some disks may contain ShareWare. Please send a remittance to the author of the program if you use it.

3-1/2" DISKS

- System Disk**
- 2APS-01 #6
- AppleDiskCatalog**
- 2ADC-01A #7



Apple IIGS Disk Library Order Form



3-1/2DISKS



System Software

- ___ GSAS-01 (*1)
- ___ GSAS-02 (*2)
- ___ GSAS-03 (*3)
- ___ GSAS-04 (*4)

Communications

- ___ 6 disk set = \$18
- ___ GSCM-01D
- ___ GSCM-02C
- ___ GSCM-03B
- ___ GSCM-04B
- ___ GSCM-05A
- ___ GSCM-06

Demos

- ___ 33 disk set = \$33
- ___ or \$1 per disk
- ___ GSDM-01
- ___ GSDM-02
- ___ GSDM-03
- ___ GSDM-04
- ___ GSDM-05
- ___ GSDM-06
- ___ GSDM-07
- ___ GSDM-08
- ___ GSDM-09
- ___ GSDM-10
- ___ GSDM-11
- ___ GSDM-12
- ___ GSDM-13A
- ___ GSDM-14
- ___ GSDM-15
- ___ GSDM-16
- ___ GSDM-17A
- ___ GSDM-18
- ___ GSDM-19
- ___ GSDM-20A
- ___ GSDM-21
- ___ GSDM-22
- ___ GSDM-23
- ___ GSDM-24
- ___ GSDM-25
- ___ GSDM-26
- ___ GSDM-27
- ___ GSDM-28
- ___ GSDM-29
- ___ GSDM-30
- ___ GSDM-31
- ___ GSDM-32
- ___ GSDM-33

DAs, CDevs, FExts, Dvrs, and INTs

- ___ 15 disk set = \$45
- ___ GSDA-01A
- ___ GSDA-02B
- ___ GSDA-03B
- ___ GSDA-04B
- ___ GSDA-05A
- ___ GSDA-06A

- ___ GSDA-07A
- ___ GSDA-08A
- ___ GSDA-09A
- ___ GSDA-10A
- ___ GSDA-11A
- ___ GSDA-12A
- ___ GSDA-13A
- ___ GSDA-14A
- ___ GSDA-15A

Developer

- ___ 18 disk set = \$54
- ___ GSDV-01
- ___ GSDV-02
- ___ GSDV-03
- ___ GSDV-04
- ___ GSDV-05
- ___ GSDV-06
- ___ GSDV-07
- ___ GSDV-08
- ___ GSDV-09
- ___ GSDV-10
- ___ GSDV-11
- ___ GSDV-12
- ___ GSDV-13
- ___ GSDV-14
- ___ GSDV-15
- ___ GSDV-16
- ___ GSDV-17
- ___ GSDV-18

Disk Catalog

- ___ 3 disk set = \$6
- ___ GSDC-01G
- ___ GSDC-02G
- ___ GSDC-03G

Education

- ___ 10 disk set = \$30
- ___ 7 disk set = \$21 (*5)
- ___ GSED-01A (*5)
- ___ GSED-02A (*5)
- ___ GSED-03A (*5)
- ___ GSED-04A (*5)
- ___ GSED-05A (*5)
- ___ GSED-06A (*5)
- ___ GSED-07A (*5)
- ___ GSED-08A
- ___ GSED-09
- ___ GSED-10

Fonts

- ___ 27 disk set = \$81
- ___ GSFT-01
- ___ GSFT-02
- ___ GSFT-03
- ___ GSFT-04
- ___ GSFT-05
- ___ GSFT-06
- ___ GSFT-07
- ___ GSFT-08
- ___ GSFT-09
- ___ GSFT-10
- ___ GSFT-11

- ___ GSFT-12
- ___ GSFT-13
- ___ GSFT-14
- ___ GSFT-15
- ___ GSFT-16
- ___ GSFT-17
- ___ GSFT-18
- ___ GSFT-19
- ___ GSFT-20
- ___ GSFT-21
- ___ GSFT-22
- ___ GSFT-23
- ___ GSFT-24
- ___ GSFT-25
- ___ GSFT-26
- ___ GSFT-27

