

July 1993

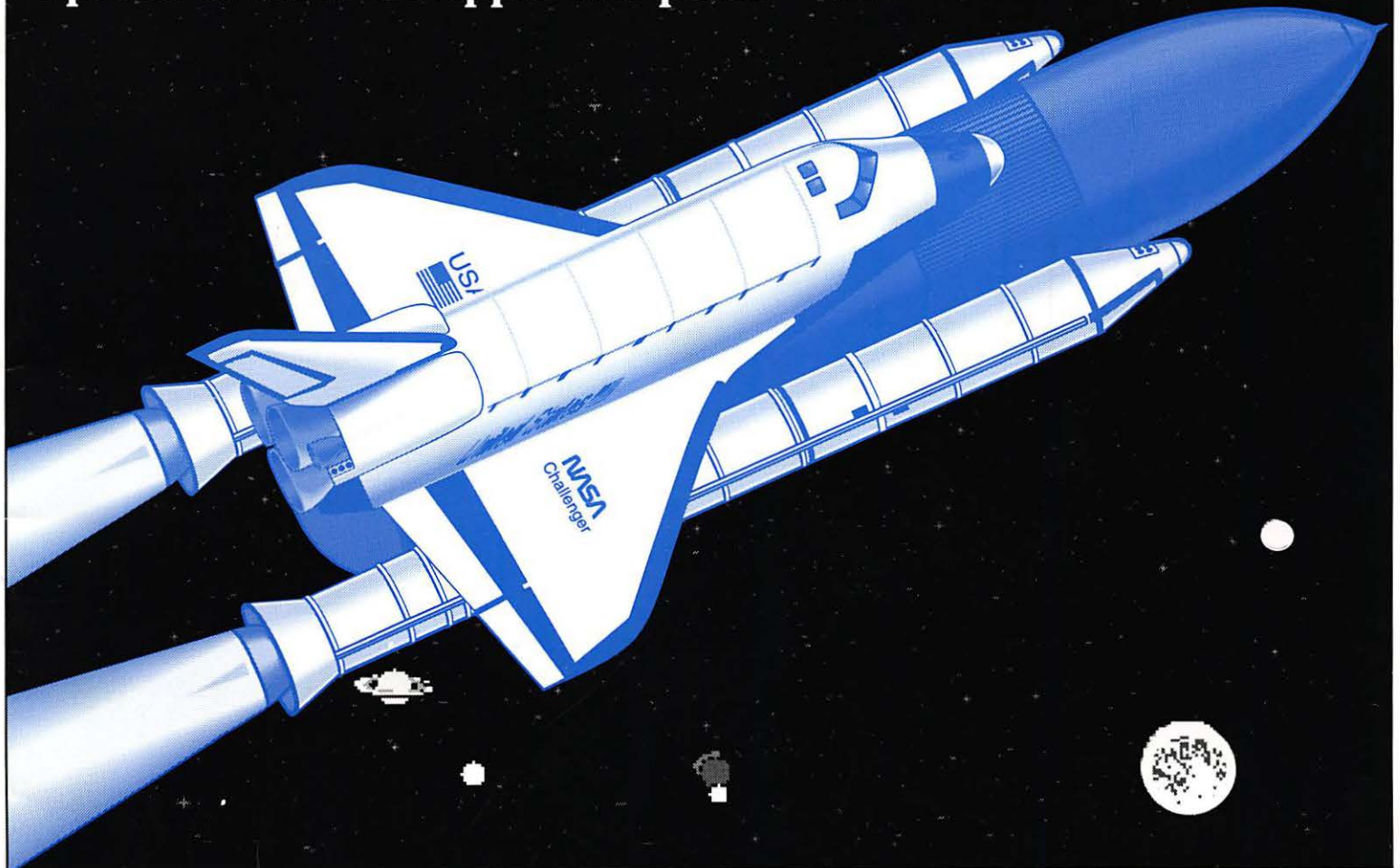
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The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 15, Number 7

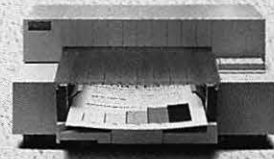
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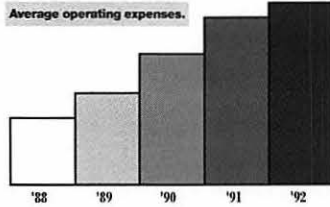
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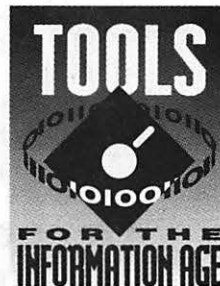
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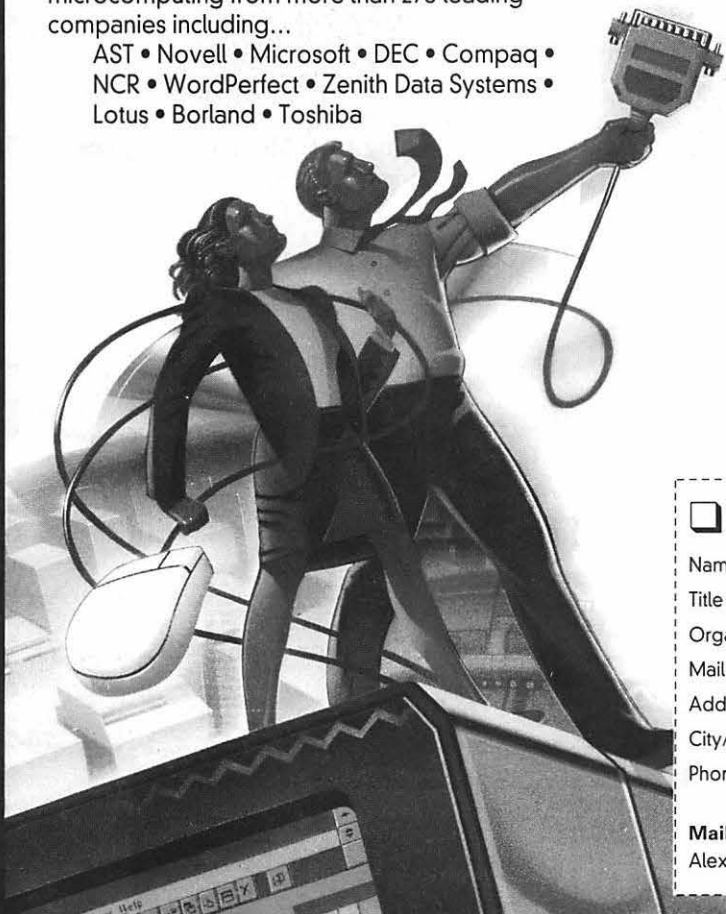


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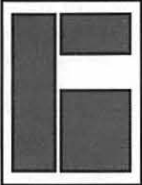
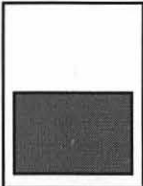
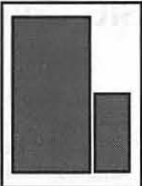
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Ad Deadlines

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, rcpaper, 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 4.2a, the word processing program was Microsoft Word 5.1; 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		General Interest
	TeleCommunications System (TCS)		

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Deadlines

Writers' submissions	
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October	August 16
Editors' submissions	
September	July 23
October	August 24
Ad space reservations	
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October	August 18
Camera-ready ad copy	
September	July 27
October	August 26

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...in the Pi Pan

by Debbie Hoyt

I suppose that I should begin by sharing with you the reason that this month's Journal is so late. On May 28, Bernie Urban, a founding member of the Washington Apple Pi, passed away after a long illness. The Journal's tribute to Bernie begins on page 8 of this month's issue.

Not only did Bernie help to found the Washington Apple Pi, he was also this organization's first Journal editor, a post that he held for ten years. At its inception, the Journal was a full two pages long. Suggested in that very first issue was the name of the newly founded Apple computer users' group—Apple π.

Assuming that you might like to have a look at a piece of Pi history, I have taken the liberty of running a

copy of the very first Journal on pages 10 and 11.

If you can, look at the history presented here and reflect on what the Pi once was and on what it has since blossomed into. And if you are able to do that, then remember the people who started the Washington Apple Pi—people like Bernie Urban who not only helped it begin, but who also nurtured it and guided it over the course of the last fifteen years. Thank you, Bernie. We'll miss you.

Before I close, let me direct your attention to the special offer on Performa 400's from Apple Computer on page 23. This is a very good deal for someone who is looking to purchase his first Mac. And be sure to notice the special deal on System 7.1 in the column next to this editorial.

System 7.1 Update Kit

System 7.0 and 7.0.1 users will find it even easier to upgrade to the latest release of Macintosh System software, version 7.1. Effective July 1, 1993, the System 7.1 Update Kit will be available through Apple direct software reseller accounts including: Egghead Software, MacZone, Mac's Place, Software Spectrum, CompUSA, Corporate Software, MacWarehouse, SoftMart, and Tiger Software. The suggested retail price for the Update Kit is \$34.95. Customers will be asked to provide verification of ownership of System 7.0 or 7.0.1. Customers can also purchase the update Kit directly from Apple by dialing 800-769-APPL. Shipping and handling charges are extra.

Designed for the individual user running System 7.0 or 7.0.1, the Update Kit contains System 7.1 software and update guide, QuickTime 1.5 extension software, and a single user license. Toll-free upgrade assistance is also included.

As always, System 6.X users may upgrade to System 7.1 by purchasing the System 7.1 Personal Upgrade Kit (\$0) or the System 7.1 MultiPack (\$499), both are available from a wide variety of retail and mail order resellers.



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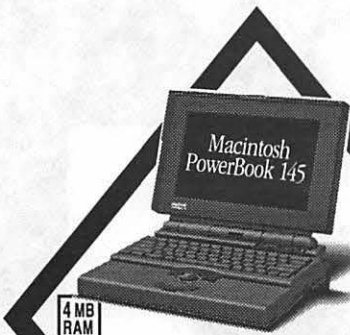
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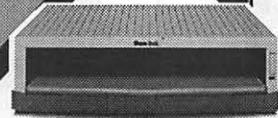
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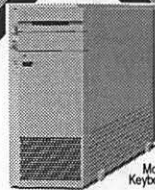
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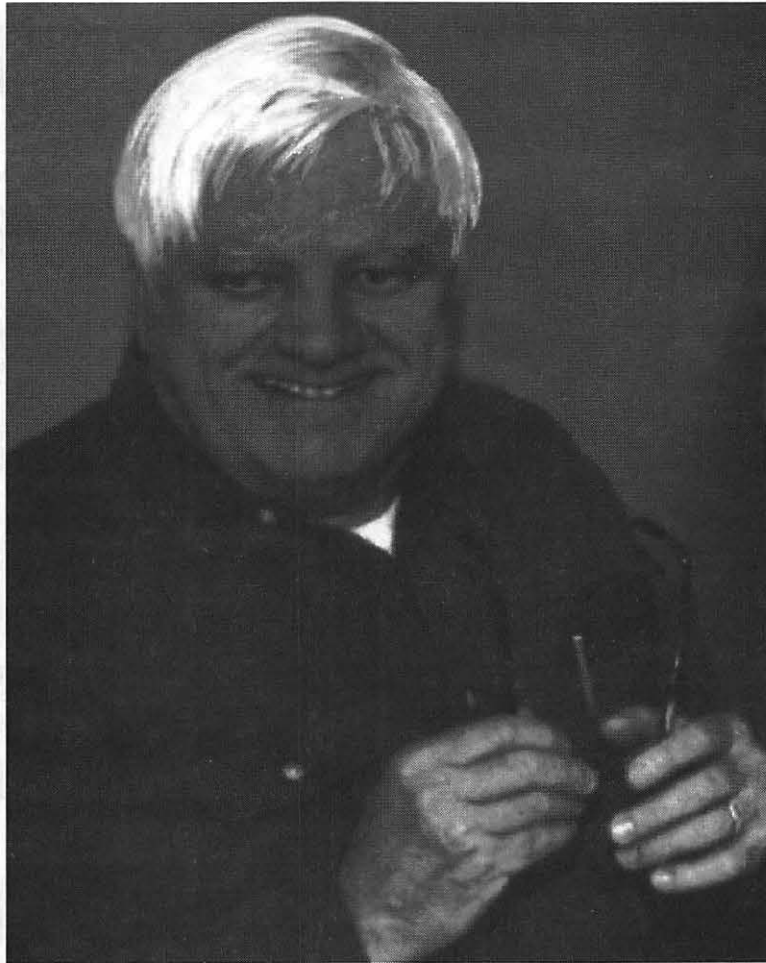

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**From before the first Journal and till after his last, he was more than the Pi's editor. He was our friend.
Peace, Bernie.**

-Lorin Evans and the Board of Directors of the Washington Apple Pi.

from the President

A Friend Remembered

by Lorin Evans

As you may have noticed, this month's journal is a bit late. We held the Journal because one of the founders of Washington Apple Pi, Mr. Bernard "Bernie" Urban passed away on Saturday, May 28, 1993, following a long illness. We want you to know something about Bernie and his contribution to this organization. This issue is offered in remembrance of Bernie.

In 1978, a small group of people got together to share information about a new computer they had each recently purchased, the Apple II. Thus was born Washington Apple Pi. Probably the most energetic, hard-working and certainly most enthusiastic of those individuals was Bernie, WAP member #8 (the first member numbers were assigned randomly and not chronologically).

Throughout those ten years, Bernie served as the WAP Journal editor and assembler. For many of the first years, there were no page layout programs, no laser printers, and no AppleTalk networks. Bernie served at various times as President, Journal Editor, Office Manager and Director. In addition, Bernie represented the Pi as its ambassador to Apple Computer. Bernie was very active in the International Apple Core (IAC) and its activities related to the support

of user groups. So, as you read and enjoy this issue, remember that this was made possible by the hard work, guidance and love that Bernie gave to this organization.

Bernie is survived by his wife of 37 years, Genevieve "Gena," sons Greg and Eric, brother Walter (also a WAP member) and sister.

Thanks Bernie. Peace.

In Fond Memory

Bernie was that gruff old guy who had a heart of gold. He was for Apple computers and Apple computer users—to the core. For more years than I care to remember, he was the embodiment of Washington Apple Pi. He always had causes—big and little—and he sometimes tilted at windmills; but he often won. Even when he did not, Apple users were usually better off just because he fought. As Editor of the WAP Journal, he was the guiding force that made it the preeminent publication in the User Group Community. Along with Gena, our Office Manager, he helped ensure that the office ran smoothly. As a delegate to the International Apple Core, he tried to make the User Group experience better for all of us and to members of other User Groups as well. As a visionary, he always had suggestions for far more programs to benefit our members than there were volunteers to serve. As a member of the Board of Directors, he contributed to the betterment of WAP even as his health continued to fail.

Bernie, we will all miss you. Gena, Eric and Greg—our heartfelt sympathy.

—Dave Weikert

Friends remember Bernie as an inspiring and outspoken leader, but also as an intelligent and forward-thinking, gentle man. Always a technologist at heart, he was an Apple advocate to the core. He and Gena Urban have left an indelible mark on the focus and history of the Pi.

—Bill Baldrige

π Washington Apple Pi's

February, 1979

Vol. 1 No.1

Dear Apple Enthusiast,

A short note to keep you posted on the past and future activities of a budding Apple Users' Group in the greater Washington, D.C. area.

At the February 2 meeting sponsored by Computers, Etc. in Silver Spring, I agreed to serve as the temporary moderator for Etc. next two months. Each of us should be thinking of the pros and cons of further formalizing the group. I suggest that you come prepared to discuss this during the first 15 +/- minutes of the next session.

The group also agreed to the following:

* Each succeeding meeting will be held on the last Saturday morning of each month.

* The next meeting will be held at George Washington University, with Apples available. (However, due to scheduling problems the next meeting will be held in Bethesda on March 2, and the succeeding meetings will be held at GWU. See details below.)

* Prior to the next meeting, the mailing list will be distributed to all individuals on the original mailing list which was put together at our first meeting, plus those added since then. This list will also be sent to individuals on the list developed by Computerland of Rockville. (Computerland has an Apple Users' Group, too.) Both Computers, Etc. and Computerland agree to this. Additional materials will be available at the next meeting in Bethesda.

* We will keep in touch with the Computerland and any other user groups to promote the exchange of knowledge and information related to the Apple, but will maintain our separate identity for purposes of helping each other.

* Although many participants are experienced in the use of computers and are well into the use of the monitor language of Apple, others are not. We agreed that we should not forget the newcomer and that some training on the use of integer BASIC (IBASIG) and APPLESOFT should be conducted for their benefit. (Perhaps some enterprising individual could set up low-cost formalized training sessions which could be recommended by the group to newcomers....)

* The agenda for the next meeting will cover the following items:

1. Approximately 15 minutes for group news, information exchange, etc.
2. Approximately 1 hour on the use of IBASIC and APPLESOFT by Sandy Greenfarb. Thanks, Sandy.
3. Approximately 15 minutes on anything you would like to share with the group, a sort of "show and tell." Since I am certain that there is plenty out there that you are proud of, call me at 229-3458 prior to the meeting so that I can try to fit in as many as time permits. Andy Barker wants to give us a progress report on what is new with joy sticks.

Premier Journal Issue π

During the meeting we identified many areas of interest and areas where help as needed. We also tentatively identified volunteers to provide that help. Volunteers do not claim to be expert in these areas, but are willing to act as points of contact and sources of information.

Area (and explanation/definition)	Volunteer
* IBASIC - fundamentals of programming for the Apple	Sandy Greenfarb
* APPLESOFT - the idiosyncracies of APPLESOFT and differences between IBASIC & APPLESOFT	Sandy Greenfarb
* Utility programs - e.g. APPEND, Assembler, Disk to Disk, etc.	Bill Barker Jim Kelly
* Tape Files - how to create and use them	_____
* Disk Files - how to create and use them	_____
* HIRES - shapes, "animation", etc.	Rick Hodder
* Sound/Music/Voice	_____
* Monitor/ Machine language	_____
* Techniques - programming, debugging, editing, etc.	Bill & Andy Barker
* Hardware	Dick Hodder & Bernie Urban
* Other Languages	
* Applications	
Games	Rick & Chris Hodder
Medical & Statistical	Dick Hodder
Education/CAI	Bernie Urban
Business	Bill Barker

Is anybody out there ready to volunteer for those not yet covered, other areas or to help those already named?

Parting thoughts and questions:

* Do we want a software exchange, and if so how do we handle cost, copy-right/proprietary questions ?

* I'm for fostering programming and documentation standards,

* Where can we get our hardware repaired once the warranty runs out? At Computers, Etc. ? At Chesapeake Microcomputer Club ? Any ideas, John?

* Can we convince a centrally-located Montgomery County Library to subscribe to all or most computer publications ?

* How about "Apple π "

Bernard Urban

StockSIG

by Morris Pelham

Did Pepco offer you a discount on the purchase of some "energy saving" fluorescent lightbulbs? Did you buy any? Did you put one in the lamp next to your computer? Did your computer begin to malfunction?

My wife and I took our Pepco coupons down to our local store and purchased a paper bagful of these lights, \$100 worth. We bought two of these, two of those, two of the other, etc. We installed them in various places around the house. I noticed that my AM radio filled with static when I turned on the fluorescent bulb in the same room. Then I sat down to backup my hard drive prior to preparing some material for our May StockSIG meeting. The backup program flat refused to work. First it made me start over, then it began rejecting every third floppy with an error message and asking me to give it a new one. After two hours of struggling and six new floppies, I retired to the back yard to think. I decided to try turning off my new light, and after that the backup worked perfectly.

I called a friend who knows more

than I about where electrons go and how they get back to where they started, and he said "Well maybe, perhaps, but I'm not sure." So I asked at our StockSIG meeting, which always contains someone who knows more than I, and they said "Well maybe, perhaps, but we're not sure." So none of us knows for sure, but if your computer is not doing what it should and you have a fluorescent bulb in the desk lamp next to your computer you might try turning it off. I got rid of mine.

So, I arrived at the May StockSIG meeting with my backup successfully completed but nothing else. Fortunately both Mark Pankin and Stan Larsen showed up with two versions of the "Beating the Dow" strategy to pass around and talk about.

Mark has kept track of these stock prices as of the end of the month, while Stan keeps track as of the 15th of the month. Mark shows a 16.4% price increase since December 31, 1992, while Stan has about a 20% increase from about Christmas 1992. Both brought copies of their worksheets and charts and both passed them around for all of us to look at, but Stan didn't let me keep his so I can't report exactly what his results were. Stock prices can easily fluctuate 5% in a week, so

a few days difference in pricing a stock purchase or sale can easily produce that much difference in the results.

Stan has updated the selection process and forecasts that IBM and Philip Morris may be on the buy list this fall. His Excel worksheet is set up differently from Mark's, and both are different from mine. I hope to learn something and do mine better this fall.

Toward the end of the meeting I asked if the Dow record high close the day before of 3482.31 was perhaps the last record high of this move? Most think the Dow will go still higher this year, but I see higher inflation now and higher interest rates now and worry a little bit. None of us have sold our "Beating the Dow" stocks yet, so we're not too worried. Yet.

StockSIG continues to look for experts, particularly experts using *Managing your Money*, *Quicken*, and *Wealthbuilder*. All you have to do is show up and speak up. As always, we welcome both novices and experts at our meetings. We meet in the WAP office on the second Thursday of each month at 7:30.

GameSIG

by Mike Dickman

Several color games were demonstrated, thanks to the Mac IICI donated by Falcon Systems. In a surprise move elections were held. Current chairperson Mike Dickman was re-elected to the post of Extreme Exalted Muckety-Muck and Maker of Several Decisions as well as Secretary for a Day (hence this report). Chairpersons Emeritus Paul Moore and Dave Hakim were each elected Supreme Grand Title-holders and Grand Pooh-Bahs, grades first

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and second (but not necessarily in that order). Jeff Stetekluh was given a special Honorary Chairperson Award. Charles Hall was given Special Recognition for Attendance Above and Beyond the call of Gamesdom.

On a less serious note, it was agreed that the WAP General Meeting in August, hosted by the GameSIG, will have as its theme Audience Participation. In the past games have been demonstrated one by one in front of the audience; this year we plan to have lots of computers so that everyone can join in and play the games if they wish (or just watch). This plan will mean people will have to bring computers (Apple IIs and Macs) as well as their favorite games to play on them. Volunteers are hereby solicited from the general membership as well as GameSIG members to bring computers and games. If you are willing to bring a computer (with or without games) to the August meeting, please call Mike Dickman at (703) 525-2410 or (202) 687-5925.

EdSIG

by Phil Shapiro

A boisterous and jocular group of parents and teachers showed up for the May EdSIG (education special interest group) meeting. After the leader of the meeting asked for everyone to quiet down and take their seats, we gathered around the club's Apple IIGS and Apple IIe to take a closer look at educational software.

First we took a quick peek at different resources on the Internet. Paul Hamersley gave an impromptu little tutorial on Internet basics as he "telnetted" around the country to various mainframe computer sites. Paul says he likes to use the public

domain "Kermit" Apple II communications software on his Apple IIc and Apple II+ systems that he has at home. He explained to us how Kermit is able to recognize that the Apple II+ has only uppercase, 40-column characters, and how the software automatically adjusts itself accordingly.

Bill Wydro commented that few Apple II users make much use of Kermit. While versions of Kermit are available for almost any micro-computer, Kermit is most frequently used by those who are calling in to some gargantuan mainframe computer. And, yes, the "Kermit" communications software is indeed named after the dearly-beloved "Kermit the Frog" on Sesame Street.

A more widely used Apple II public domain communications program is Comm.System, made by Jim Ferr, of Toronto, Canada. Comm.System is able to run on any 64K Apple II computer, including the Apple II+ with 16K memory card. However, when running on a II+, Comm.System is only able to operate in 40-column mode. So Apple II+ users wanting to do telecommunications with Comm.-System need to unplug their 80-column card (if they have one) before booting the software. The 80-column card usually resides in slot 3 of the computer. (Count over from the left side of the computer and is located by the rectangular power supply box.)

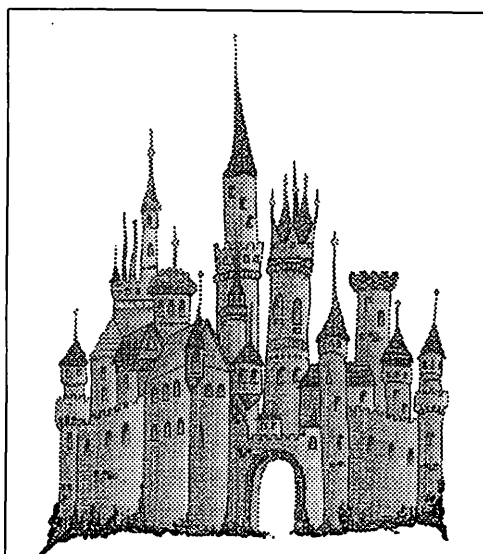
Next we called GEnie using Comm.System and took a brief tour of the Apple II Roundtable on GEnie. We browsed through two or three dozen new files that were uploaded to the Apple II Roundtable library. And we discussed how each of these uploads had been "shrunk" or "compressed" us-

ing ShrinkIt IIe or ShrinkIt GS.

Following that, Vivianne Mozon and her daughter Monica explained about the Math and Science Learning Center that has been set up at the Shiloh Baptist Church in downtown Washington DC. This center includes ten Apple IIe computers along with a selection of educational software titles.

As Vivianne explained, this learning center is open four afternoons a week—from 3 pm to 6 pm,—to give math and science enrichment classes to students in grades 4-8. These afterschool enrichment classes are tailored to serve those students who have shown a serious interest in developing and honing their math and science skills.

In the summer, the enrichment classes continue on, but switch to

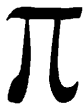


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and when to use special features, menus, and commands.

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 audiocassette 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 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.

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 _____	<i>Please fill in the course number of the class(es) that you wish to attend.</i> Class #1 _____ Class #2 _____ Class #3 _____ Class #4 _____ Class #5 _____ Class #6 _____	
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? <input type="checkbox"/> Yes <input type="checkbox"/> No		
WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.		

Online Editing, Part II

by Phil Shapiro

In the years ahead it's likely that fee-based online editing services will become increasingly popular on the national information services. Yet as the fee-based online editing services establish themselves as being immensely useful, non fee-based "peer" editing will likely grab strong root, as well.

Peer editing might be defined as any feedback given to professional colleagues or personal friends. The "editing" aspect of peer editing need not concern itself with the grammar or mechanics of the writing. Just as useful is feedback about the general tone. Also useful are subtle pointers and friendly suggestions.

A good example of such peer editing crossed my desk just last week. A colleague of mine had written a business letter and wanted feedback as to its tone and phrasings. This "cold call" business letter was carefully crafted to establish first contact with potential customers.

While the phrasing of the overall letter was generally warm, the lead sentence did not establish emotional contact with the reader of the letter. Reading the lead sentence on its own could leave a reader wondering what the purpose of the letter was all about.

Once these subtleties were pointed out to the author of the letter, a quick and easy revision of the lead sentence was made. Had the author not sought the feedback of peer editors, it could have been possible that his letter would have missed its mark.

How was this social gaffe overlooked by the author of the business

letter? It had never occurred to the author to try reading the lead sentence of the letter in any way other than the way it was intended by him. But the underlying meaning of the sentence was not clearly implied in the chosen words of the sentence. The emotional tone of the lead sentence was flat and neutral—and therefore ambiguous.

Rule number one of business letter writing: Never start a business letter with a flat and neutral sentence. Unless, that is, you're hoping to elicit a flat and neutral response.

Another instance of peer editing crossed my desk a few months ago. In this instance an author of a magazine article made use of a peer editor to review an article written for a national computer publication.

While scrutinizing the rough draft, the peer editor caught a stray remark that could possibly have harmed the article's chance of publication. A quick deletion of the stray remark saved the author's hide, now all the wiser for having sought feedback from a peer editor.

The beauty of online peer editing is that it takes very little effort to courtesy copy two or more persons to elicit feedback on one's rough draft. If two or more peer editors make similar suggestions for changes in the rough draft, their concurrent opinions carry far more weight than each of their individual suggestions.

When such concurrent suggestions from peer editors are independently offered to an author, the force of these suggestions carries all the weight of

consensus opinion. Authors can then choose to act on the basis of this consensus opinion. Or they can choose to disregard consensus opinion—at their peril.

In this Information Age, people with strong writing skills will have a marked professional advantage over those with less developed communication skills. And those persons with established peer editing networks of friends and colleagues will have a marked advantage over those without such networks.

The good news is that online peer editing will result in a general raising of writing standards. This is not to say that shoddy and sloppy writing will never get published. But that with appropriate and effective peer editing, one need fear putting a literary foot in his mouth.

The moral of all this? The time is eminently ripe to start building a peer network of friends and colleagues. You'll be glad you did when you need to get quick feedback on an important piece of writing. The end result is that your own writing will combine the best ideas of three, six, or even twelve minds. Which is a powerful idea in its own right.

How can I be so sure? Eleven other people told me so.

[The author takes a keen interest in the social dimensions of communications technology. He can be reached on GEnie at: p.shapiro1; on America Online at: pshapiro]

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A free booklet about GEnie is available on request by calling (by voice): 1-800-638-9636.

The ScrapBook USA Online Writing Project

by Peter Buttress
THE NEWS-TIMES

WASHINGTON, Connecticut. "School essays have gone high-tech."—Gone is the lined composition paper. Gone, too, are the red-penciled comments from English teachers. Now, elementary through high school students create their masterpieces on computers and send them electronically to different parts of the country for others to read.

Called Scrapbook USA, it's the brainchild of Emery Roth II, an English teacher at Shepaug Valley Middle/High School.

Roth, 47, came up with the idea in 1989 when he linked up with Bard Williams, a middle school teacher in Lilburn, GA through a computer network.

The two decided to have their students write about where they live and then exchange their work with each other's classes. It was so successful, that Roth has been refining Scrapbook USA and promoting it among teachers ever since. More than 175 classes in 27 states, as well as schools in Canada and Estonia, have participated so far. He hopes to expand it further.

Each essay or poem becomes an electronic "postcard" that describes some small piece of a student's world. Youngsters have written about shopping malls and amusement parks, the view from the top of an apple tree and the quiet at the bottom of a closet, Roth said. They have described an unusual grandma and a pet rat,

Christmas morning and Passover dinner, gang wars and special friendships.

Meghan Clyne, 11, a sixth-grader at Shepaug, just finished writing about the backyard swimming pool in her Roxbury home. "At night, when the pool light is on, it makes a neon blue-green glow, and the summer sounds (like the ribbiting frogs, the chirping crickets and the other insects) make everything seem perfect with the world," Meghan wrote in part. "We were supposed to write about something that we see every day. My backyard and pool are very beautiful, so I decided to describe that," she said.

Earlier this week, her essay was combined with others in her class and sent to schools in Milwaukee; Whittier, CA; Maynard, MA; and East Lyme.

"They are excited to know what others think of their work," said Lori Amann-Chetcuti, Meghan's teacher at Shepaug. "When they know other kids are going to read it, they write differently, they write better."

Roth organizes the exchanges into four periods of eight weeks each. Sessions begin with a "hello day," when participating classes send letters introducing themselves. While students prepare their individual essays or poems, each class writes a weekly chronicle of things happening in their school or community.

"We have followed a reindeer hunt in Nome, Alaska, and learned how

students at a Yeshiva school in Memphis celebrate Shavuot," Roth said. "Two years ago, we saw the World Series through the eyes of a class in Atlanta and another in Minneapolis."

A fifth-grade class in Los Angeles asked seniors at Merrimack High School in New Hampshire what it's like to be 17 years old. And four East Coast schools wrote about their experiences during the March blizzard, Roth said.

Several weeks into the project, individual essays are exchanged. Students read them, select the ones that stand out for style or content, and write a brief note to the authors telling them why their contributions were selected.

Carie Piskura, 17, a senior at Shepaug, wrote about an 1853 family Bible she found in a bookcase at her home in Washington.

"Now, I know that not many high-school-age kids go around reading Bibles in their spare time, and I'm no exception. Normally, if I saw it was a Bible, I would quickly put it back. But for some reason this one intrigued me. As I turned it on end, I noticed gold-leafed paper and a delicate gold clasp which was inscribed 'Mary,'" Piskura wrote.

Inside she found a history of her family, an old newspaper clipping of an obituary and a 1923 letter sent by relatives in England to their son in America. Piskura said she received many positive comments from students in Georgia, Wisconsin, Alaska and Russia. "Someone said they had a Bible like that at home and they could relate to it. They said my writing was very vivid," Piskura said.

While Scrapbook USA is a writing project, it's not solely for English classes, Roth said. "We've had music, history, science, even special education. The only subject we've had some difficulty with is mathematics."

Last month, Roth was given a Cel-

bration of Excellence award for his creative efforts by the state Department of Education. "It's really a culmination of years of work by a teacher on behalf of kids and their writing," said high school principal Eugene Horrigan.

[Editorial Footnote: ScrapBook USA is one of the projects in the "Electronic Schoolhouse," on the America Online (AOL) information service. For further information about America Online, call 1-800-827-6364, ext. 5776. Their rates are \$9.95 for the first five hours per month, plus \$3.50 for each additional hour.

You cannot access AOL using standard communications software. You need to use the service's own software to set up an account. AOL will send out free copies of their Apple II, Mac, or IBM software, to anyone interested in setting up an account.

Emery Roth, the coordinator of ScrapBook USA, can be reached on America Online at the address: AFC Tooter. The "AFC" part of his address stands for the fact that he is an America Online Forum Consultant. The "Tooter" part of his address stands for his skill and interest in playing the recorder.

Also, it might be helpful to know that all student writings from the ScrapBook USA project are available for downloading from the ScrapBook USA library on America Online. This library has grown quite large in the past four years. - Phil Shapiro]

[Schools interested American Online can call the number for CNN/AOL, 1-800-344-6219. Special school discounts are offered. Purchase orders are accepted at this number only.]

