

September 1994

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The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 16, Number 8

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Symmetry

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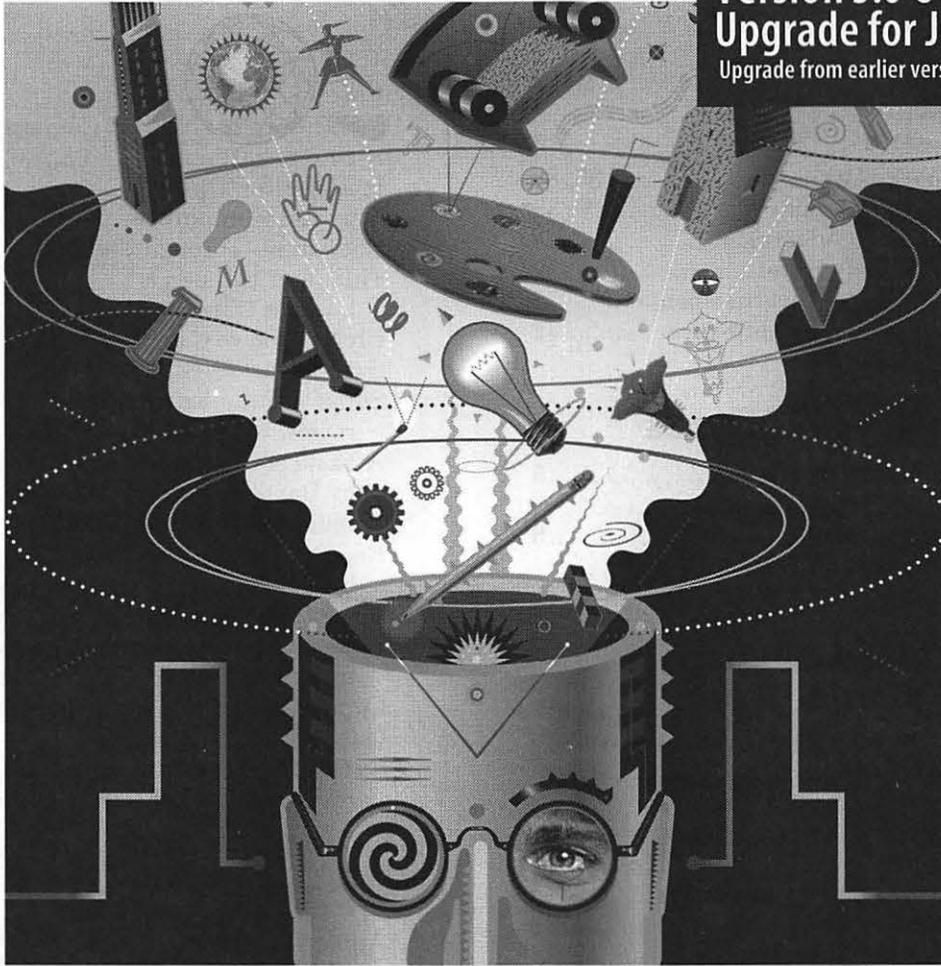
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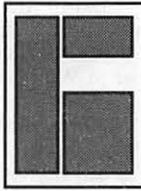
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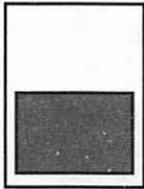
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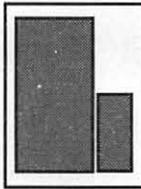
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This issue of the Washington Apple Pi Journal was created on a Mac SE/30, proofed on a LaserWriter IINT, and produced by electronic typesetting at The Publishers Service Bureau.

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



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Stan Palen (703) 775-7027
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Art Editors

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November September 26

Editors' submissions

October August 31
November September 30

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October August 24
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October August 31
November September 30

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StockSIG

by Morris Pelham

WELL NOW, the "powers that be" have told me that the July and August journals will be combined and that the two columns I wrote after our May and June meetings will both run in the one issue, which is supposed to be mailed sometime in July. It has not arrived yet at my house. So I am writing this column on July 16, following our July meeting, and hope it will run in the September journal which should arrive at your house before our September meeting, which may be held in our new office location if we have one or may be held in our old office if we don't. Now you know as much as I do, which isn't much.

The good news is that club President Lorin Evans stopped by the beginning of our July meeting and told us the status of our possible new office. He drew us a map, he drew us a floor plan, he promised us a handicap-accessible bathroom, he

even promised us parking right outside the door! Thanks, Lorin!

The stock market is also a little uncertain as I write this. Our beating the Dow strategy still is, but according to Mark Pankin's figures our stocks are down 0.7% and the Dow index is down 3.4% so far this year. That's not how we intend to beat the Dow, we really prefer profits! Our stocks were down in March, up in May and down again at the end of June.

Our Fidelity Select strategy also is having confused results just now. Mark passed around the results of three of his portfolios begun at different times, one is up 12.41%, another is down 9.16%, and the third is up 3.04%.

We talked about all the above at our July meeting, and then Bob Pallaron told us about his experience so far using the Personal Hotline software to trade one stock on margin. After two months he has a fine profit. Marvin Hass also told us his unhappy experience reviewing that software for this journal. So we have two views and one nice profit so far. Bob is continuing to use the

software, and if he continues to have profits we will gradually raise our opinion of this software.

Speaking of new software, the Charles Schwab brokerage has just introduced a Mac version of their "StreetSmart" investment software. The promise is that it will trade online, track account balances, and enter orders at a 10% discount from their regular commissions. I have ordered a copy and plan to try it out.

Finally at our July meeting I passed out copies of my long-term 1994 version of our beating the Dow strategy. Beginning with purchases of five stocks in December of 1993 this strategy would have bought nine stocks so far and had one spin-off. The total portfolio cost \$52,425 so far, buying a minimum one round lot of each stock and more of the cheap ones. Our 1990-1994 long-term portfolio more than doubled in price before it was sold, and this one may do as well. Time will tell.

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the WAP office. The office may move this fall. ■

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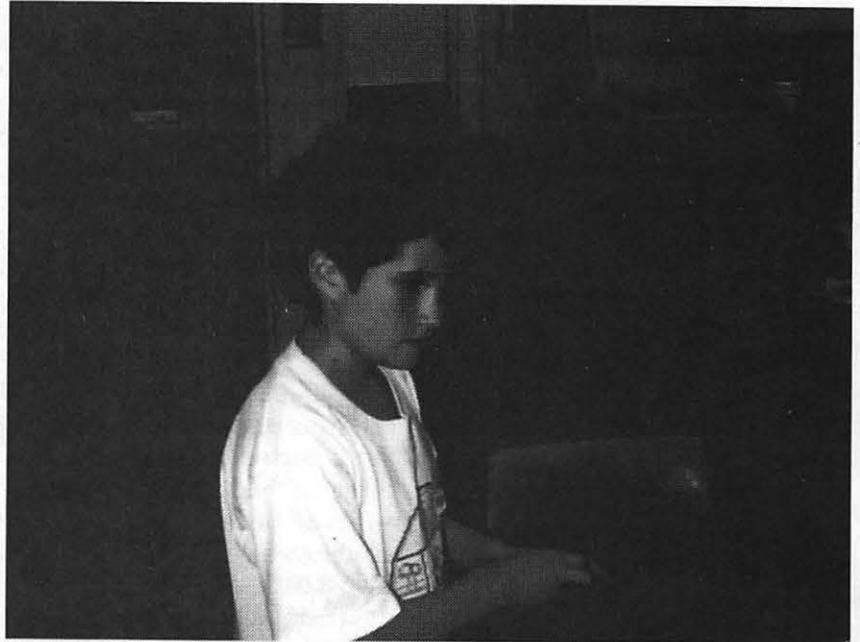
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by Nancy Seferian

AT THE JULY Women's SIG meeting we began, as usual, with a catered dinner (catered by Grace Gallager for us, for the small fee of \$2.00 per person). Our dinner this time featured Harvest Burgers, the new vegetarian burger recently tried by President Clinton, with buns, fresh tomatoes from Grace's garden, cole slaw, tossed salad and a variety of fat-free dressings, bean soup and blueberry and pineapple cheesecakes. During dinner we shared projects, caught up on recent computer talk, and got reacquainted.

After dinner Grace and Marilyn Turner demonstrated the new QuickTake 100 camera. The camera they brought was recently purchased by their school district for use with the children there. It needs no film or disk, has a flash built in, and will take eight high resolution or 30 low resolution pictures or a combination of high and low-res pictures. It was small and very light-weight. We passed it around allowing everyone to take pictures. Then it was plugged into the office computer and the pictures we took we "dumped" (transferred) directly to the computer and were saved as Picts.

Although this was very easy to do, it might present a problem if you were out in the field or at a sports event, for instance, and didn't have a PowerBook along to dump to. In such a case you would lose the pictures you had already taken. Next we printed out our pictures using the office's new HP 1200 dpi printer, a recent gift to WAP from Hewlett Packard. The picture here is Lykara Charters and was taken at the meeting.



The next regularly scheduled meeting will be September 22nd. Lauri Rohn, one of the TCS (WAP Telecommunications) Crew members and the woman who wrote the new Guide to the TCS, will talk to us about how to use the club's bulletin board system, how to download files, leave messages, send and receive E-mail, and all the wonders of telecommunicating. The presentation will also include an actual demo, so bring your questions

and get ready to ride the Information Highway. The new Guide to the TCS is out and that will also be available.

We'd love to have you come and join us. R.S.V.P to Grace Gallager (703) 222-4570 (Metro #, so don't dial 1) if you can join us. And be sure to bring your recent projects and questions, and ideas for new meetings. If you want to be on the mailing list call our Chairperson, Ann Aiken (301) 530-1990. ■

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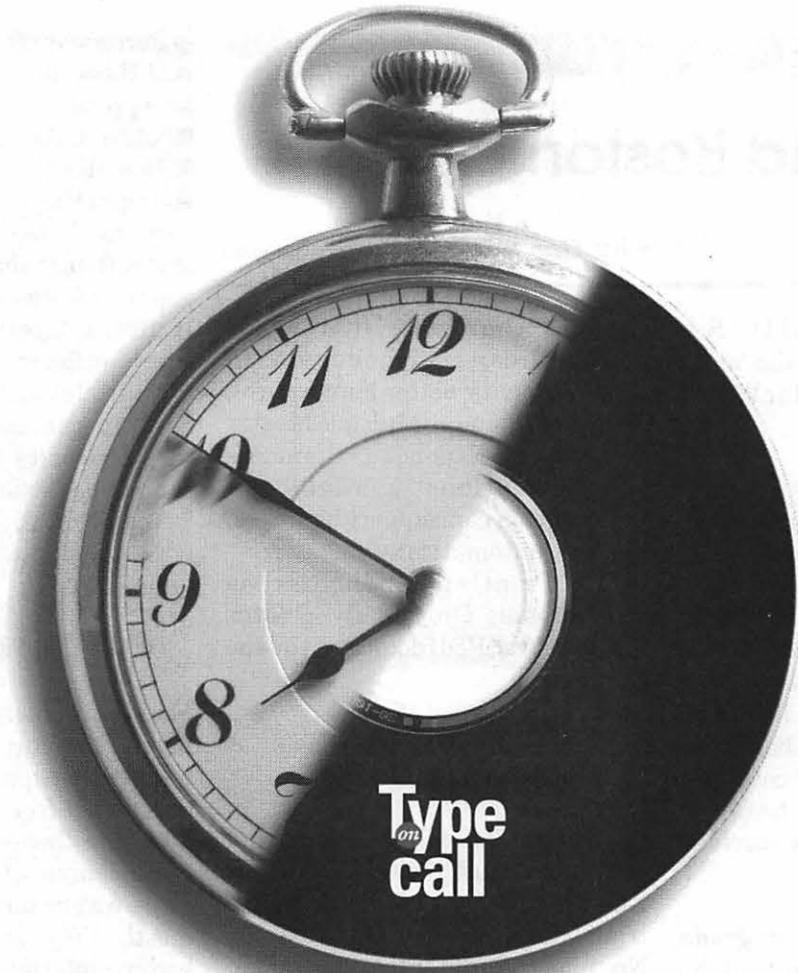
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MacWorld Boston Expo 94

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HERE IS A SHORT REPORT from the WAP team from MacWorld Boston Expo '94.

Energy of Show

Excellent opening remarks by Stephen Hawking. (His new book is on history of time and the future.)

Overall the Mac is showing its age. Quite a bit of boring Mac things (upgrades, enhancements...), but some exciting stuff (see below).

Not much in real show bargains. One of the results of low cost (low profit margins) is it is hard for vendors to offer real show specials.

Neat Things

■ System 7.5—This upgrade smooths out the functionality of the Mac OS and prepares for new functionality yet to come. It will take more RAM [8 megs min for 68k Macs and 16 megs for PowerMacs (buy RAM now prices *will not* be dropping)] but works faster. For now it means lots of tweaks Finder (many found in 3rd party stuff); Easy Open; a better interfacing to printers and to foreign software formats. New functionality include Drag and Drop; QuickDraw GX printing, Apple Guide and PowerTalk.

Finder Improvements — improved Find File, faster file copy, Apple Menu options; Sticky Menu; Finder hiding; improved file management; Windowshades; updated Notebooks and Scrapbook].

QuickDraw GX - Fonts:

font characters (not whole families) embedded in documents; better Font control; PS & TTEqual; Multiple Master support; Expanded characters and options available (a program can support ligatures, etc., automatically)

Printing: Chooser is optional; On the fly printer selection; PDD docs; Print queue control.

Apple Guide —Neat. A real help system.

System 7.5 will include lots of other misc. stuff like QT2, MacTCP PC Exchange with MacLink translators included (for a while). No more Apple File Exchange. Effective platform independence. Price will be about \$99 for single users (look for a 1/2 price User Group Special) and rumor has it Multi-User Upgrade Kits will come with an Installer that will work over networks.

■ Lots of affordable low end Multimedia stuff:

—SuperCard: Its developers really gung-ho; program is alive again; multimedia for all. The Door to non-linear (i.e., hypertext) info age for the low-end developer is open and expanding.

—Lots of Morph products with more special effects and many now offer a major step back—they can print 'flipbooks'.

—Virtual reality (real world simulators—helmets, gun, multi-monitor display (jet)

—Porno was off in a back room; the real thing on video and appears to be a growing industry

- lots of CDs, many Educational
- Neat Toys
- PaperMax™ & MacMate™ a very small \$495 desktop scanner and software that fills a functional gap in many small business offices. It offers a Paperless office & lets you use your fax modem as a real fax.
- Multiple video input devices from desktop cameras like QuickCam b&w Eye ball by; to FlexCam color camera on flexible post to Fujix FV-7 a camcord without the table, but with an adaptor to captures slides and photos.

Parties

Only a small part of the Macworld experience is on the show floor. There are before- and after-hour gatherings. These are nice in part for the free food and drink, and nice give-always [APS gave out \$99 SCSI Sentries (and we have one to give away at the next meeting)] but mostly they are **THE PLACE** to become informed on the technology or product. You can get personal, real time with the technicians and owners.

Here is a list of some:

- Monday night: MacWeek & APS MVB do
- Tuesday-Friday mornings: business user breakfasts
- Tuesday night: Microsoft's Office rollout & party
- Tuesday night: Ingram Micro @ MIT's Science Center
- Wednesday night: APS social hour and demos
- Wednesday night: SciTech social
- Thursday Night: APS social hour and demos
- Thursday Night: Symantec's dance party
- Friday Morning: Apple User Group breakfast
- Friday Night: APS social hour and demos

How you can Play Next Year

Make hotel reservations by Feb (Suisse Chalet @\$50 or Mass. College of Art dorm rooms @\$29). If you can't get off to go, you can help plan and set up whatever WAP will be doing for the 'Show Special'. If you are there, stop by the booth and say hi and exchange information on parties neat show stuff.

Many thanks to Charlie Froelich, Susan Kayser, Lawrence Charters (and family) and Bob Shaffer for help with the Pi's Booth.

Also many thanks to APS (1 800 677 3294) for a donation of a SCSI sentry and some PowerBook trackballs to give out at the next general meeting and LIND PowerBook Accessories (1 800 897 8994) for reconditioning and recharging our office's PowerBook's a battery. Give these vendors a call to say thanks and ask for their catalogs. ■

July General Meeting

by Lawrence I. Charters

June General Meeting

FIRST, A FEW words about the June General Meeting: there wasn't one. Washington Apple Pi holds their semi-annual Computer Garage Sale in June and December, and no General Meeting is held those months.

The Garage Sale was a hit. Meeting in a *large* space, a former drug store, there was actually space to walk, space to breathe and, judging by the stuff people were carting out, space to bargain. There were the usual grumbles from people attempting to sell their 10-year old machines for list price (favorite quote: "I need to get \$2500 from my Mac Plus so I can buy a Power Mac"), but on the whole everyone seemed happy.

One surprise: the all-day question and answer session. This proved so popular that we may have a variation in December: an annual computer checkup. Providing we can get a few more volunteers, it would work like this: you'd bring in your Mac, and one of the Pi's wizards would check out the hard disk, system folder, fonts and general configuration to see if everything was working as it should. Since this is a time-intensive task, there would probably be a fee (donated to the Pi) involved. If this sounds of interest (either as a potential wizard or a potential patient), contact me in person or by E-mail.

July General Meeting

Global Village, the popular modem manufacturer, was scheduled for the July General Meeting, along with Microsoft Home, the software giant's consumer division. But Global Village suffered a communications breakdown, an ironic problem for a communications company. No one seems to know why but, even after repeated contacts over several months, they found themselves, a week before the meeting, completely

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unprepared to visit. They begged to come back at some future date. While I won't claim to be susceptible to bribery, the Pi could really use one of the new Global Village fax servers. And I'm very fond of Mrs. Field's chocolate chip cookies (no nuts).

Apple Computer, eager to show that it, too, is a communications company, stepped in to show their new eWorld telecommunications service. Ken Thom, Tools and APIs Product Manager (remember when Apple used to call such people "software magicians" and the like?), fired up his trusty PowerBook 180c and took the audience on a tour. This tour was a bit rocky, thanks to a too-short telephone extension cord and telephone line noise brought on by rain. It was interesting to see the response: Ken was clearly frustrated, but the audience took it all in stride. Compared to driving on the Capitol Beltway, even a rocky Information Superhighway is no strain...

Ken freely admitted that eWorld uses technology purchased from America Online, yet convincingly argued it was *not* a clone of AOL, but an alternative. He also stated that, for all practical purposes, it is a replacement for AppleLink, Apple's once-innovative but now very creaky tele-communications service used by dealers, developers, and many user groups. His proof of this point was quite simple: eWorld software is pre-installed on all new Macintosh computers, and Apple employees are moving their electronic mail accounts to eWorld (Ken's address, for example, is kenthom@eworld.com).

[At MacWorld Boston, which began three days after the meeting, all the Apple employees I met had eWorld accounts, too, except for one wild-eyed mad scientist who had set up his own Internet node in his

living room back in Cupertino, California. I wonder if his business card says Software Magician?]

While eWorld is clearly a work in progress (the service opened for business just a couple weeks before the meeting), it also clearly has promise. For those with no background in telecommunications, it presents a nice, friendly, easy to use interface. The software comes on a single disk, and the "manual" is

Washington Apple
Pi will be moving in
September. If you
have a big truck, a
strong back, and
some packing boxes,
or any combination
of these, we can
save Big Bucks by
moving ourselves.

a single poster-sized, illustrated sheet of paper.

For those who want more than ease of use, eWorld is also surprisingly quick—orders of magnitude faster than AppleLink and, because of some neat shortcuts, arguably faster than most text-based telecommunications services and bulletin boards. It looks sparsely populated compared to CompuServe, GEnie or AOL, but it is growing rapidly, and offers all the usual amenities: on-line conversation, advice and gossip; electronic mail; on-line banking and shopping; a complete electronic

encyclopedia; stock quotes; some exceptionally well done on-line newspapers and news service features—all attractively packaged in an easy to learn, easy to use format.

After the meeting, Ken mentioned a few technical details, one of which is particularly impressive: eWorld is built using fault-tolerant super-minicomputers and workstations. Most on-line services are based on mainframe computers, and these tend to bog down as demand grows. But eWorld employs a state of the art distributed network, and in theory could accommodate virtually unlimited growth with little or no effect on response time.

To try out eWorld, open up almost any Mac-related magazine and send in the postage-paid eWorld reply card, or call 1-800-775-4556 and request a free disk. Naturally, you must have a working Macintosh, a working modem, and a working phone line for this to be worthwhile.

Microsoft Home, the consumer software arm of Microsoft Corporation, then demonstrated a few of their new products. Reed Probst (reedp@microsoft.com) brought a CD-ROM equipped Macintosh to demonstrate two new CD-ROM titles, *Microsoft Bookshelf '94* and *Microsoft Encarta*, and also demonstrated the floppy-based *Fine Artist*.

Fine Artist is intended, according to Microsoft's literature, for "kids ages 8 and up." It offers some very clever tools for making cartoons, banners, signs and ordinary pictures, though the "ordinary" pictures can also have sound. Everything (except the sound) can then be printed on paper, in color if you have a color printer. There are text-based instructions if you ask for them, but you probably

won't. Several levels of undo allow aspiring artists to overcome errors, or just change their mind, with no effort.

Microsoft Bookshelf '94 is a surprisingly complete reference library, all on a single CD-ROM. Included are *The American Heritage Dictionary*, *The Original Roget's Thesaurus*, *The Columbia Dictionary of Quotations*, *The Concise Columbia Encyclopedia*, *Hammond Intermediate World Atlas*, *The People's Chronology* and *The World Almanac and Book of Facts 1994*. A number of navigation tools allow you to do random browsing or search for specific bits of information using a number of criteria, and the searches can be limited to a particular volume or span everything on the "bookshelf."

In addition to text, the CD-ROM also has 80,000 spoken pronunciations, 60 animations, 40 audio clips, 160 national anthems, 230 flags and 160 maps.

Microsoft Encarta is a 29 volume encyclopedia on a single CD-ROM, with 26,000 articles knitted together by 300,000 links between the articles. There are 7,000 photos and illustrations, 8 hours of sounds, 100 animations, 800 maps and 250 interactive charts, giving credence to Microsoft's claim that it is "The Complete Multimedia Encyclopedia."

For those interested in *Fine Artist*, *Microsoft Encarta* or *Microsoft Bookshelf*, Reed donated copies of all three to Washington Apple Pi. Come in to the office (if you can find it; see below) and give them a try.

August 1994

The General Meeting on August 27 will be hosted by the Games SIG (Special Interest Group). Traditionally, this meeting is not limited to just Macs; expect to see Apple II, IIgs, and maybe even MS-DOS/Windows games. As this is

written, the event is in the future; by the time you read it, everything will be over, and you probably had a great time.

September 1994

Washington Apple Pi will be moving in September. If you have a big truck, a strong back, and some packing boxes, or any combination of these, we can save Big Bucks by moving ourselves. We are moving to save money on rent, and every dime we spend on renovating our new quarters and moving the office will help save even more money. Since no computer expertise is required, it would be Real Nice if we saw something other than the usual band of volunteers.

One thing that is not moving is the Sept. 24 General Meeting which, like the rest of the meetings for the year, will be at Northern Virginia Community College in Annandale. Provided they finish writing it in time, Microsoft will be on hand to show off Microsoft Word 6.0, Excel 5.0 and PowerPoint 4.0. Power Macintosh owners, in particular, are keeping their fingers crossed, but both these applications have been long, long anticipated.

October 1994

The General Meeting on October 22 should feature multiple vendors demonstrating how you can design and print spectacular documents using standard Macintosh office applications and a little bit of ingenuity. Unfortunately, not all the vendors have confirmed as of this moment; check the TCS (Washington Apple Pi computer bulletin board) for late-breaking details. I'd also recommend you check the Pi office, but I don't know where the Pi office will be in October...

November 1994

Not wishing to conflict with

Thanksgiving, the General Meeting will be a week early, on November 19. Two vendors will do presentations, but the only one confirmed at this moment is Casady & Greene, one of the oldest Macintosh software companies, showing some of the newest games and utilities.

December 1994

Date and location are unknown at this writing, but roughly a thousand people will descend on the winter edition of the Pi's Computer Garage Sale, shopping for bargains, gossip and information. See the first paragraph for details.

Drawing winners

SCSI hat (vendor unknown): Jan Bailey

Zyxel T-shirt (Zyxel): Robert J. Fetterolf

MacWorld DC T-shirt: Mary Ellen Jehn

BMUG CD-ROM (BMUG): Rob Fetterolf

BMUG CD-ROM (BMUG): John Barnes

[Note: I forgot to give out an entire stack of drawing prizes. But they'll disappear at the next opportunity.]

Credits

Apple Macintosh IIci: donated by Falcon Microsystems

Bernoulli 150 drive: loan courtesy Iomega Corporation

Proxima Ovation projection system: loan courtesy Proxima Corporation

Setup and worrying: Lorin Evans, Beth Medlin, Bill Wydro

Novice Corner, Question & Answer Help: Tom Witte

Send meeting comments to: lcharters@tcs.wap.org. So far, the only comments I've received have been from non-Pi members, mostly in other states and countries. ■

Artists on exhibit

by Blake Lange

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

Artist Info: Jeff Gates is an artist, computer consultant, and public speaker. He teaches computer graphics at the Maryland Institute, College of Arts in Baltimore. In 1988 he founded ArtFBI (Artists for a Better Image) which publishes *ArtFAX*, a newsletter prepared on the Macintosh and distributed by FAX modem.

Tools: Macintosh IICI, Kensington Glare Screen, Syquest 44, APS 240 MB external drive, LaCie 240 MB internal drive, 20MB RAM, Wacom ArtZ tablet and SupraFax 14,400 baud modem. Software includes PageMaker, Word, and FAXstf.

Jeff has made a study of the stereotypes of artists as they are portrayed in TV, film, and other media. In forming ArtFBI he had two objectives in mind. First is to collect and monitor the stereotypes of artists and promoting a better idea of who artists are and what they actually do. He travels around the country talking about what artists are and what they do in an effort to dispel widely held but incor-



ArtFBI ArtFax

March, 1994

A Faxazine of Arts Information from Cyberspace to the Mid-Atlantic Community

CALIFORNIA EDUCATION OFFICIALS RECID BAN ON ALICE WALKER STORIES FROM STATE ENGLISH TEST

After charges of censorship and racial bias were levied against the California Board of Education by the National Freedom Network, the National Campaign for Freedom of Expression, and other advocacy groups, education officials have restored two stories by Pulitzer Prize winning author Alice Walker to the literature pool used in a statewide English test, given to 10th graders to assess their writing and reading-comprehension skills.

California State education officials originally announced February 20th that they were removing "Roselily", a short story about a Mississippi wedding of a mother who questions marriage and religion, after protests from a conservative Christian group called one of the stories "anti-religious." Later, state officials announced that a second story by Walker, "Am I Blue?", was also vetoed from the statewide test because it was "anti-meat eating." In addition, Pulitzer Prize winner Annie Dillard also had a short story "An American Childhood" banned because of its depiction of a snowball fight as "too violent." After the controversy broke, California Assemblywoman Delaine Eastin, a Democrat running for state superintendent of public instruction, called for a legislative hearing on the exclusions. Free expression activists initiated a wave of protest letters to William Dawson, Acting Superintendent of Public Instruction. The Free Expression Network condemned the board's actions and wrote a letter to Dawson asking for the stories to be reinstated.