Games

- ___ 61 disk set = \$183
- ___ GSGM-01B
- ___ GSGM-02B
- ___ GSGM-03
- ___ GSGM-04
- ___ GSGM-05
- ___ GSGM-06A
- ___ GSGM-07A
- ___ GSGM-08
- ___ GSGM-09
- ___ GSGM-10
- ___ GSGM-11
- ___ GSGM-12A
- ___ GSGM-13
- ___ GSGM-14
- ___ GSGM-15
- ___ GSGM-16
- ___ GSGM-17A
- ___ GSGM-18A
- ___ GSGM-19A
- ___ GSGM-20
- ___ GSGM-21
- ___ GSGM-22
- ___ GSGM-23A
- ___ GSGM-24B
- ___ GSGM-25A
- ___ GSGM-26
- ___ GSGM-27
- ___ GSGM-28
- ___ GSGM-29
- ___ GSGM-30
- ___ GSGM-31
- ___ GSGM-32
- ___ GSGM-33
- ___ GSGM-34
- ___ GSGM-35A
- ___ GSGM-36
- ___ GSGM-37
- ___ GSGM-38
- ___ GSGM-39
- ___ GSGM-40
- ___ GSGM-41
- ___ GSGM-42
- ___ GSGM-43
- ___ GSGM-44

- ___ GSGM-45
- ___ GSGM-46
- ___ GSGM-47
- ___ GSGM-48
- ___ GSGM-49
- ___ GSGM-50
- ___ GSGM-51
- ___ GSGM-52
- ___ GSGM-53
- ___ GSGM-54
- ___ GSGM-55
- ___ GSGM-56
- ___ GSGM-57
- ___ GSGM-58
- ___ GSGM-59
- ___ GSGM-60
- ___ GSGM-61

Graphics

- ___ 44 disk set = \$132
- ___ GSGX-01
- ___ GSGX-02
- ___ GSGX-03
- ___ GSGX-04
- ___ GSGX-05
- ___ GSGX-06
- ___ GSGX-07A
- ___ GSGX-08A
- ___ GSGX-09B
- ___ GSGX-10A
- ___ GSGX-11
- ___ GSGX-12
- ___ GSGX-13A
- ___ GSGX-14
- ___ GSGX-15
- ___ GSGX-16
- ___ GSGX-17
- ___ GSGX-18
- ___ GSGX-19
- ___ GSGX-20
- ___ GSGX-21A
- ___ GSGX-22
- ___ GSGX-23
- ___ GSGX-24
- ___ GSGX-25
- ___ GSGX-26
- ___ GSGX-27
- ___ GSGX-28
- ___ GSGX-29
- ___ GSGX-30
- ___ GSGX-31A
- ___ GSGX-32A
- ___ GSGX-33
- ___ GSGX-34
- ___ GSGX-35
- ___ GSGX-36
- ___ GSGX-37
- ___ GSGX-38
- ___ GSGX-39
- ___ GSGX-40
- ___ GSGX-41
- ___ GSGX-42
- ___ GSGX-43



Apple IIGS Disk Library Order Form



___ GSGX-44

HyperCard

- ___ 6 disk set = \$18
- ___ GSHC-01
- ___ GSHC-02
- ___ GSHC-03
- ___ GSHC-04
- ___ GSHC-05
- ___ GSHC-06

HyperStudio

- ___ Demo Ver. (1-10) = \$10
- ___ GSHS-01 Demo Ver.
- ___ GSHS-02 Demo Ver.
- ___ GSHS-03 Demo Ver.
- ___ GSHS-04 Demo Ver.
- ___ GSHS-05 Demo Ver.
- ___ GSHS-06 Demo Ver.
- ___ GSHS-07 Demo Ver.
- ___ GSHS-08 Demo Ver.
- ___ GSHS-09 Demo Ver.
- ___ GSHS-10 Demo Ver.