[Re-printed courtesy of The Danbury News-Time, Danbury, Connecticut. 5/8/93. Originally titled: "Helping students spread the word ScrapBook USA project breaks geographical, cultural barriers for student essayists"]

Beginning HackerSpeak: The C's, 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 are 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.

can: vt. To abort a job on a time-sharing system. Used esp. when the person doing the deed is an operator, as in "canned from the {console}." Frequently used in an

imperative sense, as in "Can that print job, the LPT just popped a sprocket!" Synonymous with {gun}. It is said that the ASCII character with mnemonic CAN(0011000) was used as a kill-job character on some early OSes.

card walloper: n. An EDP programmer who grinds out batch programs that do stupid things like print people's paychecks.

careware: /keir'weir/ n. {ShareWare} for which either the author suggests that some payment be made to a nominated charity or a levy directed to charity is included on top of the distribution charge. Syn. {charityware}; compare {crippleware}, sense 2.

cargo cult programming: n. A style of (incompetent) programming dominated by ritual inclusion of code or program structures that serve no real purpose. A cargo cult programmer will usually explain the extra code as a way of working around some bug encountered in the past, but usually neither the bug nor the reason the code apparently avoided the bug was ever fully understood.

casters-up mode: [IBM] n. Yet another synonym for 'broken' or 'down.'

casting the runes: n. What a {guru} does when you ask him or her to run a particular program and type at it because it never works for anyone else; esp. used when nobody can ever see what the guru is doing different from what J. Random Luser does. Compare {incantation},

{runes}, {examining the entrails}; also see the AI koan about Tom Knight in “[A Selection of AI Koans]” (appendix A).

cat: [from ‘catenate’ via {{UNIX}} ‘cat(1)’] vt. 1. [techspeak] To spew an entire file to the screen or some other output sink without pause. 2. By extension, to dump large amounts of data at an unprepared target or with no intention of browsing it carefully. Usage: considered silly. Rare outside UNIX sites.

catatonic: adj. Describes a condition of suspended animation in which something is so {wedged} or {hung} that it makes no response. If you are typing on a terminal and suddenly the computer doesn’t even echo the letters back to the screen as you type, let alone do what you’re asking it to do, then the computer is suffering from catatonia (possibly because it has crashed). “There I was in the middle of a winning game of {nethack} and it went catatonic on me! Aaargh!”

cd tilde: /see-dee til-d*/vi. To go home. From the UNIX shell command ‘cd’, which takes one ‘\$HOME.’ By extension, may be used with other arguments; thus, over an electronic chat link, “cd coffee” would mean “I’m going to the coffee machine.”

cdr: /ku’dr/ or /kuh’dr/ [from LISP] vt. To skip past the first item from a list of things (generalized from the LISP operation on binary tree structures, which returns a list consisting of all but the first element of its argument). In the form ‘cdr down,’ to trace down a list of elements: “Shall we cdr down the agenda?”

chad: /chad/ n. 1. The perforated edge strips on printer paper, after they have been separated from the printed portion. Also called {selvage} and {perf}. 2. obs. The confetti-like paper bits punched out of cards or paper tape; this was also called ‘chaff,’ ‘computer confetti,’ and ‘keypunch droppings.’

chemist: [Cambridge] n. Someone who wastes computer time on {number-crunching} when you’d far rather the machine were doing something more productive, such as working out anagrams of your name or printing Snoopy calendars or running {life} patterns. May or may not refer to someone who actually studies chemistry.

Chernobyl packet: /cher-noh’b*1 pak’t*/ n. A network packet that induces {network meltdown} (the result of a {broadcast storm}), in memory of the April 1986 nuclear accident at Chernobyl in Ukraine. The typical case of this is an IP Ethernet datagram that passes through a gateway with both source and destination Ether and IP address set as the respective broadcast addresses for the subnetworks being gated between.

chrome: [from automotive slang via wargaming] n. Showy features added to attract users but contributing little or nothing to the power of a system. “The 3D icons in Motif are just chrome, but they certainly are *pretty* chrome!” Distin-guished from {bells and whistles} by the fact that the latter are usually added to gratify developers’ own desires for featurefulness. Often used as a term of contempt.

CIS: // n. Hackerism for ‘CIS,’ CompuServe Information Service. The dollar sign refers to CompuServe’s rather steep line charges. Often used in {sig block}s just before a Compu-Serve address. Syn. {Compu-\$erve}.

CLM: /C-L-M/ [Sun: ‘Career Limiting Move’] 1. n. An action endangering one’s future prospects of getting plum projects and raises, and possibly one’s job: “His Halloween costume was a parody of his manager. He won the prize for ‘best CLM.’” 2. adj. Denotes extreme severity of a bug, discovered by a customer and obviously missed earlier because of poor testing:

“That’s a CLM bug!”

clobber: vt. To overwrite, usually unintentionally: “I walked off the end of the array and clobbered the stack.” Compare {mung}, {scribble}, {trash}, and {smash the stack}.

clustergeeking: /kluh’st*r-gee’king/ [CMU] n. Spending more time at a computer cluster doing CS homework than most people spend breathing.

code grinder: n. 1. A {suit}-wearing minion of the sort hired in legion strength by banks and insurance companies to implement payroll packages in RPG and other such unspeakable horrors. In his native habitat, the code grinder often removes the suit jacket to reveal an under-plumage consisting of button-down shirt (starch optional) and a tie. In times of dire stress, the sleeves (if long) may be rolled up and the tie loosened about half an inch. It seldom helps. The {code grinder}’s milieu is about as far from hackerdom as you can get and still touch a computer; the term connotes pity. See {Real World}, {suit}. 2. Used of or to a hacker, a really serious slur on the person’s creative ability; connotes a design style characterized by primitive technique, rule-boundedness, {brute force}, and utter lack of imagination. Compare {card walloper}; contrast {hacker}, {real programmer}.

code police: [by analogy with George Orwell’s ‘thought police’] n. A mythical team of Gestapo-like storm troopers that might burst into one’s office and arrest one for violating programming style rules. May be used either seriously, to underline a claim that a particular style violation is dangerous, or ironically, to suggest that the practice under discussion is condemned mainly by anal-retentive {weenie}s. “Dike out that goto or the code police will get you!” The ironic usage is perhaps more common.



New Publications Announced: *Shareware Solutions II* and *Helium Balloons*

Shareware Solutions II

An Exciting Journey into the Future—(San Rafael, CA. May 6, 1993) Joe Kohn and Shareware Solutions are proud to announce a brand new publication for the Apple II family of computers—*Shareware Solutions II: The Newsletter*. Written and published entirely by long-time inCider/A+ Contributing Editor Joe Kohn, the premiere issue of *Shareware Solutions II* is scheduled to debut on July 1, 1993.

As a long time supporter of the Apple II family of computers, Joe Kohn has worked in a number of capacities in the Apple II world, including holding positions as SysOp of the Apple II Forums on The Source Information Network and as the Freeware and ShareWare Librarian for Big Red Computer Club. He has been a Contributing Editor for The Apple IIGS Buyer's Guide and inCider/A+ and has had more than 150 articles about the Apple II published in those magazines, as well as in GS+ Magazine, Call-A.P.P.L.E., Softdisk G-S and Big Red Computer Club's Scarlett. His FreeWare "Connections" column has been reprinted by scores of User Groups world-wide, and his work with Apple II computers has been written about in GS+, Nibble, The AppleWorks Forum, Texas II, and the San Francisco Examiner.

Shareware Solutions II will provide timely information about new and classic Public Domain, FreeWare and ShareWare software, and will continue to provide subscribers with low cost access to that software via the mail. *Shareware Solutions II*, however, will include much more information than Shareware Solutions:

The Column. *Shareware Solutions II* will also provide general information and solutions that will help Apple II users, educators and hobbyists continue to use their current computer systems well into the next millennium.

In each issue, Joe Kohn will share useful hints and tips about using the Apple II family of computers, will offer insightful reviews of hardware and software products, will provide money saving advice, and will offer tutorials and "how to" articles. All issues of *Shareware Solutions II* will include in-depth articles designed to help readers get more bytes for their bucks. Subscribers will learn how to take control of their Apple II's for increased productivity and more fun. *Shareware Solutions II* will offer information that computer novices will understand and computer hobbyists will marvel at. *Shareware Solutions II* will offer an on-going source of news and views for the Apple II community, and will be an on-going Apple II resource guide.

Available by subscription only, *Shareware Solutions II* will provide readers with at least 12 pages of fact filled and professionally written articles in each issue. There will not be any advertising. The North American subscription price is only \$25 for 12 issues; for overseas air mail delivery, the cost for a subscription is \$40.

In the beginning, *Shareware Solutions II* will be mailed to subscribers on a bi-monthly schedule, with the eventual goal of publishing one issue per month.

Make all checks or money orders out to Joe Kohn. US Funds Only. Sorry, but no charge cards, purchase orders or COD orders will be accepted.

To subscribe to *Shareware Solutions II*, send order and payment to: Joe Kohn, 166 Alpine Street, San Rafael, CA 94901 USA

Announcing *Helium Balloons*

May 5, 1993. Washington, DC—Balloons Software is proud to announce a new bi-monthly disk-based publication for Apple-using parents, teachers, and librarians. Commencing Sept. 1993, *Helium Balloons* will include how-to articles, software reviews, book reviews, first-person anecdotes, general education news, along with selected creative writings by and for children. The Apple II version will be distributed on two double-sided 5.25 inch disks. The Macintosh version will be distributed on a single 800K floppy. Each issue will be accompanied by a short hard-copy newsletter.

The content will include regular columns on creative expression, low-end classroom solutions, special needs computing, telecommunications, gifted/talented topics, emergent literacy, problem solving, community involvement in schools/libraries, student community service, public access computing, and computer equity issues. Send S.A.S.E. for writers' guidelines.

Note: *Helium Balloons* will cover a broad range of subjects of interest to parents, teachers, librarians, and educators. Educational computing will be just one facet of the publication's coverage.

In a related development, *Helium Balloons* will be picking up the existing Apple II subscribers of the Teachers' Idea and Information Exchange, as well as subscribers to The AppleWorks Educator newsletter.

Important note: The Teachers' Idea and Information Exchange will continue publishing its quarterly publication for Macintosh and IBM users of Microsoft Works. And David Chesebrough, former publisher of The AppleWorks Educator, will continue to commercially distribute his books



on the educational uses of AppleWorks.

Fashioned in the style of a user group publication, *Helium Balloons'* central aim is to create and foster a participatory, rather than exclusory, publication. The editorial staff extends an invitation to all like-minded souls to join us on this journey.

Five issues per school year. Sept./Oct., Nov./Dec., Jan./Feb., March/Apr., May/June.

Subscription rates: \$35/year for United States and Territories \$40/year for Canada and Mexico \$50/year Overseas air mail subscriptions

School site license: \$60/year Includes both Apple II and Mac versions of *Helium Balloons*.

Balloons Software, 5201 Chevy Chase Pkwy. NW, Washington DC 20015. (202) 244-2223. GEnie: p.shapiro1; America Online: pshapiro

Helium Balloons: Statement of Purpose—In terms of content, *Helium Balloons* will span quite a broad scope of subjects that might be of interest to Apple II and Mac using parents, teachers, and librarians. Regular columns will include: "Anecdotes"—a feature where any teacher anywhere in the nation can write about their experiences in the classroom. Some anecdotes may be humorous or poignant. Other anecdotes may be troubling—pregnant with meaning about our educational system and priorities.

Other regular features will include:

Suggestion Box—Teachers will be invited to include any ideas they have for enhancements to existing educational software, as well as descriptions of ideas for possible ShareWare they'd like to see made.

Education News—will be a summary of educational happenings around the nation. (Not specifically computer-related news.)

Online World—will report on happenings on the national information services, and in the various state-run education online networks. This section will include mention of new files available for downloading, and may include excerpts of interesting online messages.

Price Watch—will give sample prices of what second-hand and new Apple II and Mac systems are selling for these days. Also covered in "Price Watch" is a listing of some of the best mail-order buys in new modems and SCSI hard drives.

Noted Books—will give mini-summaries of interesting books that might be of interest to parents and educators.

The Cast of Characters—will be a feature where local leaders in the educational computing scene can describe some of the local projects they're working on. The aim of this column is to help teachers and librarians know that there are indeed dozens of separate, interesting projects being worked on simultaneously around the country. There's a subtle psychology involved in this column, too. If a person reports in a national forum of some of the education projects they're undertaking, they will naturally feel inclined to provide a "progress report" at a later date.

And the urge to provide such a "progress report" may in itself assist the progress in taking place.

Naturally, *Helium Balloons* will contain regular update reports on the "Project Equity" outreach project. (To date, about 137 schools have signed up.) Also covered will be reports of successful "public access computer projects" being set up in schools and libraries around the nation.

The publication will be rounded out with book reviews of interest to parents and teachers, citations of articles listed under various topics in the ERIC database, and the occasional editorial and op-ed piece.

All in all, *Helium Balloons* is intended as a smorgasbord of items that might interest Apple using parents, teachers, and librarians. In part, the content of publication will be defined by the interests of the subscribers of the publication.

The major distinction between *Helium Balloons* and the current hard-copy publications covering the educational computing scene is that *Helium Balloons* intends to be as INCLUSORY as possible. If a parent, teacher, or librarian has something interesting he or she want to share, we want to have that item or article on one of our bi-monthly disks.

See ClarisWorks 2.0
demonstrated by Claris Corp.
on Wednesday, June 30, 7:30 pm
Walnut Hill Center
7423 Camp Alger Avenue
Falls Church, Virginia
 presented by the
Northern Virginia Educators Mac and
Apple II Users SIG
 A Special Interest Group of the Washington Apple Pi
Door Prize: A copy of ClarisWorks 2.0

User Group/Performa Purchase Program

Washington Apple Pi has been selected by Apple Computer, Inc., to participate in a special Macintosh purchase offer: the User Group/Performa Purchase Program. This unique purchase offer makes it possible for you to acquire a Performa 400 (Macintosh LC II) computer at a significant savings over the typical local price. This is a chance to gain a low cost entrylevel computer for first time users, or for users who have older equipment and want to upgrade to a color machine with a larger hard disk. It makes a wonderful present for a family member or for someone graduating.

If you are unfamiliar with the Performa line of computers, you will find the Performa 400 comparable to a Macintosh LC II. ClarisWorks and the Performa version of System 7 are pre-installed on the machines. Complete specifications can be found in the accompanying sidebar.

This computer can also operate as an Apple IIe with the addition of the IIe emulation card (not included in the package). The card is available from any authorized Apple retailer.

There are two Performa packages available to Washington Apple Pi members:

Option 1: Performa 400 CPU, four megabytes of memory and an 80 MB internal hard drive. The color monitor is the Performa Plus with a .29 dot pitch. The package price is \$949, plus the sales tax in your state.

Option 2: Performa 400 CPU, four megabytes of memory and an 80 MB internal hard drive. The color monitor is the Performa color monitor with a .39 dot pitch. The package price is \$899, plus the sales tax in your state.

The User Group/Performa Purchase Program will run through July 31. Shipping will be by UPS ground. Please allow 2-3 weeks for delivery.

Please note, quantities are VERY LIMITED. Some of the units are new, some may be demos and some may have been returned, but ALL have been checked by Apple technicians and serviced as necessary. In the unlikely case that you receives a non-functioning unit, Apple will send a replacement. Each set-up comes with both a full one year in-home service warranty and free Apple telephone technical assistance. Orders will be accepted on a first-come, first-serve basis.

Here is how to order. Identify which option(s) you wish to purchase. You may purchase up to three units in your name. Hand carry or send your name, the address to which the computer(s) is/are to be sent, phone number at that address, and a cashier check to cover the amount of your purchase (plus local sales tax) to the Pi office. We will complete the process from there.

Features of the Performa 400 and the Complete Option Package

- ClarisWorks integrated software (includes word processor, spreadsheet, database, graphics, communications)
- Performa monitor features:
 - .29 dot pitch for extra sharp color and graphics -OR-
 - .39 dot pitch for sharp color and graphics
 - 640 x 480; non-interlaced
- One Year Limited Warranty
 - One year in-home service
 - Unlimited toll-free help line support (800-SOS-APPL Ext. 555)
- Computer Features of the Performa 400 (Mac LC II)
 - Motorola 68030 at 16 MHz.
 - Four megabytes RAM, expandable to ten megabytes
 - 80 MB hard drive
 - Apple SuperDrive (MS-DOS compatible)
 - 1.44 MB floppy drive
 - Reads/writes to 400K, 800K, 1.44 MB
 - Macintosh, MS-DOS, OS/2, and Apple II formatted floppy disks.
 - 256 Colors (512K VRAM) expandable to 32,000 colors (1 MB VRAM)
 - Expansion capabilities
 - One Processor Direct Slot
 - Supports up to seven SCSI devices
 - Built-in networking
 - Operating System 7 for Performa Computers including
 - At Ease, Launcher, Documents folder
 - Standard Keyboard & Mouse (included)
 - Microphone & Internal speaker (included)
 - Includes all cables—no additional cards, drivers or memory needed

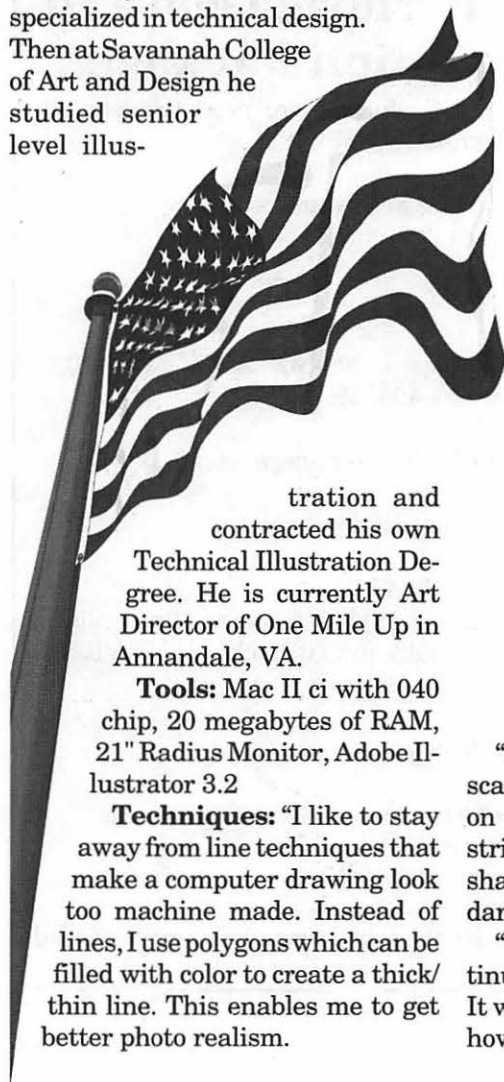


Artists on exhibit

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: Glenn Belfiore, originally from Fairfax, took a unique approach to his art education. After two years of mechanical engineering, he took two years of illustration and specialized in technical design. Then at Savannah College of Art and Design he studied senior level illus-



tration and contracted his own Technical Illustration Degree. He is currently Art Director of One Mile Up in Annandale, VA.

Tools: Mac II ci with 040 chip, 20 megabytes of RAM, 21" Radius Monitor, Adobe Illustrator 3.2

Techniques: "I like to stay away from line techniques that make a computer drawing look too machine made. Instead of lines, I use polygons which can be filled with color to create a thick/thin line. This enables me to get better photo realism.



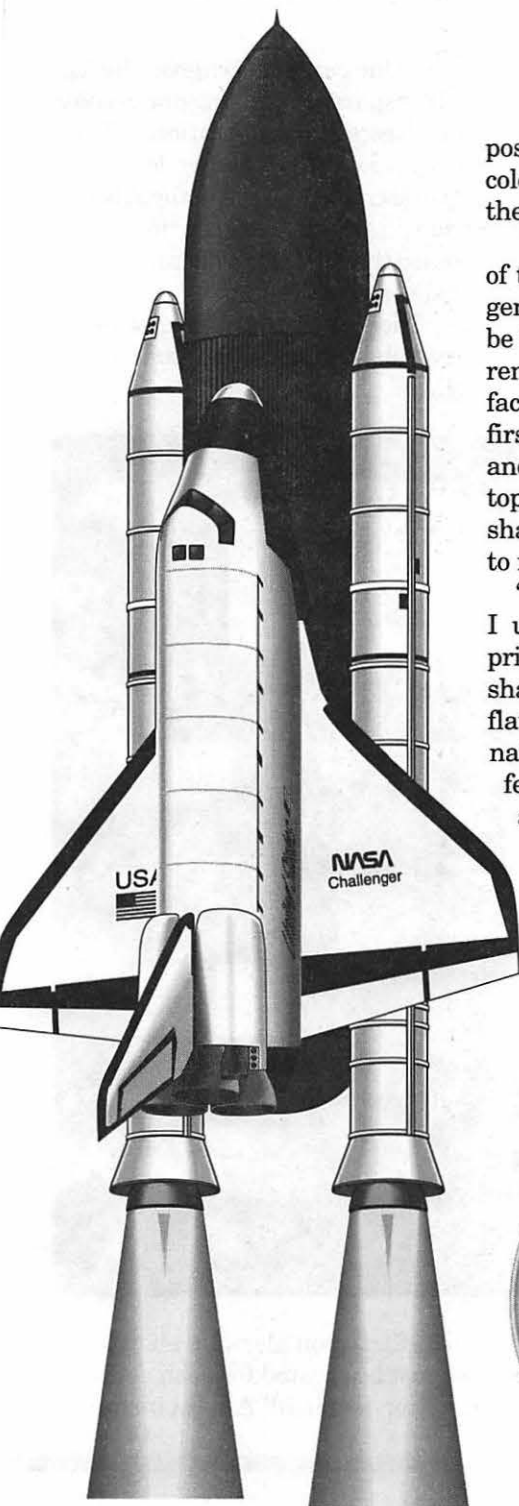
"On the *Flag* I worked from a scanned image to get the stars to roll on the cloth properly. I shaded the stripes individually so the white is shaded with grey and the red with a darker red.

"The *Stealth Bomber* is a very continuous tone image with few angles. It was a bit of a struggle to figure out how to blend it smoothly. I had to go



in with odd shapes and add ramps next to ramps (dark to light) and blend just the two odd shapes to avoid having to put two different blended areas together. By adding a transitional blend to the white lines they followed the curve of the wing, creating a more complete look.

"I drew the *Falcon* with a few polygons, but I was looking for more of a

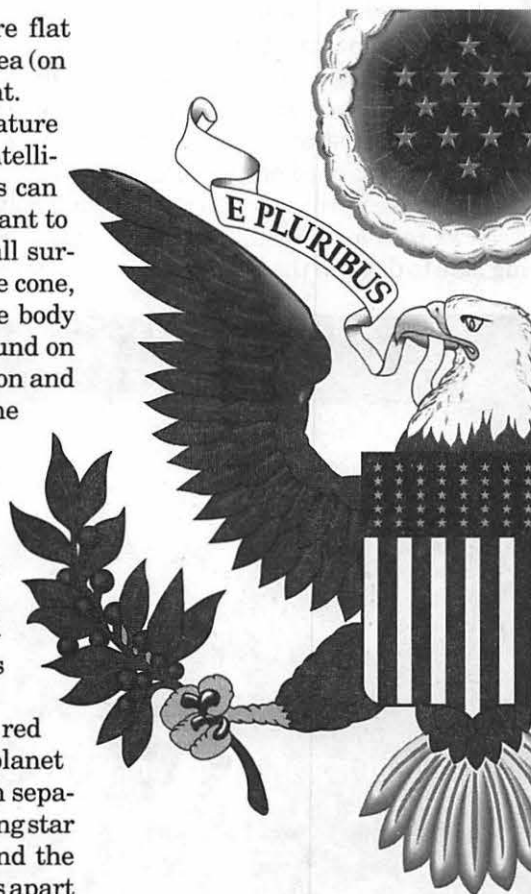


poster effect. So I used more flat color with only one blended area (on the wing) to pick up some light.

“The most important feature of the *Shuttle* is that it is ‘intelligently grouped’ so the rockets can be taken apart. It was important to render light and shadow on all surfaces. When I shaded the nose cone, first I had to shade the white body and then any painted item found on top. So I added an extra polygon and shaded an area on the nose cone to reflect a highlight.

“On the *Dept. of State Bird* I used the polygon method primarily on the feathers. I shaded the shield (as I do most flat surfaces) to better render natural light which reflects differently in different places across the surface.

“The *NASA Seal* has a red fork coming across the planet which had to be drawn in separate segments. The shooting star is also in front and behind the planet so I had to cut pieces apart to put them in front and behind. I gave the text a 3D look with



highlights and shadows to create a raised relief appearance. Employed by a clip art service, to accommodate client needs, I’m limited to features found in the oldest versions of Illustrator. To create a text path in 3D the compound paths are first eliminated and then text is ‘stacked’ to provide shadowing and width. All my recent artwork is done without masking and compound paths (the hard way).”



Graphic Tips

by Carol O'Connor

The New Adobe Illustrator Application

I predict that the artist who tries the new Adobe Illustrator application will be so delighted with the new functionality that she will never want to use the old version again, not even once! Here's why:

- Color application is now a matter of two clicks, once on the object and once on the open color palette *as one works in color*. This is just like being able to draw in the old Preview

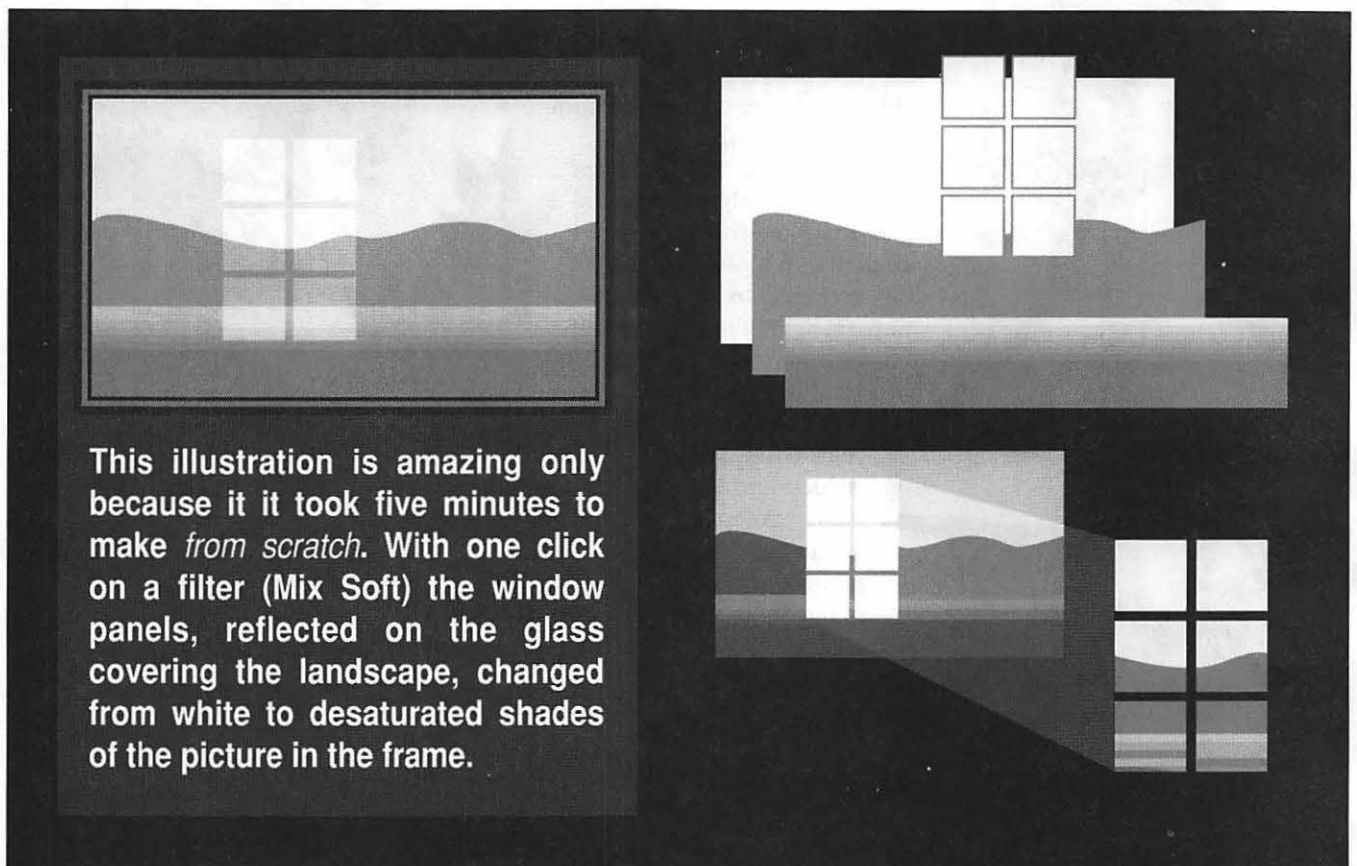
- mode. • A layers palette makes it easy to assign parts of the illustration to locked layers or invisible layers while drawing in an active layer.

- One can put a color EPS scan in a locked layer and use it as a template!

- There are filters to make all kinds of wonderful arrows, stars, spirals and polygons with simple numerical specs. • Other filters will alter a whole range of colors with a single

- click. One can now achieve the look of transparency, cutting *and recoloring* objects in one operation. • There is a gradient making window which is so fast, efficient and malleable that one will rapidly and irrationally increase the file size of documents out of sheer exuberance.

There is more than this to the new Illustrator. A few attractions follow.

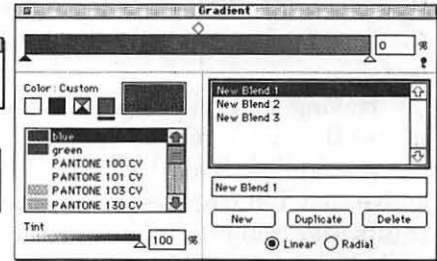
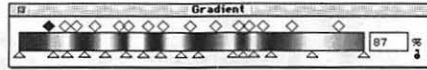
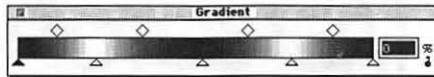


This illustration is amazing only because it took five minutes to make *from scratch*. With one click on a filter (Mix Soft) the window panels, reflected on the glass covering the landscape, changed from white to desaturated shades of the picture in the frame.

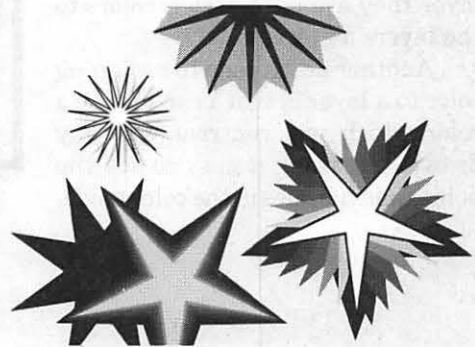
Where we see different light, local color changes dramatically. When light is reflected on glass, as above, new objects must be drawn. In the example above, six new pictures with new colors must be created for each reflected pane of glass. Normally this would involve a lot of cutting. No longer. A click with a filter does it all! Almost instantly!

Gradients

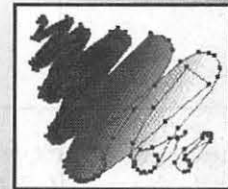
The window for making gradients is direct and efficient. Click on a slider below the bar and click on a color in the palet. Do the same on the other slider. Both terms of the gradient are now color defined. To further customize the gradient, move the diamond (above the bar) left or right to position a point where the colors will intersect. It is easy to add colors to the gradient: simply add sliders and assign colors to them. One can specify the angle of a gradient or specify the origin of a radial blend as before.



Now you can make polygons, arrows, stars and spirals automatically with filters.



With a Wacom tablet, you can make squiggles and strokes as if you were working with a brush!



Use a Wacom tablet
and fill the stroke with a blend

All About Layers

The layers control box makes a complex graphic easy to separate into its parts.

For the Freedom Fortress logo, I named each layer and drew the torch in the torch layer and the background in the background layer. If I click a dot under the pencil I make it either possible or impossible to draw on that layer. If I click on the dot under the "eye" I make that layer visible or invisible.

Having only one layer visible makes the screen rebuild very fast.

In addition, if all the layers are active and I choose Select All, the points and connecting lines are revealed in colors which indicate the layer they are on. I assign colors to the layers as I wish.

Another advantage to assigning color to a layer is that I can choose a color which will contrast with my drawing, making it easy to see the points and handles in the color mode.



I need feedback from readers to make these articles useful.

I invite readers to call :
703 430-5881.



Software Comparison

Battle of the Wordsmiths: MacWrite Pro 1.0v1 vs. Word 5.1a

by Rick Zeman

Many people throughout history have quested for the impossible: to build a Babel, to find a fountain of youth, to enable world peace or to do other princely deeds. My quest has been a little more immediate and more mundane: to find a Macintosh word processor which does what I want, when I want it and does so with the minimum of fuss and bother. To

Enter the Contenders

Both *MacWrite Pro* (MWP) and *Word 5.1* are positioned as full-featured word-processors with the ability to do light DTP work. Both packages support multiple columns, footnotes, endnotes, tables and most of the tools that many writers will ever need. Both packages support Publish and Subscribe under System 7 (as I write this article it's

one (Figure 1) and *Word* with the cluttered, complicated, more-is-better interface with ribbons, toolbars, LineEdits and the proverbial kitchen sink (Figure 2).

Text Tools

MWP's tools are centered around four floating palettes—text manipulation, style sheet, mail-merge and graphics/page-layout tools, which are totally hidden or minimized until needed. Practically every operation—with the exceptions of page and paragraph formatting—is accessible through one of the four palettes. I have some plaudits and some reservations about the palette system as compared to *Word's* toolbar/ruler tool controls.