© 1994 ArtFBI



rect views. Part of his standard presentation are video clips from television of artists being stereotyped. He encourages artists to talk about themselves in the communities they inhabit. In this way they can start to bridge the gap in the community's perception of artists.

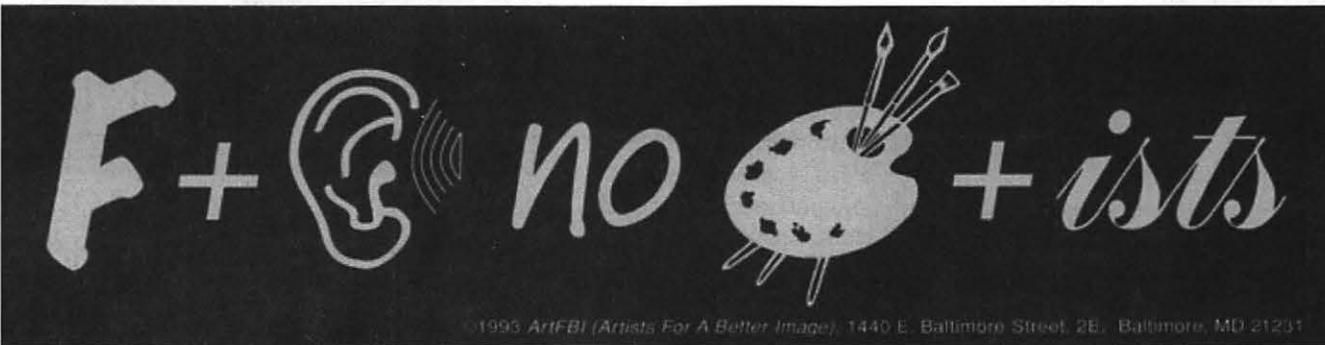
The newsletter is distributed free within Maryland where he is getting some grant money and for a small fee elsewhere. In order to support his efforts he markets a line of bumper stickers promoting artists. One depicted here is a *Rebus*,

an art form originating with Benjamin Franklin which is a riddle of pictures which suggest the sounds of the words they represent.

In order to gather material about artists from across the nation he is a frequent visitor to various areas of the Internet where there is a huge community of artists. Both individuals and organizations post stories which are captured and reformatted in PageMaker for the newsletter. The problem for a newcomer on the Internet is how to approach and absorb the information.

The monthly newsletter has a rather bold design, suitable for the FAX medium. Except for the logo the artwork is mostly black and white line art which is appropriate for the low resolution (200 dpi). Small pieces of clip art and font dingbats provide visual relief with the text flowing around it. The use of two standard columns and one narrower bold column of marginal notes on every pages creates a pleasing and strong identity.

<p>the only way to "take back America."</p> <p>James F. Cooper, editor of American Arts Quarterly, said conservatives cannot legislate twisted art out of existence, but rather must "create an alternative culture that inspires and appeals to the best in all of us." Cooper said the NEA is not the primary source of support for Annie Sprinkle and Robert Mapplethorpe. "About 75% of funding for the arts comes from big business. Cooper encourages stockholders to support "conservative artists" and stop "politically blind artistic philanthropy."</p> <p>Movie critic Michael Medved has become a new favorite of the Religious Right, thanks to his criticism of Hollywood. Medved did not support government intervention in the film and television industry. Rather, he said, "we should show Hollywood how to do it by making movies that promote religious values." He disagreed with the premise that Hollywood is engaged in a conspiracy, saying instead he believes it's "anti-social and anti-religious" products are based on stupid sincerity and an assumption that art must ridicule traditional values.</p> <p>Many speakers denied that minorities and others had suffered from discrimination, agreeing with Professor Jeffrey Hart of Dartmouth that American higher education suffers from such courses as "Victim Studies 23 and</p>	<p>Lower Studies 12." Many of these speakers, however, described themselves as victims of a "cultural elite."</p> <p>In Buchanan's closing remarks, he said that he would dedicate himself to fight [the Culture War], even though he expects, "this battle will take a lifetime."</p> <p>This conference was essentially a continuation and expansion of Buchanan's speech at the Republican National Convention in which Buchanan reaffirmed his commitment to fighting abortion, gay rights and the NEA. "The New Conservatives," his second conference held this past November, was instructive because it developed those elements of Buchanan's ideology that distinguish The American Cause from other right-wing organizations, namely isolationism, populism, immigration and welfare reform.</p> <p>It's these positions that give Buchanan his increasingly large and loyal base of support. Most right-wingers worth their salt are anti-gay and anti-choice, but Buchanan also talks about abolishing foreign aid, drastically clamping down on immigration, and perhaps ending welfare. Buchanan says he wants "to take our country back" not only from liberals, but also from foreign governments, immigrants, and political elites. It</p>	<p>Page 2</p> <p>SEEKING REPORTS ON PEOPLE WITH DISABILITIES IN VISUAL & PERFORMING ARTS</p> <p>Mouse River Players community theater, in cooperation with the Center for Developmental Disabilities affiliated with Minot State University, is seeking any reports or evaluations that document the inclusion of people with disabilities in the visual and performing arts. Any information including numbers, statistics, and comparisons is especially useful. Please send any information to Mouse River Players, PO Box 1101, Minot, ND 58702</p> <p>Contributed by: Brad Stephenson, ND Arts Council on Arts Wire</p> 	<p>Page 3</p> <p>REQUEST FOR UPDATES ON CULTURAL DIVERSITY EFFORTS</p> <p>The New York Foundation for the Arts is preparing a special issue of its quarterly publication FYI that will address the cultural diversity of arts and cultural organizations with a focus on boards of trustees. FYI will publish the findings, recommendations, and initiatives resulting from a 1992 study commissioned by NYFA.</p> <p>We would like to receive updates from you on special efforts/initiatives your organization may be undertaking, or that may be occurring in your region in regards to cultural diversity. Please make your responses in the form of short summaries of your long and/or short range plans, publications, special projects, actions, etc. Include instructions</p>	<p>is rhetoric that dances on the fringes of racism and xenophobia and appeals to many Americans who are generally disgusted with government and economic decline.</p> <p>-NCFE & PFAW (on Arts Wire)</p> <p>More Artists Censored</p> <p>This month's ArtFax features two more artists, one from Detroit and one from Tucson, whose work was confiscated by local police.</p> <p>Marilyn Zimmerman is an artist/photographer and a Professor of Art at Wayne State University in Detroit. She has had tenure there since 1985. While working on an exhibit titled "Post Nuclear Family" in 1992, Marilyn produced a series of photographic images including some of her three-year old daughter. These images were on a proof-sheet which she discarded at her studio. A janitor came across the images and gave them to the Wayne County Police. The proof-sheet included five photos of her daughter taken as she emerged from the bathtub nude. In some of the images the child was innocently touching her genitals.</p> <p>On December 1st, Zimmerman was asked appear at the Wayne County Police office to discuss the photographs. The officer (Sgt. Dave Scott) interviewed her</p> <p>about the photographs on the proof-sheet and others that she possessed. She was not informed of any rights or charges against her. She discussed the fact that she was a Professor of Art (photography) at Wayne State University and that she had taken thousands of images, many of her child. After realizing that she was not being held against her will, she left and the police advised her they would contact her on December 8th. The interview was recorded. On Tuesday, December 7th, the police arrived with a search warrant, obtained after using part of her taped interview from the December 1st meeting. They searched both her office at the university and her home. Approximately 200 color photographs were confiscated as were three framed works which were photo images on ceramic that were a parody of the virgin mother. The images on ceramic were of the father of Zimmerman's child, who was naked, holding the child in his arms in a pose to mimic the virgin mother and child image. The police also confiscated several photographs of Zimmerman and her partner having sexual intercourse, taken by themselves.</p> <p>The police also searched the room of a boarder in Zimmerman's home. His name is Eric Mesko, a video artist who had a collection of "pornographic" videos, 20, of</p> 
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1993 ArtFax (Artists For A Better Image), 1440 E. Baltimore Street, 2E, Baltimore, MD 21231

Guides Across the Wilderness: Internet Travel Books

© 1994 Lawrence I. Charters

LET'S FACE IT: the Internet is a fad. So much a fad that some have taken to calling it "the Net," probably entirely unaware that this slang term comes from science fiction, rather than the Internet itself. It probably doesn't make any difference in the long run for, unlike most fads, the Internet isn't going to go away. Eventually, like television, it will be credited with virtually everything, and also blamed for virtually everything. A cynic's view of "virtual reality," you might say.

Ironically, this *electronic* fad has spawned a bumper crop of *paper* books. Four will be considered here, one a two-year old book already termed a "classic," one an excellent book with an indefensibly offensive title, one that badly needs an editor, and the least popular one (based on sales) may well turn out the best for your needs.

The two year old classic is Ed Krol's excellent *The Whole Internet*, a refreshingly readable book by the first publisher to have its own Internet file server (ftp.ora.com). Krol has by far the best explanation of how the Internet works, and does an admirable job of making even the most arcane concepts understandable.

Virtually nothing in the book is Mac-specific; for the most part, Krol assumes you are navigating the Internet the "old fashioned way," typing commands at a command-

line prompt. This isn't much of a limitation, however; very little of the Internet has been paved with menu-driven access lanes. Generally speaking, most of the paths are dirt-lined tracks hidden in the foliage, and for these paths, Krol's book is superb.

A large portion of the book is devoted to "The Whole Internet Catalog," an annotated listing of resources and services available on the Internet. There are also appendices on Internet service providers, an invaluable listing of country codes (nice if you can't figure out whether "mirage.nit.fi" is in Fiji or Finland), and a decent glossary.

Another good book, with a horrible title, is *The Internet for Dummies*. IDG Books should be roundly condemned for this entire series; does the world really need dummies on the Internet, or running MS-DOS computers, or involved in any of the topics covered by the Dummies series? Is it really necessary to perpetuate the myth that most people are too stupid to use computers? Should you spend a dime on such a

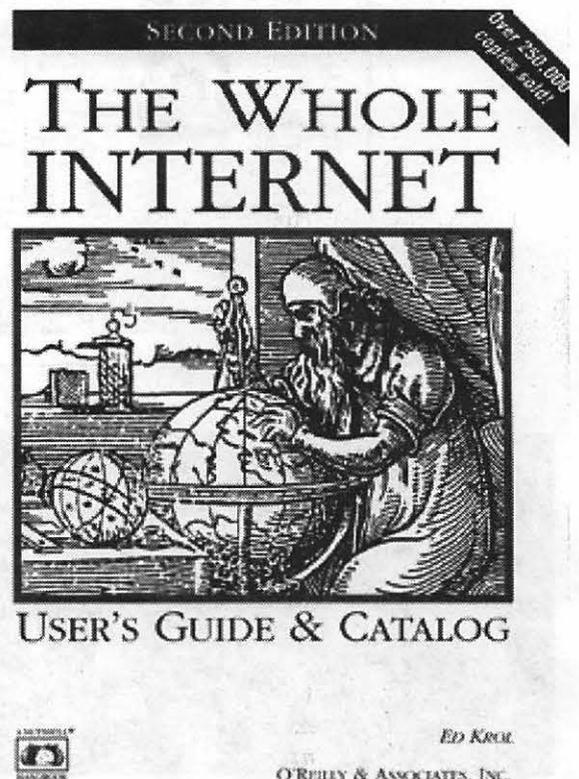
condescending publisher, one that brags on the cover about "over 5,008,474 dummies books in print?"

If you can overcome these objections, the book is quite good. As narrative, it is no match for Krol, but few computer books are. It also lacks Krol's overview of how the Internet works. But in terms of the nitty-gritty of how to do useful things, it has a nice cook-book approach.

There are chapters on "Starting Off, If You're A DOS User" and another for UNIX users, but Macs are lumped in with "everyone else." Yet most of the information is easily transportable, and there is a short section on Mac software for use on the Internet. Like Krol, there is a list of Internet service providers and country codes.

The best feature, however, may well be the cartoons by Rich Tennant. His "The 5th Wave" one-panel cartoons (regularly seen in *Federal Computer Week*) are brilliant; no other word will do.

Internet Starter Kit, by Adam C.



Engst, is probably the best-known Macintosh-specific book on the Internet. Engst, co-author of the "TidBITS" electronic weekly newsletter, has great "name-recognition" in the on-line community, and his self-promotion in his newsletter hasn't hurt sales, either. For those who buy books by the pound, it is easily twice the heft of any other two books covered.

Which is one indication of why it is the weakest book of the lot. Engst needs an editor. People buy computer books to get authoritative information. Engst, however, repeatedly subjects them to passages like this:

As far as I can determine from testing and from what I've been told by more knowledgeable folks...Although I can't prove this assumption, I believe...I hope the same proves true for you as well.

Engst can get away with guessing and passing on rumor and innuendo in a weekly newsletter such as TidBITS, but readers tend to expect something more substantive from a book. This difficult process is known as "research," and precious little of that appears in *Internet Starter Kit*.

Trivia, however, runneth over. Not quite half the book is devoted to lists of "Internet resources," ranging from dial-up access providers (Engst had no experience with a direct connection to the Internet when he wrote the book), glossaries and such to a list of archives and other network resources arranged according to subject. These subject matter entries are actually quite good, suffering only from the fact that the listing was outdated the minute it appeared in print.

One selling point for *Internet Starter Kit*, and the next book under review, *The Mac Internet Tour*

Guide, is a disk packed with essential Internet tools, or at least as many tools as you can cram on a disk. The crown jewel is Apple Computer's MacTCP 2.0, the TCP/IP driver that forms the foundation of virtually all Macintosh Internet-capable tools. Also included is a SLIP driver (for dial-up connection to the Internet), E-mail and Usenet news tools, utilities for transferring files—a great collection. All the tools (except for MacTCP, either freeware or shareware) have at least brief descriptions in the book, and, to use the salesman's favorite phrase, "are worth the price of the book alone." Capping it all is a two week trial subscription to a dial-up Internet service.

Michael Fraase includes a virtually identical collection of tools on disk, including MacTCP 2.0, in his *The Mac Internet Tour Guide*. The big difference, however, is editing and research. Fraase (and Ventana) obviously spent time crafting the book; everything from the prose to the layout shows much greater attention to detail. Fraase also doesn't engage in speculation; if he didn't know, he obviously found out before committing himself to paper.

Fraase includes the usual list of places to go spelunking on the Internet, plus glossaries and such. But most of the volume is divided topically into clearly defined subjects: background information on the Internet and how to get connected, and specific things to do such as electronic mail, newsgroups, file transfers, Gopher and Telnet.

If there is a weakness, it is the index (which is brief), and the publisher's irritating practice of putting promotional material at the back of the book (which makes getting to the index more difficult). The latter practice, however, is not limited to Ventana; Hayden clutters the back of Engst books with similar junk, IDG litters the back of the

Dummies book with similar stupidities, and even the otherwise excellent Krol volume is marred with misplaced advertising at the end.

Readers of the world, unite! Demand that publishers move their advertising elsewhere (preferably out of the book entirely), and return indices to their rightful place at the back, where they can be found easily! And while they're at it, elevate the index to a place of honor, and devote some time to it, rather than treat it as an afterthought.

Recommendations? The Krol book is a masterpiece [and a new edition looks even better], and is highly recommended for someone who needs to use the Internet professionally. Both the Engst and Fraase books include a comprehensive collection of essential software to get you started on the Internet; my preference is for Fraase's work, but both publishers are feverishly working on new editions, so maybe Engst will find an editor.

The Dummy book? In all honesty, it is well done. In all honesty, there are undoubtedly millions of dummies already on the Internet. But I'd rather they weren't, and I'd rather not spend money on a book that might encourage them.

Adam C. Engst, *Internet Starter Kit for Macintosh*. Hayden, 1993. xxiii, 641 pp. \$29.95. ISBN 1-56830-064-6.

Michael Fraase, *The Mac Internet Tour Guide: Cruising the Internet the Easy Way*. Ventana Press, 1993. xxii, 288 p. \$27.95. ISBN 1-56604-062-0.

Ed Krol, *The Whole Internet: User's Guide and Catalog*. O'Reilly & Associates, 1992. xxiv, 376 pp. \$24.95. ISBN 1-56592-025-2. Internet address: ftp.ora.com (for a current catalog) or (for orders) order@ora.com



Note: since beginning the review, a second edition of Krol's book has been released. While I haven't purchased a copy, a quick skim shows some significant changes, ranging from better coverage of the World Wide Web and particularly Mosaic, to more coverage of the Macintosh, to more esoteric topics. The particulars:

Ed Krol, *The Whole Internet User's Guide and Catalog*, 2nd Ed. O'Reilly & Associates, 1994. 574 pp. \$24.95. ISBN: 1-56592-063-5.

John R. Levine & Carol Baroudi, *The Internet For Dummies*. IDG Books, 1993. xxiv, 355 pp. \$19.95. ISBN 1-56884-024-1. ■

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Plug-In Filters: A Visit to the Imaging Deli

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KAI'S POWER TOOLS. Paint Alchemy. Terrazzo. Gallery Effects. What do these have in common? They're "plug-in" filters, small graphics applications that work inside Adobe Photoshop and several other Mac imaging or paint programs.

Plug-ins are among the most interesting aspects of Mac imaging these days, and if you work with graphics files, plug-in filters can make your work look more interesting, unusual, individual, or personal. Plug-in filters allow you to achieve visual effects not possible or easily achievable using Photoshop alone.

Most plug-in filter packages cost about \$100 at street price, and you don't need Photoshop to take advantage of what they can do. Other programs besides Photoshop that work with plug-in filters include: Sketcher, Painter, Painter X2, and Dabber from Fractal Design, Color-It! from MicroFrontier, Canvas from Deneba, Brushstrokes from Claris, Pixel Resources' Pixel Paint Professional, and Aldus SuperPaint.

Plug-ins also work with some QuickTime editing, Three-D, and image compositing programs. These include Adobe Premiere, Avid VideoShop, VideoFusion, CoSa After Effects, Ray Dream Designer, and Specular Collage. DeBabelizer, a graphics file translation program, also supports plug-in filters.

Little overlap exists between most of the various plug-in packages now available. The most popular may be Kai's Power Tools from HSC Software, Paint Alchemy from XAOS Tools, and Gallery Effects from Aldus.

XAOS Tools recently introduced a patterning plug-in called Terrazzo, and MicroFrontier has a set called Pattern Workshop. Andromeda Software has two plug-in packages, one that creates photo effects akin to special camera filters, and another for mapping images on three-dimensional objects.

Kai's Power Tools: Space Age

These filters are great for creating images where none existed, or making images that have no bearing on what you see in the real world. You can create gradients, textures, and fractals, and KPT comes with a seemingly endless selection of built-in variations. Several filters offer on-screen real-time previews, and this saves time when you're experimenting with possible effects and combinations.

The varied textures and gradients via KPT are useful in multimedia backgrounds and graphics special effects. Software catalogs are filled with background and texture "clip-art" packages, but it's hard to see much use for them as long as Kai's Power Tools exists.

The KPT interface is unusual, not seen elsewhere. The space-age look is similar to video games, as



buttons (spheres) glow when you place the cursor over them, and color pickers are more akin to horizontal rainbows. The look is avant-garde, but once you (very quickly) get the hang of it, the interface to KPT is functional, flexible, and fun. An ample "Explorer's Guide" manual comes with KPT 2.0, a welcome addition from the previous pamphlet that accompanied KPT 1.0.

Thirty-three filters come with KPT 2.0, and they fall into two groups. The most dramatic generate textures, gradients, and fractals. Others operate on existing images. These include, for example, glass lens (which maps the image onto a clear sphere,) fade contrast, diffuse more, find edges: invert, charcoal or soften, scatter horizontal, four variations on smudge darken/lighten, pixel: breeze, wind, and storm, and sharpen intensity. The intensity of many filters is variable. A new filter called seamless welder allows you to take any square selection and turn it into a seamless texture suitable for tiling. KPT works in both RGB and CMYK modes and requires onboard math chip support (68030 with 68882

floating point, or full 68040 CPU.)

HSC Support Forum

One of the best features of Kai's Power Tools is the HSC Software support forum on America Online (keyword: KPT or HSC.) Kai Krause offers up observations and answers to questions, and has written and posted 23 different illustrated papers (so far) on how to use Photoshop, with or without Kai's Power Tools. (These papers also are available on various online services, and most are found on the TCS.)

Kai's Power Tools 2.0 shipped at release with Color-It 2.3 from MicroFrontier. Color-It!, an inexpensive imaging program, will allow you to use KPT 2.0 and other Plug-ins if you don't own Photoshop. Color-It! is a decent program, and though it can't handle files as large as Photoshop, it's pretty nifty. (MicroFrontier was giving this program away late last year for \$8.37 shipping costs. Version 3.0 was recently released this year.)

Performance of KPT 2.0's filters is more snappy than the earlier version, and I found these more stable. If you work with plug-in compatible programs, and are attempting to create textures, gradients and

special effects, KPT is an essential part of your toolbox. Don't go imaging without Kai.

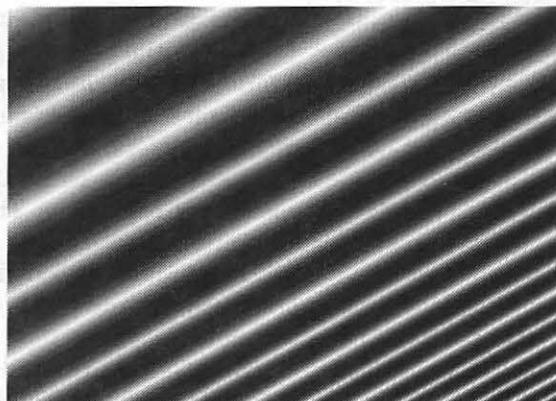
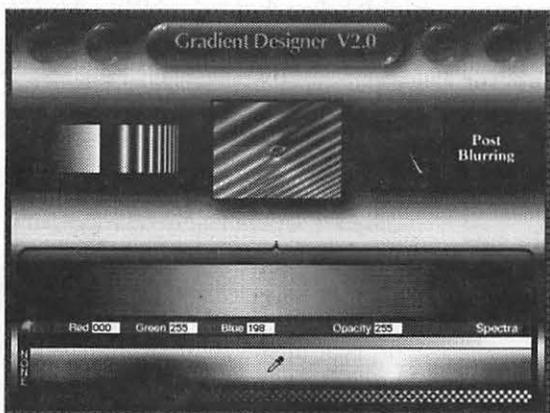
XAOS Tools Offerings

Paint Alchemy and Terrazzo come from XAOS Tools of San Francisco. XAOS Tools produces Pandemonium, a special effects animation program for Silicon Graphics workstations. If you've ever seen Pandemonium at work, you can only drool at the possibilities if this program ever is released for the Macintosh. (Now that PowerMacs are here, maybe that's not too far-fetched a wish.)

Paint Alchemy, the first of XAOS Tools' Mac plug-ins, derives its talent from the brushing engine of Pandemonium. Paint Alchemy creates brush styles based the content of your original artwork, responding to color hue, saturation, and brightness in part or all of an image. You create effects based on your image's personality, not just a predetermined computerized filtering formula.

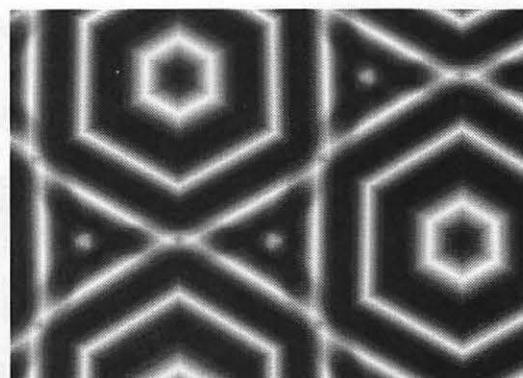
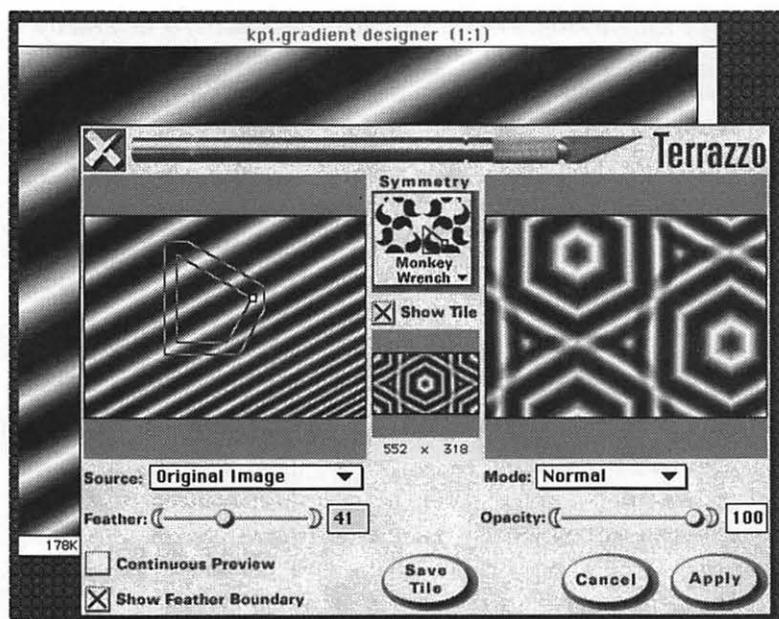
Paint Alchemy comes with more than 36 brushes and 75 brushing styles built in, but that's only a starting point. You can use the built-in styles to create, save, and share your own brushing styles. An extra

disk of 50 brushes, "Floppy Full of Brushes," is available and you can create new brushes from any 8-bit PICT image.



Kai's Gradient Designer: The interface screen shows a diagonal linear blend. Originally in RGB color, this grayscale gradient provided the source for the design shown in the picture. "A Combination Effort." Kai's Power Tools and all the other filter packages described are used by programs compatible with the Adobe Photoshop plug-in standard.

A Gradient Design: This diagonal linear blend was created by using the Gradient Designer filter in Kai's Power Tools. This blend provided source material for further filtering demonstrated here.



Terrazzo Design: This design with hexagonal patterns resulted from applying the Monkey Wrench motif of Xaos Tools' Terrazzo to a linear gradient produced in Kai's Power Tools.

Terrazzo's Monkey Wrench: Working with a gradient at rear produced in Kai's Power Tools' Gradient Designer, Terrazzo's Monkey Wrench motif has been applied in Terrazzo to produce the pattern in the right half of the interface. Terrazzo provides 17 different patterning symmetries.

The Cards and Strokes of Paint Alchemy

Paint Alchemy's index card style interface offers more than 30 ways to modify the personality of how a brush works. Five "Control Cards" labeled Brush, Color, Size, Angle and Transparency guide you through the many brushing variables.

The Brush card, for example, affects stroke density (or number of strokes in an area,) stroke position, randomness of strokes and layering. Layering allows you to layer strokes in random or ordered fashion, and the paint layering option can apply brush strokes based on image brightness.