___ Others (11-24) = \$42

- ___ GSHS-11
- ___ GSHS-12
- ___ GSHS-13
- ___ GSHS-14
- ___ GSHS-15
- ___ GSHS-16
- ___ GSHS-17
- ___ GSHS-18
- ___ GSHS-19
- ___ GSHS-20
- ___ GSHS-21
- ___ GSHS-22
- ___ GSHS-23
- ___ GSHS-24

Icons

- ___ 14 disk set = \$42
- ___ GSIC-01A
- ___ GSIC-02A
- ___ GSIC-03A
- ___ GSIC-04A
- ___ GSIC-05A
- ___ GSIC-06A
- ___ GSIC-07A
- ___ GSIC-08
- ___ GSIC-09
- ___ GSIC-10
- ___ GSIC-11
- ___ GSIC-12
- ___ GSIC-13
- ___ GSIC-14

Membership Directory

- ___ GSMD-01

Miscellaneous

- ___ GSMS-01A

Music

- ___ 75 disk set = \$225

- ___ GSMU-01B
- ___ GSMU-02
- ___ GSMU-03
- ___ GSMU-04
- ___ GSMU-05
- ___ GSMU-06
- ___ GSMU-07
- ___ GSMU-08
- ___ GSMU-09
- ___ GSMU-10
- ___ GSMU-11
- ___ GSMU-12

- ___ GSMU-13B
- ___ GSMU-14
- ___ GSMU-15
- ___ GSMU-16A
- ___ GSMU-17
- ___ GSMU-18A
- ___ GSMU-19A
- ___ GSMU-20A
- ___ GSMU-21A
- ___ GSMU-22
- ___ GSMU-23A
- ___ GSMU-24A

- ___ GSMU-25A
- ___ GSMU-26A
- ___ GSMU-27A
- ___ GSMU-28A
- ___ GSMU-29A
- ___ GSMU-30A
- ___ GSMU-31A
- ___ GSMU-32A
- ___ GSMU-33A
- ___ GSMU-34A
- ___ GSMU-35A
- ___ GSMU-36A

- ___ GSMU-37A
- ___ GSMU-38A
- ___ GSMU-39A
- ___ GSMU-40A
- ___ GSMU-41A
- ___ GSMU-42
- ___ GSMU-43A
- ___ GSMU-44A
- ___ GSMU-45
- ___ GSMU-46
- ___ GSMU-47
- ___ GSMU-48

- ___ GSMU-49
- ___ GSMU-50
- ___ GSMU-51
- ___ GSMU-52A
- ___ GSMU-53A
- ___ GSMU-54A
- ___ GSMU-55A
- ___ GSMU-56A
- ___ GSMU-57A
- ___ GSMU-58A
- ___ GSMU-59
- ___ GSMU-60

- ___ GSMU-61
- ___ GSMU-62
- ___ GSMU-63A

- ___ GSMU-64
- ___ GSMU-65
- ___ GSMU-66
- ___ GSMU-67
- ___ GSMU-68
- ___ GSMU-69
- ___ GSMU-70
- ___ GSMU-71
- ___ GSMU-72
- ___ GSMU-73
- ___ GSMU-74
- ___ GSMU-75

Sounds

___ 20 disk set = \$60

- ___ GSSN-01A
- ___ GSSN-02A
- ___ GSSN-03
- ___ GSSN-04
- ___ GSSN-05
- ___ GSSN-06
- ___ GSSN-07
- ___ GSSN-08
- ___ GSSN-09
- ___ GSSN-10
- ___ GSSN-11
- ___ GSSN-12
- ___ GSSN-13
- ___ GSSN-14
- ___ GSSN-15
- ___ GSSN-16

SOUNDS-CDEV/SOUNDS

___ 20 Disk Set = \$60

- ___ GSSN-17A
- ___ GSSN-18
- ___ GSSN-19
- ___ GSSN-20
- ___ GSSN-21
- ___ GSSN-22
- ___ GSSN-23
- ___ GSSN-24
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- ___ GSSN-26
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- ___ GSSN-28
- ___ GSSN-29
- ___ GSSN-30
- ___ GSSN-31
- ___ GSSN-32
- ___ GSSN-33
- ___ GSSN-34
- ___ GSSN-35
- ___ GSSN-40

TrueTypeFonts

___ 30 disk set = \$150

- ___ GSTT-01
- ___ GSTT-02
- ___ GSTT-03
- ___ GSTT-04
- ___ GSTT-05
- ___ GSTT-06
- ___ GSTT-07

- ___ GSTT-08
- ___ GSTT-09
- ___ GSTT-10
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- ___ GSTT-23
- ___ GSTT-24
- ___ GSTT-25
- ___ GSTT-26
- ___ GSTT-27
- ___ GSTT-28
- ___ GSTT-29
- ___ GSTT-30