The Text palette, to me, is one of the more useful of the four palettes (see Figure 3). It offers all of the functions of the *Word* toolbar's text options, plus it offers 'superior' text and the ability to condense/expand characters in 1-em increments. *Word* only allows .25-point increments and that function is buried in the Format Character dialog box. Otherwise, the palette is very convenient and shows at a glance all the characteristics of the selected text. Plus, MWP can size fonts by .25-point increments ('only' up to

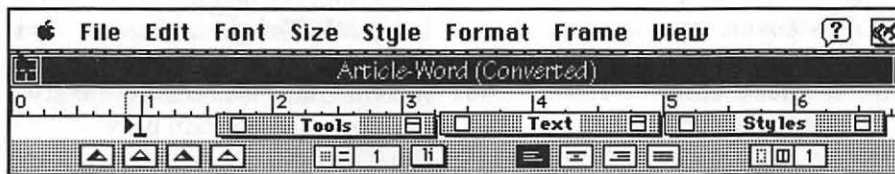


Figure 1—MWP's Ruler.

this point, Microsoft *Word* has been my word-processing mainstay. For...too long, I'd awaited my *MacWrite Pro* upgrade from Claris Corporation in hopes that it would surpass *Word* and correct some of *Word's* few deficiencies. Alas, another quest has failed. While *MacWrite Pro* sports some nifty new features, while it is a vast improvement over its predecessor, *MacWrite II*, while it offers some features and nuances that *Word* doesn't, overall, the package comes offlacking. Originally, my intent was to write a stand-alone review of *MacWrite Pro*; however, since mentally I continually compared it to *Word*, I thought that I should also do so here.

being published in *Word* and subscribed to in MWP so that I have current versions to refer to in both

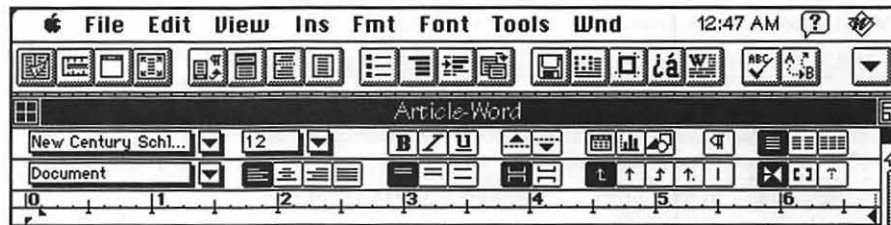


Figure 2—Word's Menu/Ruler.

programs simultaneously), and MWP has a limited capability for AppleScript, Apple's new scripting engine for System 7.1. *MacWrite Pro* and *Word* exemplify opposite user-interface paradigms; MWP with the sparse, simplistic Mac-like

500 points, though) whereas *Word* can't.

I do wish, though, that Claris had taken a page out of the Microsoft software design manual. *Word* is an extremely flexible program; to accomplish most tasks, there are many

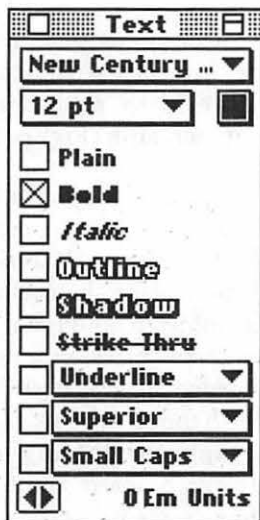


Figure 3—MWP's Text Palette.

ways to access *Word's* controls. For example, in changing fonts and font sizes, one can change them with the standard menu items (as in MWP). Or, on *Word's* toolbar, the pop-ups for Font and Font Size also do double duty as LineEdits. Click once with the mouse in either of the fields and you can type either a new font name (whole or partial—*Word* will try and match partial strings) or a new size (between 4 and 16,383 [!] points using TrueType). Or, after inputting a key combination, another LineEdit will appear in lieu of the Page number indicator. One might tend to think of these as redundant but I look at them as productivity enhancers—I can work much faster with these tools being convenient

no matter what I'm doing without being dependent upon only one way to 'do things.' And I won't even mention *Word's* ability to allow the user to assign and unassign commands and key equivalents to the menus....

Styles

MWP's Style implementation is quite powerful—but with a glaring omission. In addition to the paragraph styles that *Word* offers, MWP also boasts character styles. A character style works on the formatting of a particular word or words (see Figure 4). For instance, in your test document, you have many instances of 7 point, subscript, bold text. Instead of having to perform these three steps on each piece of text, you can declare a character style based upon these characteristics and thereafter perform only one operation on each instance. This brings up one major flaw: one cannot Search and Replace using styles. In the test document, if you want to replace all instances of 'XYZ' [style normal] with 'XYZ' [defined character style] you find out that it can't be done. *Word*, while not offering character styles (one can work around that by

for the same reasons as with the Font selection. The selected style appears on the info bar at the bottom of the window in addition to appearing on the ruler. One can

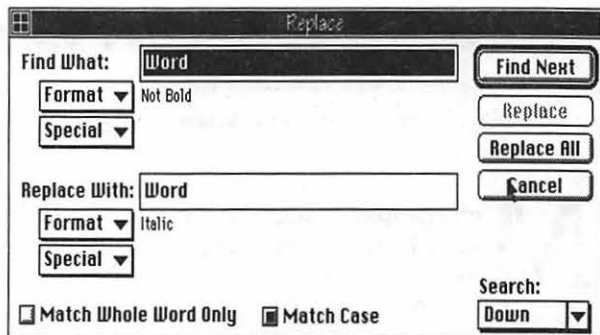


Figure 5—MS Word's Find/Change dialog box.

define new styles either by typing the new name in the LineEdit on the ruler, by double-clicking on the name in the info bar and going into a modal style dialog or selecting a style from the pop-up. On the other hand, MWP's palette (Figure 3) concentrates all of the style tools and has the controls necessary for style maintenance which in *Word* are in a separate dialog. Also, paragraph styles are added to the Format menu with Command-key equivalents. On the whole, I prefer MWP's approach—being able to double-click a style to apply it from a floating palette is the epitome of convenience.

General Features, General Use, General Gripes

Both programs were set to their 'Recommended Memory' partition size—1024k in both cases. Needless to say, that's not nearly enough for either program—the *minimum* size should be at least 1536k. One of the major complaints about *Word 5.x* since its introduction has been its speed—or lack thereof. Unfortunately (and almost unbelievably to this writer), *MacWrite Pro* is even slower. It's in dire need of a fast '030 and/or some *serious* code optimization to make it usable. Screen scroll-

Again, *Word's* implementation of the Style tools is very convenient

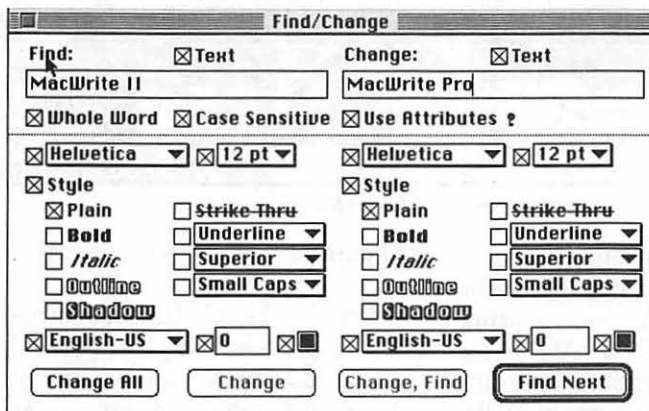


Figure 4—MWP's Find/Change dialog box.

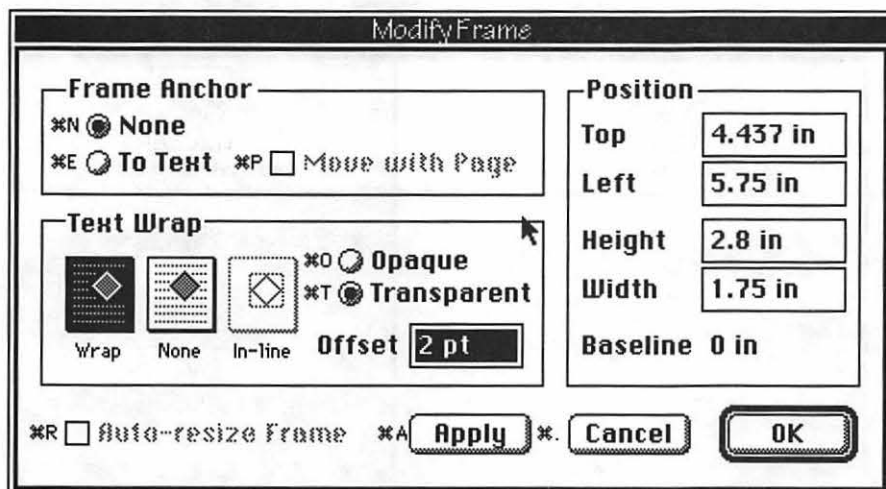


Figure 7—One of MWP's three cell formatting dialogs.

ing averages 10% slower than *Word's* and, subjectively, it seems that dialogs take much longer to appear after being selected. In addition, Search and Replace operations (on a 45 page single-spaced test document totally read into memory) were 25–250% slower than *Word* and the screen drawing in MWP generally proceeds rather leisurely. At times—especially when any graphics are involved—MWP appears to just sit and think and then go through a tortuous (to the unsuspecting user) redrawing process. Apparently, the programmers on the *MacWrite Pro* team were borrowed from the *MacDraw Slo*, er, *Pro* team.... On the bright side, though, I've only managed to find one bug in MWP: when one is subscribing to an Edition, any subsequent new document opened is also subscribed to that Edition and thus the subscription is incorporated into the new 'empty' document.

MWP also lacks many of *Word's* other convenience and 'power' features: there are no progress indicators (aside from the thermometer in the Spell Checker) to show how far a lengthy operation has progressed (Search and Replace, Save, etc.); there is only limited support for Apple's

Extended Keyboard's F-keys; it lacks *Word's* keypad functions (i.e., hitting [oops, pressing] 0 to jump to your last five editing points or any other key to move to specific areas); it lacks the capabilities to generate indices and tables of contents; there is no orphan/widow control; it has no grammar checker, equation editor, charting or

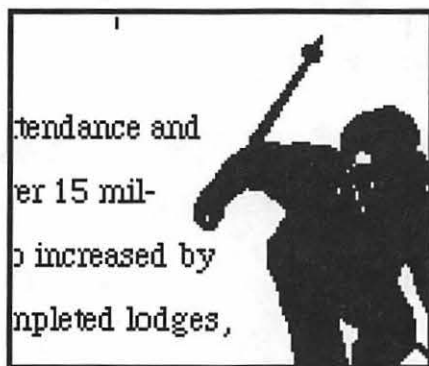


Figure 6—MWP can contour text around irregularly shaped graphics.


draw modules, and, when using multiple columns, there is no provision to separate the columns with dividers. *Word* also has other convenience features which MWP lacks. Among these is *Word's* invaluable ability to switch to the Symbol font for one character and then switch back to the normal font for the next. Also, the Go To Page routine is very constrained. *Word*

and MWP both support sectional formatting. Thus, one can have, say, five Page 25's in the document. *Word* lets you specify the section and page number to go to—MWP will make you go to each Page 25 in order to get to the one you want. These may seem like minor items; however, it's the attention to little details which can make or break a program.

Conversely, MWP offers some powerful features that *Word* doesn't. Among them are multiple variable-width columns, auto-kerning and irregular text wrap around graphics (i.e., unlike *Word*, MWP can contour text around irregularly-shaped graphics (Figure 6)—unfortunately, I've never been able to get text to flow around all four sides of a graphic. The manual gives no indication that MWP can do this except in the gutter between columns [*Word* can wrap easily anywhere]. I haven't called Claris on the subject). Plus, MWP has an invaluable hyphenation feature that *Word* doesn't have: it has a user-definable limit to how many lines in a row it will allow hyphenated words. MWP also avoids *Word's* greatest design failure—that of the separate 'Normal,' and 'Page Layout' and 'Print Preview' modes. In MWP, all work is performed in what in *Word* is Page Layout mode as it should be. *Word* is very irritating at times when it makes you switch to a different visual mode to perform a certain operation (i.e., having to switch to Normal mode to insert a page number variable into the footer). In addition, MWP has an exemplary formatting feature: one can adjust the margins/headers/footers by dragging the text boundary gridlines while holding the option key down; MWP displays the new measurements in the info bar while the operation is being performed. The gridlines can be turned off.

Since all operations are confined to a single visual mode, MWP isn't as

**Table 1: Comparison of Features**

✓=available X=unavailable O=partially supported	 Microsoft Word 5.1a	 MacWrite Pro 1.0 v.1
AppleScript-aware	X	O
Auto Save	✓	✓
Auto-hyphenation	✓	✓
Auto-kerning	X	✓
Character Style Sheets	X	✓
Charting Module	✓	X
Context-sensitive Help	✓	X
Customizeable Menus	✓	X
Drag-n-Drop Text	✓	X
Equation Editor	✓	X
Glossary	✓	X
Grammar Checker	✓	X
Graphics Editor	✓	X
Indexing	✓	X
Irregular Text Wrap	X	✓
Line/Paragraph #'s	✓	X
Modular Extensible	✓	✓
Object Linking and Embedding Support	✓	X
Outliner	✓	X
Print Merge	✓	✓
Publish and Subscribe	✓	✓
Spell Checker	✓	✓
Split Windows	✓	X
Style Sheets	✓	✓
Summary/Document Fields	✓	✓
Table of Contents	✓	X
Tables	✓	✓
Text/Graphics Framing	✓	✓
Text Borders	✓	O
Text Zoom	X	✓
Text/Field Sorting	✓	✓
Thesaurus	✓	✓
Tool Bar	✓	X
Variable Width Columns	X	✓
WorldScript-capable	X	✓
	Microsoft Word 5.1a Microsoft Corporation One Microsoft Way Redmond, WA SRP: \$495.00	MacWrite Pro 1.0 v.1 Claris Corporation 5301 Patrick Henry Dr. Santa Clara, CA 95052 SRP: \$269.00

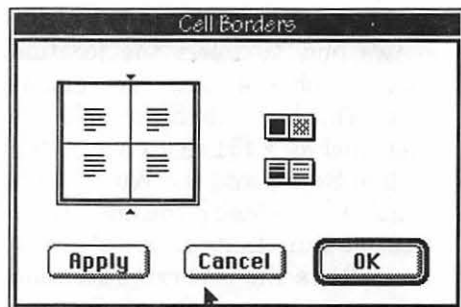


Figure 8—MWP's Table Border dialog box.

constrained as *Word's* handicapped Print Preview. Instead of *Word's* sole reduce-the-page-'til-it-fits-onto-the-screen-and-you're-stuck-with-it mode (*Word* can only display reduced [~30%] and WYSIWYG), MWP has reduction down to 25% and magnification up to 400% and any percent in between. This makes fine adjustments in layout *much* easier to perform.

Tables

Both *MacWrite Pro* and *Word* have full-featured Table implementations. Feature-wise, they're basically similar with MWP having an advantage in ease of use and *Word* the gross size of the table—MWP is restricted to 100 cells which are enough for all but the most demanding applications. Both allow you to create a table out of selected text (tab-delimited works best, of course; *Word* can also convert an *Excel* worksheet into a *Word* table); both can insert tables into existing text. *Word* can create/insert tables either by creating them via a dialog box or by utilizing a pop-up on the Toolbar. On the Toolbar, one just drags the mouse until the desired number of cells is displayed. However, this isn't as convenient as it sounds; one still has to format the cells to the desired size, etc., by using the Ruler or the dialogs. When formatting the desired cells in *Word*, there are three separate dialogs that must be navigated: two for the physical layout of the cells and one for the

stylistic formatting (Figure 7). *MacWrite Pro* has four (plus several other menu commands): the initial setup dialog (number and width of cells), a height dialog, a column width dialog and a Cell Borders dialog.

I'd give MWP and *Word* equal grades for setting up tables. I'd give MWP the advantage when it comes to formatting the tables.

While I think that the Cell Borders dialog (Figure 8) is a little clunky to use compared to *Word's* cell border dialog (Figure 9), that is more than offset by the absolute ease in manipulating cells. No dialog boxes and no rulers need apply—if you want to change any aspect of a cell's or table's size, just drag the dividers. Very painless and very Mac-like.

Conclusion

While *Claris' MacWrite Pro* has many added features and an improved interface compared to *MacWrite II*, their old standby, it cannot compete with *Microsoft Word* and its panoply of features (see Table 1 for comparison). Then again, on the street, it's about a hundred dollars cheaper so you, the discerning reader, need to decide if the extra money is worth it. I can't answer that—*MacWrite Pro* was a free upgrade for me from *MacWrite II* so, while it was worth what I paid for it, I can't say if it's worth the retail price. For me and my writing needs though, *MacWrite Pro* isn't nearly complete enough. It is extensible via its 'Add-It' modules so we may well see *Claris* releasing new

pieces for it. However, extensibility doesn't address *MacWrite Pro's* Achilles heel—its blundering and unacceptable slowness. It is hoped that *Claris* addresses this in a future revision; that in their haste to release it 20 months late, they put off the optimization that it so badly needs [Author's note: This review was written based upon *MacWrite Pro 1.0v1*—as we went to press, *Claris* released *1.0v2* which included a revised Table Editor and some generic bug fixes, none of which impact upon the scope of this review.—What is true for *1.0v1* is still true for *1.0v2*].

However, *Microsoft* could learn a few lessons from *Claris* in how to make formatting easier 'for the rest of us.' *Word* isn't perfect—far from it. It's probably one of the most 'unMaclike' pieces of software in existence. It's not an easy program to learn because of its complexity and its interface. However, the combination of kitchen-sink features, its stability (it's only crashed on me rarely throughout the four 5.x versions) and its convenience to use in so many areas makes it the winner on my Mac.

Rick Zeman is the Macintosh Editor for the Journal and is a member of the TCS crew.

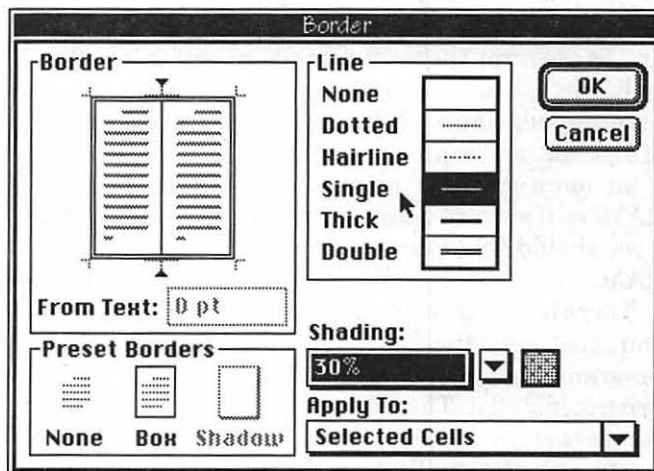


Figure 9—Microsoft Word's Border dialog box.



Expert Astronomer Review

by Larry Ichter

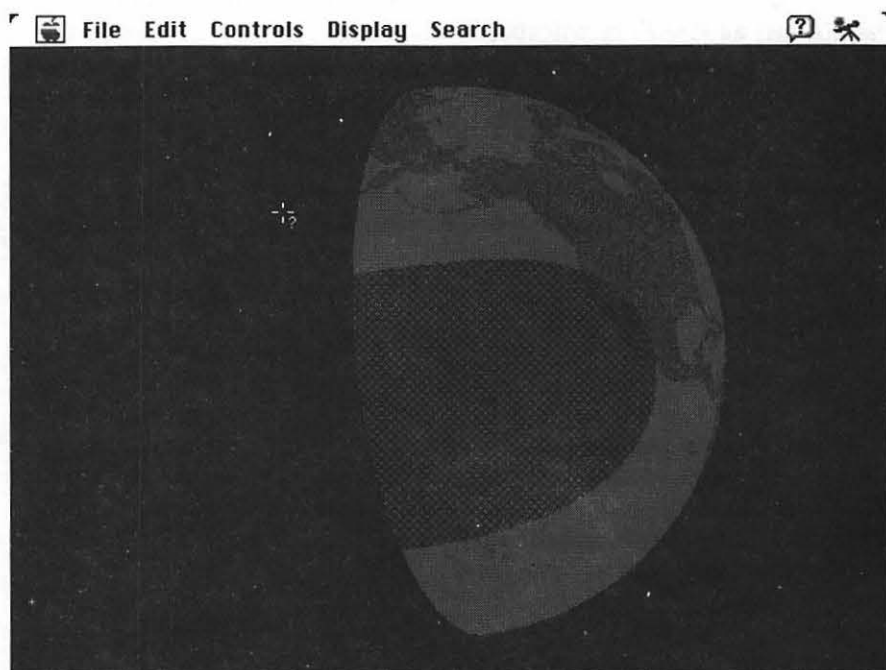
I was very excited to have a chance to review Expert Astronomer because I am an amateur astronomer and have been observing the stars with my own 8-inch telescope for over twenty years. I have traveled to see two total solar eclipses including the one in Hawaii on July 11, 1991. The chance to see star maps, display actual star movements and track eclipses on the screen sounded exactly like something that I could use. I even had visions of seeing planetarium type shows on my own computer screen. The program can show quite an array of objects including planets, moons, stars, galaxies, nebulae, star clusters and comets.

Requirements, Installation and Start Up

Expert Astronomer works on anything from a Macintosh Plus up. It is supplied on two 800K disks, one for the program, the second for data. A hard disk is required and the program takes about 1.4 megabytes of disk space. The program requires a bit more than 1.1 megabytes of RAM, so if you are running System 7 you should have four megabytes of RAM.

There is no self-install feature, so you must drag the folder from the program floppy disk to the hard drive to install it. Then you drag the contents of the data disk on as well.

Starting the application was no quick and easy task. First you double



The earth as seen from above during the July 11, 1991 solar eclipse. The moon's shadow is seen with the dark portion, just south of the Hawaiian Islands, indicating where the eclipse is total. The lighter portion of the shadow is where the eclipse is partial.

click on the Expert Astronomer folder. Next you double click on the Expert Astronomer icon. The Expert Astronomer menu bar appears with an empty desktop. You must then pull down the file menu and select new or open. A dialog box next appears and you must select a database and then click the open button. All those steps get old rather quickly.

User Manual

The user's manual contains an eight page tutorial that covers the

basic operation of the program. This shows how to select the location from which the views are generated. The large database of locations includes 451 cities across the United States and the World. New cities can be added if you know their latitude and longitude. Another feature allows the observing location to be placed at any elevation above the Earth, or you can even move to

other planets. The rest of the tutorial covers setting dates and time, adjusting displays and settings, and printing and saving.

The major weak point and complaint that I have about the program is the user's manual. It was not easy to read and did not give a full understanding of the program's capabilities. I found the most useful tool for learning was actually the preset views files provided with the program. These were not even mentioned or discussed in the user's manual. The user's manual covers



One of the preset views provided showing the earth from space.

each of the general menu categories from the menu bar. While all the items and features are discussed, I did not come away with a good understanding of how to actually use the program. I found myself fumbling around and spending a lot of time just trying to get some good basic star maps for the local area. Many of the features seemed difficult to use, so I am not sure how a novice can learn much about astronomy from this program.

The program claims to include an "Introduction to Astronomy," which turns out to be a nine page section in the user's manual. There is also an eight page glossary in the back, along with a list of constellations and explanations of their names. This is not the type of information I recommend to learn astronomy from.

Features

When the program first starts up, it displays objects as dim as magnitude 12. Magnitude is a measure of brightness with brighter objects having lower numbers. The best you can see with the naked eye is around magnitude 5 or 6 if you are in dark skies. If you are in DC, it is more like a magnitude of 3 or 4, so you must lower the magnitude

display to see anything that resembles what your eye observes.

The display also defaults to color, but there are settings for black and white and for more intense color. Black and white displays are supposed to redraw faster, particularly when using the time lapse feature.

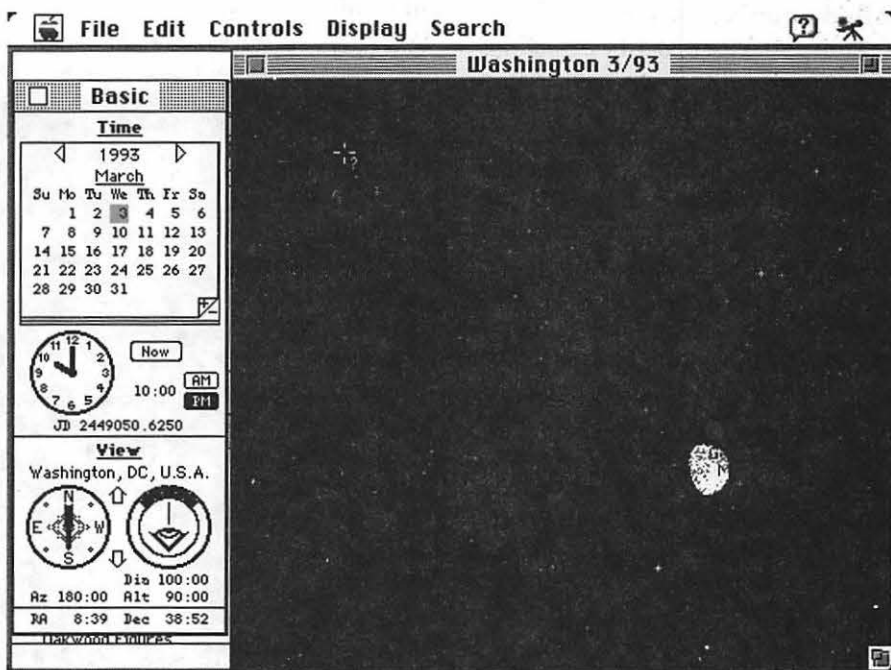
I was never able to get the color feature to work the way the manual said it should.

The time lapse feature can be used to simulate the motion of the stars in the sky. The screen will automatically regenerate as fast as your Mac will allow it. My Macintosh LC was not very fast. Naturally it depends on the area of sky

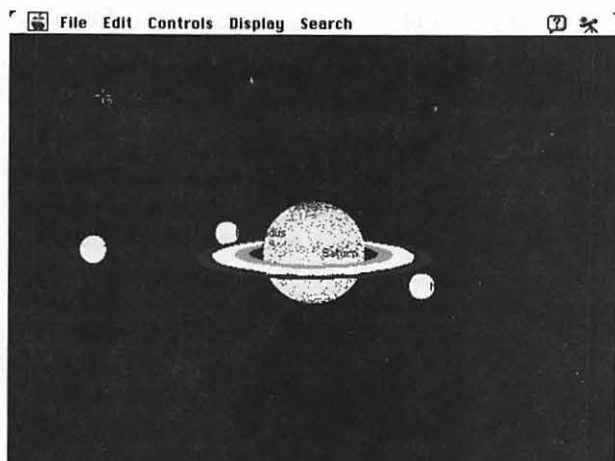
and amount of objects, but I found it taking several seconds to generate new views. After a while, it became annoying. You are also supposed to be able to have the program visually mark or trace the motion across the sky as you use the time lapse feature, but I was unable to get it to work. It did work on one of the view files already set up for demonstration purposes, but not when I tried the feature on views I set up myself.

If you want to find where a planet, star or constellation is, the find feature will search and give you a description and the coordinates. You can then center the view on the object. The descriptions of the objects provided were not that useful or interesting.

Some of the features of the program are pretty useless. Normally the sky view shows up on a rectangular window. However, you can switch to what is called the "telescope view" to limit the field of view to what you would see if you were



A general view of the sky above Washington, DC with the basic control panel displayed.



A preset view showing Saturn and its moons.

looking through a telescope. But it does not! All the program does is to round off the corners of the rectangular window with no magnification of the view.

Expert Astronomer can print the display as well. The quality was not what I would want to use for a star chart but it may be useful for some things.

The program claims to be able to track eclipses. However, the section on finding an eclipse is rather poorly written and tries to define an eclipse rather than telling you how to find them when they occur.

The best information on eclipses was in the ReadMe file. It described three of the views that Expert Astronomer had already set up. Two were of the 1991 eclipse in Hawaii. One shows how the sun's shadow moves across the Earth's surface. The other lets you watch the moon pass in front of the sun. Naturally, these are graphical interpretations and they are not similar to any photographs you may have seen. The last view described in the ReadMe file is of the entire solar system, and it shows how the comets and planets orbit the sun.

Since the user's manual was not much help, I decided to look at astronomy magazines which give information on time and location of

eclipses. This would enable me to see how eclipses are visually displayed in Expert Astronomer. I first tried the solar eclipse from January 4, 1992 which was visible from the west coast of the United States. I set the location in Expert Astronomer for San Diego and time for around the middle of the eclipse. I used

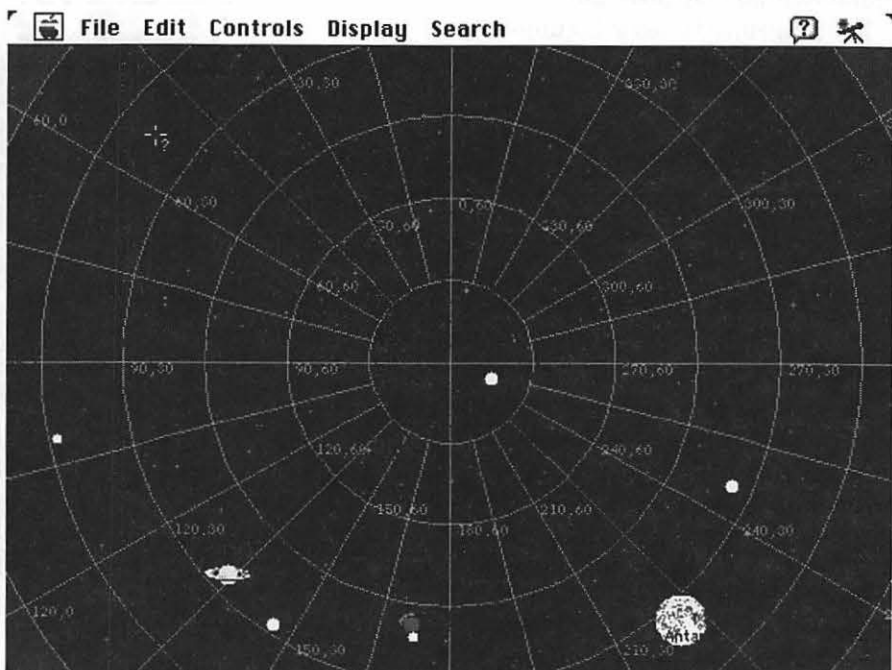
the find function to locate and center the sun in the window. Sure enough, the eclipsed sun showed up just above the horizon, exactly where it was supposed to be. I used the time lapse feature to automatically show how the sky appeared at 30-minute intervals. The next test worked even better. I tried the total lunar eclipse of December 9, 1992 which was visible in the DC area. The program not only showed the full shadow of the earth (umbra) as

it passed across the moon, but the partial shadow (penumbra) as well. As long as I knew the dates and times of what I was looking for, the program could show it to me. It was much more difficult to ask the program to search for the dates and times that eclipses occurred.

Summary

Overall, I was disappointed with Expert Astronomer. It was simply not easy to learn or use. Several of the features were worthless or did not work as described. I will not be using this program as much as I anticipated.

If you have a basic understanding of astronomy, this program can provide some interesting representations. A person knowledgeable in astronomy could also use it as a teaching aid. However, if you want to learn about astronomy by yourself, I recommend waiting before getting this program. It is too easy to get frustrated. The user's manual is difficult to get much out of and the program is not easy to use.



A general view of the sky showing how coordinate lines can be added.



The Lost Tribe

by Thomas Berens

The *Lost Tribe*, by Lawrence Productions, Inc., is a social studies game for children of ages 8 and up. The premise of the game is that you are the new leader of a prehistoric tribe that has just lost its home (and most of its residents) in a volcanic eruption. It's up to you to successfully lead the tribe to its new home before winter sets in.

According to its manual, *The Lost Tribe* is designed to run on the LC series, all of the II series, and the Quadras (i.e., any color Mac). The reason for the machine limitations is that the game requires a color monitor. It also requires an 800K disk drive (you have to load eight floppies worth of data), System 6.0.5 or later, a hard disk, and 2MB of RAM for System 7.

Installation of the game is a snap; just launch the installer, designate your hard drive location, and feed in the floppies.

The game begins by giving you some background information about the cataclysm that has recently occurred and states that you have been picked as the new leader. You are told to lead your people to one of the other volcanoes which will serve as your new home. If you get your tribe to one of the other volcanoes, you win the game. In order to be successful, however, you must make important day-to-day decisions about your tribe's activities. These decisions involve such trade-offs as traveling, hunting, resting, food rationing, etc.

Throughout your journey you are also faced with additional leadership challenges, to be discussed later.

The gameboard consists of the map shown in **Figure 1** centered among stone tablets covered with caveman drawings (the map doesn't reproduce very well in black and white; that's why a color monitor is required). The map is made up of a bunch of hexagons representing the various types of terrain (plains, forests, mountains, water, etc.). On either side of the map is a series of icons and buttons which provide you with various statuses or a serve as your means for making choices.

On the left side of the map are the status icons. The top icon tells you the number of people in your tribe (in this case, 23). The drumstick icon below it represents your rations in terms of one-day meals. Here, you have enough rations to feed 69 people for a day or one person for 69 days. The next icon reflects how many spears your tribe owns. Logistical considerations are important, since you are limited by how many rations and spears your people can carry. The thermometer below that is a measure of your tribe's hunting ability. You can improve

your hunting ability by taking time off to train hunters.

The next icon shows the hexagon you are currently occupying. Below that are two more thermometers indicating how good the chances of hunting and food gathering are in your hexagon. The number next to the sun icon reflects the number of days until winter. If the tribe hasn't reached the new home before winter, things get difficult real fast. Finally, the bottom icon represents the tribe's morale factor. This is not to be taken lightly; if you upset the tribe too often, you will be replaced as leader (and lose the game).

On the other side of the map are the action buttons which you use to direct your people's daily activities. The top button instructs your tribe to spend the day hunting. If you opt to go hunting, you are presented with a "dialogue cavewall" in which you must select the type of game you are hunting for. It helps to know what type of animal resides in what type of terrain if you want to be successful. You also choose how many people will be included in the hunting party (limited by the number of spears available). All other tribes people will spend the hunting day gathering berries.

The next button causes your tribe to devote the day to spear building

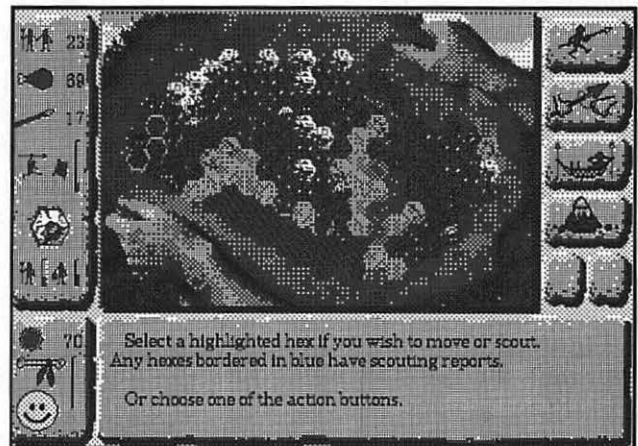


Figure 1—The *Lost Tribe* map.