Color card controls brushstroke and background colors, and offers variations for brush hue, saturation, and brightness. You also can pick brushstroke colors from the image or a color swatch.

Size card affects brush sizes, and you can make changes based on a brushstroke's location, or the color personality of your image. You can

for example, change brushstroke size based on hue, color or saturation in your image. Deep greens will get a stroke of one size, for example, and light green can get another size brushstroke. Or, highlights get one brush size, shadows another.

Angle and Transparency cards offer similar options as the Size card to vary personality of brushes. Using options available on all cards offers nearly infinite possibilities for customization of a single brush style.

The initial release 1.0 of Paint Alchemy was a bit slow and sometimes suffered some out of memory errors. XAOS Tools has since released a patch to improve speed and reliability. The current shipping version (July, 1994) is 1.02F for Macs with floating-point math chip, and 1.02 for Macs without.

Brush sizes are fixed, so it's not possible to create effects on a small image and automatically repeat the same effects on a larger-scale picture. This is most noticeable to me when using PhotoCD images. A

brushstroke that appears as one width in a BASE PhotoCD image will appear one-quarter the width in a BASE4 (twice as wide and tall) PhotoCD image. It is possible to manually change brushstroke width on Paint Alchemy's Size card.

I love the effects Paint Alchemy creates. I've been using it on my own photos scanned to PhotoCD files. On some large PICT files it takes several minutes to complete the filtering process, but the results are worth it. Combining Paint Alchemy's effects with textures or gradients produced in Kai's Power Tools, for example, is a wonderful way to create unique effects and images not possible with either plug-in package alone.

Terrazzo: Patterns Galore

XAOS Tools released a pattern generation plug-in called Terrazzo in May, 1994. Its purpose is more focused than Paint Alchemy, and it achieves those goals well. Effects created remind of elegant Appalachian patchwork quilts or peering through a kaleidoscope.

You choose between 17 "symmetries" that create tiled patterns for building images. These pattern "symmetries" are known in the mathematics and design worlds as "planar," "ornamental," or



“wallpaper” symmetry groups. You use part of your source PICT image as a basis for patterns, and by sliding the symmetry “motif” selection tool around the source image, you create patterns limited in diversity only by your imagination. Terrazzo works in grayscale, RGB and CMYK modes.

Terrazzo allows you to modify patterns by using imaging parameters such as multiply, screen effects, lighten, darken, hue, saturation, luminosity and color. You can also control opacity or transparency of the pattern created so it integrates with the source image as an overlay of controllable intensity. It’s also possible to export as PICT files the small tiles created by the selection tool. These tiles are repeated to create patterns in Terrazzo.

Terrazzo has a richly illustrated manual with color photographs, and includes discussions of each of the 17 different patterning motifs. Terrazzo’s manual may be the only software user’s guide with a bibliography, in this case references to books that discuss patterning and symmetry in design.

I’ve worked with beta and release versions, and Terrazzo seems very robust and stable. Depending on the size of your source image and amount of RAM installed, Terrazzo can work quite fast.

Aldus Gallery Effects: Early Entrant

Now with three volumes on the market, Aldus Gallery Effects was an early plug-in entry. Designed originally by Silicon Beach Software of San Diego, Gallery Effects is part of the product offering from Aldus’ Consumer Division. (Who knows what will be left after the Aldus-Adobe merger is complete?) I have the first two volumes, and like several of the Gallery Effects, but filters often have a mechanical look.

Gallery Effects’ interface is due for an upgrade. Where KPT and Paint Alchemy, e.g., combine many or all filtering effects under one interface card, Gallery Effects breaks up all effects into separately accessed, un-integrated filters. It would be nice if Aldus designed a more unified approach to accessing and using Gallery Effects within Photoshop, so you could combine an aspect of one filter with another and see a preview before applying. As it stands, you preview and run one filter, apply another, and hope the combined

effect is what you like. It’s akin to opening your yellow paint can and applying some strokes, closing that can, then opening the blue paint and applying some of that.

Gallery Effects is overpriced, with three separate volumes of 16 filters selling at about \$130 street price each. (Sorry, Aldus. I wanted to get Volume 3, recently released, but couldn’t see spending that much for 16 filters.) You can get Kai’s Power Tools and Paint Alchemy for less than \$200 combined and you’ll have an infinitely versatile graphics toolbox for imaging.

One advantage Gallery Effects has on the others: it doesn’t need Photoshop or Aldus SuperPaint to work. Gallery Effects comes with its own stand-alone application to apply filter effects to images. Not a bad idea, but still not worth the extra

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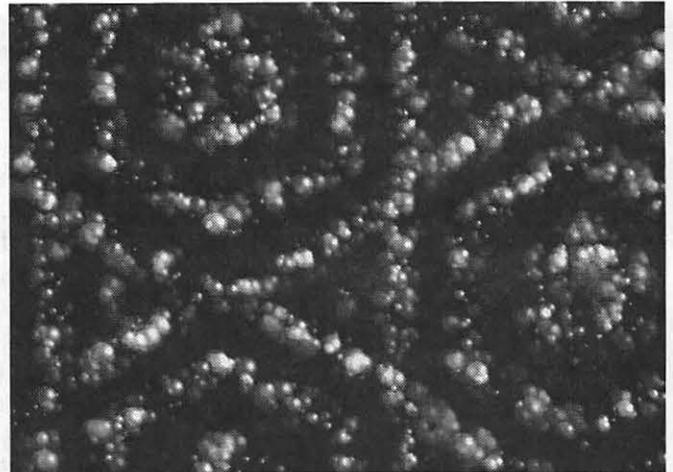
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cost. (Why pay extra for a program that works with only Aldus’ filters, when you can get a program that works with them all? For example, you can get Fractal Design’s Dabbler, a full-featured Photoshop plug-in compatible painting program, for street price about \$65.)

I really do like several Gallery Effects filters, especially the Watercolor, Pastel, and Dry Brush effects. Maybe some other particular effects are just what you need. But it’s hard to deal with the unwieldy filtering approach, and Gallery Effects’ pricing is out of line for today’s market.

It’s an Expanding Field

The field of plug-ins is growing, and several other packages are available. Andromeda Software offers two volumes of special effects



Multifaceted Brushstrokes: Paint Alchemy's interface has a pop-up style list of 75 built-in options. Here, bubbles opaque has been chosen and previewed. Brushing characteristics are controlled by the five tabbed control cards: Brush, Color, Size, Angle, and Transparency. Source image used here was created as a gradient in Kai's Power Tools and patterned with Terrazzo's Monkey Wrench.

A Combination Effort: This image was created with a combination of Kai's Power Tools Gradient Designer, Terrazzo's Monkey Wrench motif, and Paint Alchemy's Bubbles Opaque options. It's easily possible to create dramatic images by combining the talents of different plug-in packages.

plug-ins. Series I Photography Filters creates a look similar to special effects filters on a camera lens, and Series II Three-D Filter maps effects onto three-dimensional objects. MicroFrontier Software (publisher of Color-It!) recently released a package called Pattern Workshop, which operates from libraries of built-in patterns.

Perhaps the best aspect of plug-ins is combining their talents to create effects. For example, create a texture with Kai's Power Tools, use it as a base for a pinwheel pattern in Terrazzo. Place this pattern as a background in another image, then lay on an Ice Cubes or Impressionist brush with Paint Alchemy. You get the idea.

■ **Kai's Power Tools 2.1**
HSC Software
1661 Lincoln Blvd.
Suite 101
Santa Monica, CA 90404
Telephone (310)-392-8441
Internet: kptsupport@aol.com
AOL: KPTSupport

■ **Paint Alchemy & Terrazzo**
XAOS Tools
600 Townsend Street
Suite 270 East, San Francisco, CA 94103
Telephone: (415) 487-7000
Internet: machelp@xaostools.com
AOL: XaosTools

■ **Gallery Effects, Vols. I-III**
Aldus Corporation
Customer Relations
411 First Avenue South, Seattle, WA 98104
Telephone (206) 628-2320
AOL: Aldus

■ **Photography and Three-D Filters**
Andromeda Software, Inc.
699 Hampshire Road
Westlake Village, CA 91361
Tech Support: (805) 379 4109
Telephone Sales: (800) 547 0055
AOL: Steve Myers (Andromed)

■ **Color-It! and Pattern Workshop**
MicroFrontier, Inc.
3401 101st Street, Suite E
Des Moines, IA 50322
Telephone Sales: (800) 388-8109.
AOL: MicroFrontier

Dennis Dimick moderates the QuickTime and Multimedia board on the WAPTCS. A QuickTime film he produced using his Photo CD images, "Peru: Voyage to a State of Mind," this year received a first place documentary award at the Sumeria QuickTime Film Festival in San Francisco.

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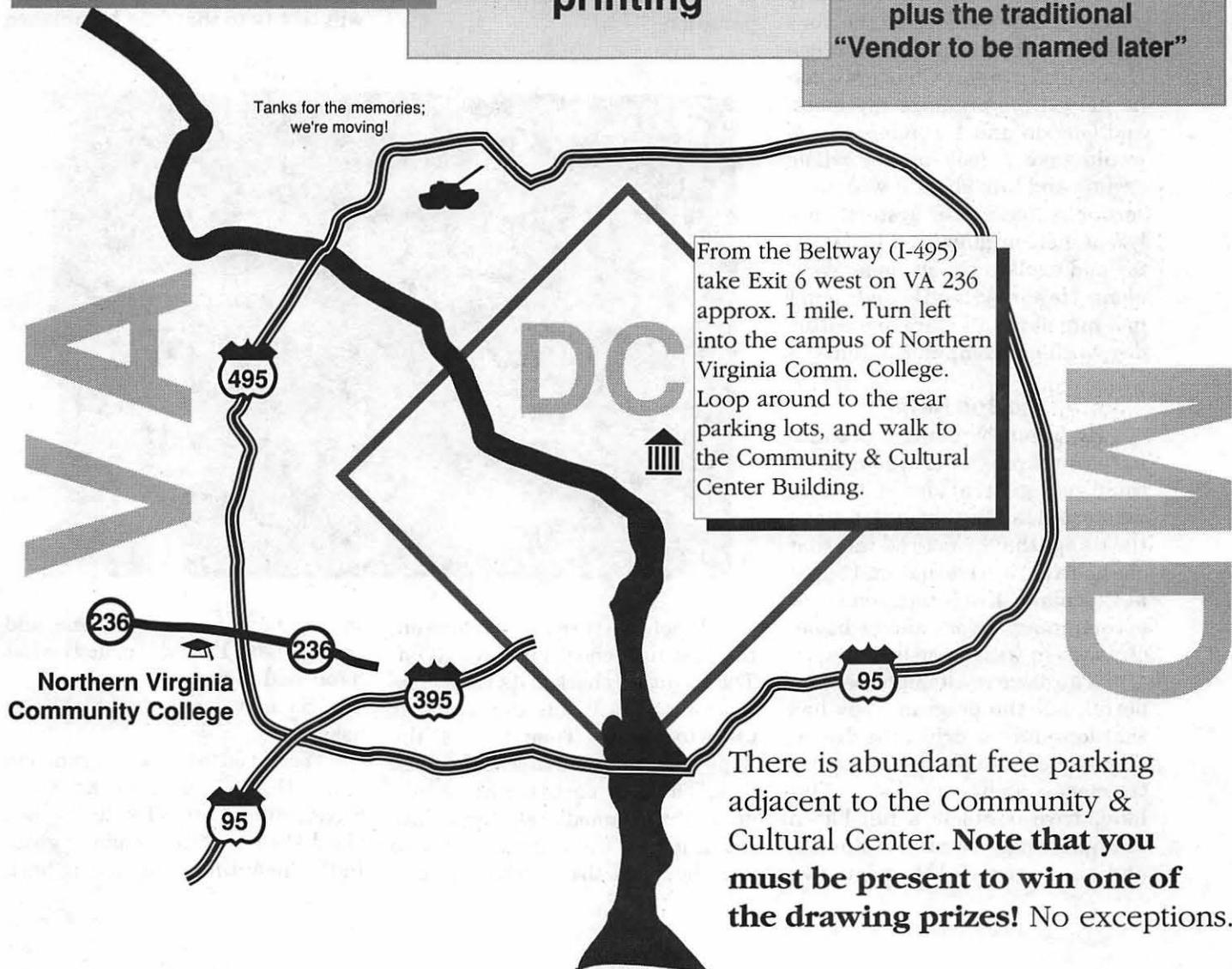
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Good News & Bad About Glenda's System

An interview with Lawrence Charters in 2 parts

by Nancy Seferian

GLENDA FINLEY WAS having some trouble now and then with her computer. PageMaker wasn't working quite right. She couldn't import any files into it, and generally her whole system seemed kind of slow and sluggish. She had read the font article developed after an interview I had with Lawrence Charters when he helped me organize my fonts, and Glenda and I wondered if he would take a look at her whole system and talk about it with us—sort of neaten up her system, analyze it, help organize it a little better and explain things as he went along. He agreed, and Glenda and I met him at the Pi office one Saturday, with her computer in hand.

The Bad News

He began by doing a preliminary run through the system so he could get a general idea of it before we started talking about it. Among the things that he noticed was that she had a hard drive that she bought at Calculator Era [disguised name of computer vendor], and he began our session with some bad news.

"The drive itself might be wonderful, but the program they had that formats the drive, the driver, ahem, ahem, [expletive deleted] is too modest a phrase to use. A Mac hard drive is, itself, a full blown computer that you use for storage, and it has its own RAM, and its own

ROM, complete with its own programming. The program comes in two parts. The part that is built into the drive is in the ROM. The other part of it is called the driver. The driver is stored on an invisible part of the hard drive called the boot partition.



"When you turn the machine on, the Mac first checks its own ROM. Then it does a check of its RAM. The more memory it has the longer it takes to start up. Then it checks the floppy disk. Then it checks the hard disk. The boot partition has a program that immediately loads into RAM; it tells the computer how to use the hard drive. That part is

called the driver. Your driver was written by someone at Calculator Era who was not paid enough money. It really is not compatible with System 7. That's the bad news.

"Even worse: if you go out and buy a compatible driver, such as FWB's Hard Disk Toolkit Personal Edition, you have to erase the hard drive to install it properly. This isn't something you normally have to do with Hard Disk Toolkit, but the Calculator Era driver creates so many problems that such a drastic step is required. If you continue to use the Calculator Era driver, sooner or later you're going to lose every single thing on your hard drive with no hope of recovery. And we have someone right here who will testify to that." As he finished

the bad news he pointed to me, and he was right. That was exactly what happened to me.

"So now what do I do?" she asked.

"You need to buy a program like Hard Disk Toolkit or La Cie's Silverlining. I use Silverlining, but Hard Disk Toolkit is equally good. In the meantime, you have to back



up everything. There are two ways to do that. One way is to back up onto floppies. If you do it that way it will take eight million floppies. The other way to do it is to find someone who has a large external drive that they can hook up to your machine and just copy everything off. That's by far the best method. When you restore everything after reformatting your hard drive, you're going to restore everything except your System Folder. You're going to have to build a new System Folder from scratch. There will be parts of it you'll keep such as your fonts, but you're just going to reinstall your System. You don't want to restore your old System because it has been corrupted.

"This is not something to be a little bit alarmed about. This is something to be greatly alarmed about," he added.

"But how can a consumer know this when they go to buy?" Glenda wondered.

"If you buy an Apple computer with an Apple disk inside it, formatted with Apple's driver, it's compatible. But Calculator Age, probably to save some money, stuck in their own drive, and stuck in their own driver, and the driver's not compatible with System 7.

"Most of the places that offered cut rate drives with really bad drivers have gone bankrupt. So there's less danger of this happening now than in the past."

Thinking about the reformatting software she asked, "So which one do you think I should get? Silverlining or Hard Disk Tool Kit Personal Edition?"

"I personally prefer Silverlining, but Hard Disk Tool Kit Personal Edition is cheaper, and many of the reasons why I prefer Silverlining are irrelevant. You probably aren't going to be doing any of those things anyway.

"How much is Hard Disk Tool

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Kit?"

"It's like \$60-\$70, something like that. And Silverlining is \$149. Anyway, that has nothing to do with what we're supposed to be doing, but that was the first thing I noticed," he said.

"Things are much better with System 7. Apple Menu Items, Control Panels, Extensions, and Preferences all have their own folders within the System Folder, and this greatly decreases the size of the System File. Perhaps even more important, it greatly decreases the clutter in the System Folder.

Checking out the system

"Now back to the main reason for looking at your computer and checking out and cleaning up your hard disk. The first thing I looked for was what System you're running, and you're running System 7. Basically, in 1994, if anyone is using a computer that is not running System 7 they need to either convert over to System 7 immediately or buy a newer Mac. System 7 has been out for four years. There's no reason in this day and age, if you have any version of an LC, any version of a Mac II, any version of a PowerBook, any version of a Quadra..."

"SE?"

"I didn't mention that yet, but any computer that has a 68020 processor or better. If you have an SE/30, you should also be running System 7. The one exception to that rule is if you have a regular SE or a Plus. At that point it really becomes a debate. However, you'd be much happier, and Apple would be much happier, if you just went out and bought an LC or a Performa or a Quadra or something that runs on System 7. In terms of managing your system, System 7 is much easier than System 6.

"Here's an example: with System 6 you had little programs



called FKeys. FKey is short for function key. When you install an FKey you install it in the System File, not just the System Folder, but the System File. And when you install a font, it is also installed in the System File. When you install a sound, you also install it in the System File. Everything goes into the System File, and I have seen System 6 machines with just one megabyte of memory where the System File was eight megabytes. When you turn on the computer, you might as well go out to lunch because it will take a long time to boot.

"Things are much better with System 7. Apple Menu Items, Control Panels, Extensions, and Preferences all have their own folders within the System Folder, and this greatly decreases the size of the System File. Perhaps even more important, it greatly decreases the clutter in the System Folder.

"For the ultimate in ease of management you want to use System 7.1, or the even newer System 7 Pro. These versions of the operating system add a Fonts folder, bringing even more order to the System Folder."

System File vs. System Folder

"Another thing we should clarify is the difference between the System File and the System Folder. If I do a Get Info on your System File it's going to tell me that it's 1,044K. If I do a Get Info on your System Folder it tells me that it's 7.6 megabytes. There's a huge difference there. A lot of people think that when we're talking about System Files we're really talking about System Folders, and they don't realize the difference. In System 7.1 you can have any size of System Folder. My computer at home has a System Folder that is about 75 megabytes. It's a fairly hefty chunk of real estate, but it's got a whole bunch of fonts, dictionaries and other things in there. All neatly organized.

Get Suitcase

"Back to cleaning up your system. Your primary goal should be to see that your System File is as small as possible. If you're running System 6, 7.0 or 7.0.1 you should get Suitcase. It allows you to store fonts outside of the System File. The smaller the System File the better. The more stuff you have in your System File, the greater the chance that one day you're going to turn on your computer and see that question mark that means the hard disk is gone. When that happens the hard disk isn't really gone, it means your System File is corrupted.

"So you want to get as much of that stuff out and the best way to do that is with Suitcase. Suitcase will store fonts and sets of fonts outside

the System File, so that you can have one set of fonts when you're doing newsletters for the church and another set of fonts when you're writing your SF 171 to get employed by the Federal Government. There are other programs that would allow you to do this, but Suitcase is by far the best utility. It's been around forever. It's bullet proof and I own no stock in Fifth Generation. Anyway, check out Nancy's font article for more info on that issue."

Check out the System Folder

"The next thing you should do is just go through your System Folder. Select View in the menu bar and then select By Name. Then, beginning at the top of your System Folder go down through each file and folder and find out everything that's in there. If it is a file that you can double click on, it does not belong in the system folder. I have seen people stick all kinds of junk in the System Folder. Some people, for example, put Font D/A Mover and Disk First Aid in there.

"Basically, if it's anything that you as a human would ever use, it does not belong in the System Folder. There are two main reasons, the first one being that it clutters up the folder. A more important reason: when your Mac starts up, it scans everything that's in your System Folder to find out whether or not it needs to pay attention to it. If you have something that doesn't belong in there all it does is make the machine slower."

Some things you don't need

"Here's a typical example: if you own PageMaker or Freehand, look in the Aldus Utilities folder inside the System Folder. The PageMaker and Freehand installers always put a copy of TeachText there. Throw it away ; it isn't a System 7 version of TeachText. You probably already have at least eight million copies of TeachText.

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"Aldus also puts the Aldus Installer Utility there. It's a nice utility, useful for more than installing Aldus products. Among other things, it has options that will allow you to check for damaged fonts, or fonts with duplicate font IDs. If things aren't printing right or you're printing with one font but another one shows up on your laser printer, this utility offers a great way for figuring out the problem.

"But it doesn't belong in the System Folder; stick the Aldus Installer Utility in your Utilities folder. And if you don't have a Utilities folder, create one and place it somewhere other than in your System Folder."

Just then Glenda noticed that Lawrence had found her Utilities Folder almost immediately. She asked, "What were you doing there? How did you find my Utilities folder so fast?"

"Rather than looking through all the folders and files on your hard drive, I just pressed U on the keyboard and your Mac went to the first thing that had a U in its title."

Lawrence created a new folder which he placed on Glenda's desktop, and as he was looking through the System Folder, he placed files that didn't belong in the System Folder in this new folder.

"Here's another copy of TeachText. And that's an actual System 7 version of TeachText. We'll throw that in your Utilities Folder too. The reason for putting it there is that you never need it out on the desktop. All you have to do to open a Read Me file is to click on it and it'll open if you have TeachText anywhere on your hard drive.

"One of the easiest ways to see if you have unneeded copies of TeachText is to just look for the word Teach. Type Command F and then type Teach into the box. See, here's another copy of TeachText in your

Illustrator folder. So we'll just throw that away. We just went through your System looking for TeachText and found 80k worth of duplicate copies of TeachTexts. My record is one guy who had 90 copies of TeachText. It was truly amazing."

The Apple Menu Folder, What's in it?

"The next folder we'll check is the Apple Menu folder. It also has things that you will not need. You have a Mac II si and here is a battery desk accessory, useful only on PowerBooks. Let's toss that. I almost always throw away the Alarm Clock. The reason is that sooner or later some twit is going to turn it on and it's going to flash up in your Apple Menu and you won't have any idea why your apple is flashing. It's flashing because the alarm went off. My simple solution to that is to always throw the Alarm Clock away. If you want to have a clock use Super Clock."

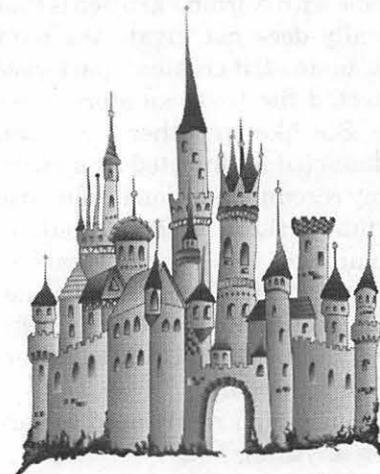
Lawrence continued on down the list of items in the Apple Menu Folder. "Here's Calculator; you can keep that. Chooser you need. Fast Find is part of Norton. These aliases are something either you or someone put here. As for Key Caps and Key Finder, you can probably get rid of one or the other."

"I never use either one of them."

"You don't?"

"No I don't really understand what to do with them."

"They're neat. I'll show you." He doubled clicked to open Key Caps. "These are all the keys in lower case that we're looking at. Now if you hold down the Shift key you can see that all the keys are in upper case. Then if you hold down the Option



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key and the Shift key at the same time, you see a different set of characters. The font that we're looking at is Chicago, and you can see that it has more choices available than just the letters. If you select Zapf Dingbats in Key Caps you will see that Zapf Dingbats has all kinds of funky characters. Without Key Caps you're never going to discover all the kinds of characters your Mac can produce. You also have Key Finder and it is essentially the same thing. Key Finder is part of Norton Utilities."

He continued looking down the list in Apple Menu Folder. "Here is Norton Partition. I suggest you throw this away. The whole idea of a partition is to divide your hard



drive up into separate parts. The trouble with Norton Partition is that it really does not divide the hard disk. Instead, it creates a password protected file that can store other files. But like any other file, it can be damaged, or infected by a virus. So my recommendation is don't use Norton Partition. In fact, I wouldn't recommend you use any part of Norton Utilities, but instead something like Public Utilities by Fifth Generation. Norton Utilities is overdue for an update."

"But I don't really need to partition anything."

"Well, I'm not just talking about partitioning. Public Utilities is designed to painlessly maintain your hard drive. It works like this: whenever your machine is idle because you're not using it, for instance if you go away to answer the telephone, and you have an hour long conversation with someone, Public Utilities will scan your hard drive. When you come back there might be a message saying, 'Your disk is fragmented. You need to optimize it.' Normally the way that you find out that you have a problem like that is that your machine stops working correctly. Public Utilities monitors your hard drive constantly, so you can take corrective action in advance. It also has a backup program that's faster than Norton's, and has a better disk optimizer. Generally speaking, it is much more up to date, and painless to use.

"Look, here is a Puzzle, which you don't use for anything. You also have Word Finder here. Word Finder is a thesaurus which works with Microsoft Word 4.0. Since you are using Word 5.0, throw it away."

What are all those things in the Control Panel Folder?

"In the Control Panels Folder you can usually find lots of things you don't need. Brightness is for

controlling the brightness on a Mac Classic, and you don't have a Mac Classic, so it won't do you any good. If you do a Get Info on the Cache switch you'll see it says 040. Since you don't have a 68040 in your IIsi, you don't need a Cache switch, so you can throw it away.

"Disk Light is part of Norton Utilities, and I usually recommend that people get rid of it because it causes problems.

"Easy Access is a Control Panel program for people who are

"If you're not on a network, if you're not connected to another machine, you want to be sure that File Sharing is always turned off. Turning on File Sharing will slow the speed of your machine at least 30 percent."

handicapped. What it does is to allow you to use the keypad on the keyboard with a mouth stick as if it's a mouse. If you're not handicapped, there's really no particular reason to have it."

"How about this File Sharing thing? I'm not on any network or doing any file sharing. Shall I toss that?"

"No, you probably will be doing file sharing. If at some point, for instance, somebody like Nancy brings over her PowerBook and you don't have File Sharing on your computer, it would be hard to work together.

"Oh, it has nothing to do with a network?"

"It has a lot to do with a network. If she plugs her PowerBook into your Mac you've created a network.

"Here are the General Controls. I'll just check that. It's always nice to find out if your Mac actually knows what month and year it is. You always want to make sure that it's set properly. What time is it? Let's set the exact time. Another feature of General Controls is that it allows you to change how the desktop looks. So you don't ever want to throw away General Controls.

"And you don't ever want to throw away the Keyboard, which is used to adjust how fast your keyboard responds. I have my own key rate set to fast and my delay rate set to short, because I'm a very fast typist. If a slower typist uses my machine and tries to type, 'I'm very happy,' they might end up with vvvvvvvery, because the key delay is set too short. Keyboard allows you to make adjustments.

"Labels. People usually don't know what this is for, but it's how you control the desktop menu item Labels. So you want to keep this here even if you never use it.