Utilities

___ 15 disk set = \$45

- ___ GSUT-01C
- ___ GSUT-02
- ___ GSUT-03B
- ___ GSUT-04A
- ___ GSUT-05C
- ___ GSUT-06A
- ___ GSUT-07B
- ___ GSUT-08D
- ___ GSUT-09A
- ___ GSUT-10A
- ___ GSUT-11B
- ___ GSUT-12
- ___ GSUT-13A
- ___ GSUT-14
- ___ GSUT-15B

(*1) System 5.0.4 - 2 Disk Set = \$6

(*2) Hyper Mover v1.1 - 2 Disk Set = \$6

(*3) GS Bug & Debug Tools v1.6 = \$3

(*4) System 6.0.1 - 6 Disk Set = \$18

(*5) Astronomer - 7 disk set (GSED-01 to GSED-07) \$21

(*6) Disk Catalog - 3 Disk Set - \$6

Note: Some disks may contain ShareWare. Please send the requested remittance to the author if you use the program. Most of the programs on these library disks may require a IIGS with a minimum of 1.25 megs of memory.



Apple III Disk Library Order Form



Accounting

- ___ 3 disk set = \$4.50
- ___ 3ACT-01A
- ___ 3ACT-02
- ___ 3ACT-03

3EasyPiecesTemplates

- ___ 11 disk set = \$16.50
- ___ 3AWZ-01
- ___ 3AWZ-02
- ___ 3AWZ-03
- ___ 3AWZ-04
- ___ 3AWZ-05
- ___ 3AWZ-06
- ___ 3AWZ-07
- ___ 3AWZ-08
- ___ 3AWZ-09
- ___ 3AWZ-10
- ___ 3AWZ-11

BusinessBasic

- ___ 9 disk set = \$13.50
- ___ 3BSB-01
- ___ 3BSB-02
- ___ 3BSB-03
- ___ 3BSB-04
- ___ 3BSB-05
- ___ 3BSB-06
- ___ 3BSB-07
- ___ 3BSB-08
- ___ 3BSB-09A

DiskCatalog

- ___ 5 disk set = \$5 or \$1 per disk
- ___ 3CAT-01 - Text Version - Disk 1***
- ___ 3CAT-02 - Text Version - Disk 2***
- ___ 3CAT-03 - Text Version - Disk 3***
- ___ 3CAT-04 - 3EZP Version - Disk 1
- ___ 3CAT-05 - 3EZP Version - Disk 2

Games

- ___ 5 disk set = \$7.50
- ___ 3GAM-01
- ___ 3GAM-02
- ___ 3GAM-03
- ___ 3GAM-04
- ___ 3GAM-05

Graphics

- ___ 43 disk set = \$64.50
- ___ 3GRX-01
- ___ 3GRX-02
- ___ 3GRX-03

- ___ 3GRX-04
- ___ 3GRX-05
- ___ 3GRX-06
- ___ 3GRX-07
- ___ 3GRX-08
- ___ 3GRX-09
- ___ 3GRX-10
- ___ 3GRX-11
- ___ 3GRX-12
- ___ 3GRX-13
- ___ 3GRX-14
- ___ 3GRX-15
- ___ 3GRX-16
- ___ 3GRX-17
- ___ 3GRX-18
- ___ 3GRX-19
- ___ 3GRX-20
- ___ 3GRX-21
- ___ 3GRX-22
- ___ 3GRX-23
- ___ 3GRX-24
- ___ 3GRX-25
- ___ 3GRX-26
- ___ 3GRX-27
- ___ 3GRX-28
- ___ 3GRX-29A
- ___ 3GRX-30
- ___ 3GRX-31
- ___ 3GRX-32
- ___ 3GRX-33
- ___ 3GRX-34
- ___ 3GRX-35
- ___ 3GRX-36
- ___ 3GRX-37
- ___ 3GRX-38
- ___ 3GRX-39
- ___ 3GRX-40
- ___ 3GRX-41
- ___ 3GRX-42
- ___ 3GRX-43