Figure 2

and target practice. You determine how many people will build spears; the remainder will work on improving their hunting skills.

Press the third button if you want your people to take the day off to feast or just plain relax. This is usually good for morale and a good way to use up any excess rations you can't carry any-

way. If you select this option, the action buttons are replaced by the "inaction buttons" in **Figure 2**. Essentially, you can have a big feast (in which you must decide how many rations to blow on the party), go with normal rations, or, if you're low on food, just let them lie around for the day.

Finally, the fourth button directs your people to spend some time carving figures out of wood or stone. It's another morale booster. You even have some say in what kind of figure is carved, but you must choose carefully. You can lose the support of some of the more macho followers if you carve a lot of figures of bunny rabbits.

If, instead of the options above, you decide to have your tribe proceed on its journey (which, after all, is the object of the game), you do so by selecting one of the hexagons adjacent to your present one on the map. When you do so, the action buttons change to the traveling buttons shown in **Figure 3**. The first two buttons determine the speed at which you travel. Keep in mind that the faster you travel, the more dangerous it becomes. The third traveling button

gives you the option of sending an advance party forward. This slows you down somewhat, but it provides you with additional information about any potentially dangerous area you're about to send your tribe into. Since *The Lost Tribe* can be played at numerous levels of difficulty, the Advance Party option becomes even more important in the more difficult levels.

In addition to the day-to-day decisions represented by the buttons, you are periodically presented with leadership dilemmas. For example, one tribesman accuses another of stealing his spear. In another instance, one of your followers thinks he would be the better leader and challenges you on some of your decisions. In each situation, you must choose from several multiple choice solutions, and your response may cause your leadership ratings to soar or plummet.

The game ends successfully when you reach the new homeland. If you can't make the whole journey in one computer sitting, the game allows you to save your place and finish your tribal trek at a later date.

The Lost Tribe comes with a 100-page online reference manual to help you become familiar with some of the terrain, the tribesmen, the customs of early tribes, and numerous other things. I found it somewhat useful for determining which animals lived in which terrain, but otherwise, I mostly ignored it. If I played some of the more difficult levels, I'd probably

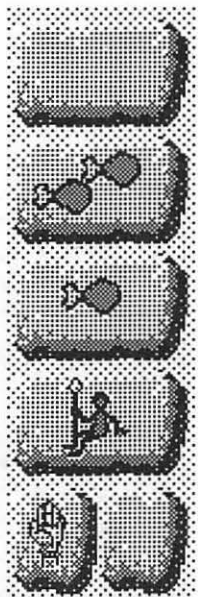


Figure 3

find the manual more useful.

I thoroughly enjoyed *The Lost Tribe* and my seven-year-old son Luke did, also. Although he can handle the day-to-day decision making okay, he needs some assistance in reading the short narratives that frequently appear, especially the random leadership challenges (I found the narratives to be humorously written, but not outrageously so). My boy also likes the animation that accompanies each hunting expedition. It's essentially caveman stick figures either chasing or being chased by their quarry, all set to music. Luke learned how to play the game in one sitting with me, and before long, was showing his grandfather how to play.

I'd definitely recommend *The Lost Tribe*. It's an easy to learn, challenging but fun simulation that fosters teamwork and develops decision-making and planning skills. I'd much rather have my kids playing games like this instead of some mindless shoot-em-up arcade game or those fantasy games which entail collecting magic potions and gems. I prefer games in which the decisions you make result in logical outcomes. I also like a game with a sense of humor. Check it out.

Name: *The Lost Tribe*

Publisher: Lawrence Productions, Inc.

Address: 1800 South 35th St. Galesburg, MI 49053-9687

Telephone: 800-421-4157

Retail Price: \$49.95 (Available for IIGS for the same price)

Hardware Requirements: Mac LC or better, color monitor, hard drive

System Requirements: System 6.0.5 or later



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Steve Truax (304)-267-6429

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Tom Linders (408) 741-1001

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Robert Howe (916) 626-8198

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Eric Sheard (908) 782-6492

Stemspeller

Steve Truax (304)-267-6429

Beagle Buddies

MARYLAND

Ray Settle (Annapolis) (301) 647-9192

Scott Galbraith (Frederick) (301) 865-3035

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

Gary Hayman (Greenbelt) (301) 345-3230

Lee Raesly (Adelphi) (301) 599-7530

Dan White (301) 540-1070

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

VIRGINIA

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

Neil Laubenthal (703) 691-1360

July-August

July 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 Columbia Slice Game SIG	2	3
4	5	6 Telecomm SIG	7 Mac Program- mers SIG DTP SIG	8 Stock SIG	9	10 Annapolis Slice Frederick Slice
11	12 <i>Intro to the Mac-Part 1</i>	13 <i>Intro to AW 3.0</i> Art SIG	14 DB SIG WAP BoD	15 <i>Writer's Deadline</i> W	16	17
18	19 <i>Intro to the Mac-Part 2</i>	20	21 Excel SIG HyperTalk SIG	22 Ed SIG	23 <i>Editor's Deadline</i> E	24 WAP General Meeting AW SIG
25	26 <i>Intro to the Mac-Part 3</i> IIGS SIG- NIH	27	28 <i>Maintaining Your Mac</i>	29	30	31

August 1993

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

Meeting Notices

Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal. Calendar events in italics are tutorials, workshops, or seminars.

Annapolis Slice

2nd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd (off Rt 2), Severna Park, MD.
Answering Machine: (410) 923-6748
CrabApple BBS: (410) 553-6929

Apple IIGS SIG

Monday after the WAP General Meeting; 7:00 PM; Dolley Madison Library, McLean, VA (even months) and NIH (Bldg 31, C Wing, 6th Floor, Conference Rm 9), Bethesda, MD (odd months).

Apple III SIG

Quarterly on 2nd Saturday; 10:00 AM; WAP Office.

AppleWorks SIG

8:15 AM on WAP General Meeting Saturday, at meeting site.

Art SIG

2nd Tuesday of every month. Call SIG Chair for location.

Columbia Slice

1st Thursday; 7:00 PM. Call for location.
BBS (410) 964-3706.

DataBases (Mac) SIG

2nd Wednesday; 7:15 PM; Computer Science Corporation, 3160 Fairview Park Drive, Merrifield, VA (Just inside the Beltway at the rt 50 junction).

DeskTop Publishing (DTP) SIG

1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC.
Information: Barbara Schull (301) 589-5337.

Education (Ed) SIG

4th Thursday; 7:30 PM; WAP office.

Excel SIG

3rd Wednesday; 7:30 PM; WAP office.

Frederick Slice

2nd Saturday; 10:00 AM; Frederick Mall.
CrackerBarrel BBS (301) 662-3131.

Game SIG

1st Thursday; 7:30 PM; WAP office.

HyperTalk SIG

meets bi-monthly on the 3rd Wednesday of the odd numbered months (i.e., January, March, May, July, September and November) at the Fairlington Community Center, 3300 South Stafford St., Arlington, VA at 7:30 pm.

Mac Programmers

1st Wednesday; 7:30 PM; WAP office.

Programmer's Interface(Pi) SIG

1st Monday (except Mon. holidays).

QuickTime SIG

Every other month; 7:30 PM; WAP Office.

Stock SIG

2nd Thursday; 7:30 PM; WAP office.

Telecomm SIG

2nd Wednesday; 7:30 PM; WAP office.

UltraMacros SIG

Monthly meetings at various locations and on various dates. Call Gary Hayman, (301) 345-3230, for meeting details.

WAP Garage Sale

June and December.

WAP General Meeting

4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium.

Women's SIG

Usually held every quarter on the fourth Thursday of the month at the Pi Office at 7:30 PM. Call SIG Chair, Nancy Seferian (202) 333-0126 for details.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267, the Managing Editor, Debbie Hoyt (703) 450-0714, or Beth Medlin at the WAP office (301) 654-8060.



The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Macintosh

GENERAL

Tom Witte (703) 683-5871
 Jon Hardis (301) 330-1422

Art & Video

Nancy Seferian (202) 333-0126

Borland Products

Doug Ferris daytime only (800) 826-4768

DATABASE PROGRAMS

Fourth Dimension

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

FileMaker Pro

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

Helix

Jim Barry to midnight (703) 662-0640
 Harvey Levine (301) 299-9380

MS-File

John Spencer (301) 730-1084
 Mort Greene (703) 522-8743

Omnis 7

Jeff Alpher to midnight (301) 630-2036

OverVue

J.T. Tom DeMay, Jr. (301) 461-1798
 Tom Parrish (301) 654-8784

Pro-Cite

Elizabeth Mangan (703) 750-2710

DESKTOP PUBLISHING

General

Jay Rohr (301) 655-0875
 Freddi Galloway (V/TTY) (410) 268-5793

ReadySetGo

Jim Graham (703) 751-4386
 Marty Milrod (301) 464-5981
 Freddi Galloway (V/TTY) (410) 268-5793

PageMaker

Mort Greene (703) 522-8743

Quark Xpress

Ron Mann (202) 333-3409

GRAPHICS

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Bill Baldrige (301) 779-8271
 Jay Rohr (301) 655-0875

Adobe Illustrator

Ling Wong (703) 803-9109

Aldus FreeHand

Nancy Seferian (301) 333-0126

Canvas

Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784

MacDraw

Tom Berilla (301) 434-3256
 Tom Parrish (301) 654-8784
 John Spencer (301) 730-1084

ImageStudio

Mort Greene (703) 522-8743

Studio/1

Jamie Kirschenbaum evenings (703) 437-3921

SuperPaint 2.0

Mort Greene (703) 522-8743

VideoWorks

Mort Greene (703) 522-8743

PROGRAMMING

Ada

Harry Erwin (before 10 p.m.) (703) 758-9660

C

Harry Erwin (before 10 p.m.) (703) 758-9660

Fortran

Harry Erwin (before 10 p.m.) (703) 758-9660

Inside Mac

Jon Hardis (301) 330-1422

John Love (703) 569-2294

Pascal

Harry Erwin (before 10 p.m.) (703) 758-9660

Michael Hartman (301) 445-1583

SMALLTALK-80

Harry Erwin (before 10 p.m.) (703) 758-9660

SPREADSHEETS & CHARTS

General

David Morganstein (301) 972-4263

Bob Pulgino (301) 474-0634

Tom Cavanaugh (301) 627-8889

Excel

David Morganstein (301) 972-4263

Mark Pankin (703) 524-0937

Jim Graham (703) 751-4386

Dick Byrd (703) 978-3440

Bob Pulgino (301) 474-0634

Tom Cavanaugh (301) 627-8889

Paula Shuck before 10pm (301) 740-5255

Kirsten Sitnick (301) 750-7206

Mort Greene (703) 522-8743

WingZ

Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS

General

Allan Levy (301) 340-7839

CompuServe

Michael Subelsky (301) 949-0203

WORD PROCESSORS

Microsoft Word

Marty Milrod (301) 464-5981

Harris Silverstone (301) 435-3582

Tom Cavanaugh (301) 627-8889

Freddi Galloway (V/TTY) (410) 268-5793

Kirsten Sitnick (301) 750-7206

ThinkTank-More

Jim Graham (703) 751-4386

Tom Parrish (301) 654-8784

Hebrew Word Processing

Tim Childers (301) 997-9317

Microsoft Works

Amy Billingsley (301) 622-2203

WordPerfect—Mac

Curt Harpold (202) 547-8272

MISCELLANEOUS

Ile Card for the LC

Bernie Benson (301) 951-5294

MacProject

Jay Lucas (703) 751-3332

Norbert Pink (703) 759-9243

HyperCard

Rick Chapman (301) 989-9708

Tom Witte (703) 683-5871

HyperTalk

John O'Reilly (703) 204-9332

Tom Witte (703) 683-5871

File Transfer

Mort Greene (703) 522-8743

Backfax

Mort Greene (703) 522-8743

HyperCard Scripting

Jamie Kirschenbaum evenings (703) 437-3921

Richard Kozloski (703) 352-1523

SoundEdit

Jamie Kirschenbaum evenings (703) 437-3921

MAC DISKETERIA LIBRARY

Dave Weikert (301) 963-0063

General

Assistive Tech

Missy McCallen (703) 323-6079

Games-Apple II

Charles Don Hall (703) 356-4229

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

IBM

Leon Raesly (301) 599-7530

Math-OR Applns

Mark Pankin (703) 524-0937

Modems-General

Allan Levy (301) 340-7839

Hayes Smartmodem

Bernie Benson (301) 951-5294

Practical Peripherals

Allan Levy (301) 340-7839

Printers-General

Walt Francis (202) 966-5742

Leon Raesly (301) 599-7530

MX-80

Jeff Dillon (301) 662-2070

Stat Packages

David Morganstein (301) 972-4263

Stock Market

Robert Wood (703) 893-9591

MS/DOS

Tom Cavanaugh (703) 627-8889

Dvorak Keyboard

Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

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

Oscar Fisher (Frederick)	694-9237	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Monrovia)	865-3035	A2, GS
Harold Polk (Frederick)	662-6399	A2	J. Russell Robinson (Hagerstown)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A2	Ken Carter	834-6515	A2, GS

Annapolis Slice Help Line

Area Code 410 Call in the PM unless you have an emergency.

Mac

Richard MacLean (Crofton)	410-721-8157	MacIIs	Bill Waring (Severna Park)	410-647-5605	Mac,Excel
Steve Toth (Edgewater)	410-956-6557	Mac+			
Bob Peterson (Crofton)	410-721-9151	MacSE			
Sandy Bozell (Annapolis)	410-974-6062	MacII,Scanner			
Bill Arndt (Glen Burnie)	410-761-6997	MacII,CRABBS BBS			
Lou Sapienza (Crownsville)	410-923-3415	MacIIsi,Canvas			
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm			
Theresa MacGregor (Odessa)	410-551-5913	PowerBook, DOS			
Dick Stewart (Millersville)	410-987-2057	Mac+			

Apple II

Seth Mize (Glen Burnie)	410-766-1154	IIGS,II+,III
Louise Tanney	410-647-0875	IIGS, AW
Helen Hamerstrom	410-647-1720	IIGS, Ile,DTP,HS
Manse Brouseau	410-757-5215	Ile,AW
Bill Derouin	410-647-0802	Ile,pc,AW,DB
Dick Stewart (Millersville)	410-987-2057	Ile+

MAC HISTORY

A TABLE CHART GUIDE TO COMPARE THE CAPABILITIES OF THE ENTIRE APPLE MACINTOSH FAMILY

MAY 1993

128K	512K	Plus	512KE	SE	II	IIX	SE/30	IICX	IICI	Portable	IIFX	Classic	IISI
68000	68000	68000	68000	68000	68020	68030	68030	68030	68030	68000	68030	68000	68030
8MHz	8MHz	8MHz	8MHz	8MHz	16MHz	16MHz	16MHz	16MHz	25MHz	16MHz	40MHz	8MHz	20MHz
8/16	8/16	8/16	8/16	8/16	16/32	16/32	16/32	16/32	25/32	16/16	40/32	8/16	20/32
None	None	None	None	None	68881	68882	68882	68882	68882	None	68882	None	Optional
None	None	None	None	None	None	None	None	None	32k	None	32k	None	None
0	0	0	0	1	6	6	1	3	3	1	6	0	1
128k	512k	4mb	512k	4mb	68mb*	128mb*	128mb*	128mb*	128mb	9mb	128mb	4mb	65mb
Mono	Mono	Mono	Mono	Mono	Color	Color	Mono*	Color	Color	MonoA	Color	Mono	Color
Jan84	Sep84	Jan86	Apr86	Mar87	Mar87	Oct88	Jan89	Mar89	Sep89	Sep89	Mar90	Oct90	Oct90

LC	ClassicII	Qdra700	Qdra900	PB100	PB140	PB170	LCII	Qdra950	PB145	Perf200	Perf400	Perf600	PB160
68020	68030	68040	68040	68000	68030	68030	68030	68040	68030	68030	68030	68030	68030
16MHz	16MHz	25MHz	25MHz	16MHz	16MHz	25MHz	16MHz	33MHz	25MHz	16MHz	16MHz	32MHz	25MHz
16/16	16/16	25/32	25/32	16/16	16/32	25/32	16/16	33/32	25/32	16/16	16/16	16/32	25/32
None	None	Integrtd	Integrtd	None	None	68882	None	Integrtd	None	None	None	Optional	None
None	None	8k	8k	None	None	None	None	8k	None	None	None	None	None
1	0	2	5	0	0	0	1	5	0	0	1	3	0
10mb	10mb	68mb	256mb	8mb	8mb	8mb	10mb	256mb	8mb	10mb	10mb	68mb	14mb
Color	Mono	Color	Color	MonoP	MonoP*	MonoA*	Color	Color	MonoP*	Mono	Color	Color	GraysP*
Nov90	Oct91	Oct91	Oct91	Oct91	Oct91	Oct91	Mar92	May92	Aug92	Sep92	Sep92	Sep92	Oct92

PB180	Duo210	Duo230	IIVX	IIVI	PB165c	LCIII	CClassic	Cent610	Cent650	Qdra800	WGS60	WGS80	WGS95
68030	68030	68030	68030	68030	68030	68030	68030	68040	68040	68040	68040	68040	68040
33MHz	25MHz	33MHz	32MHz	16MHz	33MHz	25MHz	16MHz	20MHz	25MHz	33MHz	20MHz	33MHz	33MHz
33/32	25/32	33/32	16/32	16/32	33/32	25/32	16/16	20/32	25/32	33/32	20/32	33/32	33/32
68882	Opt/Doc	Opt/Doc	68882	Optional	68882	Optional	Optional	None	Integrtd^	Integrtd	None	Integrtd	Integrtd
None	None	None	32k	None	None	None	None	8k	8k	8k	8k	8k	8k+512k
0	0	0	3	3	0	1	1	1	3	3	1	3	5
14mb	24mb	24mb	68mb	68mb	14mb	36mb	10mb	68mb	136mb^	136mb	68mb	136mb	256mb
GraysA*	GraysP*	GraysP*	Color	Color	ColorP	Color	Color	Color	Color	Color	Color	Color	Color
Oct92	Oct92	Oct92	Oct92	Oct92	Feb93	Feb93	Feb93	Feb93	Feb93	Feb93	Mar93	Mar93	Mar93

Perf405	Perf430	Perf450
68030	68030	68030
16MHz	16MHz	25MHz
16/16	16/16	25/32
None	None	Optional
None	None	None
1	1	1
10mb	10mb	36mb
Color	Color	Color
Apr93	Apr93	Apr93

TABLE KEY

Processor
CPU Speed
DataPathSpeed/Size
Math CoProcessor
Memory Cache
Expansion Slots
Maximum RAM
Video Display
Introduction

NOTES

* Needs Mode 32 or 32-bit Enabler for >8mb RAM.

* Has color capable ROM for an external monitor.

^ Centris 650 4/80 model has maximum RAM of 132mb and does not include a Math CoProcessor.

1. LCD screens are indicated by an A or P following display type, denoting A for Active Matrix and P for Passive Matrix.
2. Maximum RAM with 16mb SIMMs for 30 pin slots, 32mb SIMMs for 72 pin slots, or by ROM limitation.
3. Expansion slots include total of NuBus and/or processor direct slots available at one time.
4. Data Path speed is in MHz and Data Path size is in bits.
5. Some words were abbreviated because of space limitations: Qdra=Quadra, Cent=Centris, PB=PowerBook, CClassic=Color Classic, Perf=Performa, WGS=Work Group Server, Opt=Optional, Doc=Duo Dock, and Integrtd=Integrated.
6. Workgroup Server 95 can come with a 128k, 256k, or 512k cache card.

Mac History by Harry Phillip
Macintosh is a registered trademark of Apple Computer Inc.



Hardware Review

The Iomega 150MB Bernoulli Drive—A Review

by Frank Potter

Iomega Corporation recently showed WAP members a hard disk that looked too good to be true, at a price that seemed unreasonably low. Not wishing, on the one hand, to miss out on a Good Thing, nor, on the other, to participate in yet another of Gullible's Travels, I called to ask for a drive to test. After some considerable time (I have been assured that this was an Absolutely Unique Delay), it arrived and I have been putting it through whatever hoops I could find.

Knowing that you are impatiently awaiting the results, let me be uncharacteristically responsive. This is indeed a Good Thing, and you ought to think hard before letting it slip by. The other thing that you need to know right away is that the special offer expires on June 30, so don't delay.

There are two drives available in

this special offer: both are capable of handling 150MB—that's right, one hundred and fifty megabyte—cartridges. They can also read, write and format several other 5.25" Bernoulli cartridges (about which more anon): 105MB, 90MB, 65MB, and 35MB. They can read 44MB cartridges, but that's about it.

Bernoulli systems are unique in that the head never actually touches (or at least it isn't supposed to touch) the disk itself: the spinning disk creates a cushion of air for the head to ride on. What this means, to those of us who found high school physics a challenge, is that the cartridge itself is quite resistant to shock. The drive specs say that you can drop a cartridge from a height of eight feet without damage to the media; those who attended the demo will probably never forget the sight of the cartridge flying off the stage like a Frisbee,

bouncing off the wall and two seats before it finally came to rest. And it ran fine afterwards. While I do not recommend this as standard practice, it is something to bear in mind.

Iomega sells the drive in two configurations. One is the MacTransportable MultiDisk 150, which lists at \$1,122 but which is available to WAP members for only \$499. This comes with one 150MB cartridge, is internally terminated, and has only one SCSI port, both of which mean it has to be at the end of your SCSI chain. They sell another, the Transportable MultiDisk 150 MAC, which lists at \$1,274, has two SCSI ports, can be terminated externally and lets you select its number in the chain. (That's the one they sent me.) User group price for this drive is \$599.

Iomega claims that this drive has a normal access time of 18 ms (which I think means milliseconds, which I think means it is very fast). For some reason, mine seems to have an access time of closer to 50 ms, but that still seems pretty fast to me, and it sure didn't seem to slow down or particularly daunt the Mac IIx that I connected it to. If you are a hardware weenie, you will understand far more about all this than I ever will or care to—if you are a normal human being, you will be pleasantly surprised at how quickly things seem to move along. I have a SyQuest 44MB drive on the chain as well, and the two just can't be compared in terms of speed, noise levels or, it must be said, reliability. Probably if I turned off the verify option, it would have been faster. On the other hand, if I have to sacrifice speed for accuracy, I'll do it every time.

I thought that I might get double duty out of it and use the drive, when I am not using it for backup purposes, to store fonts when connected to a Laser IINTX, but that turns out not to be an option—the Apple Font Utility just can't see it.

S F 1 7 1 Software

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Printer must be able to print at 50% reduction

Questions???? Contact us

MULTISOFT RESOURCES
P.O. Box 235
Washington Grove, MD 20880
(301) 977-6972



Product: Bernoulli 150MB Drive

Manufacturer: Iomega Corp.

Address: 1821 West Iomega Way
Roy, Utah 84067

Telephone: 1-800-723-3770

SRP: \$1,122 (MacTransportable
MultiDisk 150)

Special Offer to WAP Members:
\$499 (Good through June 30)

SRP: \$1,274 (Transportable
MultiDisk 150 MAC)

Special Offer to WAP Members:
\$599.00 (Good through June 30)

As far as I know, there is no workaround for this, and Iomega wasn't aware of one either.

The drive comes with everything you need to hook it up to a Mac (and I understand that it can also be used with an Apple IIGS, but I do not know this on the basis of my own experience, so take it with whatever grains of salt you think appropriate). If you are planning to use it with other SCSI devices, you will have to invest in an additional cable, because Iomega sends you the first (25-pin to 50-pin) cable and you need a 50- to 50-pin number. I understand that they will also send you an additional 150MB cartridge when you send back the warranty card, which is what you

might call a major inducement to do what you ought to have done in any case. They also include MacTools in the package.

Iomega's Customer Support has an excellent reputation, and they deserve it. I tried, and tried and tried to get the drive to work when it arrived, but I couldn't quite get the hang of it. Iomega has an 800 number, which I called and very soon I discovered that there is a conflict with the Silverlining INIT, upon which I was stubbing my metaphorical toe. Once that was out of the way, matters proceeded without further unpleasant surprises.

The drive comes with software that can be used to initialize and reformat cartridges. If you are like the rest of us, you will find that your cartridges will develop bad sectors (Bad Sector! Naughty Sector! No dinner for you!). The information window (below or someplace around here) will show you the progress of these sectors; after enough of them have accumulated to cause pain, the window will tell you so, and you can then reformat the cartridge and proceed as before. Eventually, the cartridge may deteriorate (which happens to all of us, but I prefer not to be reminded of the fact), and it will tell you this as well. At that point, presumably, you shuffle it off to pasture, or use it to back up disks that you don't care that much about anyway. But at least you know.

Additional cartridges are not inexpensive: they run around \$150

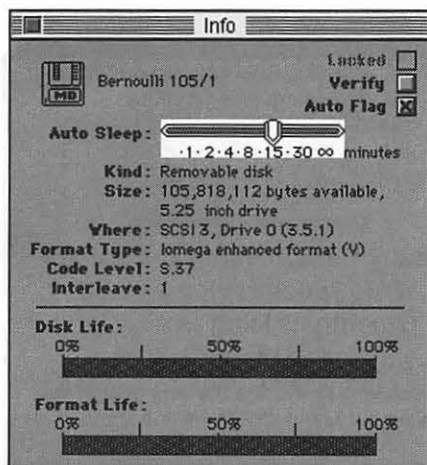
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each, but they can be found in multiple packages and the price can drop to around \$100-\$125 in packs of five. The disks can't be partitioned, which seemed to disturb the reviewer in a recent Mac publication. It didn't much bother me, and you can decide for yourself if that makes a difference. I suppose it might if it was the only drive you were using, but its throughput rate is high enough that partitioning should not be a make-or-break proposition.

Discerning person that you are, you will have figured out by now that I agree that this is indeed a Good Deal. If you need such a drive today, or think that you may need one soon, you really should investigate further. When you do, you will probably go ahead and buy one. You won't regret it.



Kid Desk

by Chris Clements

Dad! It says I'm out of memory and should close some applications. What's an application? Mom! How do I load KidPix? Ever found yourself in this situation? If you have, you just might find *Kid Desk* for the Macintosh a refreshing addition to your system software. *Kid Desk* from Edmark Software, is a program that offers many delightful desktop tools for the young MAC user. From a customized "desktop" to a talking digital clock, this program allows you to control your children's access to the computer as well as to teach them basic system operation.

Installation of the program is very easy, utilizing the ever familiar "installer icon." Once installed, instructions are given for configuring the program to suit your family's needs. You may choose to have *Kid Desk* boot up automatically each time the computer is turned on. I find this configuration best, because the kids can go right to their favorite files without going into the hard drive. Adult users can easily bypass *Kid Desk* by use of a secret password. There are two sections to *Kid Desk*; the "Kid" section, the only section the kids can use, and the "Adult" section, used to customize the program to your family's needs.

Assuming you have *Kid Desk* running automatically on system startup, the Opening Screen compete with a *Kid Desk* screen saver, exit icon and customized Kid's Icon's appears. Clicking on the *Kid Desk* logo activates a screen saver that operates like most After Dark modules, clicking on the exit icon allows you to do just that, exit the

program, and clicking on the Kid's Icons takes each child to their own customized "desktop." The icons are customizeable because the program allows you to import PICT files.

Once inside the "desktop," the fun begins. Six desktops are available, including a special pink desk for girls, and even one for adults. Each desk contains many different features. A name plate is included that identifies the owner of that desk. A picture frame that can display a picture of choice, including PICT files. Clicking on this frame also delivers a pre-recorded welcome message, easily done using the recording feature of the computer. Each desk has a lamp that when clicked on dims the screen, and a pencils and pens holder that allows your child to choose a new desk. The desktop also includes a very big talking digital clock that when selected, fills the screen and "tells" your child the time. A calculator is included, as well as an answering machine that lets the kids (or

adults) leave messages on their desk. These messages are recorded using the Apple microphone and are accessed by picking up the receiver on the desk's telephone.

Another option the kids will enjoy on the desktop is the calendar. The calendar shows the current date, and when clicked on, displays a monthly calendar and a day box. Notes or reminders can be entered into the day boxes and will appear each time that day is selected. Also displayed on the desktop are the icons of the files that you have given your children access to. Clicking on these icons will launch them right into the file and closing the file takes them right back to the desktop. The Adult section of the program allows you to determine which files appear here, and can be changed quite easily. Finally, a small stop sign in the corner of each desk, allows the child to exit each function and return to the desk or to the start-up screen.

Kid Desk gives you an opportunity to let your kids explore your computer system with little or no supervision. The desktop contains excellent learning tools for younger users and can even be configured for use with handicapped children. I give the program full marks on its flexibility and user friendliness. If you are like me, and share the computer with your kids, *Kid Desk* is a must.



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Micro•Bridge Companion

by © Richard S. Sternberg, 1993

While wandering for the first time in Micro Center to discover the reason that everyone was making such a fuss, I found out why. I left the store having, quite accidentally, bought Micro•Bridge Companion by Great Game Products, Inc. of Bethesda, MD. Micro•Bridge Companion, which was well-reviewed under the name Bridge Baron V by Stephen Bobker, is a pleasure to play for both experienced and novice bridge players.

Micro•Bridge Companion has four modes of play. You can use the core bridge player mode, Bridge Baron. You can play a one-to-sixteen board duplicate bridge match. You can try your skills at one of the 24 challenging problem hands selected by Alfred Sheinwold from *The Bridge World*, a popular magazine for bridge fanatics. Finally, you can create your own bridge library of interesting hands and use the computer as a fancy set of bridge boards.

In the Bridge Baron mode, the application allows you to substitute the computer for zero to four players around the bridge table. You may choose to practice slam hands, game hands, partials or take a random deal; there are 2,147,483,647 available hands and you can create a library of your own favorite hands from bridge columns or actual play if over two billion hands isn't enough. You can also ask the Bridge Baron to give you the better hands so that you can practice bidding and de-

clarer play, or you can practice defensive bidding, leading, and play by asking the computer to favor the other team or any other position. You can tell the Bridge Baron you want to play rubber bridge, in which case it will try to complete games and rubbers, properly bidding the second leg of partials and properly scoring honors. Or you can have the Bridge Baron play duplicate bridge, where it will try to make the best of each hand and will allow you to compare your performance on the hand using International Match Points with its best work. You can preserve all of your preferences in an options file, or, if you agree, the Baron will save all changes you make in its options for your next contest.

Once the hand is over, the Bridge Baron understands a bridge fanatic's penchant for replaying the same hand eternally. You can replay the hand as it was dealt, to try a different bid or play; you can have the computer replay the hand, which it does automatically if you selected duplicate bridge; or you can rotate the hands around the table and play the hand over again. You can repeat this as few or as many times as you wish until you are satisfied that you understand the hand and its optimal play. The only problem I detected in this wonderful replay feature is that the replayed hands in rubber bridge mode are added to your rubber score each time they are played.

At the novice and intermediate levels, the Bridge Baron is a promising bridge teacher. At any time, whether bidding or playing, the Baron will offer its suggestion of the best next play or bid by asking for a Baron Hint (-H). During the bidding process, the Baron will give you its evaluation of your hand using four different criteria—which it explains well—and will give you an evaluation of all of the hands based on the bids made thus far. After all that, if you get it wrong, or if you just want to try another possibility in play or bidding, the Baron has an extensive undo command, which, though executed by typing -B, instead of the Mac-standard -Z, allows you to take back bids or play all the way to the start of that bidding or play sequence. Best of all, the Baron includes an on-line flowchart of exactly how it decides what to bid and play so you can learn exactly how a silicon expert makes bridge decisions.

The Baron plays Standard American (the conventions created and taught by Charles Goren), but it uses Blackwood, Stayman, Gerber and Unusual 2NT. I was significantly impressed that it is endowed with, relatively speaking, so many conventions—including weak 2-bids, negative doubles, weak jump overcalls and forcing 1NT responses. I liked its “play” and I was downright shocked when it correctly bid to game over with what I thought was an inspired psychic bid; that is, a bid designed to confuse it. I'd love to see more convention options, though. The application could actually be used to test the effectiveness of different conventions if it had more conventions to select. When I was a tournament player, we used a much more developed convention card for both bidding and play; I find it less enjoyable to bid Standard American, particularly since



unmodified Standard American stinks. As nominees for first conventions to incorporate, I would offer the slam conventions, Roman Progressive and Cue Bidding and the play conventions of high-medium-low card signals. (The Baron appears to understand simple odd-even/high-low signals.)

The program runs in color, and runs fine on an Apple 12" monitor, as well as the larger varieties, but the cards are equally readable in black and white. In my view, the writer ought to "pretty it up," since most card games on the Mac use color better. Simple things like using colored backgrounds on dialogue boxes would add to the appearance of the product, but, if the writer did that, some avid players, who presumably are used to barren regional competition rooms, might like the application less. I have run the application on System 7.0.1* on an LC, a PowerBook 100, a Plus and an SE; it ran perfectly on all. I presume it runs under System 6 because the program is older than System 7. The application loads simply with no muss and no fuss; you drag the application onto your drive, ignoring the three sample data files, which appear to be there to make the disk look more full, and start playing. The application is not copy-protected, doesn't fool with your mind by making you enter your company name before playing bridge, and it has a simple, enjoyable, and obvious, Mac-like interface. It is slightly too mouse dependent, having fairly few keyboard shortcuts, but features such as being able to click OK anywhere on the screen and automatic play of singletons make this limitation insignificant.

As my most significant critique, I wish the program could understand competitive bidding better. On a passed hand, if the other side bids on the one level, particularly in rub-

ber bridge on a partial, and I overbid at the two level, my hand hasn't suddenly turned valuable. Nevertheless, Bridge Baron V consistently thinks it ought to tell me that it has three-card support for my suit, which is particularly annoying when it lacks support, having only three number cards. I've gone down by one a number of times, but I get the most International Match Points when the computer would have wimped out to the competitors' partial and I steal the show with a competing partial. Other than this, the Bridge Baron is an excellent bridge player, and can be set for four different levels of playing ability for everyone from the novice to the rated expert.