"Map. You'll probably want to keep this. Most people don't know what it's used for, but if you wanted to find out what the time is in London, you just type London, and it'll tell you what the time is in London and how many miles away it is. Make sure you set it to your own location; note that Map knows where Washington is, but has never heard of Baltimore. Or Seattle.

"Memory. You will want to keep this. People usually don't have this set right. And *yours* is set right. There's a button here that says Use Default, and selecting that will set it to a default cache size for the amount of memory that you have, but it also turns off 32 bit addressing."

"I don't have any idea what that



means.”

“I’ll show you. Your machine has 17 megabytes of RAM. If we turn off 32-bit addressing, your Mac can only use the first 8 megabytes; all the rest is shown as being in use by your System. If you turn on 32-bit addressing, you can use all 17 megabytes.

“You also want to keep **Monitors** because it controls whether your machine uses black and white or color. And the **Mouse** file controls how fast the mouse moves.

“**Date and Time** is for setting the format for date and time. Your Mac can actually display dates and times the way the Europeans do, or the way we do in the U.S.

“**Numbers** does something similar, setting the way numbers are displayed. In the US we use decimals. For instance, 38.3. Well, the Europeans tend to use commas. And you can decide if you want the default symbol for our currency, or the English pound, or a yen sign.

“A lot of people don’t understand **Sharing Setup**. It gives your machine a name on a network. And it should always, always, always contain something other than a blank; type in your name, your cat’s name, something. If you have two machines on a network and they’re both set to blank, other machines have real trouble trying to figure how to copy a file from blank to blank. Which blank is which? So you want to give your machine a name.”

“Should this be the same name as the hard drive?”

“It doesn’t matter. I also recommend you put in a password even if it’s nonsense; after all, you can change the password at any time. But you should have something there because there are some clever things you can do with a Mac. For instance, you can actually share files over a modem. And if you’re sharing files over a modem (or network), you want to make sure you control who has

access. You don’t want to just open up everything to the world. If there’s no password, someone can just grab anything at all off your machine without restriction.”

“Shall I put one in now?”

“I just typed in a nonsense one. But later on if you want to share files with Nancy you can set it to something specific like Blue or Purple or anything you want. The Macintosh name is just as important as the owner name. Again, it can be the same as the owner name or it can be different.

“If you’re not on a network, if you’re not connected to another machine, you want to be sure that File Sharing is always turned off. Turning on File Sharing will slow the speed of your machine at least 30 percent. I’ve known people who went out and bought a brand new Mac. They know it’s supposed to be really powerful but it’s working slower than expected. I checked and they had File Sharing turned on. Their computer was working extra hard to share files with absolutely no one.

“Sharing Setup also has a Program Linking button; there are really very few reasons why you would ever turn on Program Linking. So you want to make sure those two options are turned off.

“Almost everyone who has a Mac knows about the **Sound** control panel. It’s usually the very first thing they play with. It can also help you find sounds in your system that people have added. With the Mac II si or other models that come with microphones, sooner or later some kid will come along and record something like the Gettysburg Address. It is recorded as a system beep sound. So your System grows because it’s got this big sound file in there. If you want to find out if someone stuck sounds in there, just click on the Sound control panel and it will list all the sounds in your System. And allow you to remove them.

“**Startup Disk** is useful if you ever want to connect another drive, so you want to make sure you have that.”

“You mean like when I connect the Bernoulli?”

“Right. And **Users and Groups** is basically used for networking. Even if you’re not networking you still want to leave that here.

“**Views** allows you to change the font you use for displaying what’s on the screen. It’s showing in Geneva 9 right now, but you can set it for any of your fonts. If you really want to amaze people, set your display font to Symbol, because that way everything comes up in Greek and nobody can read it. If I have somebody who’s being a real pain, I like to set it to Symbol.

“That’s taking care of your mischief side, right?”

“Admit it; there are some people who deserve it. Views is another way to slow down your machine. You will to slow down your machine a lot by turning on Calculate Folder Sizes and to turn on all these buttons that give information about folders. Every time you view a list of folders, the Calculate Folder Sizes option forces you to wait as the Mac merrily figures out the sizes of all your folders. And if there are a lot of files in a folder, you will wait quite awhile. If you had a thousand files in the folder you could write a small novel while the Mac was busy calculating the folder sizes. So if you want to speed up your machine make sure that’s turned off.

Part 2 of this article will be in the October Journal



Making an Emergency Boot Disk

by Murray Wheeler

THIS ARTICLE EXPLAINS how to create a System 7.x boot disk (for emergencies) that you can run with an application. There is not enough room for the System, Finder and the application on the floppy.

Norton Utilities and other third party vendors have emergency disks. Computers designed after October 1992 require system enablers; it is possible that the Norton emergency disk won't work. Follow these instructions to create a 7.x boot disk that works on any Macintosh model running System 7.x:

STEP	ACTION
1	Run the system software installer for the type of Macintosh you have. It doesn't matter if your system came with system software on floppy (Install Me First disk) or on a CD-ROM. If you are installing from a floppy, there is some disk swapping.
2	Install a "Minimum" System (for your specific Macintosh) on a 1.44 MB floppy. You can find this in the "Custom" options. This gives you the smallest possible System file, which should be under 750K for System 7.1.
3	Move the System file and enabler (if your Macintosh needs one) out of the System Folder to the root level of the disk (the same level as the System Folder itself). Throw the rest of the System Folder in the trash AND empty the trash.
4	Copy your application to the disk and change the application's name to Finder. There should be three things on the disk: System, Enabler (if needed), and Finder (which is really your application).
	NOTE: It is important that these items are at the root level of the disk and not within a System Folder or other folder, or on the desktop.
5	Restart your Macintosh with the startup disk you just created. Your Macintosh should start up into the application you placed on the floppy. ■

Our thanks to the folks at Apple Computer for providing the information on both pages 28 and 29 of this journal. (c) 1994, The Information Alley, Apple Computer, Inc.



Switching from Newton Connection Kit 1.0 to 2.0

From the Technical Information Library

SYNCHRONIZED FILES created with Newton Connection Kit 1.0 are incompatible with Newton Connection Kit 2.0 and vice versa. This means you cannot use 2.0 to Synchronize or restore from a 1.0 file. Therefore, before using Newton Connection Kit 2.0 perform these steps.

STEP	ACTION
1	Launch Newton Connection 1.0
2	Synchronize. This makes sure your Newton (and PCMCIA card if applicable) contains all the information you may have added to the 1.0 synchronize file since the last synchronization.

STEP	ACTION (continued)
3	Quit Newton Connection 1.0 and delete or rename (see Note) the 1.0 synchronization file. This ensures that Newton Connection 2.0 does not try to use the 1.0 file when synchronizing.
4	If you have not already done so, install Newton Connection 2.0
5	Launch Newton Connection 2.0 and synchronize. This creates a new 2.0 synchronization file with the data currently in your Newton.

Note: Once you are comfortable using the new version, we suggest you delete the old Newton Connection Kit 1.0.

continued page 31

Tips and Tidbits

Why January 1, 1904?

The original Macintosh development team (circa 1983) determined that January 1, 1904, would be The Day That Time Began. That date was chosen for several reasons:

- A longword seemed like an adequate amount of memory to allocate to datekeeping; its 32 bits can produce an unsigned number high enough to represent just over 130 years worth of seconds.
- A team wanted to include the birthdays of most Macintosh users, so a date somewhere around the turn of the century looked like a great target.
- Projecting from the beginning of this century forward for 130 years brought the date to 2030, which meant that clocks in Macs would work for 46 years before Time would run out (and reset to 1/1/04). Nobody wanted to speculate on the life of the Mac (or of the current operating system) beyond that point.
- For calculation purposes, it was arithmetically convenient to have time start on a leap year (which 1900 wasn't, being a century year not divisible by 4).

The philosophical implications of these facts are dizzying. The authors are therefore taking a short nap. **Source:** *Hypertalk 2.2—The Book* (2nd Edition) by Dan Winkler, Scot Kamins, and Jeanne Devoto.

WAP thanks Information Alley.



LaserWriter Tips

by Kel Humphreys

Squeaky LaserWriter II?

IF YOUR LASERWRITER II squeaks or chirps all the time (contrasted with making noise only when printing), lift the lid and check if the noise is coming from the right rear of the printer. If so, you may have a noisy upper fan. To confirm this, look for the black rubber circle set into the vertical metal chassis wall that runs front-to-back inside the printer, back in the direction of the power switch. This rubber circle (containing one of the fan shaft bearings) has a shiny silver center, which is actually one end of the fan shaft. There are two types of bearings: one looks like a top hat, and the other is almost flush with the wall, but both are treated the same. Take a pencil point and press lightly on the shaft end. If it's the upper fan motor causing the noise, your pressure changes the shaft loading, and thus the pitch of the noise.

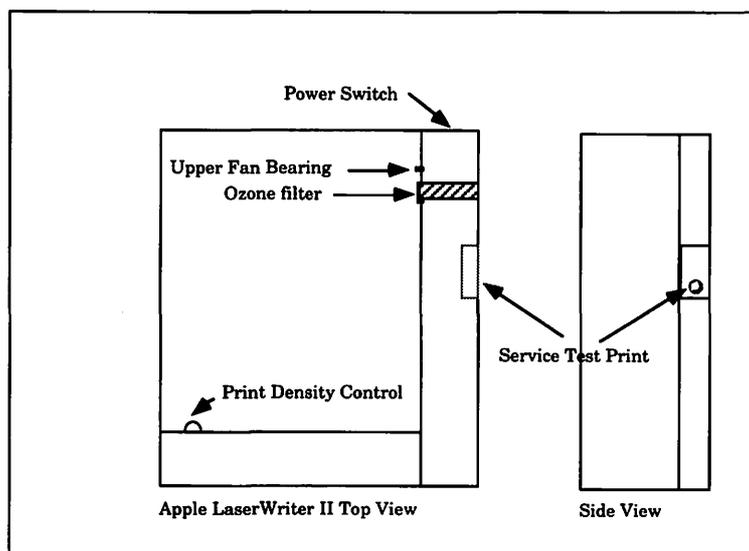
To cure this, you really ought to replace the whole fan. (Apple does sell the bearings to dealers, but good luck trying to get one.) You *may* be able to solve the problem by putting a drop or two of very light oil onto the silver shaft end. If you feel adventurous, you can pry out the rubber bearing cup with a small screwdriver, and really clean the gunk out of the porous bronze bearing inside. The problem is that it treats only the accessible end of the shaft.

If that squeaking noise occurs only when you're printing, try changing your toner cartridge. Many of the world's ills can be solved by replacing the toner cartridge—spots, streaks and smudges, squeaks, grinds and thumps can all arise in the toner cartridge. Try keeping an old toner cartridge on hand just for troubleshooting purposes. It helps to have a cartridge whose flaws you know.

Service Test Print

Yes, you can run a quick check of your LaserWriter II by pressing a hidden button. Here's how to find that button, and print a test page consisting of vertical parallel lines, very tightly spaced. Find the part of your printer cabinet that's on the right side (indicated by the dotted rectangle in the diagram). It starts at the lowest edge of the printer, forming a basic L-shape where it fits into the rest of the printer. You may have to slide the printer so the right side's bottom edge is accessible, or tilt up the printer. You'll see the rectangular cutout. Reach under the bottom edge and pull out and up. Don't worry about breaking anything—it snaps back into place easily. Once you've got this section of "skin" removed, you'll be able to see the hole in the metal chassis that the cover was hiding. (You Hewlett-Packard LaserJet II owners are chortling now, because you never had anything covering your access hole in the first place.) If your printer is on and idle, you can take a pencil and poke the eraser down into the hole and depress the rubber-covered button. This will start a test of your print engine called a Service Test Print. Part way through the printing cycle the button will allow another test print.

When would you need a test print? Whenever you need to check if the basic printer is working, exclusive of its interfaces to the outside world. This is a print engine test. If you've any familiarity with printer models, it won't be any surprise to hear that Apple (and other manufacturers, too) take the same basic print engine, wrap different levels of printing and/or communicating smarts into it, and sell them as different models. Thus, the LaserWriter II family *all* have the same basic print engine, which can be tested by pushing this button.





It's a valuable test for the technician at your site or on the bench. If your test print is OK, then you know that the problem is either in your I/O board or your network cabling or your Mac. The I/O board (Input/Output) is the one board that makes it an SC, NT, NTX, F or G.

Ozone Filter

Some LaserWriters have a flip-down door near the upper fan, as shown in the diagram. It offers access to the pressed-carbon, honeycomb-like ozone filter that's accessible on earliest LaserWriters only by removing the whole fan shroud assembly. Do you need to do anything with this filter? Keep it clean, if you can get to it. You may think the upper fan was engineered into the printer to keep heat down in the printer compartment. Not so. The fan is present only to move air through the carbon ozone filter. Ozone is a byproduct of the high voltages used in these laser printers, and ozone is not a good thing in excess. When these printers were introduced (including the original LaserWriter) there was concern that too much ozone in an office environment wouldn't be healthy, so steps were taken to keep it to a minimum. Should you worry about yours? Only once has a customer asked me to replace his ozone filter. If you work in a cramped office with poor air circulation, have frequent headaches, or experience any other odd symptoms that your diligent research shows *could* be caused by ozone excess, or if your rubber chair wheels keep collapsing to dust, then you might want to address the ozone problem. Most users don't bother. Just keep the dust off yours so your fan won't seize up and cause you a lot of aggravation.

A Word Of Praise...

The LaserWriter II print

engine is a real workhorse and doesn't need a lot of help reaching a good old age. Over two years ago our NTX at then-MacInOffice had 525,000 copies and was still going strong. I expect this printer will continue to be with us for decades to come. Beside all the Apple variants, other vendors used the same engine in their printers, most notably Hewlett Packard, who sold many more LaserJet IIs than Apple did LaserWriter IIs. There are a number of third-party suppliers who specialize in this Canon LBP-SX family of print engines—you'll be able to get parts for years, and the service technician's skill level can be expected to stay higher than for most other printers. If you are interested in upgrading your "old" LaserWriter II, look in the usual Mac magazines for some of these suppliers. They can often sell you the next-level-up (or two) I/O board straight out, no swap, cheaper than you could get your current I/O board repaired by a dealer. Another pretty good deal...Apple will swap out the entire print engine pretty cheaply. You keep your I/O board and power cord and toner cartridge, and the Dealer moves a new print engine into place for around \$500 or less. I haven't handled one yet, but I think it's a well-kept secret. There have been some extensive LaserWriter II repairs where this replacement would have made more sense than the repair. ■

Kel Humphreys is Senior Macintosh Technician at FC Business Systems. He has used Macs in a corporate environment, sold Macs, and headed a Mac service operation. He continually ponders the inequities of Mac power node distribution in the DC area, wondering at the vacuum in Montgomery County.

Switching from Newton Connection Kit 1.0 to 2.0

continued from page 29

If you do decide to keep any 1.0 files around, please keep a copy of Newton Connection Kit 1.0 around. If you accidentally, restore a 1.0 file using Newton Connection Kit 2.0, you will see a -48025 error when you try to synchronize.

Perform the following steps to correct this problem:

STEP ACTION

- 1 Quit Newton Connection 2.0
- 2 Launch Newton Connection 1.0
- 3 Using Newton Connection 1.0 restore the 1.0 synchronize file onto Newton.
- 4 Quit Newton Connection 1.0
- 5 Delete the old 2.0 synchronize files
- 6 Launch Newton Connection 2.0
- 7 Synchronize using Newton Connection 2.0.

That's it! You are now ready to go. ■



Networks—Through Thick and Thin (and 10BaseT)

by John O'Reilly

LAST ISSUE WE COVERED the details of starting to share files on your Macintosh with other Macs on your LocalTalk network. If you are already comfortable with file sharing, or know you need to get your Macs networked, but you don't know what hardware and software you'll need, this primer may help.

First, let's examine the terminology. AppleTalk is a communications protocol built into every Macintosh, Apple Printer (save the original ImageWriter and some of the cheesy "Personal" printers from a couple of years ago), Newton, and with proper communications card, even some PCs. AppleTalk divides your outgoing data in packets, addresses it to another destination on your network, and sends it out along your wiring, whatever kind of wiring you have.

The wiring found most commonly is called LocalTalk cabling. You can use Apple-brand AppleTalk locking connectors, or the less expensive phone wire version, called LocalTalk or PhoneNet—a Farallon trademark—connectors. The phone wire versions require inexpensive connector boxes that hang off your serial printer port (with the little printer icon) and have two phone jack connectors (called RJ-11) on the other end.

LocalTalk communications is limited in speed, although it is significantly faster than, say, a 14.4 modem connection. It runs about 4

times faster than, or 57,600 bps. The speed is limited by the sending and receiving machines, and the nature of the wiring scheme. If you're looking to run simple e-mail, transfer text files around, and print to laser printers, a LocalTalk network should be adequate for your needs, up to about 8-10 users.

However, if you're moving larger files, sharing a database across the net, or using a server to store information needed by the whole office, using an EtherNet wiring setup may work to your advantage. Simply put, EtherNet is much more expensive to install and run, but the cost difference is much smaller now than it was only eighteen months ago, and with the increase in size of even basic documents for many applications, you will notice a difference. The speed improvement is roughly five times that of LocalTalk. However, we will also discuss cost and convenience factors that muddle the answer below.

First and foremost, EtherTalk requires some sort of controller to manage traffic. Small offices (under eight nodes) have two choices—buy a small EtherNet hub, at a cost of \$300-500, or use a product such as Farallon's EtherWave, which serves the same function as the transceivers mentioned above, but also permit a small hubless network, enabled by daisy-chaining devices. Regular hubs, in contrast, implement a star network, each node connected directly to the main hub.

EtherWaves cost somewhat more than regular transceivers, but they offer wiring flexibility and save you the cost of a hub if used in a small office setting.

There are three common types of wiring used with EtherNet: thick, thin and 10BaseT. Thick and thin coaxial wiring is generally high quality, but is expensive, and quickly falling out of favor. 10BaseT, on the other hand, uses phone-quality wiring. It is not identical to LocalTalk wiring, however (see below). We will focus on 10BaseT for the balance of this article, as it is an excellent and affordable choice in today's market.

Most new Macs now come with an EtherNet port on the back of the machine. This is disingenuous—you still need to buy an adapter, called a transceiver, to use it. Transceivers cost anywhere from \$45 to \$75, and you must specify "10BaseT" and "AAUI" when ordering. "AAUI" is NOT to be confused with "AUI"—"AUI" is the DOS/Windows world standard, while "AAUI" is appropriate for Apple hardware (Macs and printers). The first A stands for Apple.

If you have a not-so-recent Mac, there are lots of options for retrofitting. If you have a Mac with NuBus slots in back (such as a IICI, IICX, or IIX), you can get an EtherNet card from several manufacturers which will combine the EtherNet protocol with the transceiver, all for under \$100. (The difference between getting a NuBus card and just a transceiver is only about \$40 on average, demonstrating the true value of the AAUI port on the Mac. On the other hand, NuBus slots are limited and you may want to use it for something else.) One caveat: smaller cases, such as the Centris 610, require a NuBus adapter card, which adds another \$75 or so! The adapter allows the NuBus card to fit horizontally inside the smaller case, unlike the vertical orientation of



the other machines.

Still other configurations are possible. Compact Macs, such as the SE/30, can use a PDS card (the SE/30 has only one slot inside), but this card is significantly more expensive than the NuBus card, to the tune of \$70 more. Classic Macs and PowerBooks can communicate on the network at EtherNet speed through their SCSI port (usually used for external hard drive or CD ROM player). SCSI EtherNet boxes are even more expensive—as a rule, the older your machine design, the more costly the retrofit. SCSI boxes run well over \$200.

Printers are yet another question, and potentially a key one. Only recently have manufacturers begun putting EtherNet ports in their laser printers, so odds are you'll have to use some sort of special hardware box to get your printer on the network. These boxes are frustrat-

ingly expensive, as they do not add much speed to the printing process; they simply transfer the EtherNet signals into the LocalTalk port of the printer, losing the speed advantage in the process.

Another solution is to use a software bridge. Attach the printer to a Mac on the EtherNet, drop the software into the host Mac's extension folder, and the host Mac will perform the chore of publishing the printer across the network and translating it for the slower printer. This method is significantly cheaper (\$100 per node instead of \$280 or more), but carries the drawback that the host Mac must be on for anyone else on the network to use the attached printer. I have used Sonic Systems' PowerBridge to hang four printers off a 12-node Mac network with success.

Let's say, however, your office is mixed, with enough older machines and printers to make a complete

retrofitting prohibitively expensive. Hope still exists! If you can spring for EtherNet for newer machines, you can buy a Local-to-Ether bridge such as a TribeStar. This gives you two excellent advantages over a standard LocalTalk daisy-chain: you have to star-connect the machines, which provides for slightly more efficient traffic of your packets, and each machine has a direct route to the EtherNet lanes of your own little information highway. This made a tremendous performance difference in my office. So you can hang all your old Macs and printers off local talk and still get a significant speed boost. TribeStars are expensive (\$1200+) but can save you a barrel of money if you have a bunch of older Macs. ■

Next month: EtherNet nuts and bolts.

MacWorld and Moose

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DESKTOP PUBLISHING might be blazing fast, but it isn't fast enough for some things. By the time this reaches print, you will have heard all about the wondrous goodies introduced at MacWorld Boston (Aug. 2-5). I could tell you what the "hot" products are going to be, but then I'd look foolish when my predictions bombed between the time I wrote them and the time you read them. Since I can look foolish without the effort of making predictions, why bother?

Instead, let's look at the MacWorld Experience. Most Mac users have never been to a MacWorld, which is a major shame. MacWorld Expos have been going on for ten years now, dating back to the original 128K Macintosh of 1984. Millions of people have walked tens of millions of miles of MacWorld corridors, consumed millions of baseball park-priced bad hotdogs at the exposition center food stands, collected megatons of buttons, pens, pencils, T-shirts,

bags, umbrellas and other freebies, and shopped for billions of dollars of merchandise. But there's more.

For me, someone from the Other Coast, a visit to MacWorld is an excuse to see parts of the country I'd never seen before. Zipping up the immaculately maintained interstate highways, through the scenic Delaware, New Jersey, New York, Connecticut and Massachusetts suburban wonderlands, enjoying the alert, careful, courteous East Coast drivers — this is an experience not to be duplicated elsewhere.

And the tourist sites! Boston Commons, the oldest public park in America, cradle of liberty, training ground for British soldiers prior to the Revolution, and sometime cow pasture. I never would have imagined it to be surrounded by a stout iron fence. The price of liberty is eternal vigilance, and if this means



locking up Boston Commons, it is a small price to pay.

Windows does it all

Scene: Apple's pavilion outside the World Trade Center. This huge tent was widely viewed as *the* place to see the hottest goodies, due in no small part to temperatures in the 90s, high humidity and rotten air conditioning.

"But this must run under Windows. Our ADP people told me Windows can do anything a Macintosh can do, only better," said the smartly clad executive.

"No, System 7.5 is strictly for the Macintosh," explained the youthful, polo-shirted Apple engineer.

"Are you sure? Maybe you should ask someone more experienced, young man."

Bumbershoots

Scene: outside the World Trade Center. A quick, violent downpour has soaked a long line of MacWorlders standing in line for the free shuttle buses between World Trade and the Bayside Exposition Center.

"Look at me, I'm a mess. I *told* you to watch the WordPerfect demo and get a free umbrella, but *no*, you didn't want to miss anything," said one Significant Other to the other.

"Use this to dry off a bit," said the Other Significant Other, offering a hand towel given away by Asante, emblazoned with the slogan, *The Hitchhikers Guide to Networking*.

"Even my socks are soaked. Was anyone giving away socks?"

Watson, I need you

Scene: the Apple pavilion. A MacWorlder has asked an Apple engineer a question about telecommunications in System 7.5. The Apple engineer doesn't have the information he needs to answer

the question on the spot.

"What are you doing?"

"I didn't bring any paper, so I'm going to send myself an E-mail message reminding me to look it up. Then I'll send you the answer via E-mail."

"I understand that part, but it looks like you are logging on to a remote machine."

"I am. This is in my living room in Cupertino."

"You set up an Internet node in your living room?"

"Why not. Hmmm, my wife has turned off her computer. I was going to leave her a message. (Sigh.) I suppose I could call her on the telephone."

Things I didn't buy

Most interesting titles or promotions at the show:

Desktop Life (for the *Aquazone* desktop aquarium).

Leather Trimmed Computer Travelers (for leather PowerBook and Newton carrying cases).

Samurai Pervert Interactive (X-rated CD-ROM title from Japan).

Rearrange Your Face (promotion for Morph 2.5 special effects software).

Most Expensive Monitor Stand (sign taped to an inactive Pentium computer being used as a monitor stand).

Next time, try Volvo

Scene: a restaurant near a motel virtually taken over by MacWorlders. A man in his fifties has been talking about all the cars he has owned since he retired from the Army, 11 cars in 12 years. The subject inevitably returns to computers.

"I'm very disappointed at how Apple is treating their original core of enthusiasts. They've abandoned all the old Mac owners. Yes, I heard

what they said, but be honest: I'm never going to run System 7.5 on my Mac 512K."

"How can you say they've abandoned you? Your Mac is 10 years old, and you use it every day. How many cars have you gone through in the past ten years? Did General Motors provide better support and upgrades than Apple?"

"That's different."

MacWorld Florida

Prior to this trip, there were four states I'd never visited: Florida, Vermont, New Hampshire and Maine. On the way back, we made a deliberate wrong turn and drove through Maine, New Hampshire and Vermont. After a lobster dinner in Maine, we encountered a Moose Crossing sign a few miles into New Hampshire. This inspired my daughter and I to compose the following:

Ten Good Things About Moose by Lykara & Lawrence

10. Moose don't fly.
9. Santa doesn't use them.
8. They don't wear neckties.
7. They don't have guns.
6. Damn. (See 7).
5. They're herbivores.
4. Only one ugly moosling per moose mating per year.
3. They don't eat lobster.
2. They don't eat microwave popcorn.
1. They don't jet ski.

Next stop: Florida. ■

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

Apple II/III

Apple II*

GENERAL

Dave Harvey (days only) (703) 578-4621
 Leon Raesly (days: 5 am-5pm) (301) 868-9554
 Ken De Vito (703) 960-0786

ACCOUNTING PACKAGES

BPI Programs
 Jaxon Brown (301) 350-3283
 BPI & Howardsoft (Tax)
 Otis Greever (615) 638-1525
 Dollars & Sense
 Barry Fox (717) 566-6709

Home Accountant

Leon Raesly (days: 5 am-5pm) (301) 868-9554

Quicken

Gary Hayman (301) 345-3230

Apple SSC

Bernie Benson (301) 951-5294

AppleWorks

Ken DeVito (703) 960-0786

Ray Settle (301) 647-9192

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

Gary Hayman (301) 345-3230

Leon Raesly (days: 5 am-5pm) (301) 868-9554

Bill Campbell (301) 498-6380

Allan Griff (301) 654-1515

AppleWorks Database

Roger Burt (301) 424-6927

Morgan Jopling (301) 721-7874

Milt Goldsamt (301) 649-2768

Dan White (301) 449-3322

Allan Griff (301) 654-1515

COMMUNICATIONS

ProTerm

Allan Levy (301) 340-7839

Ray Settle (301) 647-9192

Talk is Cheap/Pt. to Pt.