Information

- ___ 36 disk set = \$54
- ___ 3INF-01C WAP PD Catalog
- ___ 3INF-02D
- ___ 3INF-03
- ___ 3INF-04
- ___ 3INF-05
- ___ 3INF-06
- ___ 3INF-07
- ___ 3INF-08
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- ___ 3INF-31
- ___ 3INF-32
- ___ 3INF-33
- ___ 3INF-34
- ___ 3INF-35
- ___ 3INF-36
- ___ 3INF-38

MembershipDirectory

- ___ 3MRD-01
- ___ 3MRD-02

Miscellaneous

- ___ 20 disk set = \$30
- ___ 3MSC-01
- ___ 3MSC-02
- ___ 3MSC-03
- ___ 3MSC-04
- ___ 3MSC-05
- ___ 3MSC-06
- ___ 3MSC-07
- ___ 3MSC-08
- ___ 3MSC-09
- ___ 3MSC-10
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- ___ 3MSC-14
- ___ 3MSC-15
- ___ 3MSC-16
- ___ 3MSC-17
- ___ 3MSC-18
- ___ 3MSC-19A
- ___ 3MSC-20

Pascal

- ___ 20 disk set = \$30
- ___ 3PCL-01
- ___ 3PCL-02
- ___ 3PCL-03

- ___ 3PCL-04
- ___ 3PCL-05
- ___ 3PCL-06
- ___ 3PCL-07
- ___ 3PCL-08
- ___ 3PCL-09
- ___ 3PCL-10
- ___ 3PCL-11
- ___ 3PCL-12
- ___ 3PCL-13
- ___ 3PCL-14
- ___ 3PCL-15
- ___ 3PCL-16
- ___ 3PCL-17
- ___ 3PCL-18
- ___ 3PCL-19
- ___ 3PCL-20

Repairs

- ___ 11 disk set = \$16.50
- ___ 3REP-01
- ___ 3REP-02
- ___ 3REP-03
- ___ 3REP-04
- ___ 3REP-05
- ___ 3REP-06
- ___ 3REP-07
- ___ 3REP-08
- ___ 3REP-09
- ___ 3REP-10
- ___ 3REP-11

TeleCommunications

- ___ 11 disk set = \$16.50
- ___ 3TEL-01
- ___ 3TEL-02
- ___ 3TEL-03
- ___ 3TEL-04
- ___ 3TEL-05
- ___ 3TEL-06
- ___ 3TEL-07
- ___ 3TEL-08
- ___ 3TEL-09
- ___ 3TEL-10
- ___ 3TEL-11

Utilities

- ___ 48 disk set = \$72
- ___ 3UTL-01
- ___ 3UTL-02
- ___ 3UTL-03
- ___ 3UTL-04
- ___ 3UTL-05
- ___ 3UTL-06
- ___ 3UTL-07
- ___ 3UTL-08
- ___ 3UTL-09
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- ___ 3UTL-40
- ___ 3UTL-41
- ___ 3UTL-42
- ___ 3UTL-43
- ___ 3UTL-44
- ___ 3UTL-45
- ___ 3UTL-46
- ___ 3UTL-47
- ___ 3UTL-48

WordProcessing

- ___ 7 disk set = \$10.50
- ___ 3WDP-01B
- ___ 3WDP-02
- ___ 3WDP-03
- ___ 3WDP-04
- ___ 3WDP-05
- ___ 3WDP-06
- ___ 3WDP-07

Note: Some disks may contain ShareWare. Please remit to the author of the program the requested amount if you use that program.
 *** Available at a later date.



Classified Advertisements

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

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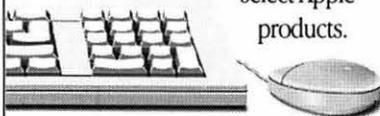
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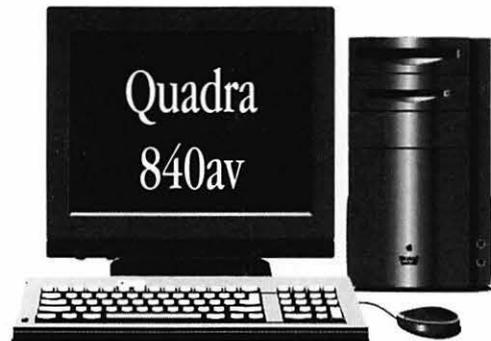
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