I've been looking for a good bridge program for a while, and this is it, but you should avoid buying it directly from the writer. While the writer is Thomas Throop, and the

company, Great Game Products, Inc., is located at 8804 Chalon Drive, Bethesda, Maryland 20817, the direct sale price is \$59.95. I happened to run into the version marketed by the Lifestyle Software Group, 63 Orange Street, St. Augustine, Florida 32084 (Telephone: 904-825-0220), at Micro Center for \$35.95. I've been told that similar prices are available by mail order.

Title: Micro-Bridge Companion

Publisher: Great Game Products, Inc.
Bethesda, MD

SRP: \$59.95

Discount Price: \$35.95

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RightWriter Review

by Thomas Berens

Marked-Up Copy (which produces a copy of your document with comments annotated), and (3) **Show Summary Only** (which produces a summary of your document). I found the first mode to be the most useful for my needs.

RightWriter was easy to install (just drag the icon to your hard disk window) and easy to use. Simply launch the program and open the

RightWriter is a writing analyzer/grammar checker. It aids you in developing good prose. According to its manual, the software applies "6000 rules of grammar, writing style, word usage, capitalization and punctuation" to check your document. *RightWriter* doesn't claim to catch all grammatical mistakes. Like a spelling checker (which, incidentally, is NOT a feature of this application), it can help you find many errors. But don't rely on it to do everything for you. I think that *RightWriter* does a good job of pointing out possible errors and writing weaknesses.

The creators of *RightWriter* know that not all grammar rules apply to every style of document. For this reason, *RightWriter* lets you select from several different writing styles: **All On, Fiction, General, Manual, Newsletter, Proposal, Scholar, Technical, and Technical Manual.** If these styles don't offer enough variety for your needs, you can always tailor one of the existing styles by adding or deleting rules.

RightWriter will run on any Mac. It requires an 800K disk drive, a hard drive, and either one megabyte of RAM for System 6 or two megabytes for System 7. According the manual, *RightWriter* works with documents produced from all standard ASCII editors. It specifically claims compatibility with the following applications:

- *MacWrite*
- *MacWrite II*

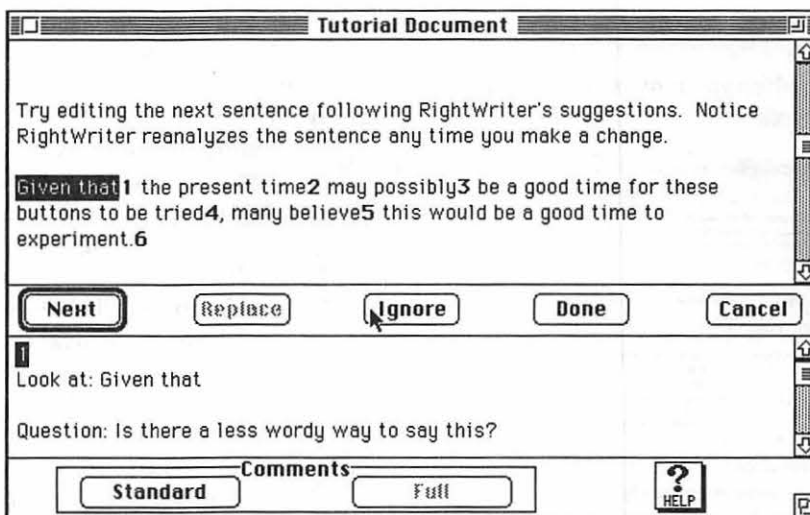


Figure 1.

- *Microsoft Works*
- *Microsoft Word*
- *WordPerfect*
- *WriteNow*

For my review, I used MS *Works* and *MacWrite* documents. *RightWriter* worked fine, except for one glitch that I will discuss later. In the April 93 *MacUser* review of *RightWriter*, the reviewer claimed to have problems using *RightWriter* with MS *Word* documents. The checker apparently had problems with smart quotes and other special characters. If you're an MS *Word* user, you may want to test *RightWriter* thoroughly before buying.

RightWriter has three modes: (1) **Edit While Analyzing** (which works like most spell checkers), (2) **Create**

document that you wish to check. I first opened the tutorial document and received a quick lesson on how to work the application. After that, I opened the file of a previous review that I had written and checked its grammar. I used the **Newsletter** writing style and **Edit While Analyzing** mode.

The application displays highlighted portions of your text in one window and comments/questions about that text in a window immediately below it (See Figure 1).

Each part of your text that is suspect is referenced by a number in bold. Numbered comments in the lower window can be toggled to display either a single comment (**Standard**) per numbered item or can include additional guidance (**Full**). The numbers in your document disap-



the next sentence following RightWriter's suggestions. Notice reanalyzes the sentence any time you make a change.

the present
e tried4, m
6

Repeat

en that

there a less wordy way to say this?

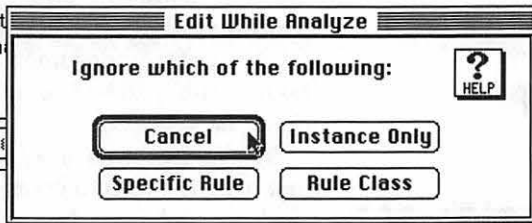


Figure 2.

appear when you move to the next problem text.

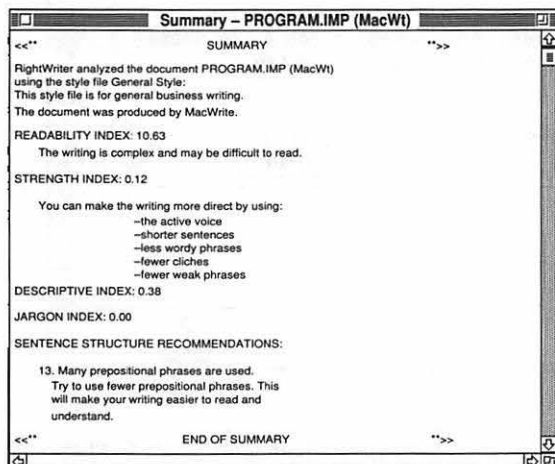


Figure 3.

Your five button choices in the top window are Next, Replace, Ignore, Done, and Cancel. Next skips to the next problem text. Replace substitutes RightWriter's best guess for the highlighted selection (although sometimes when the button wasn't "grayed," pressing the button had no effect). Pressing the Replace button toggles it to an Undo button, in case you don't agree with RightWriter's substitution.

Ignore tells RightWriter that you don't agree

with its comments about the highlighted text. Pressing it causes another dialog box to appear with additional options (Figure 2). Perhaps the best way to explain these button choices is with the example used in the manual. Let's say RightWriter highlights the word *shalt*, stating that it's an archaic word. If you choose Ignore and then select Instance Only, RightWriter will only ignore that one use of the word *shalt*, and will go on to the next problem. This is equivalent to pressing the Next button. If you choose Specific Rule, RightWriter will continue to flag all archaic words except *shalt*. If you choose Rule Class, then RightWriter will no longer check for any archaic words. Pressing Help will give you additional guidance.

Checking my document was easy and informative. Besides finding out that I have a terrible problem with the passive voice, I noted two problems with the interactive editing mode. Occasionally, large blank spaces would appear in the high-

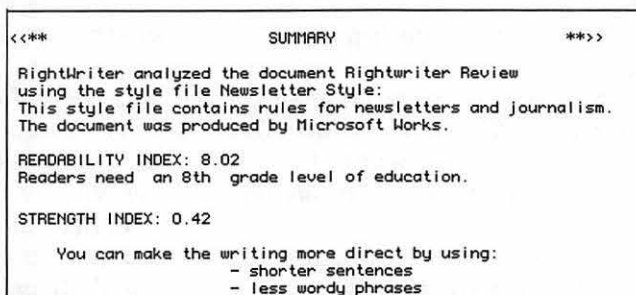


Figure 4.

lighted text I was supposed to be editing. I found that by scrolling the blank portion off and on screen, the missing words returned.

The second problem I had concerned the Next button. In most Mac applications, when one of the button choices has a double border, pressing the Return key has the same effect as pressing that button. However, doing so with the Next button replaces your highlighted text with a carriage return!

After completing the grammar editing, RightWriter then displays a summary of your writing (Figure 3).

Most of the summary is self-explanatory. The RightWriter manual discusses the various indexes in greater detail.

In summary, I liked RightWriter. I don't agree with all its recommendations, and it doesn't catch every error, but I found that I now put a lot more thought into my writing because I don't like being corrected by a computer. By the way, I ran this review through RightWriter and you can read the results in Figure 4.

Now that you've read my review of RightWriter and its review of me, you be the judge on how good it is.

Title: *RightWriter*

Publisher: Que software

Address: 11711 North College Ave., Suite 140
Carmel, IN 46032

Telephone: 800-992-0244

SRP: \$99.95

Hardware Requirements: Any Mac with hard drive and a 3 1/2" drive

System Requirements: System 6 or later



New Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCommunications System (TCS) from mid-April to mid-May. Two words of caution: first, files are frequently replaced, with the frequency based on how popular and useful a file might be, and how much space it occupies. Second, the TCS is undergoing a major remodeling, and much of what is listed might be outdated by the time this is printed. Coming soon: over 700 MOD files, 500 GIF files, 100 JPEG files and 300 QuickTime movies.

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 signing on to the TCS, the Pi's "24 hour General Meeting."

File Area 13: Macintosh Fonts

- KASHMIR.CPT:** Postscript and TrueType versions. Nicely done.
- AVEROIGNE:** Type 1 PostScript and TrueType versions of an elegant French-style calligraphic font, capitals only with almost no punctuation.
- MAGINOT:** Type 1 PostScript and TrueType versions of a display font, an unusual calligraphic font, capitals only with almost no punctuation, useful for the final defense of France?
- SEZAMECAPS2.0:** Type 1 PostScript display font, a sans-serif, capitals only font, suitable for writing "MEN" and "WOMEN" on signs; very clear and unadorned.
- SINAITICUS:** Type 1 PostScript and TrueType versions of Sinaiticus Plain, an ancient Greek style font useful for Bible studies, or writing completely incomprehensible letters to enemies.
- TEMPLETT.SIT:** TrueType version of a font patterned after something found on a rock album cover. I hope the music is better than the font — this thing looks like a dog
- VISAGET1.SIT:** Type 1 PostScript novelty font composed of nothing but pictures of famous people.

THE TYPEBOOK V3.4: latest version of an essential Macintosh utility. TypeBook can be used to print font samples, color charts (character color, not "color"), and lots of other wonders. This latest version works properly using the LaserWriter 7.2 driver shipped with the new LaserWriter Pro 630 printer as well as LaserWriter 8.0, the new PostScript Level 2 driver.

ENYA.SIT: odd looking TrueType font, sort of a hand-written font.

CLASSDINGBATS: Type 1 PostScript and TrueType versions of a font composed of dingbats useful in classified ads. Somehow, this seems splendidly appropriate.

HIROSH.SIT: really, really different TrueType display font. Takes a while to see what the designer was up to, but worth the effort.

POSTNET.V2.0.S: Type 1 PostScript font for creating PostNet codes, the bars the Post Office wants printed all over labels/envelopes so their machines can read the mail.

File Area 14: Macintosh Games

HEMIROIDS108.SI: good adaptation of the classic Asteroids game. Very fast action and rendered graphics. Similar to Maelstrom, only faster.

RESCUE.SIT: Star Trek simulation game in which you rescue stranded colonists and battle Romulan warbirds in the Enterprise.

PINOCH.SIT: Pinochle 2.0, a splendid version of a classic card game played by sailors around the world. This is a challenging double-deck version, but includes several levels of play, including a tutorial level. Outstanding game!

HOYLE.S.POKER.1: poker game, apparently that follows Hoyle's rules.

SPECTRESUPREMEH: PICT file shows you how to use a file editor to enhance your speed, shields, and ammo supply in Spectre Supreme.

TETRISMAX2.0.SI: improvements in this version are a new practice feature, different background patterns for each level, it can run in B/W, new background music by Peter Wagner, and many more.

NETTREK.2.0.SIT: now you can boldly go out and explore the galaxy, and others on the network can try and stop you!

File Area 15: Macintosh Graphics

TCS.POSTER.JPG: gift for the new TCS (when it becomes reality) in the form of a 20"x24" poster-mini-preview of the final product.

MIDNIGHT.JPG.SI: really nice drawing by Joe Bergenon. Joe is famous (among BBS users) for his superb astronomical artwork.

DOIT.PICS.CPT: PICS file which can be used with After Dark's PICS Player module.

COLISEUM.VOYAGE: non-QuickTime "movie" showing a "fly-through" of a coliseum.

J.HENDRIX.KITC: non-QuickTime "movie" showing a "fly-through" of Jimi Hendrix' kitchen. The colors, ooh, the colors...

WARBIRD.SIT: QuickTime movie showing a warbird decloaking and then zooming at the "camera."

TOWERS.JPEG: 24-bit picture showing a fantasy tower, by Joe Bergenon. Wonderful.

WRAITH.JPEG: Joe Bergenon's version of a ring wraith (LOTR), done as a 24-bit PICT image. A superb, if chilling, picture.

FRACTAL..1.0.1: a wonderful, free, program for generating landscapes based on fractals.

There are lots and lots of ways to customize the image, and images can be saved as PICTs, yet the program is also easy to use.

MAC.CC..10M..JP: the 10 Millionth Macintosh built by Apple — a Color Classic.

GIFS.SIT: collection of swimsuit/modeling GIFs: Cindy Crawford, Elle McPherson, Claudia Schiffer and Kathy Ireland.

GDSKULL.FOR.AD: resource file, creator type ResEdit, that contains two PICT resources (one color and one B/W) of the Grateful Dead's Skull Logo.

HUSH.SIT: cute/funny Hush Puppy commercial with a basset hound. Shades of LBJ?

File Area 16: HyperCard

WHICHMACV1.4.SI: a helpful stack for deciding which new Mac to buy. Covers all models including the PowerBook line.

CANADA.MAP.GAME: after you learn about the U.S., you might as well learn about Canada.

QLEAP.SIT: very nice Quantum Leap (RIP) episode listing stack. By TCS member.

File Area 17: Technical Notes

TIDBITS #173 to TIDBITS #176 (19 Apr 1993 to 10 May 1993): the latest Apple and Mac news, faster than *MacWeek*, more powerful than *MacWorld*, easier to understand than MS-DOS, more accurate than the *Washington Times*, etc.

INTERNET.PROVID: Public Dialup Internet Access List (PDIAL). A list of public access service providers offering dialup access to outgoing Internet connections such as FTP and telnet.

APPR0405.SIT: Apple's April 5 price list.

WORD51TIPS.SIT: tips on using Word 5.1 from Microsoft Support.

ZTERMFAQ.CPT: FAQ (frequently asked questions, with answers) for ZTerm 0.9, the hit telecommunications package housed in Area 29 of the TCS. Includes answers to common questions, known bugs, ResEdit hacks, undocumented features, etc.

ART.SMACSTUFF.S: informative text file that explains the difference between the MAC and the IBM. Yessir there are still some folks out there who need to be convinced.

PSPRINTERREVIEW: review of new Level 2 PostScript printer driver.

CONGRESS.PHONE: Word document listing phone numbers and fax numbers of all U.S. Senators and Congress persons.

File Area 18: Macintosh Utilities

MEMMAP.SIX: version 1.1 of Memory Mapper, a freeware application which graphically shows the various system structures and programs in RAM and where they are in



relation to each other.

TOOLBAR.SIT: replace your grayscale Word 5.1 toolbar with a color one.

ALIASEDIRECTOR: latest version of the multi-talented alias manager. Allows for drag-and-drop alias creation & placement in just about any location by holding down specific keys.

SYS7PACK34.SIT: latest version of System 7 pack—a utility to configure your Finder at a lower level.

TELEFINDER.SIT: TeleFinder BBS front end (3.02).

TATTLETALE163: documents what's going on with the Extensions & CDEVs in your System Folder & tries to make some sense out of it all.

MACUPDATE303.CP: utility to help tracking document versions/revisions.

FONTSPY.SIT: lets you examine installed screen/printer fonts and print samples of same. Will also open PS fonts and display internal type/creator information

APPDISK161.CPT: popular RAM disk utility. Uses system RAM to create a silicon disk for applications and scratch use.

CODEEDIT.CPT: CODE editor resources for ResEdit...for the real prop heads in the audience. Does a disassembly of any CODE and CODE-like resources into machine instructions and assembly language.

DESKMATES.SIT: integrated application with lots of parts normally done by desk accessories: a calendar, calculator, timers...

MED.SUPP.DICTIO: supplemental dictionary of medical terms for Word 5.0.

STUFFIT.DELUXE: index to Stuffit Deluxe 3.0 manual.

NAFF.SIT: text file filter. You can drop a file on it and convert between Mac (lines end with CR), DOS (lines end with CR-LF), or UNIX (lines end with LF) formats.

LIZZIE.BORDEN: parses PostScript dumps, enabling you to extract particular pages/plates.

DATASND075.SIT: convert PC .voc files to Mac System 7 Sounds. Also plays MOD files and works on all Macs using System 7.

QUITALL10.SIT: little application which closes down all open Processes via AppleEvents.

SAINTEDIT1.0.SI: nice text editor with lots of features (but it doesn't handle graphics yet).

DOSWASHER.SIT: drag-and-drop utility: drag a DOS text file on it, and it makes it a Mac text file. Drag a Mac text file on it, and it "dummifies it" to DOS standards.

FAMILY.EVENTS: object-oriented database for keeping track of genealogy.

GPS.SIT: graphic utility which shows you exactly how your memory is being used, and by what.

MT.T0493.SIT: Mac Tips and Tricks 4/93.

TEXEDIT1.8.1.SI: multi-window, styled text editor that includes a built-in text reader (if you have Macintosh installed).

SOUNDMANAGER.SI: includes: Sound Mover 1.8c, sort of a Font/DA mover for sounds, with some useful sound editing functions; SndControl 2.22, a CDEV that allows you to assign sounds to a wide variety of system tasks and to choose sounds randomly from a

sound suitcase; IBee2 allows you to assign sounds to a few system tasks; and StartupSndInit gives you a startup sound.

INVISLOCK..FEM: wonderful utility: InvisiClock runs in the background, and a nice female voice sounds out the time.

VDA14.SIT: the latest VendorDA, with 800+ Macintosh product vendor phone numbers (main, sales, tech support/FAX).

DOCMAKER38.SIT: lets you make standalone documents. It lets you combine text and graphics into an application that is independent of the original.

STFSTUFF.SIT: pair of utilities from STF that allow you to manage your FAX better; "Gremlins" makes sure your modem port isn't hung or being hogged and "FAX Utilities" lets you merge docs into a single fax, import a text file to address book (or vice versa), and turn a fax into pict files.

SPEEDO321.SIT: compare performance of you Mac against others.

FMPRO2.0V4UPDAT: updates FileMaker Pro to Version 2.0v4

FILEMAKERSF171D: FileMaker Pro template for SF 171's.

MWPRO1.0V2.SIT: update MacWrite Pro 1.0v1 to 1.0v2.

CATFINDER.VI.11: latest version of a venerable disk cataloging utility.

LOGOMATION.1.0: programming language intended for beginning programmers, with some really nice examples.

MACINTOSH.CPU: color icons of all Macintosh computers and some printers.

MST3K.TRASH.ICO: Mystery Science Theatre 3000 icons, in ResEdit format, for the trash cans.

POSTING.MODEL.S: sample databases demonstrating how to post to a second file using FileMaker Pro.

RECOGNIZEMOUSE: utility to reset the ADB bus, which could help if you are having a confused mouse or keyboard.

TRAWL.1.01.SIT: update to a wonderful utility for mapping your network. Trawl will scan the network and draw a map of all nodes, complete with nifty little icons.

File Area 19: Apple System Software

MOUNTIMAGE.1.2B: Control Panel device that allows you to mount an .IMG file on the desktop and use it like a floppy.

BASIC.COLOR.MON: if you attach a VGA monitor to a Mac and it has a green cast to it, this extension is for you.

QUICKTIME.1.6.S: extension, scrapbook, sample movie — but no installer. Just drop the QuickTime extension on the System folder (scrapbook, too, if you need it) and the Mac will put it in its proper place. QuickTime 1.6 is supposed to be 10% faster than 1.5.

LASERWR8.0.SIT: Apple's LaserWriter 8.0 driver, codeveloped with Adobe. It allows PostScript Level 2 printing, paper tray selection, other Page Setup options and much faster throughput in general.

File Area 20: Macintosh DA/INIT/CDEV

ALIASMENU.SIT: AliasMenu adds from 1 to 9 menus to the Finder. These menus work exactly like the Apple Menu: they may contain any kind of items (applications, documents, desk accessories, folders, aliases, control panels...).

LOOPS.SIT: After Dark module that draws smooth looping designs on one's screen.

SUPERCLOCK.4.0: version 4.0.4 of this essential.

CLIPSAVE.CPT: extension to save the contents of the Clipboard on shutdown.

TALKER2.0.SIT: series of small applications and CDEVs which allow you to talk over an AppleTalk network using microphones and speakers built in most newer Macs.

OPEN.WIDE3.5.SI: control panel device (CDEV) which you can use to configure the size of your File dialog boxes, making them bigger (or smaller) in the horizontal and vertical dimensions.

AIRPORTS.DA.SIT: click on an airport abbreviation, click on another abbreviation, and the DA will calculate the distance between the two.

CARPETBAG.1.3.7: latest version of a shareware utility similar to Suitcase that allows you to store resources (mostly fonts) outside of the System file.

CLEANING.LADY: have you ever wanted to clean up a window and accidentally cleaned up your desktop? This extension asks if you are serious.

HAVEABLAST1.0.1: is this decadent or what: an update to an After Dark module. This is a new, improved version of a module that allows you to blast holes in your Mac, using a variety of armaments.

MANLYMAC.SIT: feeling inferior because someone else's string of startup icons is, ah, longer than yours? Well despair no longer! This extension adds ten useless but entertaining (and colorful) icons to your boot screen! Be sure and read the documentation; it may even be better than the extensions.

File Area 27: Music and MIDI

AMIGATREK.LZH: good mod full of sound clips from Star Trek TNG.

ELCONDO.ZIP: "El Condor Pasa"—the Simon & Garfunkle tune

File Area 28: GIF Images

STTINGMAP.GIF: map of the ST:TNG universe.

PRINCIPAL.GIF: Victoria Principal in swimsuit

SIGIRL2.GIF: swimsuit-issue gal.

MAC.VS.IBM.GIF: any questions?

B5.GIF: nice color picture of the Babylon-5 spacecraft (space station?), from the lamely written but visually stunning movie? pilot? "Babylon-5."

File Area 29: TCS Essentials

DISINFECTANTS.2: latest release of the free virus fighting program.



APPLE II BYTS AND PYCES

by Gary Hayman

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

I Participate In Safe Computing

My feet were getting weary as I walked up and down the aisles of the gigantic FOSE Computer Show held in April at the Convention Center in Washington, DC. Other than Apple's and Falcon's display, there wasn't much Apple equipment to really see—this was primarily a PC show and certainly not any Apple II family equipment was there to see. So I was content just to look at and experience the hoopla surrounding the MS/DOS equipment, programs, associated hardware, etc.

Towards the end of my journey, I witnessed an interesting booth. Interesting because there was a display with a stream of water falling on a computer keyboard—visually saying “you can even pour liquids on me

without any damage.” I wasn't the only one to “test” the feel of the water to see if it was real. It was.

Now to be fair, I have seen displays like this before, the keyboards being protected by a plastic or rubber contoured sheet which conformed to the shape of the keyboard. I have felt the sheets before and they seemed rather thick, and I thought that they might get in the way of my speedy (cough) typing so I never gave it a second thought. But now with my recent addition of two “computer cats” in my household, protection looked like a good idea. [A “computer cat” is one that walks on your keyboard while you are typing, and steps on it again when you are out of the room—dropping cat hairs as they go.]

I examined the “Key Skin” which was on display at the Precision Line, Inc., booth. It was clear, strong, ultra-thin polyurethane sheet which was very supple for finger tip sensitivity—just what you need for protection. I asked if they had models for the IIGS keyboard—not expecting any, but the representative told me that Apple II Keyboard Protectors are a big item because of all of the Apple II computers in the schools around the nation and the accidents that “usually” happen in K-12 classes.

He did not have a price for me but did give me a catalog and suggested that I call their 800 number for details on a unit purchase. [This was a big computer show and they usually sell in gross amounts.] A few days

later I called and was pleased to discover that the IIGS “skin” was available and only cost \$11.75 plus \$.75 shipping (total \$12.50).

I am now practicing “safe computing” with protection on my keyboard. I can hardly feel it there. Even the little bumps on the “D” and “K” keys can be felt through the skin.

I would highly recommend this product and I know the price is right. I have seen other models at more than double this price. Other computer owners might check with them too.

Contact: Precision Line, 14505 21st Ave. N. #206, Minneapolis, MN 55447, 1-800-328-0077

My Monitor Died—A Consumer Tale

Well I guess it can happen to anyone. One moment I was preparing an AppleWorks document on my IIGS and then left the room for five minutes. When I returned my screen was dark—and it wasn't due to a screen blanker. My era 1988 RGB monitor died. Even the little green power indicator light on the front was off. Looks like a power supply problem of some kind.

I took my monitor in for repair (at least for an estimate of the cost of repair) to one of the local well known computer suppliers around town—and around the country. For this article, I will refer to this establishment as Hawk Microsystems. About a week later, I received a call from a technician at Hawk, giving me the details of the repair estimate with a price tag of \$275 for the parts and from \$75 to \$150 for the labor. That could add up to \$425—WAY more than the price of a new Apple RGB (approximately \$365), more than the “considered better” Magnavox RGB could be purchased for from Quality Computers (\$299.95), or a used Apple RGB could be bought for from a private party or a recondition/resale organization



such as Sun Remarketing (800-821-3221) or Shreve Systems (318-424-7987) (approximately \$229).

Here is the trap into which I fell. Hawk Microsystems tells me that they only make repairs on the modular level and not on the component level. This means that instead of replacing a defective part, which may even be a low cost item, they only replace modular pieces—such as whole motherboards. Since my problem, according to Hawk was identified as a part on the motherboard, the whole motherboard had to be replaced as a matter of policy. Hawk did not tell me this when I dropped the monitor off for repair nor did they have a sign stating this. The repair technician, who was very nice and understanding, admitted, after the fact, that this would be proper information to give to the customer *before* an item was left for repair—but it wasn't being done.

Let me suggest to you, that before you have any repair done or even ask for an estimate, that you must pay for, ask if the shop makes component repairs when it can, if those repairs will be cheaper than doing modular replacements. If the answer is yes, then please place the shop higher on your list than those companies that only do modular replacement. Sure it is easier for the repair shop to do modular replacements—but you may be paying *way, way* more for the repair than is necessary. So be on guard. I hope I got my birds correct.

Speaking Of Motherboards

Scott Alfter writes that Shreve Systems sells the [IIE to IIGS] upgrade kits. They advertise in Computer Shopper, inCider, and probably some other places as well. When I bought mine, the cost was \$150, plus a \$100 core charge that was refunded when I sent my IIE motherboard to them. One rumor that I've heard, though, is that they've

quit accepting IIE motherboards for core refunds—this would make your upgrade cost \$250. I don't know if this is true or not because their ad in the April issue of Computer Shopper still lists the upgrade for \$149, so I suspect that the rumor is false.

Tom Geer responded with: 'Tis not a rumor. I got the word straight from Richard Harold, the owner. I am fortunate enough to live about 10 minutes away from Shreve Systems and visit there about once a week. Seems they got deluged with IIE motherboards when the upgrades were selling like crazy. Add those to the thousands they already had and you can see why the change in policy was necessary. Why their ads still say \$150 + trade-in, I don't know. Perhaps an oversight or maybe their ads run for several months before being changed. Upgrades are now \$250 straight out—no motherboard exchange. They still had plenty in stock the last time I checked (2-3 weeks ago).

David Empson contributed: The only problems with the IIE to IIGS upgrade are:

- weaker power supply than if you had a real IIGS.
- some compatibility problems using the IIE keyboard (but you can buy an ADB keyboard to get around them). For example, Out of this World reads ADB directly and thus doesn't work without an ADB keyboard. I use both the IIE and ADB keyboard regularly.
- problems with some memory expansion cards that won't fit in the slanted IIE case.
- Some IIEs, most likely the Rev A IIEs, have too small of a case for the GS motherboard. Way back when, the dealer tried to

charge us \$100 for the new case, and we found out from Apple that the new case was free. Who knows what the situation is nowadays, but it might be worth your time to make sure the GS motherboard will fit in your particular IIE.

[Gary Hayman] I know that Dave Harvey (WAP and NOVAPPLE), has changed his IIE to a IIGS by swapping the motherboard with Shreve, but I do believe he needed to obtain a more powerful power supply. His Pro-Novapple (Pro-line system) is chugging away with this new IIGS.

Look What I Can Do With My Computer

Over on 'comp.sys.apple2', an Apple newsgroup of the Pro-line network, there was a discussion about who still owns Apple IIEs. Individuals would identify what Apple IIE models they still had—and were using; and in many cases identified more than one. Someone thought that there were not enough posts and offered the following comment. "I suspect that the people who have only one won't post because owning one computer is not that spectacular and hardly worth posting :)". [Probably a tongue-in-cheek remark judging by the 'smilie' at the end of the sentence.]

Robert Church, after reading this, offered the following gem, "...It only takes one Apple to change your life. I have one little IIEc. With it I can talk to the world, keep records, play games, balance my checkbook, make friends, make enemies (I'm trying to quit posting stupid flames) etc. etc. etc. I've made friends as far away as Moscow and insulted people as far away as Singapore. My little IIEc keeps me off the street. It's responsible for my change of jobs. No other piece of equipment or even person has done this much for me. I went from a



miserable grunt job to a *position* that I love. I have one of those jobs where I wouldn't quit if I won the lottery. I got it because of people I met through the computer club. It made it possible for me to go back to college, which gave me skills to keep my job. If I ever do get another computer I'm going to keep this one. I don't know what I'll do but I'll somehow enshrine it. I sort of hate posting about my Apple because the truth sounds like some grandiose ad campaign. One last clue. Did you ever watch Key West [GH: TV show about a fellow who moves to Key West after winning the lottery—for a soft life]? That's how I feel. But instead of a lottery ticket I bought this little computer...."

Is It An Error To Manage Your Memory?

There have been a couple of questions on the TCS recently dealing with the error message \$0201 which was showing up for some individuals on their IIGS screens. Users offered some contributions and help (as always). David Wood, WAP, went to some length to explain the problem and his post is below.

[Wood] There were several posts about this particular error, and since I don't see an option in any of the menus to reply to two messages at once, I have to do it this way, the old-fashioned way...

Error \$0201 is indeed a Memory Manager error, and it is described in the Toolbox Reference volume 2 as "Can't allocate block." This means the program executing at the time tried to request a block of memory (most likely through the NewHandle call) and the Memory Manager couldn't let the program have it.

There are a few reasons why an error like this could pop up:

1> *A big enough block of memory could not be found.* That doesn't say "out of memory"; that just says that the system couldn't consign over to

the program a block as large as it wanted. While getting more memory could help, it could be your memory is just "fragmented." Unlike a fragmented hard disk, though, fragmented memory can stop a program DEAD in its tracks.

To "defragment" memory, you should perform the CompactMem tool call. A purge wouldn't hurt either. Dave Lyon's Memory Bar NDA will both compact memory and purge it; I swear by it. AppleWorks GS has a user-accessible CompactMem as well. To use it, you have to Option-select the menu item "About AppleWorks GS," and then Option-Shift-click on the OK button.

2> *A specific block of memory was tied up.* Some programs, in their infinite lack of consideration for "clean-room" programming, request specific blocks of memory to place themselves or data in. Few programs do this, but when they do, they are aggravating.

3> *Zero-page memory is all gone.* Yes, AppleWorks GS sucks direct page memory like gravy. (For those who know the reference, this is an aspersion at Aw-Geez too.) So along come these nifty applications that allow you to switch between applications. They're nice, but direct page space tends to evaporate to the four (or five or six or seven-) winds. Say, if you have that many things running, maybe you need a proper multitasking environment? :)

ProDOS System Disk 4.01 Notes

The following gives details on what's changed with the new ProDOS 4.01 System Master. Info courtesy of A2-Central on Disk submitted by Dave Harvey to the TCS.

Apple II System Disk 4.0.1, November 3, 1992

Contents of /UTILITIES (3.5" disk)

[UTILITIES, BLOCKS, COMMENTS]

- PRODOS, 35, Updated to

version 2.0.2

- LAUNCHER.SYSTEM, 16, Version changed to 4.0, copyright extended to 1992
- SYSUTIL.SYSTEM, 3, No change
- FASTCOPY.SYSTEM, 41, Updated to version 1.0.1 to fix bugs copying 1.4 meg disks
- BASIC.SYSTEM, 21, Updated to version 1.5 from System Software 6.0
- UTIL.0, 87, No change
- UTIL.1, 62, No change
- UTIL.2, 4, No change
- SETTINGS, 1, No change
- COPY.ME, 1, No change
- CLOCK.PATCH, 16, New AppleSoft program. Fixes ProDOS date stamping past 1996.

Contents of /UTILITIES (5.25" disk)

Same as 3.5" disk, except CLOCK.PATCH is omitted because there's no room.

What changed:

=====

ProDOS

- ProDOS 8 v2.0.2.
- KVersion (\$BFFF) is \$22 for version 2.0.2.
- Slot 3, Drive 2 is always reserved for /RAM. The SmartPort remapping code never maps a device into slot 3, drive 2.
- The message "RELOCATION/CONFIGURATION ERROR" is uppercase again (like it was in 1.9) so it will be legible on an Apple II+. After displaying the message, it now hangs with a BMI again instead of BRA, for pre-65C02 processors.
- Changed the copyright message at \$BF40 to start with a \$00, to prevent



crashes when applications use the code in the ProDOS 8 Technical Reference to remove /RAM. This code assumes there is a \$00 after the last device number, which was previously not true if 14 devices were present.

- Changed page-3-init table to initialize \$3FB (NMI) to \$00 \$40 \$00 instead of JMP \$FF59.

BASIC.System

- Version 1.5 (unchanged from Apple IIGS System Software 6.0).

Launcher.System

- Version 4.0. The only change is the version number and copyright date.