Barry Fox (717) 566-6709

DataBases

DBMaster, Pro IIe

Bob Sherman (305) 944-2111

dBase II

John Staples (703) 255-6955

dBase II&III, Data Perfect. Db Master-PRO

Leon Raesly (days: 5 am-5pm) (301) 868-9554

Profiler 3.0

Barry Fox (717) 566-6709

HARD DISKS

CMC (not CMS)

Barry Fox (717) 566-6709

Corvus

Leon Raesly (days: 5 am-5pm) (301) 868-9554

Sider

Otis Greever (615) 638-1525

LANGUAGES

General

Dan White (301) 449-3322

AppleSoft

Louis Biggie (301) 967-3977

Peter Combes (301) 251-6369

Leon Raesly (5 am-5pm) (301) 868-9554

Pascal

Michael Hartman (301) 445-1583

C and TML Pascal

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

OPERATING SYSTEMS

ProDOS 8 and 16

Barry Fox (717) 566-6709

Dan White (301) 449-3322

Print Shop

Thomas O'Hagan (301) 593-9683

SPREADSHEETS

General

Walt Francis (202) 966-5742

MagicCalc/SuperCalc2.0

Leon Raesly (5 am-5pm) (301) 868-9554

Telecommunications

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Ken De Vito (703) 960-0786

Dan White (301) 449-3322

TimeOut Series

Morgan Jopling (301) 721-7874

Utilities:ProSel

Barry Fox (717) 566-6709

CROSS-PLATFORM TRANSLATION

MS/DOS-Apple-Mac Transfers

Ken De Vito (703) 960-0786

WORD PROCESSORS

General

Walt Francis (202) 966-5742

Apple Writer 2

Ron Evry (703) 490-1534

Dianne Lorenz (301) 530-7881

Leon Raesly (5 am-5pm) (301) 868-9554

AppleWorks GS

Roger Burt (301) 424-6927

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

Andy Gavin (703) 734-3049

Letter & Simply Perf

Leon Raesly (5 am-5 pm) (301) 868-9554

Mouse Write

Barry Fox (717) 566-6709

Publish-It!

Gary Hayman (301) 345-3230

Ray Settle (301) 647-9192

ScreenWriter II

Peter Combes (301) 251-6369

Gene Carter (202) 363-2342

Word Perfect

James Edwards (301) 585-3002

Henry Donahoe (202) 298-9107

Word Star

Art Wilson (301) 774-8043

Apple IIGS*

Neil Laubenthal (703) 691-1360

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

General

Barry Fox (717) 566-6709

Ile Upgrade

Morgan Jopling (301) 721-7874

APW

Andy Gavin (703) 734-3049

Leon Raesly (5 am-5pm) (301) 868-9554

Deluxe Paint II

Rich Sanders (703) 450-4371

GS BASIC

Barry Fox (717) 566-6709

Multiscribe GS

Ray Settle (301) 647-9192

TELECOMMUNICATIONS (MAC & APPLE)

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

TCS Help

Dale Smith (301) 762-5158

Nancy Seferian (202) 333-0126

Paul Schlosser (301) 831-9166

MouseTalk

Dale Smith (301) 762-5158

Ray Settle (301) 647-9192

TimeOut Series & Utilities: ProSel

Ray Settle (301) 647-9192

Barry Fox (717) 566-6709

816 Paint/Writ'rs Ch.El

Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives,

Guy Durant (202) 363-0366

Apple II laser printing

Bob Sherman (305) 944-2111

Apple III*

General

Paul Campbell (313) 255-6497

Dave Ottalini (9-10:30 pm) (301) 681-6136

3 Easy Pieces

Robert Howe (916) 626-8198

David/Joan Jernigan (before 9 pm) (703) 822-5137

Steve Truax (304) 267-6429

Word Juggler

Tom Linders (408) 741-1001

J. Carey McGleish (evenings) (313) 332-8836

Pascal

Dr. Al Bloom (703) 951-2025

Apple Speller

Robert Howe (916) 626-8198

AppleWriter

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) 449-3322

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

VIRGINIA

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

Neil Laubenthal (703) 691-1360

September 1994

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 Columbia Slice Game SIG	2	3
4	Labor Day Office Closed 5	6 TeleComm SIG	7 Mac Programmers SIG DTP SIG	8 Stock SIG	9	10 Annapolis Slice Frederick Slice
11	12	13 Newton SIG	14 DB SIG WAP BoD	15 PI SIG	16	17
Writer's Deadline W 18	19	20	21 Excel SIG	22 Women's SIG	23	NoVa ComCol WAP A General Meeting 24
Editor's Deadline E 25	26	27	28	29	30	

Note: The WAP office will be moving in September, and this will affect meetings scheduled there. At press time we do not have a new address or moving date to announce. Check with the TCS or the office (654-8060) for latest news.

October 1994

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

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) 761-4260

CrabApple BBS: (410) 315-8532

Apple IIGS SIG

Meetings at various locations and on various dates. Looking for new chairperson. Call Gary Hayman (301) 345-3230, for details.

Apple III SIG

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

AppleWorks SIG

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

CAD SIG

Call SIG chair.

Columbia Slice

1st Thursday; 7:00 PM. Call for location.

BBS (410) 964-3706.

DataBases (Mac) SIG

2nd Wednesday; 7:15 PM; FHWA R&D Labs, near McLean, VA—from GW Parkway, exit at the interchange marked CIA HQs, then make a right turn to the FHWA gate, and check in with the guard.

DeskTop Publishing (DTP) SIG

1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC. For further details, we encourage you to attend the monthly DTP meeting. Information can be found elsewhere in the Journal. (See page 5 this month.)

Excel SIG

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

Frederick Slice

General meeting time, 2nd Saturday; 10:00 AM; United Methodist Church; 22 Main Street in Walkersville.

Game SIG

1st Thursday; 7:30 PM; Call Jeff (703) 979-8249 for meeting location.

HyperTalk SIG

Call SIG chair for information.

Mac Programmers' SIG

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

Newton SIG

1st Monday; 7:30 PM; WAP Office.

NoVa Education (Ed) SIG

Last Wednesday; 7:30 PM; Walnut Hill Ctr., 7423 Camp Alger Ave., Falls Church, VA.

Programmers' Interface (PI) SIG

Meetings are announced on the Announcements Board of the TCS. Call Gerry Wright at (301) 422-4286 for details.

QuickTime SIG

Quarterly; 7:30 PM; WAP Office.

Stock SIG

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

Telecomm SIG

1st Tuesday; 7:00 PM; WAP office.

UltraMacros SIG

Meetings at various locations and on various dates. Call Gary Hayman (301) 345-3230, for 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, Ann Aiken (301) 530-1990 for details.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267 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 p.m. or before 8:00 a.m.

Macintosh

GENERAL

Tom Witte (703) 683-5871
 Jon Hardis (301) 330-1422
 Dan White (301) 449-3322
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
 Jim Hoyt
 (304) 947-7936
Foxbase
 Rick Shaddock (202) 829-4444
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
 Freddi Galloway (V/TTY) (410) 268-5793
PageMaker
 Mort Greene (703) 522-8743
Quark Xpress
 Ron Mann (202) 333-3409

GRAPHICS

General
 Bill Baldrige (301) 779-8271
 Jay Rohr (301) 655-0875
Adobe Illustrator
 Ling Wong (703) 803-9109
Aldus FreeHand
 Nancy Seferian (202) 333-0126
Canvas
 Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784
MacDraw
 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 pm) (703) 758-9660
C
 Harry Erwin (before 10 pm) (703) 758-9660

Fortran

Harry Erwin (before 10 pm) (703) 758-9660
Inside Mac
 Jon Hardis (301) 330-1422
 John Love (703) 569-2294
Pascal
 Harry Erwin (before 10 pm) (703) 758-9660
 Michael Hartman (301) 445-1583
SMALLTALK-80
 Harry Erwin (before 10 pm) (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 10 pm) (301) 740-5255
 Kirsten Sitnick (301) 750-7206
 Mort Greene (703) 522-8743
 Rick Shaddock (202) 829-4444
WingZ
 Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS

General
 Allan Levy (301) 340-7839
CompuServe
 Michael Subelsky (301) 949-0203

VIRTUAL REALITY

Virtus Walkthrough Pro
Virtus VR
Virtus Voyager
 Jaque Davison (703) 644-7354

WORD PROCESSORS

Microsoft Word
 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 (5 am to 5 pm) (301) 868-9554
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 (days: 5 am to 5 pm) (301) 868-9554
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 (Sloanville)	865-3035	A2, GS
Harold Polk (Frederick)	662-6399	A2	J. Russell Robinson (Lagerstown)	739-6030	Mac
Tony Swajenka (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			Gini Waters (Crownsville)	410-923-0139	Mac+, DTP
Richard MacLean (Farmingdale)	410-721-8157	MacIIsi	Bill Derouin (Severna Park)	410-766-1154	Centris 650, DTP
Steve Toth (Edgewater)	410-956-6557	Mac+	Bill Waring (Severna Park)	410-647-5605	Mac, Excel
Bob Peterson (Crownsville)	410-721-9151	MacSE	Helen Hamerstrom (Severna Park)	410-647-1720	Mac, CD-ROM
Sandy Bozek (Annapolis)	410-974-6062	MacIIsi, Scanner			
Lou Sapienza (Crownsville)	410-923-3415	Mac IIsi, Canvas, DTP	Apple II		
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm	Seth Mize (Glen Burnie)	410-766-1154	IIGS, II+, III
Brian Bassindale (Anod)	410-757-9541	Mac IIsi, CAD	Helen Hamerstrom (Severna Park)	410-647-1720	IIGS, IIe, DTP, HS

TCS Help Sheet

TCS Phone Numbers:

-301-986-8085
(for 300, 1200, 2400 bps)

-301-986-0706
(for 9600, 14400 bps)

Main Menu

 Bulletin Boards
<C> Change Conferences
<F> File Transfer
<L> General Library
<M> Membership Search
<N> Now On System
<O> Off the System
<P> Public Library
<T> Time and Date
<U> User Preferences
<W> ... Read Welcome
Bulletin
<X> eXamine Weather
Forecast

Change Conference Menu

<1-8> .. Choose Conference
Number
<L> List Conferences
Available
<Q> Quit to Main Menu
<1> General Conference
<2> Apple II Conference
<3> Macintosh Conference
<4> Classified Conference
<5> Global General
Conference
<6> Global Apple II
Conference
<7> Global Macintosh
Conference
<8> Global Miscellany
Conference

Conference Menu

<A> Adjust Pointers
<C> Change Conference
<G> Global Read All New
Msgs
<L> List All Available
Boards
<O> Off the System
<Q> Quit to Main Menu
<R> Read All New Msgs

<W> ... Welcome Bulletin
<X> Xfer All New Msgs
<Z> Zelect Boards of
Interest

Bulletin Board Menu

<A> Alter/Edit an Existing
Message
 Blind Reply to a Msg
by Number
<C> Change Boards
<D> Delete Msg From or
To You
<E> Enter a Message
<F> Find Message by
Keyword
<L> Library for this Board
<O> Off - Quit the System
<Q> Quit to Main Menu
<R> Read a Msg or Msgs
<S> Scan Message
Headers
<T> Title Scan Msg
Headers
<W> ... Welcome Bulletin for
Board
<X> Xfer (Download) a
Msg or Msgs

Editor Menu

<A> Add to File
<C> Clear File in Memory
<D> Delete a line from File
(#)
<E> Edit a Line (#)
<F> Find a String
<G> Global Search &
Replace
<I> Insert Lines into File
(#)
<L> List the File (#)
<M> Toggle Reply Mode
<N> Line Numbering
Mode On/Off
<P> Purge Temporary File
<Q> Quit - Clear File &
Exit
<R> Read back from
Temporary File
<S> Save File and Exit
Editor

<T> Write File to
Temporary File
<U> Upload Mode Toggle
(No Reply Mode)
<V> View Temporary File
<X> Exchange a String
within line (#)
<^> Modify Reply Mode
Characters

File Transfer Menu

<A> Adjust Pointers
<G> Global Read New
Descs
<L> List All Available
Areas
<N> New File Descriptions
<O> Off the System
<Q> Quit to Main Menu
<R> Read All New Descs
<Z> Zelect File Areas

File Area Menu

<A> Alphabetical List
 Batch Functions
<C> Change File Area
<D> Download a File
<F> Find File Descriptions
<H> Help With File
Transfer
<I> Info on File Contents
<L> List All Files
<M> Mark Files for
Downloading
<O> Off the System
<Q> Quit to Main Menu
<R> Read File
Descriptions
<T> TitleScan
Descriptions
<U> Upload a File or Files
<W> ... Welcome Bulletin

User Preferences

<A> Alter Password
<E> Emulation Mode
<F> File Transfer Protocol
<P> Prompt Character
<Q> Quit to Main Menu
<R> Reply Mode Prefix
<V> Video Length
<X> Expert/Novice
Prompts
<Y> Your Current Status



Oh No! You've Caught a Virus!

From the Technical Information Library

What is a Virus?

A virus is a program with two distinct functions:

■ It spreads itself from machine to machine (self-reproducing code). This includes the actual infection of other systems as well as the stashing away of code into as many "carriers" as possible.

■ It implements the "symptoms" planned by the perpetrator of the virus. This could be any number of things, up to and including erasing a disk on a specific date.

A Bit of History

Computer viruses have been around for almost as long as computers. John Van Neumann, the father of the modern computer, toyed with the idea of self-reproducing computer code as early as 1948. In the late 1970s, there was even a training ground for writing of viruses. It was a program called Core Wars that implemented an artificial environment pitting two virus programs against each other.

Viruses are Not Unique to the Macintosh

The Macintosh is not the only system to be plagued by viruses. Mainframe and minicomputers are also targets for virus programmers. One of the most recent mainframe incidents was the virus that invaded IBM's mail system and brought it to its knees for a couple of days. IBM PC users have been experiencing

viruses for several years now. The most common method of attack is through the COMMAND.COM file. The Macintosh community has been lucky to have gone so long without virus programming becoming the thing to do.

Not all Viruses are Meant to be Damaging, But...

Viruses are not all meant to be damaging. The programmer may just want to prove he or she can do it and have the satisfaction of reading about it in magazines and on the BBS network. Sometimes, these viruses can cause problems anyway.

For example, the virus that has prompted this series of articles was meant to be benign except in specific cases. However, it takes up memory and processing time and has caused random side effects such as printing problems and system crashes.

Don't Panic; Don't Overreact

If you think that you have a virus, it's important to not overreact. It is important to take a step back and evaluate the situation calmly. Once you know that you have a virus and what it has infected, it is a relatively easy thing to combat. This article contains enough information for you to deal with most viruses.

The Great Virus Hunt

—When Do You Suspect you Might Have a Virus?

When your computer begins to do things out of the ordinary, or when it stops being able to do things it has always done in the past. The problem with this is that corrupted system files can lead to similar symptoms even though a virus isn't involved. When problems occur, they are much more likely to be the result of non-virus difficulties. When you have ruled out the standard problem areas, you should look into the possibility that your system has been infected by a virus.

—What to Look For If You Think You Have A Virus

Look for invisible files in your System folder that don't belong there. Unless you specifically have an application that creates invisible files in the System folder, every invisible file in the System folder should be suspect. Also, a general check of all the files in your System folder for resources that don't belong in those files is well worth the effort.

—Files and Resources a Virus Might Infect

- Any and all applications
- HyperCard Stacks (the MacMag virus was spread via HyperCard stack)
- Files in the System folder, including
 - System
 - Finder
 - Note Pad file
 - Scrapbook file
 - Clipboard file
 - Easy Access
 - Sound
 - Mouse
 - Startup Device
 - Monitors
 - Color
 - General
 - Keyboard
 - LaserWriter
 - ImageWriter
 - AppleTalk ImageWriter
 - ImageWriter LQ



In other words, all system files.

—Files a Virus Might Damage Inadvertently

Any file on an infected volume or system, including system files, documents, applications, etc.

—Public Domain Issues

Most viruses spread via public bulletin board systems and are hidden in public domain programs. *Sexy Ladies*, a program distributed at MacWorld Expo in San Francisco, erased whatever hard disk or floppy disk it was on when it was launched.

—Network Issues

The use of networks can easily enhance the spread of a virus. Different scenarios are possible, with the simplest being a public domain folder on a server that everyone gets the latest neat stuff from. Also, shared applications residing on a server could become infected, which would then infect every machine that those applications were run on.

How Viruses Propagate

Viruses can propagate by a variety of methods. The most common way for a Macintosh virus to replicate itself is to have an INIT (Extension) that installs a background (VBL) task that checks for specific occurrences, such as a disk insertion, and then copies itself somewhere to that disk.

—VBL Tasks

The Macintosh has always had a limited form of background processing available to it through the use of the Vertical Blanking (VBL) queue. Every time the screen on a Macintosh (except for a Macintosh II) is refreshed, any routines installed in the queue are executed. The Macintosh II has a “dummy” VBL queue for compatibility reasons since the

advent of a variety of screens has led to different vertical retrace periods.

VBL tasks can be installed in the queue by any program. The program has to load a routine into a section of memory and install the routine into the VBL queue by calling the Vinstall ROM routine. It is the responsibility of the installing program to make sure the segment of memory containing the routine remains available even after the program has exited. Each VBL task has a specified time period it should be left “asleep” before it is called. Every time the routine is executed, a counter is decremented for that routine. When that counter reaches zero, the routine is deleted from the queue unless the routine itself resets the counter.

Lengthy VBL tasks such as the one that might be used to replicate a virus can interfere with the normal operation of the Macintosh by interrupting processes that shouldn't be interrupted. A perfect example of this is printing to a LaserWriter over an AppleTalk network. If a VBL task takes too long in its execution, the printing process could terminate abnormally and leave the machine's connection to the network in an unstable state.

For the purposes of a virus, an INIT (also called an Extension) is most likely to be the culprit responsible for installing a VBL task.

—INITs/Extensions

INITs are routines that are run when the Macintosh is booted. For the most part, they have full access to all of the commands normally available to a standard Macintosh program. The major difference is that the low memory global routines have not been set up yet, so any INIT needing access to structures normally stored in low memory must create its own.

—INITs in the System File

When a Macintosh boots, the INITs in the System file in the “blessed” folder are the first code to be executed. These INITs should generally be Apple INITs only—any non-Apple INITs should be considered suspect.

—The INIT 31 Mechanism

A special INIT in the System file, INIT 31, was created to allow for the execution of non-Apple INITs without having them installed in the System file itself. When all of the other INITs in the System file have been executed, INIT 31 walks through the System folder looking for files of types INIT, Chooser, or Control Panel, and executes any INIT resources it finds in these files.

The files are loaded in alphabetical order. Needless to say, a simple way for hiding parts of a virus is to drop INITs into legitimate files already existing in the System folder with these file types.

—Control Panels

Control Panel files (file type `cdev`) indicates a file containing a Control Panel device. When the Control Panel is loaded, it walks through the directory of the System folder looking for any files of type `cdev`. When it finds a file of this type, it loads the Icon number (ICN#) of the file (assuming it has one) into the list of icons shown on the left side of the Control Panel. When you click on the icon of the `cdev` in the Control Panel, the code in the `cdev` resource in the file of the type `cdev` is executed. A virus could easily use this mechanism as a way to infect a system, install a VBL task, etc.

Many control Panel files have INITs in them with the `cdev` controlling the settings that the Extension uses when it is installed. A good example of this is the settings for a screen blanker. The Extension actually installs the VBL task, but



the Control Panel controls when dimming occurs. None of the standard Apple system Control Panel files have Extensions in them, but there is nothing to prevent a virus from installing an Extension in these files as a way of hiding its code.

—Drivers

Driver (DRVR) resources typically can have one of two functions. They can be the code for:

- A desk accessory
- Drivers necessary for the system to perform some functions such as printing

Once again, the key word here is “code”. Whenever code is involved, the potential arises for the perpetrator of a virus to take advantage of it.

Just as with Control Panels, when a driver gets opened, either by the choosing of a desk accessory or by the system, code is executed at that point. This is the stage at which a virus might fulfill its purpose.

—CODE Resources

Each application has at least two CODE resources. The first of these CODE resources has an ID of 0 and contains what is known as the jump table.

This table provides the basic information necessary for various parts of a program to call routines in other CODE segments. The current rage in viruses is to modify the CODE ID=0 resource of an application so that a CODE segment it installs in the application gets called before the application is actually run. This CODE segment could go out and check if the virus has infected the current system, and if it hasn't, install itself.

All the perpetrator of a virus has to do at this point is upload a copy of an infected application to a BBS, and it spreads across the world.

—Applications that Allow External Procedures

Viruses could take advantage of the external procedures that are allowed by some applications. The perfect example of this is HyperCard, with its XCMDs and XFCNs. This is the MacMag virus was transmitted. (Uploaded to CompuServe in 1988, its sole purpose was to display a “universal message of peace” on March 2, 1988.)

Safeguarding Your System —What Makes Our System Susceptible to Viruses?

The various mechanisms described earlier in this article make our system easy to infiltrate by a virus. Remember that it is those same mechanisms that add to the flexibility and “look and feel” of the Macintosh. For instance, the Extension mechanism is used by mail systems to load their code in. AppleShare uses the Extension mechanism to mount network volumes at boot time.

—Some Suggestions

- Lock your master diskettes
Always keep original “Master” disks locked. This prevents a virus from spreading to your original disks. Our disk locking mechanism is hardware based—viruses can't infect locked disks!

- Protect your networks
Network administrators should not let just anyone put software on the server. Applications on a network server should come only from known good masters.

- Be wary of public domain software

Public domain software should be checked quite thoroughly on a floppy-based

system for any infections before being copied to a hard disk based system. This also protects you from any “Trojan Horse” programs such as *Sexy Ladies*.

- Quarantine infected systems

If you identify a system as being infected with a virus, immediately isolate (quarantine) it from other systems. This means disconnecting from any network and not letting anyone take any files from the exposed system to another system. Once the system has been “disinfected”, you can let the files be copied or moved.

- Use a virus detector

Use a virus detector, such as Disinfectant, public domain software from Northwestern University; Vaccine, a public domain Extension written to block viruses, SAM (Symantec Antivirus for Macintosh); or ResEdit, which is a good tool to look for viruses on your disk.

Our thanks to the folks at Apple Computer, Inc., Support Information Services for providing this information to us. (c) 1994, The Information Alley, Apple Computer, Inc.



SwampGas™ Visits The United States of America

review by Fred Showker

HAVING PLAYED AND reviewed many, many games for the Mac, I continually see high quality products coming from Inline Design, of Sharon Connecticut. Such is the case with SwampGas™.

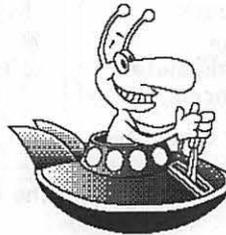
Inline Design has implemented some good concepts into a seemingly simple game of travel. Keeping a game fun is one of the most difficult challenges facing game designers—SwampGas has several unique features that (according to our blue ribbon test team) make the game exciting to play time and time again. Inline has candy-coated a learning experience with fun, and provided a real reward for successfully completing the mission: access to the Alien Arcade! Our biggest problem with SwampGas is pulling the test team away from the Mac at bedtime! But we are jumping ahead of ourselves.

SwampGas™ gets its name from an early UFO sighting report. The US Air Force, in their project to investigate these strange sightings concluded that the unidentified flying objects were (among other things) “strange cloud formations” or “swamp gas.” In the game, SwampGas is a cartoon style alien from another world who goes on missions to discover America. Once venturing from the Mother ship, SwampGas fulfils his/her mission by travelling to a number of assigned points across a map of the US. Of course, the player takes on the part of the pilot and must correctly identify and go to each of the designated map locations. This must be accomplished within a given period of time. Once a mission is successfully completed, the player is given the opportunity to go have some fun in the arcade of video games located on the mother ship. This is the “real” reward I mentioned earlier. Our test team gladly plays the game just for a chance at the arcade—a real winner of a reward.

SwampGas is easily configured (see diagram)

with difficulty, mission length, and game level. Options also include the choice of questions about States, Capitals, Cities or Landmarks. Up to four players may participate and each player can choose the saucer they want to fly. The game also interrupts players progress with traps called “Close Encounters” where all sorts of funny situations occur, requiring a correct answer to a question before the pilot is allowed to continue. (See illustration) Players are also given a limited number of warps (a button on the control panel) which allow them to “warp” directly to another location on the map. This is a life saver if you have to get from Maine to Alaska in a hurry! You earn points for each location in the mission that you visit before time runs out. Questions are multiple choice, and scores are maintained in a running score card, accessed through the control panel.

In the Alien Arcade pilots can choose from Nerdoids, Quasar Klutzes, or Stink Snakes of Saturn games. These are wonderful shoot’em up style games similar to the classic “Space Invaders” games. Quasar Klutzes gave us the best round of laughter with its robot dog which will try to keep the floor clean by gobbling up the banana peels (Klutzes love bananas, but they throw their peels



swamp gas™ Visits The United States of America

Reviewed by
Fred Showker
for
Home &
School Mac



SwampGas™
Visits The United States of America
a game created by Robert Cavey and Sean Callahan from
Inline Design
5 West Mountain Road
Sharon, CT 06069
(203) 364-0063

YOU'RE CHASED BY A TORNADO!

YOU MUST ANSWER THIS QUESTION CORRECTLY TO ESCAPE IT.

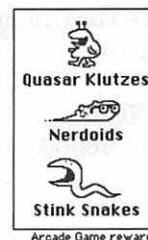
Which of the following is true of the state of Oregon?

- 1) Mount Rainier is located in this state.
- 2) It is bordered by Washington, Idaho, Nevada and California.
- 3) Omaha is the largest city in this state.

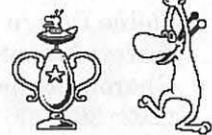
Throughout SwampGas™ you're met with "close encounters" which require a correct answer



Successful missions admit you to the "Alien Arcade"



Arcade Game rewards



SwampGas™ is filled with wonderful graphics



on the floor!) and leaving behind fire crackers. The sounds alone are a real treat! All three games are fun and do require a degree of skill - enough to encourage and challenge players. Nerdoids try to capture your computer room, throwing calculators and pocket protectors at you. If you give them a comic book they go off to read it and leave you alone!

All in all, this team gives SwampGas a hearty 4.5-Mouse rating for educational merit and fun, play-value. I can see all sorts of potential for further development from Inline. Plug-in modules of other topics could really explode the game into a legend. "Zoom" modules could be created (are you listening, Inline) that would take SwampGas on State specific missions - with geographic or historic questions. ("SwampGas visits Virginia", you get the picture.)