FastCopy.System

- Version 1.0.1.
- FastCopy now correctly determines the capacity of source and destination disks before copying. Attempting to copy between varying sizes results in the message "Disk must be same type..." and the destination disk being ejected and the user prompted for another disk.
- ROM 03 Apple IIGS's using FastCopy 1.0 were forced to have disks in any drives they wished to use for copying at the time they launched version 1.0. Any drives without disks in them were ignored and not available for copying. Now allows any available drive to be used for ROM 01 and ROM 03.
- The number of blocks copied from a source disk was not the actual number of blocks on the source disk but the number of blocks

on the disk in the drive when version 1.0 was launched. If a 400K disk was in the drive when FastCopy 1.0 was launched, then an 800K disk copied, only 400K of the disk was actually copied. Now it reads the number of blocks on the disk at the actual time of the copy.

Clock.Patch

- Updated to patch 2.0.2 as well as 1.9 and 2.0.1. The year table in 2.0.2 is in the same place as in 2.0.1.

Copy.Me

Unchanged from Apple II System Software 3.2.

SysUtil.System

Util.0

Util.1

Util.2

Settings

- System Utilities version 3.1, unchanged from Apple II System Software 3.2.

Chile Questions and Cornell Answers

Mauricio Paredes, an Internet user from Chile (at Pontificia Universidad Catolica de Chile), was asking for some help concerning a printer question. This goes to show you how expensive the system is. His post and the reply may be of value to you.

[Paredes] I am considering buying an inkjet printer for my IIGS and my PC compatible. I don't know which one to buy, though. I have the following doubts:

1. Does the DeskWriter work with the PC and the IIGS? (would I be able to share them?)
2. Same for the StyleWriter....
3. Which one is better (i.e., faster)
4. I have seen a DeskWriter for about \$200, why is it so

cheap? (What's wrong with it?)

5. Do the drivers for each of these exist?

Jay Krell (at Cornell University) replied with the following thoughts.

[Krell] The DeskJet 500 is a good choice. It works with AppleWorks with some work or by using Quality Computers' SuperPatch. There are Print Manager drivers for desktop applications—compatible with AppleWorks GS, Platinum Paint, and a lot more.

There is a StyleWriter driver for desktop applications, but the StyleWriter cannot be used with AppleWorks or other 8-bit programs.

The DeskWriter might be usable with desktop applications with a high-speed port driver that is available for downloading some places, but you may as well get a DeskJet.

There are also good laser printers. My roommate and I are sharing an Epson Action laser printer—his PC is on the parallel port and my IIGS usually running AppleWorks is on the serial port. Any HP compatible laser printer will work with AppleWorks. There are drivers (Independence and Harmonie) for HP laser printers to work with desktop applications. Postscript printers will also work. Desktop drivers are supplied by Apple, as well as a program to make a laser emulate the ImageWriter for use with 8-bit applications.

Has InWords 1.1 Really Arrived?

WestCode Software announced at the end of April 1993 that they are shipping the long awaited upgrade to popular InWords OCR program. This update has been promised on a monthly basis for the last year or so. I am writing this piece in the middle of May and I have not received my upgrade, even though I paid for it many months ago. I have had an early beta version of the upgrade for



over a year and if the announced current version is as good or even better, you will be very pleased with it. Time will tell if it is really being shipped—I do hope so. Anyway, here is the WestCode Software's press release:

San Diego, California: WestCode Software, Inc. announced today [April 26, 1993] the release of the long awaited update to their InWords OCR program. The new version, InWords 1.1, includes many enhancements and new features, making the program easier to use. "InWords 1.1 is a more stable, mature and feature rich version of the original InWords program," said WestCode spokesman Tony Gentile.

The lengthy new feature list is comprised of many user requests, such as faster and more accurate text recognition, better handling of horizontal and vertical lines, and user definable settings to control various program features. Additionally, the new version has built-in support for both the Quickie and LightningScan handheld scanners.

InWords 1.1 also includes a new feature called Font Search, which allows InWords to automatically pick out the best font table for a particular document. WestCode Software CEO Rob Renstrom said, "The new version of InWords includes all of the major requests our users have made."

Founded in 1990, WestCode Software has earned a reputation for excellence through the success of their innovative InWords OCR program, as well as the award-winning Pointless TrueType interpreter program. With additional products forthcoming and a steadfast commitment to improving existing products, WestCode continues to fulfill its pledge to provide high-quality, low-priced software.

System requirements for InWords 1.1 are an Apple IIe or Apple IIGS with 512K of memory.

The InWords 1.1 update is free to registered users with a \$5.00 shipping and handling fee. The retail price for the new version of InWords will remain at \$129.00.

WestCode Software, Inc., 15050 Avenue of Science, Suite 112, San Diego, CA 92128, Sales: 800-448-4250

Hard Drives and SCSIs

Paul Kearns had a new hard drive problem and issued a call for help over the Usenet system. He received many responses from people who were having similar problems and from people who offered suggestions. He was kind enough to post a summary that is of interest.

[Kearns] Since I got a number of me too's, I'm posting this summary in the hopes of helping someone else through a similar problem.

To refresh, the problem I was having: I bought a Quantum ProDrive 105S SCSI drive. After installing the drive in a case/power supply and connecting it to my IIGS via an Apple High Speed SCSI card, nothing would recognize the drive, including both GS/OS and the P8 utilities that came with the SCSI card.

Thanks for solutions and suggestions go to [many] people. My eternal gratitude is extended to you all—let me know if there's ever anything I can do for you. I really appreciate the ability to borrow from the collective intelligence of Usenet, especially since Apple II support is getting harder and harder to find locally.

Many people reminded me to install the SCSI drivers onto my GS/OS startup disk. This is necessary to have GS/OS see the drive, but I was having trouble seeing the drive at all. If the SCSI card utilities can see your drive, but GS/OS can't, make sure you do this.

One gentleman indicated that he couldn't initialize his drive with the System 6.0 ADU, but the System 5.4 ADU would see it. I suspect indi-

vidual incompatibilities here. Note this wasn't really my problem, as in the above paragraph.

A couple of people suggested swapping out the drive, the card, and the computer. I did this as much as I was able, with no luck. I figure anyone having trouble would have already tried this

Make sure to have the correct addresses set on the card and the device—each SCSI device, including the interface card, needs to have its own distinct "address." This is a number (0 to 7) relating roughly to device priority. It's usually set with three jumpers or DIP switches.

Each end of a SCSI chain needs to be "terminated." These terminators absorb the used SCSI packets so they are not re-interpreted. The Apple High Speed card and the RAMFast apparently are terminated themselves, but the original Apple Rev C card needs an external terminator. Other SCSI devices may or may not be terminated internally—check your manual. Make sure, however, that there are *only* two terminators (internal OR external), one at either end of the chain.

The solution to my problem was something similar. Termination POWER! Apparently the terminators mentioned above require +5V to operate correctly. The Apple II cards, as well as the original Macs (Mac Plus, etc) do not provide this TPWR, because of power supply limitations. If a drive (or other SCSI device) in the chain does not provide +5V on line 26, the terminators will not work and the chain will not terminate.

The best solution, of course, would be to only use a drive that provides termination power (the Quantum drive does not). I worked myself around the situation by leading +5V from the power supply I was connecting to the drive onto the SCSI cable. It's only a patch, but it solved the problem. If you aren't afraid of some



electrical hacking, this might also work for you.

Someone also mentioned that certain SCSI cables made for CMS cards have pin 40 disconnected. This is an anomaly of the CMS SCSI system, I think.

A couple of people mentioned that they had luck using ONLY the drive in the SCSI chain (which I was doing anyway). I don't know if that's really necessary or not; I suspect that probably these people might be adding two or more internally terminated devices to the chain, giving too much termination. Remember to remove the terminators from your devices if you don't need them.

And that's about everything (whew!). If anyone is in the same boat, but doesn't understand this summary, feel free to send me some mail. I can't promise anything since I'm new to this, but I've certainly learned a thing or two about SCSI in the last three weeks, so...

[The author is currently Chairman of the AppleWorks and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle-Quality "Buddy," a Seven Hills "Partner" and a TimeWorks "Ambassador" for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in the Washington D.C. metro area and does part-time Apple II family computer application programs consulting and teaching. His latest software programs, THE MAGIC FILE CABINET and MAGICAL MACROS—THE ABRACADABRA COLLECTION are presently selling internationally.]

Craftmaster II

by Andy Wakshul

I have been absorbed by the craft/hobby of counted cross-stitch for about a year and a half, and although I had seen advertisements for needlework/design software for years (particularly, a 128K Apple IIe program called Stitch Grapher), I was quite excited when I saw a reference in A+ InCider magazine to a dedicated Apple IIGS program named Craftmaster II, which the editor said can convert IIGS graphics into stitching patterns for use with counted cross stitch fabric and thread (called "floss"). Available from Raptor, Inc. of Louisville, KY at \$99.99, I thought it was a bit pricey, but the temptation to combine my two hobbies with one package was pretty hard to resist. Visions of being able to convert my favorite clip art and IIGS graphics to cross-stitch patterns, and then, as Raptor advertises, to sell them to needle arts magazines, danced in my head as I awaited the arrival by mail of the program. As far as I can tell, it is only available from the publisher. The advertising Raptor had sent me told of saving money on graph paper and colored pencils, which some stitch-graph designers apparently use in making their creations. I had never made my own creations, but I had adapted some, and I had used graph paper to make the pixel-patterns for various bit-mapped GS fonts as stitch patterns for the lettering on my adaptations.

After the program arrived, my first disappointment was a lack of system memory. Craftmaster II craves not just a minimum system of 1.50 mega-

bytes of RAM, as the materials state, but 1.50 megs of free, unbroken memory. Thus, my 1.75-meg system would run the basic program, but to convert any graphic from IIGS format to a Craftmaster II stitch pattern meant ditching all my DAs and Inits, and running a spartan GS/OS. (The program comes on one 3.5" diskette with System 6 on the disk and two accessory application programs, one to convert graphics to Craftmaster II files and one to create your own color palette. The documentation says it will run under System 5.04 as well. A 40 page typewritten manual accompanies the program disk.) All I was able to convert with my 1.75-meg system was a graphic consisting of a purple diagonal line. This was, it seemed, pretty useless and very disappointing. What it really meant was that after months of hand-wringing, my memory bullet was finally begging for a bite, and I upgraded to one of the new, inexpensive 4-meg cards. Instantly, all the modules in the Craftmaster II program worked without a problem!

But as I soon discovered—once I got it running—the "File.Conv" program included with Craftmaster II converts pictures not so much as stitch patterns as, well, wallpaper. I tried converting a graphic of a Tiny Toons cartoon character. The result was nine sheets wide by five sheets high. Assuming one had the time to spend pasting together these 45 print-out pages, he would need a gymnasium in which to spread out the resultant chart! I have long gotten over the



lonely life of a guy doing cross stitch, but I doubt that I'd want to take my project to a gym to work! Even allowing for a bit less sarcasm, I suppose one could simply use the printout of the page he or she was stitching, keeping the others stashed away for later. This would give you minimal flexibility, however, and you probably could not see what you were doing very well or how it fit together into the finished project. To my mind, if the interrelationship of the pages weren't clear at all times, the printout would be less than satisfactory as a usable stitch pattern.

Craftmaster II works like a painting program, (but the cursor is, cleverly enough, a needle) and it will display your work on screen in one of three sizes—the urge to call them “big,” “bigger” and “behemoth” is one that I can't pass up—alas, you can only print in “behemoth.” It also will display in symbols (i.e., the little grid squares have some sort of symbol to represent the color of embroidery floss) or in color (i.e., the whole square of the grid, or half, or one-fourth, will show the color floss you've selected). This is good. But due to “system limitations” [I think it's the size of the IIGS screen pixels], it cannot show fractional stitches in symbols. This limitation wouldn't be so bad except that the colored display and its corresponding printout are virtually unusable because the grid lines disappear when the individual box is filled with color. I think this is an incredible programming error because when you fill more than two adjacent squares with color—any color, but especially when they are the same color—you cannot tell where one square, i.e., one stitch begins and the other ends, leaving you with only a guess as to how many stitches there are in a given block. How the programmer expects someone to stitch from a color printout made with Craftmaster II is beyond me. To my mind, a color printout

with big areas of undefined, unlined colored areas which used to be blocks is not a usable stitch graph. The symbol printout is usable, though, if you don't mind the size. And I suppose that as I age and my eyes weaken, I might not gripe about that anymore, either! They say you need longer arms the older you get, and you'd certainly need long arms to maneuver a 9 X 5 foot piece of paper!

When I demonstrated this program to the Columbia Slice last spring, I showed the group a simple conversion of a jack o'lantern which I took from a clip art disk. An enormous effort went into making this behemoth chart out of a 2-inch on-screen pumpkin. The graph, scotch-taped together, was four 8 1/2 X 11 inch sheets in size. It took me hours to fix the floss colors. The program comes with 352 different symbols and colors said to match the 352 colors of embroidery floss which the DMC Company sold at the time that the software was programmed in 1989. I don't believe the colors match the floss very closely, which is something the author anticipated, and the program contains a color table editor, so you can make up your own floss/color/number approximation as you wish. However, the program's idea of the DMC colors was even less precise because the same screen colors were duplicated many times over. This means that sometimes four or more colors look exactly the same on screen (and, presumably they wouldn't look any different on paper, since the screen is more sensitive in displaying fine dithers of colors compared to the ImageWriter II.) Even if the grid lines didn't disappear when a square was filled-in with a stitch, two adjacent squares with similar, but not exactly the same colors would be indistinguishable in a color printout. Again, this argues against the color capabilities of Craftmaster II for stitching in practice. When a IIGS

graphic file is converted using File.Conv, the colors are not duplicated, only differences in color. Thus, each color has to be reworked. In my pumpkin, I had to change purple-looking areas to orange, lest my jack-o'lantern look spoiled. And I had only limited success in changing large color areas from one color to the other using the main Craftmaster program. This problem may be my own, or the way I worked it, but it was certainly frustrating, and I can only imagine how long it would take to rework the colors on a larger design.

I have considered using Craftmaster II in conjunction with a IIGS font-editor to make and place stitch designs for text, but it's hard to see getting all that much use from the program doing this. When I think of the graph paper and colored pencils that I can save by using this program, as the advertising suggests, I can't help wondering how much graph paper and colored pencils I could buy for a hundred bucks!

I am really quite sorry that I cannot say something more positive about Craftmaster II. There is such a paucity of programming for our shrinking platform these days, and I must salute the creativity which goes into any program which broadens our software base. But despite this reluctance, I am very skeptical of the practical use of this program to design usable patterns from which one can actually stitch. Perhaps experience will prove me wrong and I hope so. But at best, I'll have to find a gym to rent.

Title: Craftmaster II

Manufacturer: Raptor, Inc.

SRP: \$99.99

System Requirements: 1.5 megabytes of free, unbroken memory; 4 megabytes RAM.



Basic Instructions for Using Z-Link

by Phil Shapiro

Z-Link is an easy to use, fully-functional Apple II communications program. Here are basic instructions for using this software. More detailed instructions are contained in two AppleWorks files on the Z-Link disk: "Z.Link.doc.1" and "Z.Link.doc.2." Please note that you don't need to understand everything in the detailed instructions to use the software. There are some advanced features of the software, such as "macros," which some people may never have a need to use.

Online Help Screen

It's useful to know that Z-Link has an online help screen that can be accessed at any time, even when you're connected to a local bulletin board or national information service. This help screen gives a summary of every Z-Link command. To access the help screen, type the two keys: Apple-?. (The Open-Apple key, or Apple-key, can be found immediately to the left of the space bar.) You can return back to the terminal screen from the help screen by pressing any key.

Dialing Out

To start Z-Link, first turn on your modem and then boot the software. (If you have an internal modem, you may not have to turn it on.) The first screen you should see is the Z-Link title screen. This title screen shows the word: "Z-Link" in a very large letter. It also gives the name and current mailing address of Z-Link's

creator, David Whitney.

Press the space bar to move past the title screen to the "terminal screen." The terminal screen is a blank screen with a date at the top of the screen. The date indicates which version of Z-Link you're using. The latest released version of Z-Link was finished on 12/05/91.

Z-Link does not have a dialing directory. Dialing directories allow you to enter the phone numbers you call into a menu. Then when you would like to place a call with your modem, you simply choose one of the menu items from the dialing directory. Dialing directories are a nice convenience, but you can get along quite well by using "manual dialing." Manual dialing requires that you type in a "Hayes" dialing command, followed by the phone number you'd like to call with your modem. Hayes is the name of a large modem manufacturing company in Georgia. Early on in the history of modems, Hayes established a set of commands that could be used with their modems. Many other modem manufacturers have followed Hayes' lead by creating modems with a "Hayes compatible" command set.

Almost every modem on the market these days in Hayes compatible. If you buy a second hand modem made in the 1970's or early 1980's, it might possibly not be Hayes compatible. It would be best to avoid buying such modems.

Anyway, to place a call using the Hayes command set you type the

command: "ATDT" followed by the phone number you want to dial. This command is an acronym for: ATtention modem, Dial Tone telephone. If in the unlikely event you only had pulse dialing at your house or business, you'd use the Hayes command: ATDP. The letter "p" here stands for "Pulse dialing."

With Z-Link, you type the Hayes command and phone number at the terminal prompt, a greater-than sign. So what you'd type on your screen would look like this:

```
>ATDT 9868085
```

You'll note that you don't have to include hyphens in your phone number. And you can place long distance calls with your modem by simply including the area code of the phone number you're calling. No need to include parentheses around the area code.

After you type in the phone number and press the <Return> key, your modem will go about dialing out. Most modems have a speaker, and you can hear the modem dialing and connecting. The dialing sound sounds just like any tone phone being dialed. The connecting sound sounds like a high-pitched squeal. Thankfully, the connecting sound lasts no longer than two or three seconds.

Controlling the Flow of Text onto Your Screen

Once you're connected to a local bulletin board or national online service you may want to stop the text coming onto your screen so that you can catch up with your reading. To do so, type the two keys: "Control-S" at the same time. A good technique for doing so is to hold down the Control key with your left hand, and then briefly jab the letter "s" key with your right index finger. (Incidentally, the letter "s" stands for "stop.")

This Control-S technique can be used with just about any telecommunications software communicating



with just about any bulletin board or information service.

The display of text on your screen will grind to a screeching halt, sometimes even in the middle of a word. To resume the display, you can usually press any key on your keyboard. (Note: On some information services, you need to press: "Control-Q" to resume the display of text.)

Keep in mind that most bulletin boards and national information services don't allow you to remain inactive for more than two or three minutes. If you press Control-S and spend more than a few minutes catching up with your reading, you may find that the bulletin board or national information service has kicked you off their system. You can always call back, but this can be inconvenient.

The reason that bulletin boards and information services kick people off for inactivity is that don't want you tying up the system while someone else could be actively using the system. Also, the "inactivity" kick-off is sometimes triggered as a safety measure, on your behalf, so that you don't inadvertently run up a large bill on a service that charges you by the minute.

Using the Capture Buffer

Once you've connected to a local bulletin board or national online service, you may want to switch on the capture buffer to capture the text that is coming onto your screen. Z-Link has a capture buffer that is about 55K in size. To give you an idea of how much text this is, 55K is equivalent to about 27 typed, double-spaced pages. At 1200 baud, it usually takes about ten or more minutes to fill up your capture buffer. At 2400 baud, or faster, the capture buffer will fill up at a proportionally faster speed.

There's no need for concern about the capture buffer overflowing. Once Z-Link's capture buffer has been filled, the program automatically

switches the buffer off. The concern about having a filled buffer is that you might miss some text that you wanted to capture.

Once text has been captured into the capture buffer you are able to do two things with it: 1) You can save the captured text to disk as a text file, and, 2) You can go back and take a look at the captured text, even while you're still connected online.

To save captured text to disk, you type the "save to disk" command, Apple-D. Z-Link will show you the names of all floppy and hard disk devices connected to your Apple II. If you've only got one floppy drive on your Apple II, then Z-Link will show you just that disk drive.

Use the down arrow key to move down to the disk where you'd like to save the text in your capture buffer. Press <Return> when you reach that disk. Z-Link will then show you a file dialogue box on the right side of your screen. This dialogue box gives you room to type in any legal ProDOS filename. It's useful to recall that ProDOS filenames can include letters and numbers, must start with a letter, cannot include any spaces (but can include periods to break up two words), and must be fifteen characters or shorter.

Type in a descriptive file name at this point. If you can't think of a particularly descriptive name for the text that you've just captured, you might call it: "capture1." Then at some later date you can save a second and third capture buffer as "capture2," "capture2," etc.

Recall that 5.25" ProDOS disks have about 140K of disk space. 3.5 inch ProDOS disks have about 800K of disk space. Hard disk drives usually have oodles of available space.

Viewing Text in the Capture Buffer and in Text Files on Disk

To go back and look at the text in Z-Link's capture buffer, press the Apple-

Z key. You'll be presented on the screen with a dialogue box that shows you how much text is contained in the capture buffer. Use the down arrow key to move down to the file named: "/ram/." Press <Return> to view the text.

You can use the Control-S technique to stop text that is being displayed from the capture buffer. After the text from the capture buffer has been displayed, you'll be automatically returned to the place you were before you went to view the capture buffer. The transition from viewing the capture buffer to returning to your online screen can be an abrupt experience, if you're not expecting it. It's not uncommon to experience some confusion as to whether the text you're viewing is originating from the capture buffer or directly from your modem. With a little practice, you'll become more comfortable in differentiating the two.

It's especially helpful to go back and view the text in the capture buffer when you're replying to electronic mail you've received. With just a few keystrokes, you can go back and re-read the e-mail message that was sent to you. And then you can give an appropriate and fitting reply to the e-mail message.

About The Different Versions of Z-Link

Over the years Z-Link has progressed through about a half-dozen versions. The version of the software is indicated by the date at which that version was completed. This date shows up on the terminal screen each time you boot the software.

Recently I encountered some problems in using the version dated 12/15/91. When I tried saving captured text to disk, the disk drive just spun endlessly. So I've gone back to using the older 4/29/89 version. This earlier version lacks some of the features of later versions, but it seems



more "stable" than some of the later versions.

It's helpful to know that David Whitney, the creator of Z-Link, has moved to a new address from the one given on some of the earlier versions of the program. David's current address is:

David Whitney
4306 156th Ave., NE, No. II-230
Redmond, WA 98052

David asks \$25 as a ShareWare fee for Z-Link. This is a most reasonable fee for a communications program of this usefulness and caliber.

[The author is the founder of Balloons Software, a new Apple II educational software company. He can be reached at: Balloons Software, 5201 Chevy Chase Parkway, NW, Washington, DC, 20015. (202) 244-2223. GEnie: p.shapiro1; America Online: pshapiro; Internet: pshapiro@aol.com

Electronic mail preferred over hard copy correspondence.]

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Troubleshooting IIGS Memory Problems is 1% Luck, 99% Perseverance

by Erik Moga

Two months ago, I bought a larger RAM (Random Access Memory) card for my IIGS. I was interested in expanding my memory to have more room for System 6. As things sometimes go, I had a problem at first. I tried everything I could think of, and yet the card still didn't work. Yet I persisted, and after many phone calls and different ideas, I found one that solved my problem. Keep on calling different people and trying different ideas until you find one that works. If nothing works after every option has been exhausted, find someone that can fix it for you.

I had just received my new 4MB (megabyte) RAM card and was anxious to try it out. The problem was that whenever I tried to boot (start), halfway through the opening thermometer screen, it halted...and nothing would prompt it to continue. I was going crazy trying to figure out what was going on inside my IIGS. I own one of the original IIGS's that came off the assembly line, which is called a "Woz," with a brand new Quality Computers' 127MB hard drive, 4MB RAM-GS card, Sonic Blaster sound digitizing card. I was keen on getting my hard drive fixed because I am a fond user of System 6, the latest and best system software for the Apple IIGS.

I was worried that I had done something wrong during the installation process. Did I not properly ground myself when I put the card in? Did I break something? I then proceeded to put the original 1MB Apple RAM card back in and try it with that. It worked. I thought, "Maybe it is just a conflicting DA or INIT."

A Desk Accessory (DA) is something that GS users and Macintosh users cannot live without. It is a mini application that is accessed from the Apple menu. The Apple menu is the menu on the left most side of the Apple IIGS or Macintosh Finder screen (with a picture at the top). An example of a common desk accessory is a little word processor that you can use to jot down notes to yourself. Another example is a phone number filer that keeps all your phone numbers organized for you. Sometimes two of the desk accessories will not work at the same time, and it causes your computer to freeze or not work properly.

"INIT" is an abbreviation for initialization file. These are also GS and Mac favorites for doing a certain task upon start-up. I have one that displays a picture and another that checks my system for viruses. There can also be problems with INITs that will not work together.

I took off every DA and INIT that I had. I put the new card back in. It didn't work. "I know what it is. The RAM card must have a bad chip on it," I thought. So I called Sequential Systems, the makers of the RAM-GS, and chatted to one of the Technical Support people there.

He thought that it was unlikely that the RAM card was bad because it passed the diagnostic software that was sent with it. I was almost positive that it was the RAM card so he gave me a RMA number and I sent it back. Most manufacturers will not replace a defective product until they assign you Return Materials Authorization number giving you permission to send the product back.



I was ecstatic when the replacement GS-RAM card came back. "It has got to work now." I installed it in the computer as fast as I dared, and turned on the computer and the hard drive.

It didn't work. I thought hard "What could it be? Maybe it is the DMA (direct memory access) feature of the SCSI card that I use with the hard drive." I tried different configurations of the SCSI card and yet it still didn't work with the RAM-GS, but it did still work with the Apple RAM card.

"Maybe it is the SCSI card itself." I turned off the computer and removed the SCSI card and dug out my disk version of System 6. It worked with both the new memory card and the old memory card. "Great, what do I do now?" was my next question.

Most people would have stopped here, but I still had a way to go on my problem and I wasn't about to give up totally. If I had stopped here, I would have been no closer to solving my problem than I had been in the beginning. So I continued onward.

Calling the Technical Support Line at Quality Computers, where I bought the hard drive and SCSI card, was my next step. I talked to another friendly tech person. He thought that it might be the DMA feature on the SCSI card, the SCSI card itself, the RAM card, or a conflicting DA or INIT. That didn't help me much because those options had already been exhausted. That was all that he thought could be the problem.

I talked to the person back at Sequential again. He suggested that it was the motherboard or the power supply. "Oh no, not that," I thought. Looking for an inexpensive way to fix my problem, I dreaded hearing that. Wanting to find some way, any way, to get back rolling with GS, I didn't even want to consider that that was my problem, but then I thought through it logically.

In the first case, if the power supply was going bad, it would not work with the old RAM card. In the second case, I would have noticed it earlier.

Could it be the motherboard? No, it couldn't be that either. One, it passed the self test which is activated by Open-Apple Option Control Reset. Two, I would have noticed it earlier. So what could it be?

I was getting desperate to find an answer to my problem so I called Apple Computer to find a dealer around my area that would take a look at my computer. I was given two phone numbers, one for a dealer that was not there anymore, and another for Computer Age at (703) 642-2310, in Annandale, Virginia.

I called Computer Age and asked for someone that worked on IIGS's. I talked to someone named Steve, and we discussed what it could be. I wanted him to take a look at my computer, but he said that he could only look at it—he could not do anything to it since Computer Age had dropped IIGS support. If I wanted to see if they could make an exception, he told me the name of someone at the corporate headquarters. I called and I found out that they would not do it, and that Steve was the manager of the dealership. He was a previous GS user and he ended up spending three or four hours of the day to brainstorming over what could be wrong.

This just goes to show the sort of people that you run into in the middle of trying to solve problems like mine. Here was some manager who didn't even service GS's at his dealer ship and yet he knew the frustration of what I was going through, and took time out of his day to help me for no other reason than to be kind.

I called him back and we tried to think of what could be wrong. He thought that it might be the installation procedure that I installed all my cards with. You are supposed to be grounded the entire time when installing a new card, and the directions that I got with my hardware only said to "touch the power supply," which only grounds you when you start. I hoped it was not that, and since the cards had no visible problems, I ruled that out too.

He then suggested that I try to

slim down my system to the bare basics and keep on trying different configurations of the system software. I thanked him and promised him that I would call him back when I figured out what it was.

I took off all the DA's, and it would not work. I took off the INITs, and it would not work. I took off all the drivers, and it would not work.

What could it be? This was getting very bothersome. Then it hit me. I said "What is the one thing that I have not messed with? Icons! I moved my icon directory off the hard drive and restarted, and it worked. It worked, it worked, and it worked again.

I then went through the tedious process of reinstalling all of the icons back on to the icon directory of my hard drive. Reinstalling the icons involves copying them individually back into icon directory by using the Finder and restarting the computer. I finally found out that one of the icons that I had made with an icon editor had a space in the application's name. How could one simple mistake in typing affect my entire system, and why it worked with the original RAM card remains a mystery.

So my suggestion to all computer users is to persist in solving your problem. Before you throw your computer into the trash can, talk to everyone you can and consider every possibility no matter how unusual to solve your problem. If you still can't solve it yourself, find someone who can.

Erik Moga is currently going to Lake Braddock Secondary School, in Burke, Virginia, and has owned his Apple IIGS for seven years. He appreciates all that user groups and ShareWare authors have done over the years for the benefit of Apple II's everywhere. He may be reached at home at (703) 451-2896 evenings before 9:00 pm. He also can be reached via electronic mail on the Thomas Pullen Magnet School BBS (301) 499-4575 and (301) 808-0465 as Erik Moga.



On the Trail of the Apple III

by David Ottalini
WAP III SIG Co-Chairman

Wow! There is so much news to report this month that I don't know how I'll get it all in for you. But as always, we're certainly going to try!

First Off

If you missed our SIG meeting in May, you missed a chance to hear about all the great things happening in the III world, a demonstration of ThinkTank and much more—including our first chance to see Paul and Aneita's new baby and to have a fun luncheon. We'll be taking a summer break and plan to come back refreshed in the Fall. Please watch my column for the date of our next meeting. And please plan to join us!

Threes Company

There's some good news—and some bad news about this BBS system that our friend Ed Gooding has been running for years out of Richmond, Virginia. The bad news is that Ed has finally decided to end his relationship with the III. It was simply a matter of business—his computer company is doing so well he just doesn't have the time to run the BBS anymore.

That leads me to the good news. After some amicable negotiations, the III SIG has agreed to take over the operation of Threes Company for one year. Once the new TCS becomes operational, we will begin the process of transferring the files from Threes Company to the TCS

(even at 12 Megabytes and uncompressed the material is not expected to take up 1% of the new TCS download space). At the end of that year, we will close Threes Company as it now stands—but its tremendous resource of Apple III information will live on the TCS for all III SIG members to enjoy.

Ed has some 60 SARAsaurs who call in on a regular basis. We hope to win over those not now members of WAP so that we can continue to have access to their expertise and add to our ranks as well.

As of this writing, I will be operating Threes Company out of my home. The new number will be 301-593-0024. It is free to all interested—you do not have to be a member of WAP to call in. Threes Company runs on a BBS program called Infonet—a program that Sun Remarketing placed into the Public Domain a number of years ago and was subsequently upgraded by Walt Pawley and Ed Gooding.

The III Community can never thank Ed Gooding enough for his strong, continuing support for our SARA over the years and we are truly sorry to lose him. But in agreeing to take over the BBS, we will be able to continue Ed's "baby" so that it will live on for all IIIers to enjoy—and to make sure it is preserved for history.

By the way, Ed not only supplied us with a complete backup of the BBS, but also a 20 megabyte hard drive, interface card and tons of

manuals, printouts and other goodies. He is promising even more. The club has helped by supplying us with a 2400 baud modem and is paying for the phone line so that I can operate the BBS. The SIG is supplying the computer, monitor and appropriate drives. Thank you!

Software Development Fund

We have started to get additional donations—thanks to Paul and Aneita Campbell, Dave and Joan Jernigan and Steve Truax for their help! But we will need much more if this project is to get off the ground. We plan to write to all SIG members asking for donations, as well as writing to the many Apple II publications. Nothing is too small!

ATUNC

That leads directly to the latest developments concerning our friends on the West Coast—the Apple Three Users of Northern California. In May, I called President Mary Berg and confirmed with her their intent to contribute at least \$500.00 to the SDF. I hope that by the time you read this, they will have made good on their pledge.

On another front, ATUNC has expressed an interest in becoming a Slice of WAP. Our President Lorin Evans has lent his support to the proposal and I hope to have good news for you next month. As a Slice, we can extend our user group's umbrella over another Apple III group—and while they will maintain their independence, we have access to additional PD disks and articles as well as increased ties to a group based strategically near Apple and Silicon Valley.

Finally, this would again help enhance our efforts to maintain strong support for the Apple III. Thanks to Lorin and the WAP BoD for their continuing support for our SIG and the III Community. Without that support, we would prob-



ably not be here today.

TAU

I had frankly given up on the Third Apple Users Group. Not having heard from them in some time, I was afraid that this group-based in Wheaton, Illinois just outside Chicago, had gone under. But then in the mail, lo and behold, was a TAU Journal and an indication the club was again making an effort at a come-back, with the Journal printed quarterly. There was an "Apple III Corner" section. Under a column called "Time Passes" TAU President Lavona Rann indicated that:

"It is a pretty sad day when you recognize that you haven't even looked at the old Apple III for months... Going through the boxes of disks looking for boot disks...brought back fond memories of many people helping people. TAU and many of the friendships I value had their start with that III."

Lavona went on to ask "If there is anyone at all out there still using their III, or having reminiscences to share, please write for the Journal."

I immediately wrote Lavona, telling her of everything you have been reading about the past few months. I included a disk with a year's worth of past Trail articles that (with editing) could be reprinted. I also invited them to contribute to our Software Development Fund.

On another front, TAU has a number of Apple III hardware and software items for sale. If you're interested, you can call them at (708)-653-7640.

Sleepy Hollow/Lisa Shop

I had a long conversation with Frank Freeman of Sleepy Hollow Corporation in May—my first since July of last year. Frank has been a long-time supporter of the III (he will rebate to WAP a portion of repair costs on machines he fixes for

members) but has not had the funds to really get specific projects underway.

That hopefully will have changed by the time you read this. Frank says he wants to hire a full time Apple III programmer to start (now) in early 1994—and is already taking applications (see address below).

He says he has a number of projects for the III that he is interested in doing (we discussed these in my September, 1992 Trail Column)—and has actually been working on a slot extender kit for our III—that would fit into a Profile case. If he gets the funds he says have been approved, we hope to work closely with him to get some of the things we'd all like to see done for the III. As always, stay tuned!

If you'd like to talk with Frank—or apply for that programmer's position call him at: 916-668-5637.

By the way, also in the works is a move from California to Oregon. We'll have details on that when it actually happens.

Professional Solutions

Thanks to our friend up in Connecticut, John Lomartire, we have been given some back issues of Apple's old Professional Solutions magazine—billed as "An information Service for the Professional." It's always interesting to read what Apple was saying about our SARA back in 1984 (the year the III was discontinued). For example, in Volume 3, Issue 1, Catherine Nunes wrote about "Apple's Commitment to its Growing Apple II-III Family." She spoke of the "staying power" of the Apple II/III family, of Apple's "long-term commitment to the development of this product line" and said "those who already own an Apple II or III system...may be breathing a sigh of relief (that support will continue...).

She spoke of Apple's introduction of a mouse for the II and III, of the

creation of ProDOS from SOS and of a new program called AppleWorks (developed from 3EZ Pieces). And she said Apple's "ongoing development efforts on the Apple II—Apple III product family allows customers to be confident that they're buying a highly versatile, reliable, powerful personal computer, and that they will feel as good about their purchase in the future as they do today."

Actually, I agree—the II and III remain all those things (versatile, reliable and powerful). And I still feel good about my investment—both of time and money—in the III. But ten years later, some of those words are a bit hollow knowing what we now know. Time and changing technologies impact the way we look—and think about machines as transitory as computers.

But as I've said many times before—your SARA (or any orphan for that matter) remains useful as long as you are willing to give it a chance to be useful. My III still types just as fast at 1 MHz as my Mac PowerBook does at 25 MHz. And 512K does everything an Apple III needs that 8 megabytes can't always do on my Mac. There aren't the extra bells and whistles, I freely admit. But depending on what you need to do, your II or III will handle just about any chore you need doing if you accept its capabilities from the start.

Notes

Bob Consorti of On Three is looking for Xebec SCSI interface cards. If you have any to sell, give him a call in Chicago at: 312-338-2202.

Paul Campbell reports that the CPS interface card and On Three Universal driver works fine with the cheap Fujitsu 800K disk drives available at many computer super stores. The only problem? The drives stay on—by design—after being accessed the first time.



Finally

My long-term project to compile all the ReadMeFirst files from our PD library should be finished by the time you read this. They will now replace the three ASCII text versions of our Catalog disks (3CAT-01 through 03).

In concert with that project, I have gone through and updated all the disks (where possible) with our newest version of Menu.Maker and other files. Those disks without ReadMeFirst files have them now and many have been enhanced to include more information. I hope you will purchase these catalog disks and use them as you look for specific Public Domain or ShareWare disks in our library. In fact, with the changes made to the order form in the back of the Journal, these disks are a must for all members!

That brings me to a small point about ShareWare disks. I have had my Threeworks disks in our PD for many years as ShareWare—and have not received the small \$5.00 fee from any purchasers in years. Even though the III is an orphan, that does not mean you are exempt from these fees! Please—If you buy any of our ShareWare offerings, show your support by sending the authors their small fees. Thanks!

Apple III Support

- On Three : 1174 Hickory Ave,
Tehachapi, CA. 93561:
805-822-8580
- Sun Remarketing : PO Box
4059 Logan, Utah. 84321 :
800-821-3221
- Titan Support : III+II and IIe
cards : 313-429-8547
- Sleepy Hollow Corp: PO Box
969, Woodland, CA. 95695
: 916-668-5637
- Threes Company BBS: (Now
run by WAP -Free to all-
2400b): 301-593-0024

Parallel Printers and the Apple III

by Robert Sambolin

The first piece of hardware I wanted to get after acquiring my III was a printer. After some research into what models were compatible with the III, I decided to buy a parallel printer. I was using the RS232 serial port at the time with a modem.

Parallel printers must be hooked into the III using a UPIC card in one of the Apple III's internal slots. UPIC stands for "Universal Parallel Inter-

face Card." Luckily, I was able to get my UPIC through a friend who had a spare. But it didn't come with a cable. Obstacle number one!

It wasn't easy, but after some additional research, I was able to find a 20 pin connector for the card courtesy of a computer tech at a computer store—complete with ribbon cable and Centronics connector (which plugs into the printer.) Another was found at a used computer store.

Pins on UPIC

- Sinal Ground
- Acknowledge(In)
- Data In bit 0
- Data In bit 1
- Data In bit 2
- Printer In Check(In)
- Printer Ribbon Out(In)
- Strobe Output(Out)
- Out of Paper (In)
- Data Out bit 0
- bit 1
- bit 2
- bit 3
- bit 4
- bit 5
- bit 6
- bit 7
- Printer ON Line (In)
- Printer Power On(In)
- Signal Ground

Pins on 1180i

- # 1 33
- # 2 10
- # 3 Not used, Don't Know what they
- # 4 are used for. Manual for UPIC
- # 5 doesn't specify.
- # 6 32
- # 7 N/A
- # 8 1
- # 9 12
- #10 2
- #11 3
- #12 4
- #13 5
- #14 6
- #15 7
- #16 8
- #17 9
- #18 11 ?
- #19 13 ?
- #20 16

Pins 3,4,5 are a mystery, the manual does not explain what they are used for. The only mention is that they are inputs. On pins 18 and 19 I connected the pins of the printer that I thought where appropriate.



With that problem taken care of, my next step was to purchase the printer. After looking at several used and new Apple printers (and having a strict budget), I decided they were too expensive. So I set out to buy a nine-pin dot matrix printer that was more within my range.

Time for more research—and after looking at several models, I found the Panasonic 1180i. I found it to be one of the best, both in price and features. The Panasonic is an Epson compatible printer and can emulate IBM instructions as well. It also has a number of features for those who like to tinker around.

As luck would have it, several days after obtaining the Panasonic, a co-worker gave me another parallel printer—this time a nine-pin Star Micronics Gemini Ten. Now with two printers, it became a challenge for me to find a way to hook them both up to my SARA. I did call my good friends Rick Gast and Dave Ottalini to ask for some details in making the right cable connections.

With their help, and some additional research, here's what I found:

Thanks to the manual, I was able to make a list of the pinouts of the UPIC card and the Panasonic. The list is in the accompanying sidebar.

After all the connections were done and with the printer off, I plugged in the cable to the UPIC card. I then booted my System Utilities program and made sure the 3EZ Pieces SOS.DRIVER file had the appropriate Parallel driver. Once finished, I started up 3EZ Pieces. I went to "Other Activities" at the main menu and setup the Panasonic as one of the existing Epson printers. Voila! It worked like a charm.

It was a little more challenging for the Star printer because I didn't have any manuals or literature to help me. But after calling the 800 information number, I found out that Star did have a tech line and was able to get

the pinout configuration. It just happened to be the same as the Panasonic! I also got the dipswitch settings.

With that, I built the second cable exactly like the first and it worked just fine.

Here are the steps to connect any printer to your computer:

- 1) Find out what is needed to connect a printer to your computer and any options that might be required or necessary.
- 2) Decide if your printer will be serial or parallel.
- 3) If you are going to use a serial printer, and still use the RS232 port for modem, look for an A-B switch box from Radio Shack, mail order or at the WAP Garage Sale.
- 4) If you are going to use a parallel printer, make sure you have a parallel port, or for the III, a UPIC

card and cable (available from Sun Remarketing 1-800-821-3221 or try Tom Linders at 408-741-1001).

- 5) If you decide to make your own cable, compare the data of the parallel port on the computer and the port on the printer. Then proceed to make the cable.
- 6) If you need information for any piece of equipment you have try calling dealers, clubs (like WAP), 1-800 information, computer repair shops, the local library or the person you bought the equipment from.

I've really enjoyed working with my SARA—a source of continuing happiness and new knowledge. The III may well be an orphan and obsolete to some. But to those who use her, SARA is still a machine that takes us "out of this world."

New Sara Adventures

by Paul Campbell

The three most important things in real estate: location, location, location. The three most important things in computing: results, results, results.

Remember those times when I was a mainframe operator and turning in reports created on my Apple III? Those reports would get looked over, then a few days later, I would come across someone's attempt at duplicating one of those Apple III reports. I say "attempt" because they could never get it as good as our SARA. Sometimes another person would manually type out a word processing document just to get it looking similar; other times they would just shake their heads and say "we can't do that."

Well, history repeats itself again and my new position is no exception. The group that I work with has always kept equipment records on an IBM computer. When my first database report using *Three Easy Pieces* was turned in to the Client Support department, they loved it! They even jokingly claimed that one of the people in the department wanted to marry the report. Other co-workers had similar comments about the reports being very good and "Just what we need."

What was the outcome of all this? In the middle of a corporation that has hundreds of IBM and clone computers, dozens of terminals, countless computer hardware devices, and multiple mainframe systems, now resides a newly installed Apple III.

MS-DOS: The nightmare continues... Long live Apple III SOS!



Macintosh Disketeria

by Dave Weikert

New Disks

There are ten new disks this month; three PostScript Fonts series #6.XX, three TrueType Fonts series #7.XX and four Apple System Software related disks. Descriptions of the files on the new and revised disks are included below.

Starting this month, we are going to a quarterly revision cycle for the Disketeria housekeeping disks: Mac Disk #00.01—Mac Files Listing, Mac Disk #00.04—Mac Disketeria Catalog and Mac Disk #00.05—PostScript Mac Disketeria Catalog. They will next be revised with the Disketeria article appearing in the September Journal.

PostScript Fonts

Disk series 6.XX now extends through Mac Disk #6.19A with the addition of three disks this month. These disks contain new and revised files as of May 1993. Descriptions of the new files are included below.

PostScript font folders contain of at least two elements; a printer font that can be downloaded to the PS printer and a screen font. Most PS printers come with 11 “families” of printer fonts (35 “fonts”) already permanently installed in the PS printer ROM. To use these built in fonts, you only need to have the corresponding PS screen fonts such as Times, Helvetica, Courier, etc., in your normal system.

If, however, you wish to use some of the thousands of other available PS fonts, you have to have both a printer font in your System Folder plus a

screen font which you can view on your screen. The PS fonts provided on these disks will have at least one printer font and one screen font.

The method of installing fonts has changed as Apple has released newer operating systems. System 6.0.8 and earlier are handled one way, System 7.0 variants another and System 7.1 and later still another.

For System 6.0.8 and earlier, place the printer file in the System folder. Install the screen font file in your System file using the Font/DA mover. Instructions for using Font/DAMover are provided in Apple documentation.

For Systems 7.0 and 7.0.1 drag the screen font and printer font onto the System folder and follow instructions. The screen font will be installed in the System file and the printer font will be installed in the Extensions folder.

For System 7.1 and later, there is a Fonts folder that holds both the PS font and the screen font. You may drag them there directly or drag the screen font and printer font onto the System folder and follow instructions.

All of the fonts on these disks are provided in the Adobe Type 1 format. Type 1 PostScript language outline fonts are interpreted by Adobe Type Manager (ATM) and smoothly reproduced on your screen and on the printed page regardless of size. ATM also enables inexpensive printers to print PostScript language fonts that appear crisp and smooth. Type 1 fonts are supported directly in Ma-

intosh Operating System 7.1 and later versions which incorporate ATM technology.

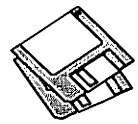
TrueType Fonts

Disk series 7.XX now extends through Mac Disk #7.14 with the addition of three more disks this month. These disks contain new and revised files as of May 1993. Descriptions of the new files are included below.

TrueType is Apple’s outline font technology. These fonts look good regardless of whether they are displayed on the screen or printed on a dot matrix, ink jet or laser printer. Designed to eliminate the ‘jaggies’ they are a worthwhile addition to many user’s hard disk. They also take a lot less room than all of the different sizes of bit-mapped (ImageWriter) fonts previously required for good appearance. Many PostScript fonts have been converted to the TrueType format and you can expect to see more and more in the future.

System 7 and later recognize TrueType fonts without any action on your part other than dragging the suitcase to the System folder. You may also use TrueType fonts with Systems 6.0.5, 6.0.7 and 6.0.8 if you install the two Apple TrueType disks; TrueType Fonts and Software and TrueType Printing Tools. The Fonts and Software disk includes the required font suitcase, the Font/DA Mover and the INIT for the System folder. The Printing Tools disk has all of the necessary drivers for Apple’s laser and impact printers.

We generally recommend that you not mix PostScript and TrueType fonts of the same family. For example, do not include both PostScript Helvetica screen and printer fonts and TrueType Helvetica in the same System folder. You should select one or the other depending on your printer configuration.



Apple System Software

There are three updates to Apple System Software this month. They include the long awaited LaserWriter 8.0 driver, an update to QuickTime (now version 1.6) and an updated Network Products Installer. The LaserWriter driver finally supports the PostScript 2 interpreters delivered in some printers over a year ago. Way to go Apple and Adobe. In addition, there is a disk of Printer Definitions for various manufacturers' laser printers.

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 #6.17A — PS 17 POSTSCRIPT FONTS

Alexandria PS f: A rather angular body or display Type 1 font with relatively large rectangular serifs. *Generic Read Me- TrueType font* is in text format.

Analog PS f: By Detlef Reimers. A font that may be used to draw (type) analog electrical circuit diagrams. The double clickable *Info* file is in DOCMaker format.

AtticAntique PS f: By Brian Willson. A body or display Type 1 font that resembles the wavy, broken serif type you might find in a hundred-year-old textbook. Quite legible even at tiny point sizes, which give a subtle look of age; use at larger sizes for drop caps or to make a design statement. *AtticAntique<TT>.ReadMe* is in text format. ShareWare — \$10.

Averoigne PS f: By Dave Nalle. A curvy Type 1 decorative or display font that contains only upper-case characters. *ReadMe!* and *catalog.asc* are in text format. ShareWare — \$5.

BluePrintBold PS f: By David Rood. In spite of the font name, I think this hand printed Type 1 font is too informal for most formal blueprint type drawings. It does give a nice hand printed look for informal body or display work. *BluePrint Bold Note* is in text format. ShareWare — \$10.

BowLegs PS f: By Lorvad. A display Type 1 font; the vertical strokes have a slight bow or curvature that gives them an interesting look. *Read Me BowLegsTT-LORVAD.txt* is in text format. ShareWare — \$10.

Capel-Y-FFin PS f: By A. K. M Adam. A sans-serif Type 1 font designed to resemble Gil Sans. *No, Really-Read Me! C-Y-F* is in TeachText format. ShareWare — \$5.

Castiglione PS f: By Dave Nalle. A calligraphic Type 1 font with elegantly curved characters. *Read Me!* and *SFL Catalog* are in text format. ShareWare — \$5.

ClassDingbats PS f: By Bruce Shanker. Small graphics that may be used to delineate different categories of classified ads. Available in normal black on white and "reversed" white on black formats. *Fonts docs* is in text format and describes all of the fonts available as a collection. ShareWare — \$20 for complete collection.

Electric PS f: By Detlef Reimers. A font that may be used to draw (type) electronic circuit diagrams. The double clickable *Info* file kept quitting due to a type 1 error before I could scroll to the end. The *Info.txt* file is exported from *Info* and shows a number of circuits when the Electric font is selected. Many of the circuit symbols are the same as in the Analog PS f.

DISK #6.18A — PS 18 POSTSCRIPT FONTS

FF-MT1 PS f: By Douglas M. Lidster. A series of 16 Type 1 fonts that permit you to view and print true fractions that match the standard PostScript Times and Helvetica fonts built into most laser printers. *FF-MT1.DOC* is in Word format; other documentation is in text format. Requires Adobe Type Manager. ShareWare — \$10 for these fonts; \$25 for full package of 66 fonts.

FreshScript PS f: A Type 1 font that resembles handwriting.

Maginor PS f: By Dave Nalle. A Type 1 decorative or display font that contains only upper-case characters. *Read Me!* and *catalog.asc* are in text format. ShareWare — \$5.

NatashaCaps 1.0 PS f: By Raj Singh. A all caps Type 1 font consisting of top-heavy letters that was designed with the Addams Family in mind — kind of funny/creepy. *Read Me* is in text format.

Notepad PS f: By Jonathan Stampf. A Type 1 font intended to emulate casual handwriting; it has a somewhat spastic appearance. This one is free but the author has a version that has

additional character variations that is available for \$35. *Read Me First* is in text format.

Octavian PS f: By Dave Nalle. A Type 1 serif body text font that contains lower- and upper-case characters; it has somewhat a calligraphic flair. *Read Me!* and *SFL Catalog* are in text format. ShareWare — \$5.

DISK #6.19A — PS 19 POSTSCRIPT FONTS

NuSymbol v1.01 PS f: By Dave Reid. Based on Apple's Symbol font, NuSymbol Bold bears roughly the same relationship to its parent as does Times Bold to Times. The NuSymbol italic is skewed 15 degrees forward, while NuSymbol bold italic is a combination of both. *Read Me* is in text format.

PregQuail PS f: By Lorvad. A novelty Type 1 FONT that contains upper and lower case and numbers and minimal punctuation. It looks best at sizes over 50 points. ShareWare — \$10.

SafariDemo PS f: By Computer Safari. Includes the Romulus Type 1 font which is similar to the Star Trek Romulan and Vulcan alphabets. There are 23 characters in the font. The other font is really a demo with a sample of seven Type 1 fonts that evoke Star Trek, Ancient Egypt and Alien Nation. *Read Me Text* is in text format.

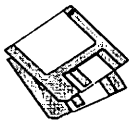
Sinaiticus PS f: By A. K. M. Adam. A Type 1 font designed to resemble the Greek uncial script used in early manuscript codices of the Greek New Testament. *Oh, Please read me—Sinaiticus* is in TeachText format. ShareWare — \$5.

Spatz PS f: By Lorvad. A rather elegant display Type 1 font with a kind of shimmering effect. In order to keep the size down, there are only capitals, numbers and minimal punctuation. *Read Me Spatz TT-LORVAD.txt* is in text format. ShareWare — \$10.

StFrancisCaps PS f: By Jim Pearson. A hand-drawn rendition of a pre-10th century alphabet. Does not contain lower case letters, numbers and punctuation. *About StFrancisCaps font* is in TeachText format.

Tengwar-Gandalf PS f: By Michael S. Elliott. A strange Type 1 font from The Lord of the Rings. *Tengwar Docs (MW)* and *Tengwar Docs (text only)* are in Write and text formats respectively.

Visage PS f: By Dave Nalle. An uppercase specialty or decorative Type 1 font. *ReadMe* and *CATALOG2.ASC* are in text format. ShareWare — \$5.



Walrod Initials 1.1 PS f: By Jonathan Hodges. A

Type 1 display font that includes only the initial caps. It is a fairly accurate knockoff of Geometrica. Geometrica, and its two sister fonts Champ Fleury and Melencolia, are stylized renderings of the work of 16th century artists Geofroy Tory and Albrecht Dürer. *ReadMe* is in Word format.

DISK #7.12 — TT 12 TRUE TYPE FONTS

Alexandria TT f: A rather angular body or display font with relatively large rectangular serifs. *Generic ReadMe - TrueType font* is in text format.

AtticAntique TT f: By Brian Willson. A body or display font that resembles the wavy, broken serif type you might find in a hundred-year-old textbook. Quite legible even at tiny point sizes, which give a subtle look of age; use at larger sizes for drop caps or to make a design statement. *AtticAntique<TT>.ReadMe* is in text format. ShareWare — \$10.

Averoigne TT f: By Dave Nalle. A curvy Type 1 decorative or display font that contains only upper-case characters. *ReadMe!* and *catalog.asc* are in text format. ShareWare — \$5.

BluePrintBold TT f: By David Rood. In spite of the font name, I think this hand printed font is too informal for most formal blueprint type drawings. It does give a nice hand printed look for informal body or display work. *BluePrint Bold Note* is in text format. ShareWare — \$10.

BowLegs TT f: By Lorvad. A display font; the vertical strokes have a slight bow or curvature that gives them an interesting look. *Read Me BowLegsTT-LORVAD.txt* is in text format. ShareWare — \$10.

Capel-Y-FFin TT f: By A. K. M Adam. A sans-serif face designed to resemble Gil Sans. *No, Really-ReadMe! C-Y-Fis* in TeachText format. ShareWare — \$5.

ClassDingbats TT f: By Bruce Shanker. Small graphics that may be used to delineate different categories of classified ads. Available in normal black on white and “reversed” white on black formats. *Fonts docs* is in text format and describes all of the fonts available as a collection. ShareWare — \$20 for complete collection.

Crillee TT f: By Gene Cowan. A TT version of the typeface Crillee, which is the face used for the credits of Star Trek: The Next Generation. *Read Me* and *Generic ReadMe - TrueType font* are in text format.

Cyrillic TT f: By Bill Tavoiga. A serif font family for any of you that need to communicate in

Russian. *CYRITF.DOC* and *CYRITF.Word* are in text format.

Diner TT f: By David Rakowski. The Diner family fonts comes in four weights: Skinny, Regular, Fat and Obese. They have an all-caps set of characters, numbers and punctuation, and extra alternate shapes in the lower-case a, k, m, w and y slots. The Diner-Regular font is based on a tall, thin, rounded Art Deco font called Huxley Vertical. *ReadMe diner fonts* is in text format. ShareWare — donate \$9.50 to Columbia University Music Dept.

Dragonwick TT f: By David Rakowski. A detailed decorative or display font. Since the font is detailed, it is not recommended that you use it in a size smaller than 24 points. *ReadMe Dragonwick* is in text format.

EileenCaps TT f: By David Rakowski. Two related DropCaps fonts drawn in an elegant and complex Art Nouveau style. The characters of EileenCaps are all surrounded by a black box and are drawn in white over that box; the characters of EileenCaps-Black are the same as in EileenCaps with the boxes cut out — which means the characters and vinery are black. Only an alphabet of capital letters is in this font. Recommended minimum size for 300 dpi printers is 72 points. *ReadMe EileenCaps* is in text format. ShareWare — donate \$7.50 to Columbia University Music Dept.

DISK #7.13 — TT 13 TRUE TYPE FONTS

Elzevier-Caps TT f: By Alan Rodgers, using the Elzevier EPS alphabet created by David Rakowski. A German art nouveau alphabet from the turn of the century. Black Caslon letters are surrounded by vines and leaves. *ReadMe Elzevier-Caps* is in text format.

Gessele-Script TT f: By David Rakowski. An elegant script font from the Art Nouveau period. The characters are unslanted and are drawn as if with a quill pen, with thick down strokes and thin up strokes. There’s a complete alphabet in the font, as well as punctuation and numbers. *ReadMe Gessele-Script* is in text format. ShareWare — donate \$6.49 to Columbia University Music Dept.

Ian-Bent TT f: By David Rakowski. A very pretty drop caps font patterned after a German Art Nouveau font drawn by Otto Eckmann. You’ll find a full all-caps alphabet here of characters surrounded by stained glass-patterns. Use it sparingly as it requires a large amount of printer memory. *ReadMe Ian-Bent* is in text format.

InstantLogos TT f: By Jonathan Macagba. A font designed to help you create logos simply by pressing a combination of keys on your keyboard. It works with most word processors and drawing programs. To fully take advantage of this font, use it in Illustrator, Canvas, or Freehand. These programs have an option to convert characters to paths. This allows you to type out your logo, convert it to paths, and fine-tune it further. *AboutInstantLogos.txt* is in text format. ShareWare — \$25.

Lintsec TT f: By David Rakowski. A stencil font with a full alphabet, numbers and punctuation. The author notes “There are no kerning pairs — hey, do YOU kern your stencils?” *Read me Lintsec* is in text format.

Maginot TT f: By Dave Nalle. A Type 1 decorative or display font that contains only upper-case characters. *ReadMe!* and *catalog.asc* are in text format. ShareWare — \$5.

Mappity TT f: By David Rakowski. An all-caps-plus-numbers (no punctuation) font that looks a little like letters cut out of a road map. It works with System 7 and a PostScript laser printer, but may cause memory problems either with System 6.07 or greater, or with lower memory configurations. *ReadMe Mappity* is in text format.

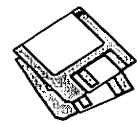
NixonInChina TT f: By David Rakowski. A font designed to look like display printing on many Chinese restaurant menus. It has a complete upper- and lower-case alphabet and punctuation: no numbers or diacritics and is based on a font called Chopstick. *ReadMe NixonInChina* is in text format.

NuSymbol v1.01 TT f: By Dave Reid. Based on Apple’s Symbol TrueType font. NuSymbol Bold bears roughly the same relationship to its parent as does Times Bold to Times. The NuSymbol italic is skewed 15 degrees forward, while NuSymbol bold italic is a combination of both. *Read Me* is in text format.

PenPal 1.3.1 TT f.sea: By Kevin W. Gregory. A plug-in module designed to work with Word. It converts any text stream into an output that appears to be handwritten with random character shapes and spacing. *PenPal™ Manual 1.3.1* is in Word format. ShareWare — \$25.

DISK #7.14 — TT 14 TRUE TYPE FONTS

Pointage TT f: By David Rakowski. An all-caps font resembling Torino that has had Victorian-type pointing fingers, pointing right, superimposed so that the hands look like they



are grasping the letters as well as pointing rightward. ShareWare – donate \$3.03 to Columbia University Music Dept.

PregQuail TT f: By Lorvad. A novelty typeface that contains upper and lower case and numbers and minimal punctuation. It looks best at sizes over 50 points. ShareWare – \$10.

SafariDemoTruetype f: By Computer Safari. Includes the Romulus font which is similar to the Star Trek Romulan and Vulcan alphabets. There are 23 characters in the font. The other font is really a demo with a sample of seven fonts that evoke Star Trek, Ancient Egypt and Alien Nation. *Read Me Text* is in text format.

Saloon TT f: By Robert Schenk. A bold display typeface with an “Old-West” feel. ShareWare – \$15 for this font and 12 others.

Semitic Translit f: By Conrad Gempf. A typeface based on Palatino Italic designed to permit the user to type the necessary diacritical marks for transliterating the Hebrew language. Semitic Translit Document is in double clickable application format.

Sinaiticus TT f: By A. K. M. Adam. A typeface designed to resemble the Greek uncial script used in early manuscript codices of the Greek New Testament. *Oh, Please read me—Sinaiticus* is in TeachText format. ShareWare – \$5.

Spatz TT f: By Lorvad. A rather elegant display typeface with a kind of shimmering effect. In order to keep the size down, there are only capitals, numbers and minimal punctuation.

Read Me Spatz TT-LORVAD.txt is in text format. ShareWare – \$10.

StFrancisCaps TT f: By Jim Pearson. A hand-drawn rendition of a pre-10th century alphabet. Does not contain lower case letters, numbers and punctuation. *About StFrancisCaps font* is in TeachText format.

Temple TT f: By Chris Bowman and Jason Thorpe. A font inspired by the handwriting on the Temple of the Dog, Pearl Jam, and Mother Love Bone album covers. *ReadMe please...* is in text format.

Tengwar-Gandalf TTT f: By Michael S. Elliott. A strange font from The Lord of the Rings. *Tengwar Docs (MW)* and *Tengwar Docs (text only)* are in Write and text formats respectively.

UPCA TT f: By Jeff Folk. A standard Universal Product Code (UPC) bar code font. Designed for 12 points and larger. *UPCA Read Me* is in TeachText format.

Visage TT f: By Dave Nalle. An uppercase specialty or decorative font. *ReadMe* and *CATALOG2.ASC* are in text format. ShareWare – \$5.

Will-Harris TT f: By David Rakowski. A font patterned after the display font ‘Skyline.’ It is a special-effect font wherein the characters look like views through Venetian blinds of a city skyline. A headline set in this font will appear to have been cut from a continuous city skyline. There is a full set of alphabetic, numeric and punctuation characters in this font. *ReadMe Will-Harris* is in text format.

**DISK #LW.80
LASERWRITER 8.0**

LaserWriter 8.0.sea: By Apple Computer, Inc. *Installer* and *Installer Script* helps you install the LaserWriter 8.0 driver. *ReadMe* is a TeachText formatted document. *TeachText 1.2* is used to read the documentation.

**DISK #LW.80 PDS
LASERWRITER 8.0**

We collected all of the Printer Descriptions available for the LaserWriter 8.0 driver that we could find and included them on this disk.

**DISK #QT.16
QUICKTIME 1.6**

QuickTime 1.6.sea: By Apple Computer, Inc. *QuickTime™* is the System Extension. *QuickTime ReadMe* is a TeachText formatted document that explains how to install QuickTime extension and Scrapbook. *Replacement Scrapbook File* includes *Scrapbook File Read Me*, *Scrapbook File* and sample movies. *Scrapbook* is a DA that replaces the earlier version of the same name. *TeachText 7.1* is used to read the documentation.

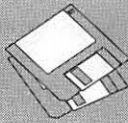
**DISK #NI.13
NETWORK SFTWRE INSTALLER 1.3**

Installer, Network Products Script, TeachText and User’s Guide.

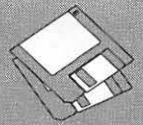
System Folder: Finder, General, Monitors, Network, Startup Device and System.

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 @	Extended	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		\$ _____			



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*

- ___ 12 disk set; \$36
- ___ 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

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*

- ___ 19 disk set; \$57
- ___ 6.01A - PS 1
- ___ 6.02A - PS 2
- ___ 6.03A - PS 3
- ___ 6.04A - PS 4
- ___ 6.05A - PS 5
- ___ 6.06A - PS 6
- ___ 6.07A - PS 7
- ___ 6.08A - PS 8
- ___ 6.09A - PS 9
- ___ 6.10A - PS 10
- ___ 6.11A - PS 11
- ___ 6.12A - PS 12
- ___ 6.13A - PS 13
- ___ 6.14A - PS 14
- ___ 6.15A - PS 15
- ___ 6.16A - PS 16
- ___ 6.17A - PS 17
- ___ 6.18A - PS 18
- ___ 6.19A - PS 19

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*

- ___ 25 disk set; \$75
- ___ 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

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

- ___ 22.01 - F/G 1
- ___ 22.02 - F/G 2
- ___ 22.03 - F/G 3

Best of Pi Series

- ___ 10 disk complete set; \$25
- ___ 5 disk revised set; \$17.50

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
- ___ QuickTime 1.0 - 2 disk set; \$6
- ___ QuickTime 1.6 - 1 disk; \$3
- ___ LaserWriter 8.0 - \$3
- ___ Sys Network Installer \$3
- ___ TrueType - 2 disk set; \$6
- ___ Basic Conn Set v1.1.1 - 1 disk; \$3

HyperCard Update

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

(‡) on 1.44 Meg diskette
Revised disk series



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 will 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.

GSGM-02 A - IIGS.GAMES.02 - MEAN 18 GOLF COURSES 2

AUTUMN.M18 (Autumn in Maine), *BEACH.M18* (Beachhead), *JAX.M18* (Nas Jacksonville), *JIMCLAY.M18* (Jimmy Clay), *KAYAK.M18* (Kayak Point), *SUMMER.M18* (Summerdale).

IIGS.GM.03 to IIGS.GM.05 - BOUNCING BLUSTER

Disk: */B.BLUSTER/* - Boot Disk, Disk: */BB.DATA/* - Data Disk (with Documentation), Disk: */BBCSET/* - Construction Set Module.

GSGM-06 - IIGS.GAMES.06-GAMES 1

In the IIGS.GAMES.06/GAMES/ folder: This folder contains a variety of IIGS games. The following 4 folders can be found in the GAMES folder: *Ark.II.Levels*, *One.Arm.Battle*, *PreThex*, *Worm.Runner*.

In the IIGS.GAMES.06/GAMES/ARK.II-LEVELS/ folder: This folder contains a selection of "levels" for use with Arkanoid II: Revenge of DOH. The following 3 folders can be found in the *ARK.II.LEVELS* folder: *Ark.II.Levels*, *DHW.Arch.1*, *DHW.Arch.2*.

In the IIGS.GAMES.06/GAMES/ARK.II-LEVELS/ARK.II.LEVELS/ folder: This folder contains the file *ARKIILEVELS*, which is a "game" for Arkanoid II: Revenge of DOH.

In the IIGS.GAMES.06/GAMES/ARK.II-LEVELS/DHW.ARCH.1/ folder: Two complete "games" for Arkanoid II: Revenge of DOH. One is "Crashanoid" (inside joke) which

is about as tough as "ArkII". "Artanoid" is easier, and everything in that one looks like something. By David Wood.

In the IIGS.GAMES.06/GAMES/ARK.II-LEVELS/DHW.ARCH.2/ folder: Three complete "games" for Arkanoid II: Revenge of DOH. *CRUEL.BASTARDS* is a collection of screens which have no right existing. *RHAPSODY.IN.RED* and *THE.BLUES* are two obvious theme boards with some tricks. By David Wood.

In the IIGS.GAMES.06/GAMES/ONE.ARM-BATTLE/ folder: *One Arm Battle* is an easy but competitive game of chance for 2 to 4 players. The computer can participate as any or all of the players. The game is written in TML Pascal II, which means that it uses the speed, the stereo sound, and the advantages of GSOS 5.0.2. The program contains over 250K of digitized sound and graphics files, packed into a single file for ease of use. This game is Shareware, \$10 fee. By Ken Franklin.

The object of *One Arm Battle* is to win imaginary money by rolling winning combinations on a six-reel slot machine. The winning combinations are: A single ACE or a STAR; three of any symbol (ACES, BELLS, STARS, MELONS, PLUMS, ORANGES), rolled at one time; or all six symbols rolled in one try (one of each) which is called a *SUPERSWEEP*.

There are three problems complicating this quest. First, you must score something with every roll, or you score *NOTHING* and lose your turn. Second, every reel used for score is

locked; therefore, you have fewer reels moving with each roll. Third (and most important), each turn is governed by a *GOAL*. Most of the time, these goals give you opportunities to earn bonuses; however, there are some surprises.

In the IIGS.GAMES.06/GAMES/PRETHEX/ folder: *PreThex 1.0* by Jason Harper. *Thexder* is a great game for the IIGS, but it has one annoying problem: you absolutely must turn off Keyboard Buffering in your Control Panel settings to be able to control the game. This can only be attributed to lack of knowledge about the ADB (Apple Desktop Bus) Toolset by the programmers who did the IIGS version, since the problem could have been eliminated by a dozen or so extra lines of code. Hopefully, *Sierra On-Line* will fix this (feel free to send them a complaint), but in the meantime those of you who prefer to leave Keyboard Buffering turned on can use *PreThex*.