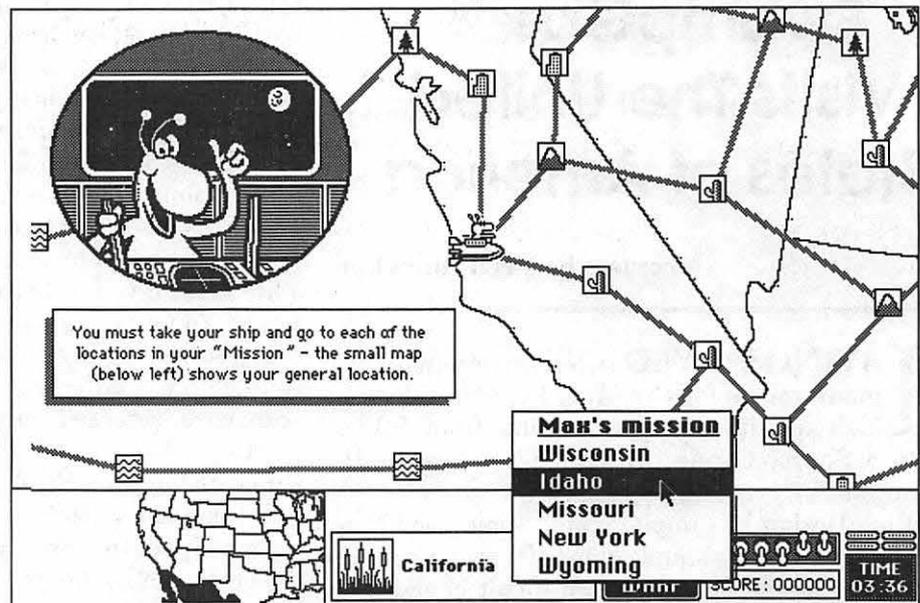
SwampGas is not a deep educational game, nor is it a skill game requiring manual dexterity. It's a light-hearted game with a general geography lesson that all can enjoy—and with its colorful graphics, animation and fun sound effects, SwampGas™ is really a winner.

Fred Showker for
Home & School Mac
SwampGas™ Visits The United States of America
Inline Design
5 West Mountain Road
Sharon Connecticut 06069
(203) 364-0063

Information About the National Home & School Macintosh User Group

SwampGas™ - from Inline Design

Reviewed by Fred Showker
for Home & School Mac



The SwampGas™ Play Screen is a map of America

Options

Game Level:
 Beginner
 Intermediate
 Advanced
 Close encounters

Mission length:
 5 locations
 10 locations
 15 locations
 25 locations
 50 locations

Ask questions about the following:
 States
 Capitals

Cancel New Game

Players can configure SwampGas™ difficulty and action at the beginning of the game.



SwampGas confirms correct answers

SwampGas™
Visits The United States of America
created by
Robert Cayve and Sean Callahan

Inline Design
5 West Mountain Road Sharon, CT 06069
(203) 364-0063

The National Home & School Macintosh User Group is a nonprofit corporation and Apple(R) registered user group with international membership. The group promotes the entertainment and educational qualities of the Apple Macintosh(R) by offering support for game enthusiasts, educators, parents introducing their kids to computers, and shareware authors seeking convenient distribution of their software worldwide.

Members of the National Home & School MUG are mailed 6 issues of the organization's bimonthly disk-based publication, Home & School Mac,

which features articles, reviews and interviews covering Macintosh entertainment and educational/children's issues.

National Home & School MUG
P. O. Box 640641
Kenner, LA 70064 USA
(504) 838-0190
America Online: AFC MacFun
Internet:
home.school@applelink.apple.com

The annual subscription fee is \$18 for N. American residents, \$21 All Other Countries. ■



A Taste of Conference 8

by David Harris

THIS IS THE TCS USENET conference where boards "cover stuff we'd never imagined discussing on our own." Here is the list of its denizens:

Boards Available

* 1>..alt.fandom.cons	*16>..rec.arts.movies.reviews
* 2>..alt.humor.best-of-usenet	*17>..rec.arts.sf.announce
* 3>..alt.restaurants	*18>..rec.arts.sf.reviews
* 4>..alt.sports... wash-redskins	*19>..rec.arts.startrek.info
* 5>..alt.religion.kibology	*20>..rec.arts.startrek.reviews
* 6>..rec.models.railroad	*21>..rec.food.recipes
* 7>..rec.arts.comics.misc	*22>..rec.humor.funny
* 8>..rec.arts.sf.tv.babylon5	*23>..alt.dear.whitehouse
* 9>..misc.answers	*24>..rec.audio
*10>..misc.consumers	*25>..rec.arts.drwho
*11>..misc.fitness	*26>..rec.arts.startrek.current
*12>..misc.handicap	*27>..alt.tv.babylon-5
*13>..misc.invest	*28>..alt.drwho.creative
*14>..misc.taxes	*29>..rec.music.makers.synth
*15>..rec.arts.animation	*30>..rec.audio.high-end

Most of these titles are self-explanatory, or nearly so. I will only explore a few of them. Some of the boards here have been added by the TCS crew because they were requested by TCS users. At present there are no free spots here for new boards, although there are on Conference 5. If there is enough demand, new boards might be added there, or little-read ones replaced on this conference.

ME EAT!

Board 3, alt.restaurants, is not confined to D.C. area food. Here are some of its subjects:

Subject: DC Restaurant help
 Subject: Re: restaurants in West Palm Beach, FL
 Subject: The Best Restaurant of this PLANET
 Subject: Reviewers and Readers Wanted
 Subject: food
 Subject: Restaurant for sale in Vero Beach, FL
 Subject: Green Card Lottery- Final One?
 Subject: Good food, markets, in D.C., Md., N. Va.?
 Subject: Frog and The Redneck
 Subject: Peristyle in new orleans
 Subject: Best in Nova Scotia
 Subject: APPLE NEWTON IN RESTAURANTS
 Subject: veg restaurants in european cities
 Subject: GAY-LESBIAN-BISEXUAL Restaurant Employees
 Subject: Gyuhama Sushi Bar in Boston City — BoyCOTT!!!!



By the way, the best restaurant of this planet is

A K R O P O L I S
Unterm Markt
JENA - Thueringen - EAST GERMANY

Kibology?

I don't know what board 5, alt.religion.kibology, is about. Here are a few messages found there. I'll let you decide (remember that lines beginning with some form of > are usually quotes from earlier messages):

Subject: Re: kibo in Canada

There was an article in yesterday's Globe and Mail, "Computer souls search for digital deity" that ended with an eloquent sermon and prayer from kibo. Really.

From: gharlane@nextnet.csus.edu (Gharlane of Eddore)
Subject: Re: Cations and anions

> And here I thought the opposite of a cation was a dogion.

No, it's a nyion.

> Does this mean Analog is the opposite of Catalog?

No, Analog is the opposite of Fantasy & Science Fiction.

> > At least I covered my Eddorian derriere by using the phrase,
> > "These terms tend to vary slightly with usage...."

>

> Yes. I think the Red Queen said something of the sort. It's
> just a question of who's the boss, you or the word.

>-

No, that was Egg McMuffin, acting under his stage name, "Humpty Dumpty."

Subject: Re: Gharlane bait ;-)

>Says who? For that matter, due to the inherent redundancy of the un-
>needed preposition, "of" is rarely necessary in the "because of" construction.
>"To" *is* a requirement in the "due to" construction, of course.

I nominate this for most appropriate crosspost in history. The only way to improve it would have been to include talk.abortion and misc.misc for rounding.

Subject: Re: Gharlane's Secret! :):)

> > substitutes for real communications technology. There are, of course,
> > still minor problems which will have to be addressed; Terran insistence
> > on ASCII, while all the more advanced races in the rest of the universe
> > use EBCDIC, is one example.

>

> ROTF!

>



> I presume, then, that the only representatives we have seen of these
> "more advanced races" are IBM salespeople? Just the other day I told
> my freshman-level programming class about EBCDIC. I told them that
> the usual term for such things is "brain damaged", but that I have a
> brother whose brain was damaged at birth, and consider such use of
> the term an insult to my brother.
>
> Due to the fact that I've already wasted too much B5 bandwidth on this,
> I tried to redirect followups to a no less inappropriate newsgroup, but
> the newsreader wouldn't take it. Does alt.sex.beastiality no longer
> exist?
>-

No, it's appropriate here, since even a superficial analysis of the design and implementation of IBM hardware and software will bring you to the irrefutable conclusion that IBM exists solely to eliminate any chance of technological progress; it is *obvious* that the Shadow Men went back in time to the late 1800's, and founded IBM to assure that the human race would be insufficiently advanced to deal with them as equals.

JMS has said that B-5 will only deal with time travel once, and since it's long been said that the ONLY explanation for IBM is malevolent time-travelling aliens, the conclusion is obvious.

Just the FAQs, ma'am

Board 9 is mostly documents answering Frequently Asked Questions (FAQ) Here are some subjects to be found on board 9, misc.answers (you do want to know the answers, right?):

Subject: misc.writing FAQ
Subject: the Internet Writer Resource Guide
Subject: Unofficial Internet Book List (version 0.4)
Subject: misc.books.technical FREQUENTLY ASKED QUESTIONS
Subject: Zines on the Internet
Subject: Junk Mail FAQ
Subject: Legal Research FAQ
Subject: Law Related Resources on the Internet and Elsewhere
Subject: Toastmasters International FAQ
Subject: Libertarian FAQ: World's Smallest Political Quiz
Subject: Misc.jobs.contract
Subject: Welcome to Misc.kids/FAQ File Index
Subject: Social Security Number FAQ
Subject: misc.invest FAQ on general investment topics
Subject: misc.consumers FAQ on credit
Subject: misc.consumers.house FAQ
Subject: Electrical Wiring FAQ
Subject: rec.woodworking Electric Motors Frequently asked Questions
Subject: misc.health.diabetes FAQ (general)
Subject: Stretching and Flexibility FAQ
Subject: Abdominal Training FAQ
Subject: Macintosh for sale frequently asked questions (FAQ)

For consumers

Board 10, misc.consumers, is an active newsgroup, with questions and comments on consumer topics, what to buy, etc. It is also an area for loud complaints and even some flames.



Some messages have humor:

Subject: Re: YOU'RE ALL COMMIES!!!

> Last month it was popcorn.....this month it's hot
> dogs..... what's going to kill me next month? Remember,if we
> don't like what we see on TV we can change the channel and if we
> don't like what we eat...we don't have to buy it...I personally
> like a hot dog from time to time and yes,even an occasional box of
> coconut butter popcorn. Lighten up people,we all can make choices!
> Sorry I can't write more,my fried chicken is getting cold. -

Hey, you unamerican pinko, cold chicken is an American tradition!

-Alan Harder
ash@math.ams.org

The above commentary, which does not *even* represent the opinion of the American Mathematical Society, is sold by weight, not by volume. Some settling of the contents may have occurred during shipping.

You may guess what kind of message this one responded to:

Subject: Re: Found Sharp Vegetable Piece in Frozen Plastic

While eating my frozen plastic for breakfast this morning I came across a piece of vegetable. Worse still, I didn't notice until it was in my mouth. Disgusting.

Chris

Just to prove that there are real consumer issues discussed here, some subjects on misc.consumers:

Subject: Re: Fire Alarm - Bulb Socket Version
Subject: Typical Family Budget: Food
Subject: Re: Midas Botched My Brakes - Almost Cost Me 600 Bucks!
Subject: Re: Best credit card available
Subject: Re: Need some advice on "Jeep" buying....
Subject: Re: Please tell me about CUTCO Cutlery & Cookware
Subject: Re: HELP : Getting rid of a gopher
Subject: How about the Land Rover Defender
Subject: Demographic Survey
Subject: pricing of contact lenses
Subject: Re: U.S.A. will soon be in the hand of dictator
Subject: Re: MAKE \$90 A DAY!
Subject: Re: 20" TV recommendations request
Subject: long distance to Mexico
Subject: Re: Buying Tires
Subject: ISSUE 7 NJ'S BEST AND WORST SERVICE PROVIDERS
Subject: Re: kirby vacuum cleaner



Handicapped issues

Board 12 seems to be a serious board; here are some topics:

Subject: Congressional Alert - Please Help
Subject: MS
Subject: Re: Post-polio information on the Internet?
Subject: Need a Good Job !!!
Subject: Re: Tourette documentary
Subject: Speech recognition help needed
Subject: Travel *woes*
Subject: Re: BRAILLE OUTPUT DEVICES FOR PC COMPATIBLES
Subject: Re: getting books on disk
Subject: Disabled Para-sailing
Subject: Hearing Impaired and 9-1-1 Services
Subject: one finger typing
Subject: Genetic Disease
Subject: Discrimination?, You tell me...
Subject: Reading Machine for the Blind
Subject: UK Jobs Wanted.
Subject: Re: Talkative Menus
Subject: ***BLATENT WEIGHT DESCRIMINATION!!! ****
Subject: Hardware/software solutions for visually impaired
Subject: library access
Subject: sound blaster blind proof manuals
Subject: Freidreich's Ataxia
Subject: InterNet and the DISABLED
Subject: DISABILITY DATING DILEMMAS
Subject: Handicap parking "excuses" wanted
Subject: Re: Needed Information-Handicap services-Massachusetts
Subject: Computer access for motion disabilities
Subject: Rheumatoid Arthritis Info ?
Subject: S.S.I./Medicaid
Subject: Disabled persons: emergencies & earthquakes
Subject: EMERGENCY - ADAPT CLASSIC RESCUE REQUESTED
Subject: Brain Calisthenics!!
Subject: Re: Blind News Digest # 1051

Dear Bill and Hillary

Board 23, alt.dear.whitehouse ("When hints from Heloise aren't enough"), sometimes discusses serious topics:

Subject: Haiti and the National Interest

Haiti and the National Interest
by Edward Rahn

America's options for a Haitian policy can be resolved into three basic choices:

- 1) Do nothing - neither take effective action against the military government, nor accept immigrants from there.
- 2) Allow large numbers of refugees entrance into the U.S.
- 3) Military action.



You may be saying to yourself "But there is another option - economic sanctions." This I lump into Option #1 - do nothing. (etc.)

Often, though, discussion on this board is, uh, shall we say, heated:

Subject: Re: Re: Please help pay for my...everything

>Pride in oneself is a very admirable quality. However, William Clinton is
>the president of the MOST POWERFUL NATION ON EARTH. How about a little
>pride in one's country? Can you imagine how this is going to look when
>Clinton goes abroad to other countries????!!

He should have thought of that when he was perpetrating these crimes.

Subject: Re: Canuck health care beats U.S's

>

>>According to Yale university professor.

>>

>>"There's no question the United States should be looking to Canada," said
>>Yale University professor Ted Marmor...

>>The US has failed where Canada has succeeded in achieving a balance
>>between costs and services, he said.

>

>Why is it that the world visits our country and not dear old Canada by
>the teeming thousands to have their illnesses treated...

>

>The obvious absense of logic in this flawed notion defy reason.

>

>I dare you to cite specific cases, facts and any other revelant information
>to support this claims. I'll wager they won't be forthcoming because when
>liberals or other forms of socialists are faced with or asked to produce
>truth, they simply change directions, skirt the issue, or resort to name calling.

>

>If you were to live in Houston as I do and see the scores of foreign patients
>that we have pouring into this city, you would have a different perspective.
>The American health care system isn't perfect, but it is the best in the world
>at caring out its mission...

>What really drives the costs up in America is the
>corruption of the patients seeking to sue for medical malpractice...

>

Wait a minute on the Malpractice stuff, I watched 3 Dr.'s MURDER my DAD ||
Are you trying to say let any a***** that gets credentials can KILL at will
without reprisal ??...

(Original letters in two messages above replaced by * to protect the innocent. Also, I take no responsibility for spelling or grammar in messages.)

Babylon-5

Boards 8 and 27 both seem to be about the TV science fiction program Babylon-5. Subjects on the two boards seemed quite different, but I couldn't tell in what way...

Lots of variety here, as you can see. Enjoy. ■

Doing Business on the Internet: How the Electronic Highway is Transforming American Companies

by Mary J. Cronin

review by Phil Shapiro

Publisher: Van Nostrand Reinhold

115 Fifth Ave.
New York, NY 10003
308 pages, softcover.

Publication date: 1994

ISBN: 0-442-01770-7

WALK INTO ANY bookstore and you're bound to find a shelf with at least a dozen books covering the subject of business management and efficiency. Nearby you'll find a shelf overflowing with new books about the Internet. Until now these two shelves of books had little in common. *Doing Business on the Internet* is the first book to link these two related topics.

The author of the book, Mary J. Cronin, works as the university librarian at Boston College, and teaches information management at Boston College School of Management. She brings to the subject the well-informed mind of a librarian, tempered with the pragmatism of someone closely familiar with real-world business

practices.

The result is a book that is highly readable, yet meticulously referenced and footnoted. *Doing Business on the Internet* is must reading for information managers in companies large and small. The book also has an audience with people who have a general interest in the socio-dynamics of online communications.

The Nature and Scope of the Book

Doing Business on the Internet is a persuasive book as much as a descriptive one. The heart of this tome is a series of case studies describing how companies are using the Internet. To assemble these case studies, Cronin visited and communicated with information managers known for evangelizing the benefits of Internet connection within their companies. She then conducted follow-up interviews via electronic mail. The results of her investigations are assembled together with an aim to persuade as well as describe.

To persuade what? To persuade businesspersons that a whole slew of unforeseeable benefits can arise by connecting their employees to

the Internet.

The central thesis of this book is aptly illustrated in the section where Cronin explains how IBM was at first reluctant to offer Internet access to its employees. You would think that a behemoth computer company would be the first to comprehend the benefits of Internet access. Not so. Until a few years ago the prevailing attitude at IBM was that everything that IBM employees needed to know could be found on IBM's internal company networks.

These days IBM managers have arrived at the more enlightened point of view that there may be times where valuable information and ideas could possibly exist outside IBM's internal company networks. In those rare instances, it could be useful for IBM employees to conduct searches on the Internet.

Information as the Fundamental Building Block of Business

Cronin starts with the basic principle that, "information is the fundamental building block of any type of product or service." She then goes on to discuss how information can provide a crucial competitive advantage: "Executives have long recognized the importance of information for competitive advantage... In order to make better decisions, chief executives and top level managers require fresh information about trends in the economy and the marketplace, about the activities of competitors, new developments in technology, and new product opportunities."

In the information age, to be informed is to be armed with knowledge. And a primary way of becoming informed these days—is to be connected to the Internet.

Improved Communications with Customers

The Internet offers more than information and ideas, though. The

net can help forge new ties between customers and companies. Since the cost of sending electronic mail is far less expensive than the cost of a phone call or letter, companies can use e-mail to communicate regularly with prospective customers as well as with established customers. Indeed, companies can set themselves apart from their competitors by making it a practice to respond promptly and thoughtfully to "external e-mail." In Cronin's words: "If a company decides to distinguish itself through the quality of its customer service organization, the network can be a decisive asset in achieving this goal."

Of course, communicating with customers is a two way street. Customers benefit by getting answers to their questions. But companies also benefit by getting speedy feedback about their products or services. The Internet provides a new type of "intimacy" between company and consumer. In a very real sense, the Internet can help establish bonds of cross-loyalty of a whole new order. While some companies may cringe at the inevitable "closeness of contact" that results, Cronin astutely observes: "Getting closer to the customer is probably one of the most important benefits of using the network."

Computer-Assisted Journalism

Manufacturing sector companies are not the only ones to benefit from closer customer contact. News providers are also reaching out for closer contact with customers. Cronin tells how *The Boston Globe* newspaper has started a regular column on electronic communications, and regularly includes the newspapers' Internet address to solicit reader feedback. Journalists can then get direct and immediate feedback to their stories. And the journalists themselves can use such feedback to become better informed about happenings in their

local community.

Along similar lines, *The Washington Post* has initiated a regular column covering oddities on the Internet. This same newspaper has taken to including the Internet address of reporters at the end of articles. *USA Today* currently accepts letters to the editor via Internet electronic mail. (Internet address: usatoday@clark.net)

Cronin goes on to tell about a radio station in San Francisco, KKSF, that has set up a gopher on the Internet. Listeners of this station

*Doing Business on
the Internet*
is must reading
for information
managers in
companies large
and small.

can access a playlist of songs on the gopher. Should these listeners get the urge to purchase any of the music being played, they can quickly and easily obtain information about the location of record stores that carry KKSF music.

**Using the Internet to Promote
Science and Research**

In a chapter titled "Transforming Research and Development," Cronin explains the immense benefits offered by the Internet to scientists and researchers: "For the millions of researchers connected to the Internet, the communication power of the network has transformed the nature of their work." Naturally, the benefits that accrue to

researchers often yield ancillary commercial benefits as well.

Two specific types of scientific collaboration on the Internet are examined in this chapter: improving medical diagnosis through computer imaging, and using the power of supercomputers to help locate untapped oil reserves.

Cronin examines how the net helps doctors and researchers perform medical imaging from the data output of MR (magnetic resonance) and CT (computer tomography) scanners. Medical researchers can make use of remote supercomputer data crunching resources, saving the researchers the burden of having to purchase a dedicated supercomputer for their own use.

In a similar type of computer application, geologists and oceanographers are using the power of supercomputers on the Internet to help them locate possible undersea petroleum reserves. Gathering data about the possible location of such reserves is the easy part. Analyzing the data using computer models is the processor-intensive part.

Overseas Uses of the Internet

Few people realize the true international scope of the Internet. While it's true that the Internet had its origins here in the United States, today the net has extended its tentacles to just about every continent.

To help readers gain an appreciation of how the Internet is being used overseas, Cronin relates anecdotes of how businesses in Singapore are using the net:

"Singapore provides an interesting example of competing through connectivity, and the dynamic relationship between policy, commerce, and technology in the global village. Singapore promotes itself as the 'Intelligent Island,' and its National Computer

Board has adopted a plan called IT2000 to transform Singapore into the information technology capital of Asia. Government agencies make every effort to smooth the way of multinational corporations wishing to use Singapore as a communication hub for the twenty-first century."

Empowering Individuals Within Companies

Connecting to the Internet can empower companies as a whole, as well as empowering individuals within companies. Cronin cites the example of Apple Computer's Steve Cisler, whose informative postings pop up regularly on many Internet discussion lists: "Steve Cisler, another active Internet participant, shares information on the Internet through detailed meeting reports and informative postings to discussion lists."

Cisler, a senior scientist at the Apple Library, Apple's corporate library, regularly summarizes meetings and happenings in the technology/information science field. He also makes it a practice to help disseminate information on the growing freenet movement taking place around the world.

For Cisler, his computer's keyboard serves as his printing press. The Internet serves as an accessible and cost-free tool for disseminating his writings instantly around the world.

Interestingly enough, Cisler's Internet postings are often imbued with a public spirit. Apple Computer may pay his paycheck, but his public-spirited postings could easily give someone the impression that he is working for the public at large.

Well-Documented Thoughts

Each of the book's nine chapters has about fifteen to twenty citations to further readings on related topics. Most references are to books and periodicals from 1991, 1992, and 1993.

The quantity and quality of research that was done in assembling *Doing Business on the Internet* is indeed impressive. Citations are given to periodicals as diverse as the Internet Business Journal, Scientific American, Forbes, and Sloan Management Review, to name a few. Book citations range from better known books on telecommunications (i.e. Krol's *Whole Internet Guide & Catalog*, and the like), to lesser known books on modern business practices. Along with all the standard and predictable references, Cronin includes references to annual reports from Motorola and Intel, information sources often overlooked by others.

Minor Quibbles and Nit-Picking

Doing Business on the Internet succeeds in many respects, but the book does gloss over a few topics that beg for greater coverage. For instance, what effect will the snowballing freenet movement have on company/customer relations? And if online communications with customers yields substantial benefits to companies, what actions are these companies taking to help train the general population in basic telecommunications skills?

To be sure, freenets are mentioned in passing once or twice in the book. But the subject could well merit an entire chapter in future editions of the book.

Another minor quibble with this book is that it leaves the reader wishing for more. The content is indeed gripping and well-presented—but you can't help but wish for just a few more anecdotes, a few more case studies.

Conclusion

Cronin's book is as much about people as it is about technology. One of the recurring themes of the book is the slowness with which people come to understand the usefulness of new tools and technologies. Those who do comprehend the power of these tools

are one-up on their business competitors: "Companies already linked to the Internet receive the advantages of high-speed telecommunications and continuously evolving technology while learning invaluable lessons about the management of networked organizations... We are just beginning to understand the impact of networked communications on our daily lives and way of doing business."

Doing Business on the Internet brings you the voices of many people who have evangelized the benefits of Internet connection within their companies. The book succeeds in the way that it lets you draw your own conclusions from these first hand sources.

It's an irony of modern life that it sometimes takes superhuman efforts to convince businesses to act in their own best interest. When it comes to convincing business managers about the benefits of connecting their employees to the Internet, this book is just the ticket. ■

[The author takes a keen interest in the social dimensions of online communications. He can be reached on GENie at: pshapiro1; on the Internet at: pshapiro@aol.com]

This article was originally written for GENieLamp, the new online publication on the Genie information service. (c) Copyright 1994 T/TalkNET Online Publishing and GENie. To join GENie, set your modem to 2400 baud (or less) and half duplex (local echo). Have the modem dial 1-800-638-8369 (in Canada have the modem dial 1-800-387-3880). When you get a CONNECT message, type HHH. At the U#=prompt, type: XTX99014,DIGIPUB and hit the [return] key. The system will then ask you for your information. Need more help? Call (voice) 1-800-638-9636 for more information.



Avoiding Expensive Powerbook Repairs

by Kel Humphreys

(NOTE: This does NOT apply to PowerBook Duos, which use a different battery & charger arrangement.)

OLDER APPLE POWERBOOK AC Power Adapters have a tip with an insulator that is subject to cracking and chipping. When the black insulating ring at the tip is cracked or chipped, it has been known to cause problems on the PowerBook motherboard, blowing a fuse, which requires replacement of the board.

It is much cheaper to replace the AC adapter than to replace the motherboard. Typical costs:

New 24 Watt AC Power Adapter \$85.00 retail

Replace motherboard, w/labor, typical charges:

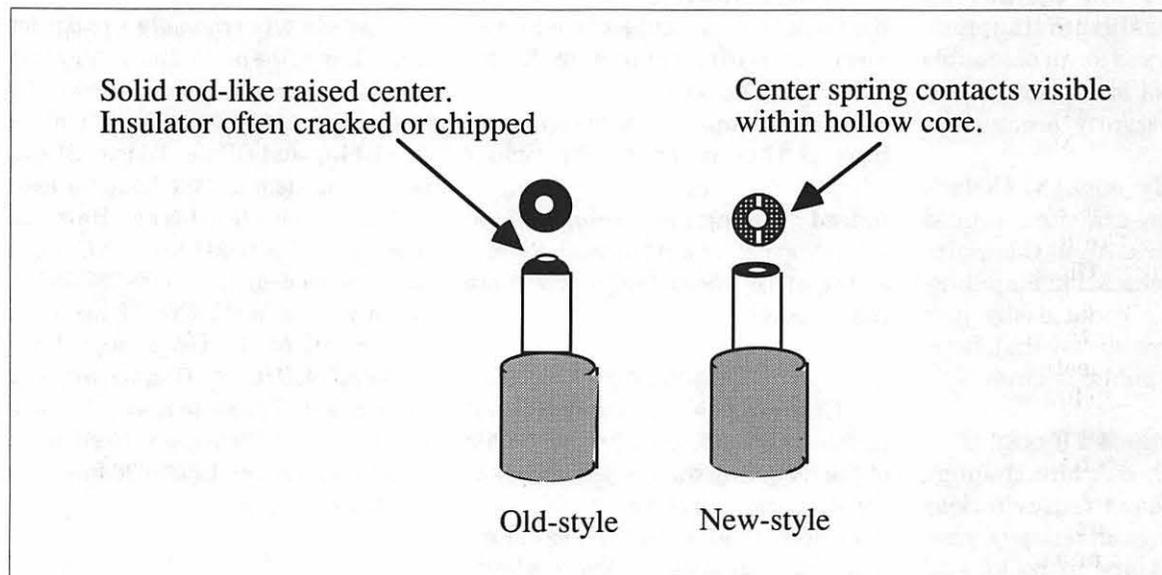
PB 100	\$512.00
PB 140/145/145B/170	\$512.00
PB 160/165/180	\$336.00
PB 165C/180C	\$405.00

How to identify AC Power Adapters:

The newest 24-watt AC Power Adapter is backwards-compatible with *all* PowerBooks, including the PB 100, and offers the additional advantage of faster recharge time. There's no reason you should get stuck with any older power adapter.

It is possible to replace the blown fuse by bridging it with a 5 amp PicoFuse. But this opens up a new can of worms. Who'll do it for you, and what happens if it doesn't work? If you ever have any thought of sending that board back to Apple, it better not have any evidence of modifications like this. ■

Kel Humphreys is Senior Macintosh Technician at FC Business Systems. He has used Macs in a corporate environment, sold Macs, and headed a Mac service operation. He continually ponders the inequities of Mac power node distribution in the DC area, wondering at the vacuum in Montgomery County.





Macintosh Tutorials

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

I am very pleased with the response to our requests for volunteers. We have a very bright and enthusiastic group of volunteers working to bring you the best possible classes and programs. We encourage and welcome additional support for the training program. Graphic designers, desktop publishers and illustrators—we could use your help in promoting our programs with brochures and fliers. For further information call Beth Medlin at the Pi office, (301) 654-8060.

Weekly Telecom Tutorials

THE NEWLY started weekly telecom tutorials will be continuing on Fridays evenings, 7 PM to 10 PM—call for location. These introductory telecom classes are intended to help people learn basic telecom skills.

The first two Fridays of each month are for people who have had little or no prior experience using modems. The latter two (or three) Fridays of the month will be for people who already have some telecom experience.

The classes themselves will be taught on the club's Mac IICI or Performa computers. To sign up for one of these classes, send \$25 to the club's office. (The fee for non-members is \$35.) Class size is limited to six persons.

The instructor for these classes is Phil Shapiro. For questions about the classes, please call Phil at: (202) 686-5465 (home/office), or contact him via Internet electronic mail at: pshapiro@aol.com

Incidentally, supplementary telecom information and programs

will be provided on Macintosh disks. Students interested in obtaining these supplementary materials are urged to bring a five formatted Macintosh disks (either high-density or double-density) to the classes.

Important note: These classes are purposely set up to be unstructured. During any given class, the instructor will try to answer specific questions that students bring to the class. The aim is not to teach any one particular communications program, bulletin board, or information service—but rather, to help WAP members develop general tele-communications skills that can then be applied in using any communications program, bulletin board, or information service.

Apple II telecom questions will be entertained as well, time permitting. ■

**For the
months of
September &
October
no tutorials
will be
offered.
See the
October
Journal for
new tutorial
listings.**

Other Educational Opportunities

—Desktop Publishing & Graphics tutorials are given by Clockface & Creole Communications Inc. Please contact Manolo Almagro at 301-718-0612 for details.

—Prince George's Community College Center for Business Training, 301 Largo Rd., Largo, MD 20772-2199. Call 301-322-0726.

—Greentalt Systems Inc., 610 Herndon Parkway, Suite 900, Herndon, VA 22070. Call 703-471-6842.

—Berkeley Computer Training, 1800 Diagonal Rd., Ste. 240, Alexandria, VA 22314. Call 703-548-9471.

—Micro Center Training, 3089 Nutley Street, Fairfax, VA 22031. Call 703-204-8409.



HyperStudio

by Eric Arveson & Jim Skouge

SIGNAL Magazine of the Hawaii

“Macintosh & Apple Users’ Society —July 1994

(HATTS)

*When creativity is applied,
technology can empower individuals
with special needs to maximize their
independence and participate
fully in life.*

HYPERSTUDIO:

ENTHUSIASTIC about this multimedia program, for the Apple IIs & Mac, a growing number of individuals and agencies are collectively “authoring” hypermedia stacks. To name a few:

—Aloha STAC Technology Access Center

—Zero-to-Three Hawai’i Project

—Keiki Tech Project

—Hawai’i University Affiliated Program

—University of Hawai’i Department of Special Education

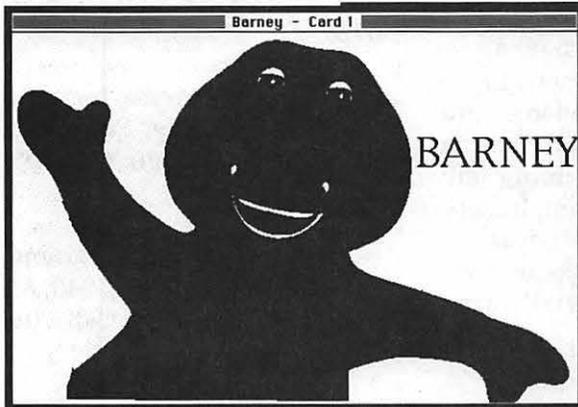
—Special Education Branch of the Department of Education

—Hawai’i Assistive Technology Training and Services Project

These stacks bring together the art, photographs, stories and songs of Hawai’i’s children and their families, especially in support of individuals with exceptional needs.

Simplified, inexpensive (street price \$109), powerful and in color, HyperStudio represents an alternative to HyperCard®. Parents, teachers and students can become successful hypermedia developers within three to four hours of training time — able to incorporate QuickTime movies, Kodak CD’s, simple animations, sound buttons, graphics, text fields, navigational buttons, screen transitions and numerous “special effects”, into stacks that are “up close and personal.” Further, the software includes a “run time” application that permits stacks to be shared with Macintoshes that do not have the HyperStudio application installed.

HyperStudio permits personalization of software so that both the content and format of programs can respond to the values, experiences, learning strategies and needs of individuals within their own micro-communities. This is particularly important for children with learn-



Darryl Keane designed a Barney stack to help his daughter who has Downs Syndrome.





ing and motivational challenges who so often fail to "connect" with mainstream curricula. Students at the University of Hawaii (enrolled in SPED 480/601B "Computers in Special Education") have developed HyperStudio projects that include children's stories (written and oral), photos and drawings, including many hidden buttons that encourage children to talk about objects and events, and then click to explore. We have created stacks in Japanese, English, Samoan and Chinese using voices, pictures and animations that are familiar to the children who will be enjoying them. It was so exciting to a visiting teacher from Samoa to discover that the computer could speak Samoan, in contrast with the English-only media to which her students have always been exposed.

Through this process we are learning to use the Video Spigot to

make QuickTime movies and to capture "stills" both from our video camera and a ZapShot camera; to use the optical scanner to import children's drawings and storybook illustrations (including Chinese characters for a bilingual storybook); to employ the "export" routines from KidPix to include quality computer generated art within our stacks; and to take advantage of Kodak CD's for full-screen, high resolution photos (only 59 cents each at the DiskMaker store near Ala Moana Shopping Center).

Our enthusiasm for this software, however, is tempered by the fact that we are still exploring access strategies for children with physical disabilities. Because of its graphical point-and-click interface, all mouse emulation devices can be employed, including trackballs, joy sticks, head pointers, membrane keyboards and touch-windows. We

are waiting for HyperStudio software upgrades that will allow both button scanning and audio preview so that single switch users and individuals with vision limitations can gain access. (As an aside, we are learning to include pop-up text windows to coincide with any audio buttons, so that individuals who are deaf or hard-of-hearing can read a captioned version of any sound file.)

There are several other caveats that should be mentioned. Nothing that is truly empowering and worthwhile comes easily. The learning curve for HyperStudio is definitely shorter than for other hypermedia software with which we are familiar; nonetheless it requires time, commitment and a network of supportive friends and colleagues.

A second concern relates to copyright infringements. With scanners and the Video Spigot it is very inviting to include snippets from favor-

HyperSituations

An 11 year old girl with autism joins her fifth grade classmates as their teacher projects a "slide show" from the Macintosh to the classroom TV monitor, depicting the sequence of activities of their day. As each picture is displayed, an audio caption announces the event (e.g., "morning circle", "flag salute", "reading groups", "recess"); the children pay close attention because they drew and narrated the pictures themselves. In this way, the children visualize their day and are ready for its routines and surprises.

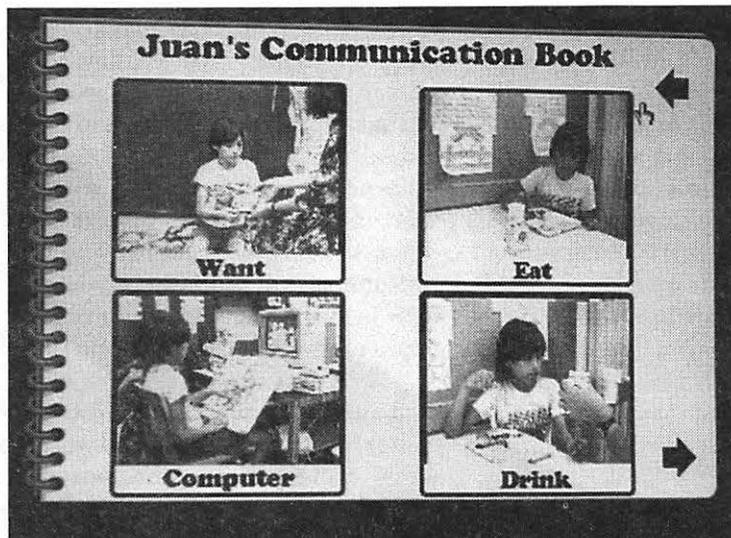
A teenager with a learning disability works with a peer to organize a hypermedia science report. The students incorporate pictures, text and audio narration to per-

mit multisensory communication. They delight in reading-while-listening as they click on narration buttons and scroll through their corresponding text fields. They are reading, writing, listening and speaking for a genuine audience. This is called "whole language" instruction (which can be very successful for children with learning and motivational challenges).

A middle-aged man with mental retardation uses a Macintosh PowerBook to prompt him through the steps of making breakfast for his group home. Through a succession of photographic screens, he sees and hears narrated photographs of himself and his housemates performing each of the steps required to set the table, prepare the pancakes and clean-up at the end. As each of the steps is completed, he

clicks a large jellybean switch to activate the next narrated picture in the sequence. He is proud of himself and of his independence.

An 84 year old woman recovers from a stroke in a nursing home. A scanning routine on her PowerBook highlights a series of on-screen graphics, one at a time, so that she can make selections from this "picture menu" with a single switch located on her mattress next to her functional hand. Depending on the picture she activates, she can call out for help, pull up a picture of a family member and listen to an old song, tell the nurse that she is thirsty, or listen to her husband tell her how he loves her.



Derek Nishimura, a HyperStudio PowerUser, has developed many stacks, one of which is Juan's Communication Book designed to help this autistic elementary school student communicate.

ite cartoons, movies and magazines. One parent developed a beautiful stack using images and sounds of a popular cartoon character and his media friends. The stack is utterly captivating to his daughter who has attention and learning difficulties and yet is enthralled by her father's creative personalization of this popular cartoon character. Within the privacy of this family's home, this is probably not a problem; however, after investing a great deal of time and creativity in a project such as this, other teachers and parents would of course also like copies. We would like to encourage such sharing, even on our statewide electronic bulletin boards, such as Hawaii FYI and Hawaii On-Line. This is when copyright issues become problematic.

A third concern relates to system and hardware requirements. Macintoshes running System 7 with four megabytes of RAM simply cannot run multimedia in a user-friendly manner. We meet so many teachers and families who buy their computers only to be disappointed by the misrepresentation of their new acquisition as a "multimedia" tool. We recommend a minimum of

8 megabytes of RAM. (As an aside, we have read enthusiastic reports of a software solution called Ram Doubler which may be far less expensive than buying RAM chips.)

In a similar fashion, hypermedia projects also consume a great deal of hard drive space. Most consumers quickly fill an 80 megabyte hard drive just with their application's software, alone. Multimedia projects with songs, stories and high resolution photographs consume quantities of memory. Our solution to this has been the addition of Bernoulli cartridge drives, which allow us to store our stacks in 90 megabyte "chunks." As our software accumulation grows, our intention is to transfer six full cartridges (6 x 90 = 540 megabytes) to a CD ROM, which will then free the cartridges for ongoing new development. We are told that we can press the CD at the University of Hawai'i for just \$35, which sounds like a very inexpensive way to store and disseminate HyperStudio stacks.

Our vision is to stimulate the development of a growing collection of hypermedia software that reflects the sounds, pictures, events and "faces" of Hawai'i which will be fully

accessible and empowering to persons with disabilities and their friends within mainstream community contexts. We envision posting these stacks through a freely accessible BBS service, so that all of us can benefit from our collective creativity and experience. ■

HyperStudio

Roger Wagner Publishing, Inc.
1050 Pioneer Way, Suite P
El Cajon, CA 92020
(619) 442-0522

Eric Arveson (808) 955-4464
Jim Skouge (808) 956-9501



Computer Puzzle

Debug: a Washington Apple Pi computer puzzle. Find the hidden computer company names. To make life interesting, one of the names listed is not in the puzzle.

- | | | |
|--------------|----------------|------------|
| ABATON | DEST | NEXT |
| ACIUS | EPSON | NOVELL |
| ALDUS | EVEREX | ODESTA |
| ALTSYS | FARALLON | OKIDATA |
| AMDEK | FUJITSU | OLDUVAI |
| APPLE | HEWLETTPACKARD | PANASONIC |
| ASHTONTATE | INFORMIX | PEACHTREE |
| ATARI | IOMEGA | PIXAR |
| BITSTREAM | KALEIDA | RADIUS |
| BLYTH | KEYTRONICS | RASTEROPS |
| BONSU | LETRASET | RODIME |
| BORLAND | LOGITECH | SEAGATE |
| BRODERBUND | MACROMIND | SONY |
| BUSINESSLAND | MAGNOVOX | TANDON |
| CAERE | MICROAGE | TARGA |
| CLARIS | MICROLYTICS | TEAC |
| COMPUTERLAND | MICROPROSE | TEKTRONICS |
| CORVUS | MICROSOFT | TOSHIBA |
| DAYNA | MINISCRIBE | XEROX |
| DENEBA | MOTOROLA | |

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P A N A S O N I C O B M I C R O S O F T
E W M T V C J O D L I D N I M O R C A M
A S E A G A T E Y O T E F T O S H I B A
C N C R D E S T V R S L O G I T E C H G
H T M G V T H A A E T E R J S E O D A N
T D I A A B D T N A R O M W P M A I L O
R C C N U U R N Y P E E I I P L M P O V
E L R O D J Y O A P A I X U D E I K R O
E A O O P B E T D L M A T P U O C E O X
B R L L Z D U H T E R E A C X B R Y T P
I I Y D F R H S U V R O C N H D O T O K
R S T U U A Y A I L A B B O O F P R M R
C K I V F S A Y A N G T U D K A R O N A
S E C A U T N N A O E E S N I R O N D D
I D S I J E D O Z V M S B A D A S I Y I
N M C R I R E S B E O A S T A L E C F U
I A B A T O N P Y L I R U L T L I S Z S
M A S T S P E E Q L J T E G A O R C I M
Z R Q A U S B M X O R E X K T N X W I H
D D R A K C A P T T E L W E H R D B B Y

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Out to Munch — MECC's SuperMunchers

reviewed by **Carla Rose**

WHAT DO "KALIMBA", "binturong", "solenodon", and "durian" have in common? They're all among the more obscure words you'll come across in MECC's new trivia game, SuperMunchers. Unlike previous Munchers programs, which were clearly aimed at the grade-school set, SuperMunchers bites into the adult game-playing market, too. It can be customized for play by third-graders and up, but the adult-level "genius" Challenge game would be a good mental workout for anyone.

The object of the game is to quickly recognize items that fit into a particular category such as 'fruits', 'top

rock/pop acts of the 1970s, or 'not gases at room temperature'. The format is similar to MECC's Word and Number Munchers. Words are displayed on a grid and the player must move the Muncher around the screen with mouse or keyboard so it can munch the words that fit the category. If the Muncher eats a word that doesn't fit the category, it dies. Players start with four Munchers and have the opportunity to earn extra Munchers by running up high scores, and to eventually enter their names in the Super Muncher Hall of Heroes.



Super Munchers

not things that people eat Time Out

acetylene	propane	garlic	loquat		
lime	cabbage		raspberry		
	mango		chard		mango
peach		mango	orange		
allegro	mango	mumps	oboe	mango	cassava

Score: 1,525   Level: 5

Super Muncher is about to attack a *Trogglus normalus*.

Troubles with Troggles

Sounds easy? Uh huh. But there are Troggles to contend with, too. Troggles munch on Munchers. To avoid being eaten, Munchers must dodge the Troggles, by running away from them or by taking refuge in a 'safe zone', indicated on the board by a four cornered frame. Troggles have another purpose, in addition to keeping the Muncher on its toes. They can change, remove, or add target words to the screen. When a Muncher has identified twenty words correctly, one square on the board

Content Settings

Games

- Animals
- Famous Americans
- Food and Health
- Geography
- Music
- Odds 'n' Ends
- Challenge

Turn On/Off
Define...

Difficulty

- Beginner
- Advanced
- Genius
- Let Player Choose

Quick Set...

Allow negations as targets (Ex: "Not in Asia")

Help... Cancel **OK**

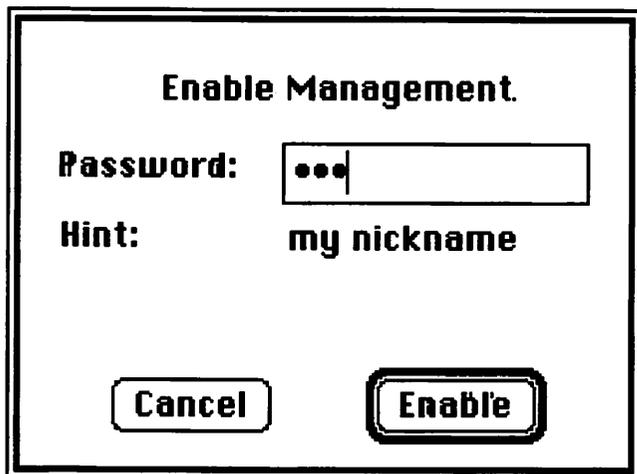
Define... shows the targets for each category.



turns into a transformation cell, a sort of cosmic phone booth wherein the Muncher can slip into its leotards and cape and become... yup, you guessed it... SUPER Muncher! Once it's transformed, Super Muncher has a

Once you've gotten into Management, you can set the topics and target words, erase the scoreboard, set the user levels, and define whether you're playing on a single machine or over a network. Most of these features are useful only to teachers, but if a particular category, such as 'Baroque Composers' or 'Animals with an Exoskeleton' is not your cup of tea, simply disable it. There are over 4,000 target words, in 130 categories, so you're sure to find a few that are especially difficult. This game has one especially nice feature, for those of us who have a tendency to forget passwords. You can reset the password, and leave yourself a hint to help you remember what word you've picked.

Super Munchers will run on a Mac Plus or better, and is compatible with System 7. At only \$29. from our favorite mail order software store, it's a bargain. Speaking as a trivia fan, I enjoyed Super Munchers. It's not an easy game, especially at the uppermost levels, but it's fun to play. And it certainly helps expand your vocabulary. Remember those four words at the beginning of this review? Well, a kalimba is a musical instrument, a binturong is a member of the civet family, a solenodon is a fur-bearing animal, and a durian is a type of fruit. ■



Why can't they all be this easy?

twenty second life span in which it can destroy the Troggles, and can peek at the correct answers by typing (command)⌘ A. Super Muncher gains an additional second of life for every correct answer it chooses, but immediately reverts back to being an ordinary Muncher if it guesses wrong.

After three rounds, the action stops. Players watch a brief cartoon episode on the adventures of Super Muncher. Each of the first four of these contains a puzzle of some kind, which requires that the player remember some detail of the scene just watched. The fifth scene has no puzzle, just the climax of the cartoon adventure. If you keep on completing additional rounds, the cycle begins again. The first time I played this game, I had no idea what was coming up, and didn't pay much attention to the cartoon. As I learned, to my dismay, wrong answers mean that you have to watch that section of cartoon again after three more rounds of the game. Since the scenes and puzzles don't change, the challenge wears out very quickly. Hitting the space bar will return you to the game board. One could argue that the cartoons give players a necessary break from the intensity of game play. Personally, I found them annoying.

Management Options

Super Munchers can be customized to suit younger players. Customizing options are password protected, presumably so the game can be used in classrooms.

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On The Trail Of The Apple ///

by David Ottalini
Apple /// SIG Co-Chairman

A Visitor

YOU MAY REMEMBER I've talked about our friend Koji Anoura from Japan. Well, he paid us a visit in late July! Just one stop on a lengthy cross-country trip that started in Los Angeles and ended up at the MacWorld Convention in Boston.

Koji is an avid Apple user and /// supporter. He's also an author who contributes to an Apple magazine in Japan. And while it is unlike any Apple (or other computer) magazine I've ever seen before, he has given WAP and the /// SIG, as well as On Three lots of space in his articles.

His primary reason for coming to the United States was to visit all the Apple places he's been reading about, and write articles about them. He stopped at Sun Remarketing, for example and talked with Bob Cook. He visited Alltech Electronics and attended KansasFest. He also visited the Big Red Computer Club (which was going out of business even as he visited...).

While here, I took Koji to the WAP office to give him a ton of Apple /// software, as well as the complete Apple //, //e, ///, GS and Mac catalogs on disk. We had a great time talking about Apple and our SARA. And of course, he took videos and lots of pictures. We even did a session in my computer room at home! From Washington, Koji went on up to New York, visited Bob

Consorti in Massachusetts and then finished things out at MacWorld.

Once again, I was hit by how many nice people our SARA has introduced me to from around the world! Koji has promised to send me his articles and some pictures. However, the articles *will* be in Japanese (imagine that, a Japanese author writing articles in Japanese!). So anyone out there know Japanese? I already have some articles on disk from him, as well as the magazine he sent. It would be fun to get them translated and then republished in the Journal.

New COM Manager Update

We have sent, and Bob has now received, the first payment toward development of our new Communications Manager. *If* you have not pre-ordered, please help us by doing so now, so that we can be sure to see this project through to completion. We are continuing to sell our copies of BOS3, I am happy to say, and that is helping too, but your support is greatly appreciated. Note that we have a special deal on - buy BOS and the new TCM together and save! Call the WAP office for details.

Internet Questions

New ///ers abound on the Internet... and they all have questions. Here are a few of interest.

///er Kevin Burtch asked:

I have a few ///s and a ///+, and only

one of them has this "feature" upon startup of going into a RAM test mode. I've seen other people mention it in the newsgroups, but I don't think I've ever seen an answer. It will boot if I hit RETURN, so there doesn't appear to be any problem with it. The others just boot right up upon powerup.

Our friend Tom Linders (Linders007@AOL.COM) out California way was one of many to venture to answer:

As you were told by the powers that be, the self test is triggered by the keyboard light being burned out, or not being there at all. This light is tied into the base of a pnp transistor on the mother board and prevents the computer from working if the keyboard is not there.

I have solved this problem by replacing all of the lights that I find with a LED and a 100 ohm resistor in series. One side of the keyboard light is connected to power supply return and the other side goes to the 26 pin IDC. If you make the change, make sure that you cut the trace and bridge it with the 100 ohm resistor. I have probably modified close to 200 units and have had no troubles. The pnp transistor is in saturation and the system works slick as a whistle.

Of course, you can always leave it and do a control reset.

Our own Dave Jernigan later asked about what might be wrong with his /// — the color monitor was jiggling and his SARA would not recognize his hard disk. Tom Linders answered it this way:

If your hard drive does not run, and the drive is a Profile, you would be well advised to check the activity light on the front panel to make sure that it flashes when the unit first comes on. Getting the power supply out of and apart in a Profile is a real pain in the posterior.

A simple test to run is to loosen the four screws on the top of the back



and remove the three bottom screws, then measure the power supply voltage on the digital board five pin connector. This board status of the power supply. You should find ground (bottom pin) plus five, plus twelve, and either minus five or twelve, I cannot remember. Also, the middle pin is, I believe, normally low.

Apple /// Cards in the GS?

That was the question from WAP /// SIG member Steve Truax on the TCS recently:

Can my Profile and Corvus be hooked up to my IIGS? I have both formatted in SOS, and have some

large files I'd like to move, for one thing (the 3.5 cards on my /// have both stopped working, and this seems like the simplest way to move and backup files). Are the cards and all compatible, or would I cook them if I just plug them in? As simple as this question seems, my Profile and Corvus manuals are both specific to Apple ///s and don't address Apple ///s at all.

This time it was Seth Mize pulling the rabbit out of the hat:

Do not use the Apple /// cards in the IIGS! Bad things will happen unless you bend the correct pins to one of the chips on the controller card. I have not done it, since you might ruin the card for use with an Apple /// when you bend it back.

I do not expect the cards to fit inside your Apple IIGS...but, even if you took off the cover and tried them out, they are not ready for use on the IIGS.

And What About Using a ///GS Color Monitor?

New ///er Mitchell Spector (spector@vax2.concordia.ca) was thrilled to find that he could, in fact, hook up a ///GS Applecolor RGB monitor to his ///. The plugs are certainly the same. He told other Apple // family users on the Internet's comp.sys.Apple2 Usenet board that:

"It works! Not just somewhat, but 100%, as if the monitor were made especially for the Apple /// computer! Text looks sharp and great and even displays it in full-color! Funny thing is, the Apple /// makes more use of its colored ASCII text than the Apple ///gs (up to 16 background and foreground colors using text at once, much like IBM's color ANSI text).

Actually, the display is *not* really the same, since the /// requires that it go through a special resistor network in order to get the proper

SOS Error Code

MESSAGE/CONDITION	CAUSE	REMEDY
Blank Screen	Disk in Drive is not boot disk	Retrywithbootdisk
RETRY	Boot process failed	Attempt reboot Remove disk and insert again
DRIVE FILE NOT FOUND	Disk has no file called SOS.DRIVER	Add drivers with SCP
DRIVER FILE TOO LARGE	Memory too small to hold all drivers	Delete enough driver files to fit
EMPTY DRIVER FILE	Driver file has no drivers in file	Add appropriate drivers with SCP (Sys Utils)
INCOMPATIBLE INTERPRETER	Interpreter too big or specifies wrong memory location	Check SOS version
INTERPRETER FILE NOT FOUND	No SOS.INTERP file on disk	Add to disk
INVALID DRIVER FILE	SOS.DRIVER file in wrong format	Delete and add valid file with SCP
I/O ERROR	I/O error found when loading kernel, interpreter or driver	Reinsert disk and try again
KERNEL FILE NOT FOUND	No SOS.KERNEL file on disk	Add from other disk using Sys Utils
TOO MANY BLOCK DEVICES	SOS.DRIVER has too many block devices	Delete as many drivers in the file as required



colors to be produced on the RGB screen. Color monitors produced during the time the /// was being produced, like the Electrohome RGB monitor included these networks as part of their design. *Why* Apple didn't do this on the computer side, I'll never know. Mitch realized this and reported later on the Internet that:

One thing to note! Color information doesn't come through correctly. I run the diagnostic with a color-map display, and most of the colors were not as they should be. It STILL works beautifully as-is for text or other purposes. You might want to pick up a second-hand AppleColor RGB screen and try it out (they can be bought from about \$50-\$100 US these days).