It temporarily disables buffering and then runs *Thexder*. The effect lasts until the computer is turned off or you access the Classic Desk Accessory Menu by pressing Control-Apple-Escape. This means that you cannot access the Control Panel during the game: if you need to adjust the volume or some other option, do so before running *PreThex*.

In the IIGS.GAMES.06/GAMES/WORM-RUNNER/ folder: The game begins with the worm poised and ready to seek out a nice, juicy mushroom ('mushies') to satisfy his palette. Pressing the 'I' key will start the game with the worm travelling to the top of the screen. Try to guide him to the mushroom by moving the



worm to the left or right and up or down.

The worm is very sensitive and one wrong move will cause it to 'crash into the wall and lose a life' time. There are three lives to start, and a bonus life will be awarded after 1000 points.

After 5 'mushies' have been eaten in a level, it is up to you to get the worm safely out of one of the opened up passageways. He must get through to wiggle over to the next level. This game is shareware, \$5.00 fee. By Jim Van Hassel.

GSGM-07-IIGS.GAMES.07-GAMES 2

In the //IGS.GAMES.07/GAMES/ folder: This folder contains a variety of IIGs games. The following 2 folders can be found in the GAMES folder: F1.Racer, Plunder.

In the //IGS.GAMES.07/GAMES/F1.RACER/ folder: A graphic's based Formula 1 race-game written by Joel A. Quejahda. In this game, you will be racing against the clock. You must travel a set minimum distance within a set time before you can move on to the next leg of the race. You will have to avoid hitting the other race cars on the track. You start the race with five cars at your disposal and a full tank of gas. Depending on how fast you are running, you will soon run out of gas. Every now and then, a "Gas Pump" will appear on the road and you will be able to stop and fill up. You get an extra car for each leg that you finish. Requires at least 512k RAM. This software is Shareware, \$15 fee.

In the //IGS.GAMES.07/GAMES/PLUNDER/ folder: Plunder! is a game of chance and daring for 2 to 4 players of any age. You and your competitors find yourself in the treasure room of a dungeon, filled with various packages. You know that most of the packages contain treasures, but two of the packages contain mystery surprises, and one contains a bomb that will destroy everyone in the room.

In turn, each of you have a choice: open a package, or escape through the door. If you escape, you get your share of all treasure found. If you stay, whatever you find goes into the treasure. But selecting to open a package is risky because it may be the package containing the bomb. After each "explosion", everyone gets a new life, and a new room of packages.

Any or all of the players can be run by the computer. It is written in ORCA Pascal, which uses the speed, the stereo sound, and the advantages of GSOS 5.0.2. The program contains over 500K of digitized sound and graphics files, packed into a single file for ease

of use. This game is Reliefware and is similar to Shareware, \$15 fee. By Ken Franklin.

GSGM-08 -IIGS.GAMES.08-GAMES 3

In the //IGS.GAMES.08/GAMES/ folder: This folder contains a variety of IIGs games. The following four folders can be found in the GAMES folder: BlackJack, Cards, Pyramid, Solitaire2.0.

In the //IGS.GAMES.08/GAMES/BLACK-JACK/ folder: Black Jack GS version 1.0 by Bob Moragues. BlackJack GS is a single player game of BlackJack for the Apple //GS. One player plays against the dealer. The house rules for this program are modeled after the casinos in Lake Tahoe. This program is mouse controlled and uses pull down menus and Apple key equivalents. Requires at least 512K. This program requires many of the toolsets found on the system disk.

In the //IGS.GAMES.08/GAMES/CARDS/ folder: This folder contains a variety of card decks for use with any of the great Wood and Davies GS Solitaire Games. This includes Pyramid and Solitaire2.0 which can be found on this disk, and MonteCarlo and Poker which can be found on the next disk in this series: GSGM-09 - Games 4. The following 8 folders can be found in the CARDS folder: AppleLink, Batman, Bears, Converter, Pyramid, Rummy, Solitaire, Summer.

In the //IGS.GAMES.08/GAMES/CARDS/ APPLELINK/ folder: This is a great AppleLink Logo card set. The backs of the cards in this deck displays the AppleLink logo. By Doug, Todd, changes by Bob.

In the //IGS.GAMES.08/GAMES/CARDS/ BATMAN/ folder: A new card set featuring all your favorites from Batman stories. By Andy Francis.

In the //IGS.GAMES.08/GAMES/CARDS/ BEARS/ folder: Here's a new set of cards for any of the Wood and Davies GS Solitaire Games. For those who love teddy bears this will be a fun card set! By Douglas Leland Davies.

In the //IGS.GAMES.08/GAMES/CARDS/ CONVERTER/ folder: Card Convert Utility by Todd J Wood. Now you can make your own cards for Solitaire, Pyramid, Poker, or Monte Carlo. This utility allows you to convert standard \$C1 super-hires pictures into card sets. This utility provides 4 templates for each card suit. You can modify these templates in the paint program of your choice (as long as you save it as a standard \$C1 picture) and then run this convert utility on them, to generate

the cards!

In the //IGS.GAMES.08/GAMES/CARDS/ PYRAMID/ folder: A set of cards that can be used with Pyramid or any of the great Wood and Davies GS Solitaire Games.

In the //IGS.GAMES.08/GAMES/CARDS/ RUMMY/ folder: Rummy cards designed to be as close to the real thing! Just replace the old card files with this set. This was done using the Card Convertor GS for the Solitaire games, by Todd Woods & Doug Davies. By Lendal & Judy Derreberry.

In the //IGS.GAMES.08/GAMES/CARDS/ SOLITAIRE/ folder: A set of cards that can be used with Solitaire or any of the great Wood and Davies GS Solitaire Games.

In the //IGS.GAMES.08/GAMES/CARDS/ SUMMER/ folder: New cards for Solitaire GS, Poker GS, MonteCarlo GS, or Pyramid GS. Summer Time edition. Includes a tribute to all of the author's special Alink friends! By Doug Davies.

In the //IGS.GAMES.08/GAMES/PYRAMID/ folder: This is the new shareware version of Pyramid Solitaire. Neat SHR graphics and nearly impossible to beat. The object of the game is to remove all the cards in the pyramid. You can only remove 2 cards at a time, and they must add up to 13. You can look at the next card on the deck by clicking on the deck. The cards on the deck do not need to be completely disposed of to win, but they will help in removing cards in the pyramid.

In the //IGS.GAMES.08/GAMES/SOLITAIRE2.0/ folder: This is the new shareware version of Solitaire, a SHR game from Applelink. Nice graphics, hard to beat.

GSGM-09-IIGS.GAMES.09-GAMES 4

In the //IGS.GAMES.09/GAMES/ folder: This folder contains a variety of IIGs games. The following 7 folders can be found in the GAMES folder: Eucre.2.2, MonteCarlo, Poker, Power.Play, Return.Woz, Sheepshead, Tetrotrix.

In the //IGS.GAMES.09/GAMES/EUCRE.2.2/ folder: In Euchre v2.2, you and your computer partner play against two computer opponents. Your partner has been programmed to play very intelligently. However, so have your opponents. This software is Shareware, \$10 fee. By Bill Hamshire. Euchre is a card game in which the team that calls trump must get three out of five tricks. Therefore, to start each hand, all four players start with five cards. Your partner is the player opposite you making the



players to the left and right your opponents. This game is played with only the cards numbered 9 up through Ace, leaving four cards for the blind. The blind is the group of cards left out of each hand. In Euchre, when trump is decided, the jack of that suit is the highest trump, commonly called the right bower. The jack of the same color suit is the second highest. This is the left bower. The rest of the trump and the other three suits are ranked ace high. The dealer turns up the top card of the blind. The suit of that card is the first one up for bidding. Play begins with the player to the left of the dealer leading. Each player must, in turn, play one card from their hand. If they have cards of the suit that was lead, they must play one of them, this is called following suit. Otherwise, the player can play any card in his hand. The trick is won by the player who played the highest trump card, or, if none were played, the highest card in the suit that was lead. This player collects the four cards and turns them face down in front of him. He then continues play by leading the next trick.

In the //IGS.GAMES.09/GAMES/MONTE.-CARLO/ folder: Monte Carlo-style Solitaire card game. The Latest and Greatest card game from Todd Wood. It's also winnable! The object of MonteCarlo is to get rid of all the cards. When the game starts 20 cards are laid down in a 5x4 grid on the table. You remove adjacent cards of the same type. Then you click the DEAL button and the cards will snake-up and new ones will be pulled out of the deck. You continue this, until you can no longer remove any cards or you win the game. Instructions are provided. By Todd J Wood.

The previous disk in this series, GSGM-08 - Games 3, contains additional card decks which may be used with this game and two additional Todd Wood and Doug Davies solitaire games: Pyramid and Solitaire.

In the //IGS.GAMES.09/GAMES/POKER/ folder: Video Poker version 1.0 is a Casino-type Draw Poker game. From the card freaks who brought you Solitaire in all its permutations, Todd Wood and Doug Davies. Shareware, \$10 fee. The previous disk in this series, GSGM-08 - Games 3, contains additional card decks which may be used with this game and two additional Todd Wood and Doug Davies solitaire games: Pyramid and Solitaire.

In the //IGS.GAMES.09/GAMES/POWER-PLAY/ folder: Power Play version 1.0 by P. Brinkley. Power Play contains the following four games: Four Play, Tron, Pig N Bull, and Gridlock. Instructions for these games are built-in and are available through an online Help button.

In the //IGS.GAMES.09/GAMES/RETURN.-WOZI/ folder: In this simple but challenging game, you control a helicopter with a man hanging from the landing gear. The man will fall off and you must help him land in a hay wagon. By Parik Rao and Scott Pease.

In the //IGS.GAMES.09/GAMES/SHEEPS-HEAD/ folder: Sheepshead version 1.1 SHR 640-mode card game by Bill Hamshire. This software is Shareware, \$10 fee. You against 3 computer opponents. By the creator of GS Eucre. Sheepshead is the rough translation of

Schafskopf, the original German name. There are many variations of this game. There are 32 cards in the deck, 7 up to Ace. Each card has a rank. The object of the game is to get the most points, not tricks or cards. Each of the five players get six cards and the last two are put face down in the middle. Starting with the left of the dealer, each player gets to decide if he wants to "pick." Picking involves adding the two cards in the middle to your hand and discarding two that you don't want. The partner is the player with the Jack of Diamonds. No one except the player with the Jack of Diamonds knows who is on their side until the Jack is played. As opponents, your team is trying to get 60 points to set the picker. Once the picker has been determined. Play starts with the player to the left of the dealer leading. As usual, you must follow suit and when everyone has played a card, the highest card takes the trick and that player leads the next trick. The high point cards are called schmear or schmear cards. If someone on your team has the trick already you would want to schmear the trick so that your team takes as many points as possible.

There is no real end to the "game" Sheepshead. It is just a series of hands that usually ends when someone is out of chips or money.

In the //IGS.GAMES.09/GAMES/TETRO-TRIX/ folder: Tetrotrix version 1.1 by Pierre Abel. This is a "Tetris" clone. Groups of blocks fall from the top of the screen. You must move and rotate the blocks into a position where they will match the blocks at the bottom of the screen. High scores are saved to disk. This is Shareware, \$15 fee. By Pierre Abel.

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			Box Number, Apartment, Suite, etc.		
___ 4 or less @	\$4.00	\$ _____			
___ 5 or more @	\$3.50	\$ _____			
___ Sets (as marked)	\$(above)	\$ _____	Street Address		
5.25" Singles					
___ 4 or less @	\$2.00	\$ _____			
___ 5 or more @	\$1.75	\$ _____	City	State	Zip Code
___ Sets (as marked)	\$(above)	\$ _____	Day Telephone		Evening Telephone
+ postage \$1.00/disk, max. \$5.00.		\$ _____			
TOTAL AMOUNT DUE		\$ _____			

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

- APSD-01 #1
- APSD-02 #2

Apple Disk Catalog

- 4 disk set #3

AppleWorks

- APWK-01
- APWK-02

Communications

- 10 disk set = \$15.00
- COMM-01
- COMM-02
- COMM-03
- COMM-04
- COMM-05
- COMM-06
- COMM-07
- COMM-08
- COMM-09
- COMM-10

CP/M

- 11 disk set = \$16.50
- CP/M-01
- CP/M-02
- CP/M-03
- CP/M-04
- CP/M-05
- CP/M-06
- CP/M-07
- CP/M-08
- CP/M-09
- CP/M-10
- CP/M-11

Eamon Adventures

- 24 disk set = \$36.00
- EAMN-01
- EAMN-02 #4
- EAMN-03 Eamon Master
- EAMN-04 #4
- EAMN-05 #4
- EAMN-06 #4
- EAMN-07 #4
- EAMN-08 #4
- EAMN-09 #4
- EAMN-10 #4
- EAMN-11 #4
- EAMN-12 #4
- EAMN-13 #4
- EAMN-14 #4
- EAMN-15 #4
- EAMN-16 #4
- EAMN-17 #4

- EAMN-18 #4
- EAMN-19 #4
- EAMN-20 #4
- EAMN-21 #4
- EAMN-22 #4
- EAMN-23 #4
- EAMN-24 #4

Education

- 20 disk set = \$30.00
- EDUC-01
- EDUC-02
- EDUC-03
- EDUC-04
- EDUC-05
- EDUC-06
- EDUC-07
- EDUC-08
- EDUC-09
- EDUC-10
- EDUC-11
- EDUC-12
- EDUC-13
- EDUC-14
- EDUC-15
- EDUC-16
- EDUC-17
- EDUC-18
- EDUC-19
- EDUC-20

Forth

- FRTH-01
- FRTH-02
- FRTH-03

Games

- 13 disk set = \$ 19.50
- GAME-01
- GAME-02
- GAME-03
- GAME-04
- GAME-05
- GAME-06
- GAME-07
- GAME-08
- GAME-09
- GAME-10
- GAME-11
- GAME-12
- GAME-13

Logo

- LOGO-01
- LOGO-02

Membership Directory

- MEMD-01

Miscellaneous

- 25 disk set = \$37.50
- MISC-01

- MISC-02
- MISC-03
- MISC-04
- MISC-05
- MISC-06
- MISC-07
- MISC-08
- MISC-09
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- MISC-18
- MISC-19
- MISC-20
- MISC-21
- MISC-22
- MISC-23
- MISC-24
- MISC-25

New Print Shop

- 31 disk set = \$46.50
- NWPS-01 Graphics
- NWPS-02 Graphics
- NWPS-03 Graphics
- NWPS-04 Graphics
- NWPS-05 Graphics
- NWPS-06 Graphics
- NWPS-07 Graphics
- NWPS-08 Graphics
- NWPS-09 Graphics
- NWPS-10 Graphics
- NWPS-11 Graphics
- NWPS-12 Graphics
- NWPS-13 Graphics
- NWPS-14 Graphics
- NWPS-15 Graphics
- NWPS-16 Graphics
- NWPS-17 Graphics
- NWPS-18 Graphics
- NWPS-19 Graphics
- NWPS-20 Graphics
- NWPS-21 Graphics
- NWPS-22 Graphics
- NWPS-23 Graphics
- NWPS-24 Graphics
- NWPS-25 Graphics
- NWPS-26 Graphics
- NWPS-27 Graphics
- NWPS-28 Graphics
- NWPS-29 Borders
- NWPS-30 Borders
- NWPS-31 Fonts

Pascal

- 8 disk set \$12.00

- PASC-01
- PASC-02
- PASC-03
- PASC-04
- PASC-05
- PASC-06
- PASC-07
- PASC-08

Pilot

- PILT-01

Utilities

- 24 disk set = \$36.00
- UTIL-01
- UTIL-02
- UTIL-03
- UTIL-04
- UTIL-05
- UTIL-06
- UTIL-07
- UTIL-08
- UTIL-09
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- UTIL-21
- UTIL-22
- UTIL-23
- UTIL-24

3-1/2 DISKS

System Disk

- 2APS-01 #5

Apple Disk Catalog

- 2ADC-01

AppleWorks

- 2AWK-01

Communications

- 2COM-01
- 2COM-02
- 2COM-03

Education

- 2EDU-01

Membership Directory

- 2MRD-01

Utilities

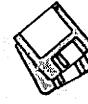
- 2UTL-01
- 2UTL-02A

(#1) System Disk V. 4.0.1 - \$1.50; (#2) DOS 3.3 System Master - \$1.50; (#3) Apple Disk Cat.-4 disk set -\$4.00; (#4) Requires EAMN-03; (#5) - System Disk - V. 4.0.1 - \$3.00

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



Apple IIGS Disk Library Order Form



System Software	___ GSDA-18	___ GSFT-24	___ GSGX-10	___ GSHS-19	___ GSMU-33A	___ GSUT-03A
___ GSAS-0 (*1)	___ GSDA-19	___ GSFT-25	___ GSGX-11	___ GSHS-20	___ GSMU-34A	___ GSUT-04A
___ GSAS-02 (*2)		___ GSFT-26	___ GSGX-12	___ GSHS-21	___ GSMU-35A	___ GSUT-05A
___ GSAS-03 (*3)	Developer	___ GSFT-27	___ GSGX-13A	___ GSHS-22	___ GSMU-36A	___ GSUT-06A
___ GSAS-04 (*4)	___ 17 disk set = \$51		___ GSGX-14	___ GSHS-23	___ GSMU-37A	___ GSUT-07A
Communications	___ GSDV-01	Games	___ GSGX-15		___ GSMU-38A	___ GSUT-08D
___ 5 disk set = \$15	___ GSDV-02	___ 42 disk set = \$126	___ GSGX-16	Icons	___ GSMU-39A	___ GSUT-09
___ GSCM-01C	___ GSDV-03	___ GSGM-01A	___ GSGX-17	___ 13 disk set = \$39	___ GSMU-40A	___ GSUT-10
___ GSCM-02C	___ GSDV-04	___ GSGM-02A	___ GSGX-18	___ GSIC-01A	___ GSMU-41	___ GSUT-11B
___ GSCM-03A	___ GSDV-05	___ GSGM-03	___ GSGX-19	___ GSIC-02A	___ GSMU-42	___ GSUT-12
___ GSCM-04A	___ GSDV-06	___ GSGM-04	___ GSGX-20	___ GSIC-03A	___ GSMU-43	___ GSUT-13
___ GSCM-05	___ GSDV-07	___ GSGM-05	___ GSGX-21	___ GSIC-04A	___ GSMU-44	___ GSUT-14
	___ GSDV-08	___ GSGM-06	___ GSGX-22	___ GSIC-05A	___ GSMU-45	___ GSUT-15
	___ GSDV-09	___ GSGM-07	___ GSGX-23	___ GSIC-06A	___ GSMU-46	
Demos	___ GSDV-10	___ GSGM-08	___ GSGX-24	___ GSIC-07A	___ GSMU-47	
___ 24 disk set = \$24	___ GSDV-11	___ GSGM-09	___ GSGX-25	___ GSIC-08	___ GSMU-48	
___ or \$1 per disk	___ GSDV-12	___ GSGM-10	___ GSGX-26	___ GSIC-09	___ GSMU-49	
___ GSDM-01	___ GSDV-13	___ GSGM-11	___ GSGX-27	___ GSIC-10	___ GSMU-50	
___ GSDM-02	___ GSDV-14	___ GSGM-12	___ GSGX-28	___ GSIC-11	___ GSMU-51	
___ GSDM-03	___ GSDV-15	___ GSGM-13	___ GSGX-29	___ GSIC-12	___ GSMU-52	
___ GSDM-04	___ GSDV-16	___ GSGM-14	___ GSGX-30	___ GSIC-13	___ GSMU-53	
___ GSDM-05	___ GSDV-17	___ GSGM-15	___ GSGX-31		___ GSMU-54	
___ GSDM-06		___ GSGM-16	___ GSGX-32	Membership Directory	___ GSMU-55	
___ GSDM-07	Disk Catalog	___ GSGM-17	___ GSGX-33	___ GSMD-01	___ GSMU-56	
___ GSDM-08	___ 2 disk set = \$6	___ GSGM-18	___ GSGX-34		___ GSMU-57	
___ GSDM-09		___ GSGM-19	___ GSGX-35	Miscellaneous	___ GSMU-58	
___ GSDM-10	Education	___ GSGM-20	___ GSGX-36	___ GSMS-01	___ GSMU-59	
___ GSDM-11	___ 8 disk set = \$24	___ GSGM-21			___ GSMU-60	
___ GSDM-12	___ GSED-01A (*5)	___ GSGM-22	HyperCard	Music	___ GSMU-61	
___ GSDM-13	___ GSED-02A (*5)	___ GSGM-23	___ 6 disk set = \$18	___ 64 disk set = \$192	___ GSMU-62	
___ GSDM-14	___ GSED-03A (*5)	___ GSGM-24	___ GSHC-01	___ GSMU-01B	___ GSMU-63	
___ GSDM-15	___ GSED-04A (*5)	___ GSGM-25	___ GSHC-02	___ GSMU-02	___ GSMU-64	
___ GSDM-16	___ GSED-05A (*5)	___ GSGM-26	___ GSHC-03	___ GSMU-03		
___ GSDM-17	___ GSED-06A (*5)	___ GSGM-27	___ GSHC-04	___ GSMU-04		
___ GSDM-18	___ GSED-07A (*5)	___ GSGM-28	___ GSHC-05	___ GSMU-05		
___ GSDM-19	___ GSED-08 (*5)	___ GSGM-29	___ GSHC-06	___ GSMU-06	Sounds	___ 21 disk set = \$63
___ GSDM-20		___ GSGM-30		___ GSMU-07	___ GSSN-01A	
___ GSDM-21	Fonts	___ GSGM-31	HyperStudio	___ GSMU-08	___ GSSN-02A	
___ GSDM-22	___ 27 disk set = \$81	___ GSGM-32	___ 23 disk set = \$49	___ GSMU-09	___ GSSN-03	
___ GSDM-23	___ GSFT-01	___ GSGM-33	___ Demosr (1-	___ GSMU-10	___ GSSN-04	
___ GSDM-24	___ GSFT-02	___ GSGM-34	10)=\$10	___ GSMU-11	___ GSSN-05	
Desk Accessories	___ GSFT-03	___ GSGM-35	___ GSHS-01 D/Ver.	___ GSMU-12	___ GSSN-06	
___ 19 disk set = \$57	___ GSFT-04	___ GSGM-36	___ GSHS-02 D/Ver.	___ GSMU-13A	___ GSSN-07	
___ GSDA-01	___ GSFT-05	___ GSGM-37	___ GSHS-03 D/Ver.	___ GSMU-14	___ GSSN-08	
___ GSDA-02	___ GSFT-06	___ GSGM-38	___ GSHS-04 D/Ver.	___ GSMU-15	___ GSSN-09	
___ GSDA-03	___ GSFT-07	___ GSGM-39	___ GSHS-05 D/Ver.	___ GSMU-16A	___ GSSN-10	
___ GSDA-04	___ GSFT-08	___ GSGM-40	___ GSHS-06 D/Ver.	___ GSMU-17	___ GSSN-11	
___ GSDA-05	___ GSFT-09	___ GSGM-41	___ GSHS-07 D/Ver.	___ GSMU-18A	___ GSSN-12	
___ GSDA-06	___ GSFT-10	___ GSGM-42	___ GSHS-08 D/Ver.	___ GSMU-19A	___ GSSN-13	
___ GSDA-07	___ GSFT-11		___ GSHS-09 D/Ver.	___ GSMU-20A	___ GSSN-14	
___ GSDA-08	___ GSFT-12	Graphics	___ GSHS-10 D/Ver.	___ GSMU-21A	___ GSSN-15	
___ GSDA-09	___ GSFT-13	___ 36 disk set = \$108	___ Others (11-23) =	___ GSMU-22	___ GSSN-16	
___ GSDA-10	___ GSFT-14	___ GSGX-01	\$39	___ GSMU-23A	___ GSSN-17	
___ GSDA-11	___ GSFT-15	___ GSGX-02	___ GSHS-11	___ GSMU-24A	___ GSSN-18	
___ GSDA-12	___ GSFT-16	___ GSGX-03	___ GSHS-12	___ GSMU-25A	___ GSSN-19	
___ GSDA-13	___ GSFT-17	___ GSGX-04	___ GSHS-13	___ GSMU-26A	___ GSSN-20	
___ GSDA-14	___ GSFT-18	___ GSGX-05	___ GSHS-14	___ GSMU-27A	___ GSSN-21	
___ GSDA-15	___ GSFT-19	___ GSGX-06	___ GSHS-15	___ GSMU-28A		
___ GSDA-16	___ GSFT-20	___ GSGX-07	___ GSHS-16	___ GSMU-29A	Utilities	___ 15 disk set = \$45
___ GSDA-17	___ GSFT-21	___ GSGX-08	___ GSHS-17	___ GSMU-30A	___ GSUT-01B	
	___ GSFT-22	___ GSGX-09A	___ GSHS-18	___ GSMU-31A	___ GSUT-02	
	___ GSFT-23			___ GSMU-32A		

(*1) System 5.0.4 - 2 Disk Set = \$6.00; (*2) Hyper Mover v1.1 - 2 Disk Set = \$6.00; (*3) GS Bug & Debug Tools v1.6 = \$3.00; (*4) System 6.0 - 6 Disk Set = \$18.00; (*5) Astronomer - 7 disk set (GSED-01 to -07).

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



Apple III Disk Library Order Form



Accounting	___ 3GRX-04	___ 3INF-14	___ 3PCL-06	___ 3UTL-13
___ 3 disk set = \$4.50	___ 3GRX-05	___ 3INF-15	___ 3PCL-07	___ 3UTL-14
___ 3ACT-01A	___ 3GRX-06	___ 3INF-16	___ 3PCL-08	___ 3UTL-15
___ 3ACT-02	___ 3GRX-07	___ 3INF-17	___ 3PCL-09	___ 3UTL-16
___ 3ACT-03	___ 3GRX-08	___ 3INF-18	___ 3PCL-10	___ 3UTL-17
	___ 3GRX-09	___ 3INF-19	___ 3PCL-11	___ 3UTL-18
3 Easy Pieces Templates	___ 3GRX-10	___ 3INF-20	___ 3PCL-12	___ 3UTL-19
___ 11 disk set = \$16.50	___ 3GRX-11	___ 3INF-21	___ 3PCL-13	___ 3UTL-20
___ 3AWZ-01	___ 3GRX-12	___ 3INF-22	___ 3PCL-14	___ 3UTL-21
___ 3AWZ-02	___ 3GRX-13	___ 3INF-24	___ 3PCL-15	___ 3UTL-22
___ 3AWZ-03	___ 3GRX-14	___ 3INF-25	___ 3PCL-16	___ 3UTL-23
___ 3AWZ-04	___ 3GRX-15	___ 3INF-26	___ 3PCL-17	___ 3UTL-24
___ 3AWZ-05	___ 3GRX-16	___ 3INF-27	___ 3PCL-18	___ 3UTL-25
___ 3AWZ-06	___ 3GRX-17	___ 3INF-28	___ 3PCL-19	___ 3UTL-26
___ 3AWZ-07	___ 3GRX-18	___ 3INF-29	___ 3PCL-20	___ 3UTL-27
___ 3AWZ-08	___ 3GRX-19	___ 3INF-30		___ 3UTL-28
___ 3AWZ-09	___ 3GRX-20	___ 3INF-31	Repairs	___ 3UTL-29
___ 3AWZ-10	___ 3GRX-21	___ 3INF-32	___ 11 disk set = \$16.50	___ 3UTL-30
___ 3AWZ-11	___ 3GRX-22	___ 3INF-33	___ 3REP-01	___ 3UTL-31
	___ 3GRX-23	___ 3INF-34	___ 3REP-02	___ 3UTL-32
Business Basic	___ 3GRX-24	___ 3INF-35	___ 3REP-03	___ 3UTL-33
___ 9 disk set = \$13.50	___ 3GRX-25	___ 3INF-36	___ 3REP-04	___ 3UTL-34
___ 3BSB-01	___ 3GRX-26	___ 3INF-38	___ 3REP-05	___ 3UTL-35
___ 3BSB-02	___ 3GRX-27		___ 3REP-06	___ 3UTL-36
___ 3BSB-03	___ 3GRX-28	Membership Directory	___ 3REP-07	___ 3UTL-37
___ 3BSB-04	___ 3GRX-29A	___ 3MRD-01	___ 3REP-08	___ 3UTL-38
___ 3BSB-05	___ 3GRX-30	___ 3MRD-02	___ 3REP-09	___ 3UTL-39
___ 3BSB-06	___ 3GRX-31		___ 3REP-10	___ 3UTL-40
___ 3BSB-07	___ 3GRX-32	Miscellaneous	___ 3REP-11	___ 3UTL-41
___ 3BSB-08	___ 3GRX-33	___ 20 disk set = \$30		___ 3UTL-42
___ 3BSB-09A	___ 3GRX-34	___ 3MSC-01	TeleCommunications	___ 3UTL-43
	___ 3GRX-35	___ 3MSC-02	___ 11 disk set = \$16.50	___ 3UTL-44
Disk Catalog	___ 3GRX-36	___ 3MSC-03	___ 3TEL-01	___ 3UTL-45
___ 5 disk set = \$5 or	___ 3GRX-37	___ 3MSC-04	___ 3TEL-02	___ 3UTL-46
\$1 per disk	___ 3GRX-38	___ 3MSC-05	___ 3TEL-03	___ 3UTL-47
___ 3CAT-01 - Text	___ 3GRX-39	___ 3MSC-06	___ 3TEL-04	___ 3UTL-48
Version - Disk 1***	___ 3GRX-40	___ 3MSC-07	___ 3TEL-05	
___ 3CAT-02 - Text	___ 3GRX-41	___ 3MSC-08	___ 3TEL-06	
Version - Disk 2***	___ 3GRX-42	___ 3MSC-09	___ 3TEL-07	Word Processing
___ 3CAT-03 - Text	___ 3GRX-43	___ 3MSC-10	___ 3TEL-08	___ 7 disk set = \$10.50
Version - Disk 3***		___ 3MSC-11	___ 3TEL-09	___ 3WDP-01B
___ 3CAT-04 - 3EZIP		___ 3MSC-12	___ 3TEL-10	___ 3WDP-02
Version - Disk 1	Information	___ 3MSC-13	___ 3TEL-11	___ 3WDP-03
___ 3CAT-05 - 3EZIP	___ 36 disk set = \$54	___ 3MSC-14		___ 3WDP-04
Version - Disk 2	___ 3INF-01C WAP	___ 3MSC-15	Utilities	___ 3WDP-05
	PD Catalog	___ 3MSC-16	___ 48 disk set = \$72	___ 3WDP-06
Games	___ 3INF-02D	___ 3MSC-17	___ 3UTL-01	___ 3WDP-07
___ 5 disk set = \$7.50	___ 3INF-03	___ 3MSC-18	___ 3UTL-02	
___ 3GAM-01	___ 3INF-04	___ 3MSC-19A	___ 3UTL-03	
___ 3GAM-02	___ 3INF-05	___ 3MSC-20	___ 3UTL-04	
___ 3GAM-03	___ 3INF-06		___ 3UTL-05	
___ 3GAM-04	___ 3INF-07	Pascal	___ 3UTL-06	
___ 3GAM-05	___ 3INF-08	___ 20 disk set = \$30	___ 3UTL-07	
	___ 3INF-09	___ 3PCL-01	___ 3UTL-08	
Graphics	___ 3INF-10	___ 3PCL-02	___ 3UTL-09	
___ 43 disk set = \$64.50	___ 3INF-11	___ 3PCL-03	___ 3UTL-10	
___ 3GRX-01	___ 3INF-12	___ 3PCL-04	___ 3UTL-11	
___ 3GRX-02	___ 3INF-13	___ 3PCL-05	___ 3UTL-12	
___ 3GRX-03				

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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WACOM 6x9 tablet, \$295, DoveFax+ modem, fax, and voice mail, \$225. Call Joe: 301-299-5137.

Macintosh IIfx (8MB RAM, 80 MB HD), Apple 8 bit color video card, video compression card-\$2000. Macintosh PowerBook 160 (4 MB RAM, 80 HD), manuals & original software.-\$2000. Logitech Macintosh Scanman 32 hand scanner, manuals & software. \$150. Call Tim Sodd: 301/926-5068.

Abaton B&W scanner; new in box - warranty. List \$1019. Sell for \$600 or best offer. Keytronics Plus ext. keyboard. New, list \$169. \$100 or best offer. Larry Feldman, 301-968-4447.

Mac Plus, standard keyboard, mouse, carrying case, manuals, 1 MB RAM (addtl. RAM available). \$450. JoAnn. Evenings, (202) 546-8825.

Powerport Gold 14400 BPS Internal Fax/Modem \$300. Franklin ACE 1000/Green monitor. \$250. Call Fred (202) 483-4237.

Help Wanted

Programmer/analyst needed to develop and maintain Macintosh-based programs. Programs will provide human interface, communications, networking, security and peripheral I/O interface functionality. This may also involve interface with customers to clarify requirements and resolve implementation problems. Required qualifications: a BS in Computer Sci-

ence, Electrical Engineering, Telecommunications or a related technical field and 4 years experience, including Macintosh-based programming, network services experience, and C program development (Think C or Apple C). Desired qualifications: Experience in network interface programming (TCP/IP specifically), modem communications, and X-Windows programming desired. Any familiarity with MS-Windows (PC-based) a plus. Interested candidates should call the Human Resources Dept., Hughes STX Corp., 301-794-5141.

Macintosh developers needed. Contact: Pepper Casey, Mindbank Consulting Group, 8500 Leesburg Pike, Vienna, VA 22182, FAX (703) 761-3038, PHONE: (703) 893-4700.

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Please answer a few questions for us regarding your computer use. Circle the computers/equipment that you use on a regular basis.

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| Apple II GS | Mac VX |
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| Franklin | Mac Duo |
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| Mac 128 | Quadra 900 |
| Mac 512/512e | Quadra 950 |
| Mac Plus | Newton |
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Basic Membership—One Year	\$39	*Please enclose photocopy of current Student ID
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Mac 800k

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CoStar AddressWriter	\$425
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