The *correct* version of the resistor network, by the way, was provided with On Three's Draw On Three manual. The version shown in the Apple /// manuals was *not* correct. Let me know if you'd like a copy.

SOS Error Codes

The Apple Users Encyclopedia (Arrays, Inc., 1984) writes that "If SOS encounters some condition which prevents system operation during the process of booting the Apple /// system, a SOS error message is displayed on the screen." And I might add, they are highly aggravating at times! So, to help you deal with them at least a little bit, the messages or condition, cause and remedy are all listed in the accompanying box. You might want to make a copy and cut it out, to display near your SARA, just in case.

Meeting Que

With the club moving this month, I've decided to hold off our quarterly meeting until October. Thus, I hope we can gather on Saturday, October 8th at the *new* WAP Office at 9:30 am. We'll be talking

about the new Communications Manager and the status of the Software Development Fund. Just for fun we'll also try out a CP/M card on the ///. I'll also discuss the new arrangement of the PD library. As always, we'll move on to lunch at some new exciting location the Jernigans will find for us!

In Memoriam

We're sorry to report a SARASaur passed on in late July. Thanks to Tom Linders for reporting that:

John Cowman, a longtime Apple three guru has died. He had a minor stroke about six weeks ago, and a massive one on the 24th. John founded Apple ///ers Unanimous (in the San Francisco Bay area).

I will miss him. We chatted on the phone a few times a week, and, because he had a problem getting around, I would go and see him every week or two.

I looked forward to our ten minute chats early in the morning, and will really miss him.

Our friend Jeff Fritz at West Virginia University replied:

Sorry to hear about John's passing, Tom. What machine do you think God gave him to use up there?

Why a /// of course! ;-)

Apple /// Resources

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

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

Sun Remarketing
1-800-821-3221
PO Box 4059
Logan, Utah 84321

The Lisa Shop
(916) 668-5637
PO Box 969 Woodland, Ca. 95695

Tom Linders
1-408-741-1001
12604 Wardell Ct.
Saratoga, CA. 95070

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

Apple User Assistance
800-767-2775 ■

We Get Questions...

by Dave Ottalini
WAP /// SIG CO-CHAIRMAN

BOY DO WE EVER—from new SARASaurs all over the country, sometimes even the world! I've answered many of the same questions so often, I decided it was time to share them with you as well! They are in no particular order but you might find something of use here.

As always, if you have a question or two, feel free to write, call or post on the TCS or ///s Company WAP.

1) Are Back Issues of Your Trail Columns Available? What About Other Articles?

I've been writing articles about



the Apple /// for many, many years and all of them are available on disk from the club. We also have many other articles on disk from other groups. My ThreeWorks Shareware disks list more than a thousand Apple /// articles going back to 1980 or so (also available from the club).

2) Are Back Issues of Old Apple /// Magazines and Newsletters Available?

I have copies of practically every Apple /// magazine ever published and thus can make available copies of specific articles at very reasonable prices. The WAP library also has an excellent cross-section of Apple // and Apple /// magazines. The club has a copy machine should you wish to copy something. Costs are reasonable.

3) Is There Any Public Domain Software for the ///?

The WAP PD library offers some 250 PD disks for the /// alone! A catalog on disk is available from the club. Or try our ///s Company WAP BBS free at 301-593-0024, it offers some 1000+ files for downloading.

The WAP TCS File Download area offers a growing amount of software too. A new source is the Apple /// Listserve on the Internet. Contact APPLE3-L@WVNVM.WVNET.EDU or LISTSERV@WVNVM.WVNET.EDU and ask to be added as an Apple /// user. Finally, there remains some good PD software on Compuserve. After you've joined, type in at the prompt: GO APPUSER and you'll be taken to MAUG—The Micronetworked Apple Users Group. The Apple /// board is board 13.

4) I'm Interested in CP/M - An Old Operating System for the ///.

I have copies of CP/M software for the /// but to get the CP/M card

and manuals, you'll have to call Sun Remarketing in Logan, Utah. Their phone number is: 1-800-821-3221. Sun has the old Microsoft Softcard (they have lots of new ones available), though (if you can find it) the PCPI Applicard got a better review.

5) What's So Great About BOS3?

BOS3 is the newest OS for the ///. It is completely backwards compatible with SOS and all /// programs, but offers a host of great new features for our SARA, including disk caching, print spooling, password protection, fast menu selection, screen savers and much more. It is about \$50.00 from the club, and all the funds go into our Software Development Fund to help produce new programs for the ///! Our next project, in fact, is an upgraded communications program that will offer all the latest transfer protocols, macros, terminal emulations, etc... It is available at a pre-sale discount if you buy now. It won't officially be released till the end of the year (our target date).

6) What Does the Emulation disk do on the Apple ///?

The emulation disk gives you the option of Applesoft or Integer Basic but NOT both - since your choice is loaded into memory. The basic emulation is 48K Apple][+ which means it can ONLY run DOS 3.3 Apple][programs. Our PD Library offers a number of different versions of the emulation mode, as well as the Titan emulation disks that went with the ///+// or ///+//e cards.

7) Is SOS and PRODOS Compatible?

ProDos was written from SOS (by the same programmer). The file formats are the same, though you can *not* run Apple//e programs (without the Titan cards) on the /// or vice

versa. There was never a software-only//e emulation disk, though there was a][+ emulation disk that attempted to provide something near 64k. All of these are in our PD library.

8) Can I use a Larger Format Disk Drive on the ///?

The Apple /// can use the original Profile 5 and 10 MB drives, as well as SCSI drives, the Apple // 800K Unidisk and the Apple //e or Mac 1.4MB "Superdrive". To hook up SCSI, however, you need a SCSI interface card that will fit in the /// and a device driver (which you would have to get from Bob Consorti of On Three— he would also have to set up the hard disk for you). The /// can only handle up to 16MBs so any harddisk over that would have to be partitioned and the driver configured properly (which Bob can do). On Three also sells the drivers for the Unidisk and Superdrive. You must use the //e 800k (Liron) or Superdrive card to run the appropriate Apple drive.

Bob has also written a "universal" 800K driver for use with third party 800K units like the Laser drive (which requires its own interface card).

9) Whatever Happened to the Titan ///+//E Cards? Are They Still Available?

Titan as a company is out of business. A man named Greg Stuk bought out their supply of Apple /// components and for a time offered both the ///+// (a 128K Apple // emulator and RAM card) and the ///+//e (two card set that turned the /// into a true 128K //e or RAM card in native mode).

Unfortunately, he abruptly stopped offering the cards and will no longer answer letters or calls. The only way to get the ///+//e or ///+// now is to get one from another SARAsaur.



10) What languages are available for the ///?

There are quite a few, actually: Basic (our version is called Business Basic), Pascal, Modula 2, Cobol, Fortran and Forth. Business Basic, Pascal and Fortran are available in our PD Library at the present time.

11) Can a Disk /// Be Modified To Work on the II? Can Apple II cards work in the ///?

Disk ///s could be used on the Apple II with a modification to the analog card that I can't remember anymore. It basically involved the removal of a chip and installation of a jumper but which one is beyond me. The Apple II Super Serial Card can be used on the ///, Thunderclock.

Just about any Apple // card could *if* it fit and *if* there were a driver for it (for example, the Quickie hand scanner *could* work - *if* there were a driver and software to run it in native mode). The mouse card for

the//e will work on a///. We have the driver in our PD library.

12) My /// goes into a diagnostic when I try to turn it on. I have to press <CONTROL>+<OPEN APPLE>+<RESET> to get it to boot.

The "ON" lamp in your keyboard is burned out, forcing you to do the extra keypresses to start up your ///. Tom Linders in California (Linders007@AOL.Com)(1-408-741-1001) can help you replace it (seemy September Trail column for more information on this).

13) I have some sticky keys.- What can I do?

Try spraying some color TV tuner solution from Radshack into the offending key(s) and see if that doesn't help. The keys are easily replacable if you know how to use a soldering iron. The club has extras if you need them.

14) What was the difference between the Apple /// and ///+ keyboards?

The ///+ keyboard is essentially the //e keyboard—that is the only real difference from the original /// keyboard.

15) There Wasn't all that Much Difference between the /// and ///+ Was There?

No, they were very similar. The ///+ had: A more powerful power supply, a battery backup for the clock chip, interlace built in, and the updated keyboard. Nothing else was different, really. ■

Apple // Meeting

by The Jernigans

WE HAD A SMALL, but lively group at the July meeting. Andy and Aaron Wallo brought a game to share. The simulation game, "Lost Tribe," had us searching for a new home for our tribe of primitive people. We carved animal pictures in caves, hunted for game, gathered leadership points for good decisions (and lost points for bad decisions), and even had a feast. They will bring it and many more to the August meeting which will be Game Month!

The focus of the meeting was to plan activities for upcoming months. We filled out questionnaires to determine who had expertise in

what area, what kinds of presentations folks were interested, and who was willing to be a presenter. If you would like a copy of the questionnaire, please let me know (on the TCS or by snail mail).

Andy and Aaron both offered to present at future meetings. Andy has a new spreadsheet program that he would like to show us. He is also well versed in Logo, Hyperlogo, Pascal, Video Cards and music and paint programs. Young Aaron is also interested in presenting a program on Logo 3D and games!

Others at the meeting had good ideas for presentations, but didn't feel ready to be a presenter. Dave and Ben Gibson are interested in JPEG and GIF graphics. If there is anyone who has expertise in these areas, please let me know. George Griffin and John Karpowicz are both interested in learning how to

write macros (John specifically with MouseTalk). Frank Zappacosta is interested in learning more about tax software (especially in January or February). Everyone agreed that a meeting on telecommunications (internet and TCS) and tele.software would be very useful.

Ron Evry couldn't be at the meeting (something came up at the last minute), but he has offered to help with learning more about the internet. Subsequently, we all agreed that the September meeting will look at MouseTalk, ProTerm, the TCS and other e-mail services. If the Pi office in Bethesda is available, we will meet there. After that, who knows where the office will be? If you can come in August, bring any games that you would like to share. We also hope to see you in September—but check on our location! ■



Press release

Apple II Roundtables On GENie(R) Announce renewed support of the Apple II I

GENIE SERVICES, 1994 AUGUST 12 (A2) — The Apple II RoundTables on GENie (A2 an A2Pro) today announced the next step in their growing support for the Apple II line of computers. New announcements included: A special GENie sign up deal for former Apple II AOL customers; and special deal on modem software arranged with all the major publishers of Apple II telecommunications programs for America Online users; the release of a new version of an Apple IIs-specific offline navigator program for GENie; and the assumption of the assignment of all official file types and all other types, codes, and IDs for the Apple II from Apple Computer, Inc. All are just the start of the Apple II RoundTables' continuing drive to carry the torch of worldwide Apple II support into the next millennium and beyond.

Starting immediately, all former America Online (AOL) Apple II users may sign up for GENie under a special deal provided by the Apple II RoundTable which grants those users \$50.00 worth of online credit during their first month online. (Details below.) AOL's support for their Apple II software will be ending on November 1st, 1994.

At the same time, an improved version of CoPilot, an Apple IIs-specific offline navigator program for GENie, is being made available for as freeware to all Apple II users. CoPilot v2.5 allows users to automate all of their online tasks on GENie, saving them time, money, and effort. When using CoPilot, all of the users' work is done offline, and the program then transfers all of their data to and from

GENie in the least amount of time possible. This comes on the heels of the release of GEM 4.22 last month, a similar navigator for 8-bit Apple II systems.

Upon signing up for GENie, all former AOL Apple II users will be eligible for a special deal provided by the Apple II RoundTable for reduced prices on the three most popular Apple II telecommunications programs: Spectrum for \$65.00 (+\$3.50 s&h), Talk is Cheap for \$20.00 (s&h included), and ProTerm 3.1 for \$45.00 (+\$5.00 s&h). In addition, purchasers of the ProTerm package on this special deal will receive a free disk containing both Co-Pilot and GEM, the two most popular Apple II-based GENie navigators. (Details below.)

Technical support of the Apple II line of computers on GENie is growing as the Apple II RoundTables take over the official assignment of all Apple II file types, resource types, font IDs, sound codes, request codes, and all other similar types, codes, and IDs from Apple Computer, Inc. All third party Apple II developers will now send their requests for assignments to the Apple II RoundTables, at the address A2PRO@genie.geis.com. The technical support provided by the Apple II RoundTables is expected to grow with the publication of Apple II technical documents and additional third party developer assistance programs.

"We are dedicated to providing worldwide online support for the Apple II line of computers for as long as Apple II computers exist," said Dean Esmay, president of Syndicomm, the company that runs all the Apple computer RoundTables on GENie. "These new offers and programs are just the start. While other online services are eliminating their Apple II support or allowing them to languish, we are continuing to increase our support. We're even hard at work on a full-blown graphical front end, which we hope to have available by the end

of 1994," he added.

Established in 1985, GENie Services is one of the fastest growing online information services in the country. GENie is offered by GE Information Services (GEIS), a division of General Electric Co., USA. GENie and GEIS are headquartered in Rockville, Maryland.

For more information about GENie, call 1-800-638-9636, e-mail feedback@genie.geis.com, or write: GENie, c/o GE Information Services, P.O. Box 6403, Rockville, MD 20850

Syndicomm, the parent company of the Apple II, Macintosh, PowerPC, and Newton RoundTables on GENie, was formed in 1993 by Tom Weishaar and Kent Fillmore. Now owned and operated by Dean Esmay, Syndicomm continues to expand its online support of a variety of computer platforms and services. It is headquartered in Shreveport, Louisiana.

For more information about the special Apple II GENie sign up and telecom program offers by the Apple II RoundTables, e-mail a2.help@genie.geis.com. For more information about the Apple II technical support provided by the Apple II RoundTables, e-mail a2pro.help@genie.geis.com. (Or, see below.)

To receive the special GENie "Apple II Forever" sign-up offer, made in the wake of AOL's cancellation of their Apple II software support, take the following steps:

1. Set your communications software for half-duplex (local echo) at 300, 1200, or 2400 baud. Recommended communications parameters 8 data bits, no parity and 1 stop bit.
2. Dial toll-free in the U.S. at 1-800-638-8369 (or in Canada at 1-800-387-8330). Upon connection, type HHH (Please note: every time you use GENie, you need to enter the HHH upon connection)

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Macintosh Disketeria

by Dave Weikert

New Disks

THIS A SHORT MONTH for the Disketeria as we recover from getting ready for the MacWorld Expo at Boston. Only seven disks this month but all but one of them are from the already popular Applications Updater series. In addition, I have repeated the Apple System Software offerings because of their importance to many of our members running System 7.1.

Apple System Software

There are four disks from last month which include updates to Apple System Software that bear repeating because of their importance to many of our members. The System 7.1 Update 3.0 is a 'must-have' upgrade for anybody running System 7.1, 7.1.1 (System 7 Pro) or 7.1.2 (Power Macintosh).

System 7.1 Update 3.0 - 1.44M consists of two disks and is a "must have" update for anybody running System 7.1, 7.1.1 (System 7 Pro) or 7.1.2 (for Power Macintosh). This disk set fixes bugs and enhances the reliability and performance of all Macs running versions of System 7.1. Its installer script installs updated System Enablers, Control Panels and Desk Accessories appropriate your Mac. In addition, SimpleText is provided to replace TeachText; SimpleText permits multiple open document and different fonts and font styles. An updated version of Apple HD SC Setup is included for formatting Apple branded hard disks.

System 7.1 Update 3.0 - 800K is a single disk which updates Mac II, Mac SE and Mac Plus computers with 800K floppy disk drives. It

includes only the updates pertinent to these three computer series. If you have updated your Mac II or SE with 1.44M drives, then you should use the two disk set.

QuickTime 1.6.2 fixes bugs and improves performance of Macs when running QuickTime. The primary features of this version are: takes much less memory (approximately 20K) when it is not in use, permits converting audio tracks to movies, supports Easy Open extension, adds ColorSync support, Improved Grayscale and adds smoother (anti-aliased) looking text.

Disketeria Catalog Update

Our Disketeria Catalog was updated this month. The catalog—in Easy View viewer format—permits fast browsing of the contents of our Disketeria collection. You can search for specific file names or disk numbers. The three Easy View windows make it easy to see the overall organization of the Disketeria collection as well as see the detailed descriptions of the contents of each folder or archive. The catalog disk costs \$4; but you can trade in an older version of the Disketeria Catalog disk for the current version for \$1 (plus postage if by mail).

Application Updaters

Jon Hardis has compiled a new series of disks—Mac Disk #26.XX Updates—that will be useful to many of you. This collection includes 'patches' for many popular application and utility software packages. Software vendors are continually improving their products—finding and fixing bugs, making changes to be compatible with new Macintosh

models and other new products, to take advantage of new capabilities of Macintosh System software, and in response to the requests of their customers. Jon has collected and assembled 'patch' programs released by these software vendors into this convenient series of disks.

Do you run Adobe Photoshop, Illustrator or Premiere? Or Aldus PageMaker or FreeHand? QuarkXPress? Word, WordPerfect, MacWrite or FullWrite? FileMaker Pro and Excel? Or many other application and utility programs? Are they up-to-date? Look over the list of disks in Mac Disk #26.XX Updates series below and compare the version numbers with your software. And then order the updates you need to maintain your software tools—sharp and ready to use.

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 #00.01 — C 1 MAC DISKETERIA CATALOG

•• Extract Me First.sea ••:

When this file is copied over to a hard disk and double clicked, it will automatically extract the following two folders:

Washington Apple Pi f: By Dave Weikert. Just double click the ••Double Click Me•• file to read our Program Notes and information about Washington Apple Pi, Ltd. and our Mac Disketeria. This opens the Easy View viewer. You may have to select Word Wrap under the Style menu to facilitate viewing. You may also open the Mac Disketeria text file with your favorite word processor.

Easy View 2.50 f: By M. Akif Eyler. An application for intelligent browsing of collections of structured text files, large or small. It allows very fast access by recognizing the in-



ternal structure. Easy View Introduction and Easy View Notes are in text format. Easy View - Read Me is in Easy View format.

Files.txt, By Dave Weikert. A delimited text file of all of the files included in our Mac Disketeria. It includes File Name, File Size, File Type, File Creator, Creation Date, Revision Date, and Folder and Disk Names. You should be able to import this list into your favorite database for sorting and selection and printing. You could also import the list into any word processor that accepts large text files.

DISKS #26.08B & #26.09B
DENEBA CANVAS

Update Deneba Canvas from version 3.5 to 3.5.2. Two disk set.

DISK #26.11B
WORD PROCESSOR 2

Update WordPerfect 3.0 to 3.0p2. Also includes converter between Mac WP 3.0 and PC Word Perfect version 6 and two collections of WP macros.

Update FullWrite from v1.5s or 1.6 to version 1.7, Vantage to version 1.6.1, and Thunder 7 version 1.5 to version 1.5.4.

DISK #26.13B
CLARISWORKS AND QUICKEN

Update any version of ClarisWorks since 2.0 to version 2.1v4. Includes such enhancements and new features as support for PowerTalk (electronic mail), automatic hyphenation, and additional imports and exports. Update Quicken 4 to Release 6.

DISK #26.30C
MISCELLANEOUS UTILITIES

Update RAM Doubler to version 1.0.4 and add RAM Doubler Activity Indicator; update TimesTwo to version 1.0.3d; update Hard Disk Toolkit from

version 1.5 to 1.5.1 (regular and Personal Edition); update any version of OptiMem since 1.4.1 to 1.5.6f; also includes MaxRAM 1.0.2 shareware utility which increases the multiplier in RAM Doubler (i.e., Tripler, etc.).

DISKS #26.33A
MISCELLANEOUS APPLICATIONS

Update MacDraw Pro 1.5 or later to 1.5v3; ClarisImpact 1.0 and later to 1.0v3 and Userland Frontier 2.0 to 2.0.1.

DISK #SU 3.0 (1.44M)
SYSTEM 7.1 UPDATE 3.0

This two disk set fixes bugs and improves performance and reliability of Macs running System 7.1, 7.1.1 (System 7 Pro) and 7.1.2 (for Power Macintosh). It applies to all Macs except those with 800 K drives which are accommodated with Disk #SU 3.0 (800K). System Update 3.0 incorporates all prior enhancements and bug fixes of System Update 2.0.2, Hardware System Update 2.0 and Hardware System Update 1.0. This disk includes an Installer and script which automatically installs the proper modifications for your system and Mac and removes superceded System components.

Install System Update 3.0, Installer 4.0, SimpleText 1.0, System Update 3.0 Archive 3.0 and System Update 3.0 Read Me 3.0.

System Resources f includes **Keyboard Resources 1.0.3, Serial Resources 1.0 and StandardFile Resources 1.0.**

Utilities f includes **Apple HDSC Setup 7.3.1 and Disk First Aid 7.2.**

Disk 2 of the set includes the following: **PowerBook Duo Enabler 1.0, PowerPC Enabler 1.0.1, PowerPC Upgrade Card Enabler 7.1.2, System Enabler 003 1.1, System**

Enabler 040 1.1, System Enabler 065 1.2, System Enabler 088 1.2, System Enabler 131 1.0.3, System Enabler 401 1.0.5 and System Enabler 403 1.0.2.

DISK #SU 3.0 (800K)
SYSTEM 7.1 UPDATE 3.0

This one disk is for Macs with 800K disk drives; it fixes bugs and improves performance and reliability of System 7.1 and 7.1.1 (System 7 Pro). It applies only to Macs 800K drives—Mac Plus, Mac SE and Mac II. System Update 3.0 incorporates all prior enhancements and bug fixes of System Update 2.0.2, Hardware System Update 2.0 and Hardware System Update 1.0. This disk includes an Installer and script which automatically installs the proper modifications for your system and Mac and removes superceded System components.

Install System Update 3.0, Installer 4.0, SimpleText 1.0, System Update 3.0 800K Archive 3.0 and System Update 3.0 Read Me 800K 3.0.

System Resources f includes **Keyboard Resources 1.0.3, Serial Resources 1.0 and StandardFile Resources 1.0.**

Utilities f includes **Apple HDSC Setup 7.3.1 and Disk First Aid 7.2.**

DISK #QT.162 (1.44M)
QUICKTIME 1.6.2

QuickTime™ 1.6.2, by Apple Computer, Inc., is the System Extension. **QuickTime Read Me** 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 movie. **Scrapbook 7.1.2** is a DA that replaces the earlier version of the same name. **TeachText 7.1** is used to read the documentation. ■

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

<p>Mail this form with your check to: Disk Library, Washington Apple Pi 7910 Woodmont Ave., Suite 910 Bethesda, MD 20814</p>			<p>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.</p>		
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___ 0.02 - C 02

Sampler

___ 0.03 - C 03

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___ 1.02L - AV 2

___ 1.03L - AV 3

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___ 2.02E - DAs 2

___ 2.03E - DAs 3

___ 2.04E - DAs 4

___ 2.05E - DAs 5

___ 2.06E - DAs 6

___ 2.07E - DAs 7

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

___ 6.01B - PS 1

___ 6.02B - PS 2

___ 6.03B - PS 3

___ 6.04B - PS 4

___ 6.05B - PS 5

___ 6.06B - PS 6

___ 6.07B - PS 7

___ 6.08B - PS 8

___ 6.09B - PS 9

___ 6.10B - PS 10

___ 6.11B - PS 11

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___ 6.13B - PS 13

___ 6.14B - PS 14

___ 6.15B - PS 15

___ 6.16B - PS 16

___ 6.17B - PS 17

___ 6.18B - PS 18

___ 6.19B - PS 19

TrueType Fonts

___ 7.01A - TT 1

___ 7.02A - TT 2

___ 7.03A - TT 3

___ 7.04A - TT 4

___ 7.05A - TT 5

___ 7.06A - TT 6

___ 7.07A - TT 7

___ 7.08A - TT 8

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___ 7.10A - TT 10

___ 7.11A - TT 11

___ 7.12A - TT 12

___ 7.13A - TT 13

Graphics

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___ 8.02A - G 2

___ 8.03A - G 3

___ 8.04A - G 4

___ 8.05A - G 5

___ 8.06A - G 6

___ 8.07A - G 7

___ 8.08A - G 8

___ 8.09A - G 9

___ 8.10A - G 10

___ 8.11A - G 11

INITs & cdevs

___ 9.01C - I/C 1

___ 9.02C - I/C 2

___ 9.03C - I/C 3

___ 9.04C - I/C 4

___ 9.05C - I/C 5

___ 9.06C - I/C 6

___ 9.07C - I/C 7

___ 9.08C - I/C 8

___ 9.09C - I/C 9

___ 9.10C - I/C 10

___ 9.11C - I/C 11

___ 9.12C - I/C 12

___ 9.13C - I/C 13

___ 9.14C - I/C 14

___ 9.15C - I/C 15

___ 9.16C - I/C 16

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___ 10.02A - M 2

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___ 11.03 - P 3

___ 11.04 - P 4

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___ 12.02B - S 2

___ 12.03B - S 3

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___ 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

___ 15.01C - MU 1

___ 15.02C - MU 2

___ 15.03C - MU 3

___ 15.04C - MU 4

___ 15.05C - MU 5

___ 15.06C - MU 6

___ 15.07C - MU 7

___ 15.08C - MU 8

___ 15.09C - MU 9

___ 15.10C - MU 10

___ 15.11C - MU 11

___ 15.12C - MU 12

___ 15.13C - MU 13

___ 15.14C - MU 14

___ 15.15C - MU 15

System Utilities

___ 16.01E - SU 1

___ 16.02E - SU 2

___ 16.03E - SU 3

___ 16.04E - SU 4

___ 16.05E - SU 5

___ 16.06E - SU 6

___ 16.07E - SU 7

___ 16.08E - SU 8

___ 16.09E - SU 9

___ 16.10E - SU 10

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___ 16.15E - SU 15

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___ 17.03C - WP 3

___ 17.04C - WP 4

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___ 17.07C - WP 7

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

___ 22.04 - F/G 4

___ 22.05 - F/G 5

___ 22.06 - F/G 6

___ 22.07 - F/G 7

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Press Release

continued from page 67

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This offer is made as a show of support for the Apple II community in the wake of AOL's Apple II software cancellation. Any of these three programs can be used in conjunction with Co-Pilot or GEM, the freeware Apple II off-line navigators of GENIE.

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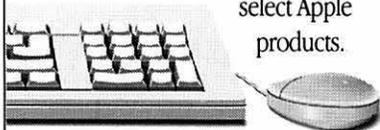
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