

September / October 1995

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The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 17, Number 5



**How to Ask for Help
With Your Mac—18**

Quicken 5—23

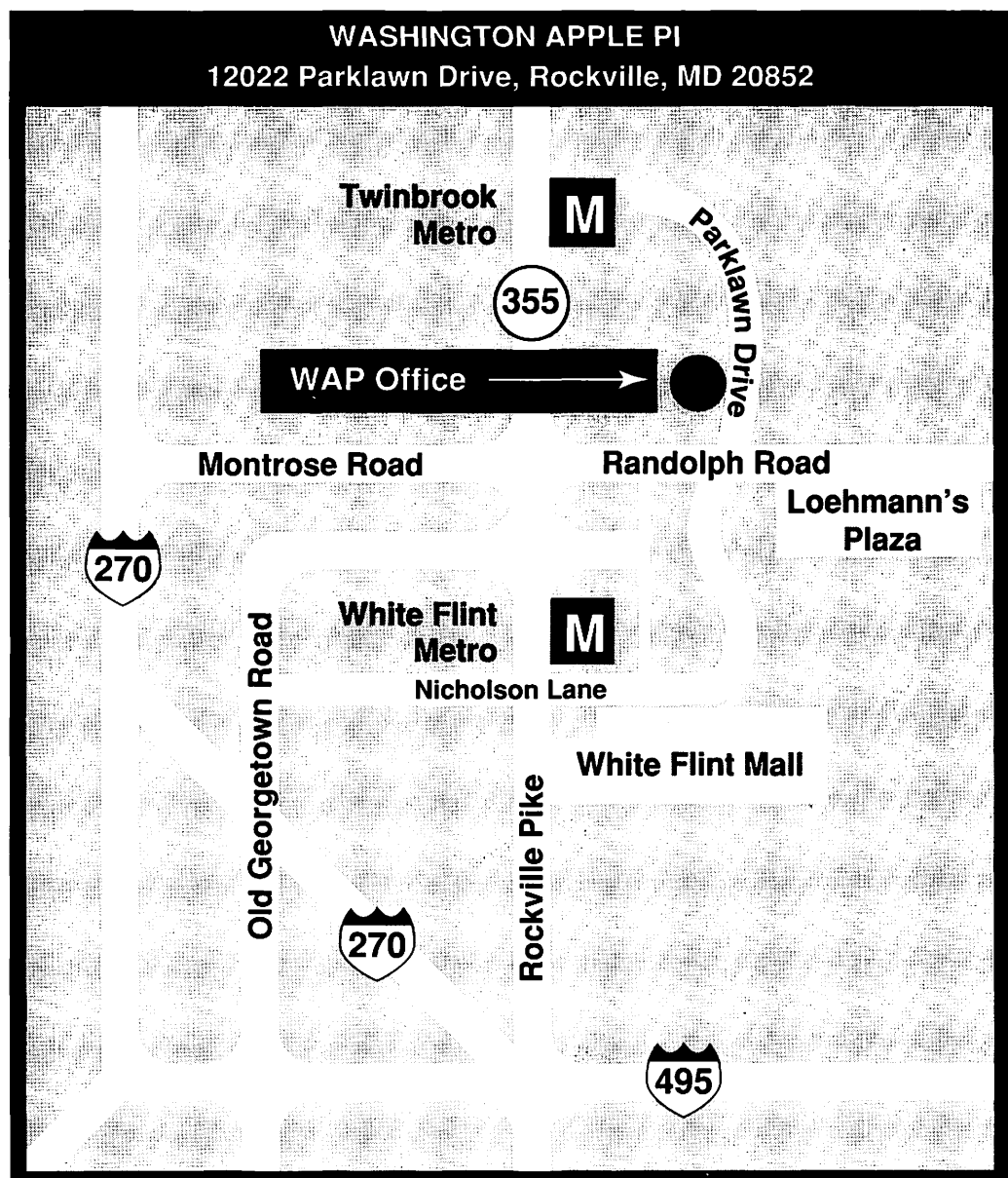
Graphic Tips—30

Artist on Exhibit—38

**Looking for Good
ROMs—54**

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washington **A**pple pi general meetings

Sept. 23, 1995

Education Month

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Cyberflix

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(Pi Open House after meeting)

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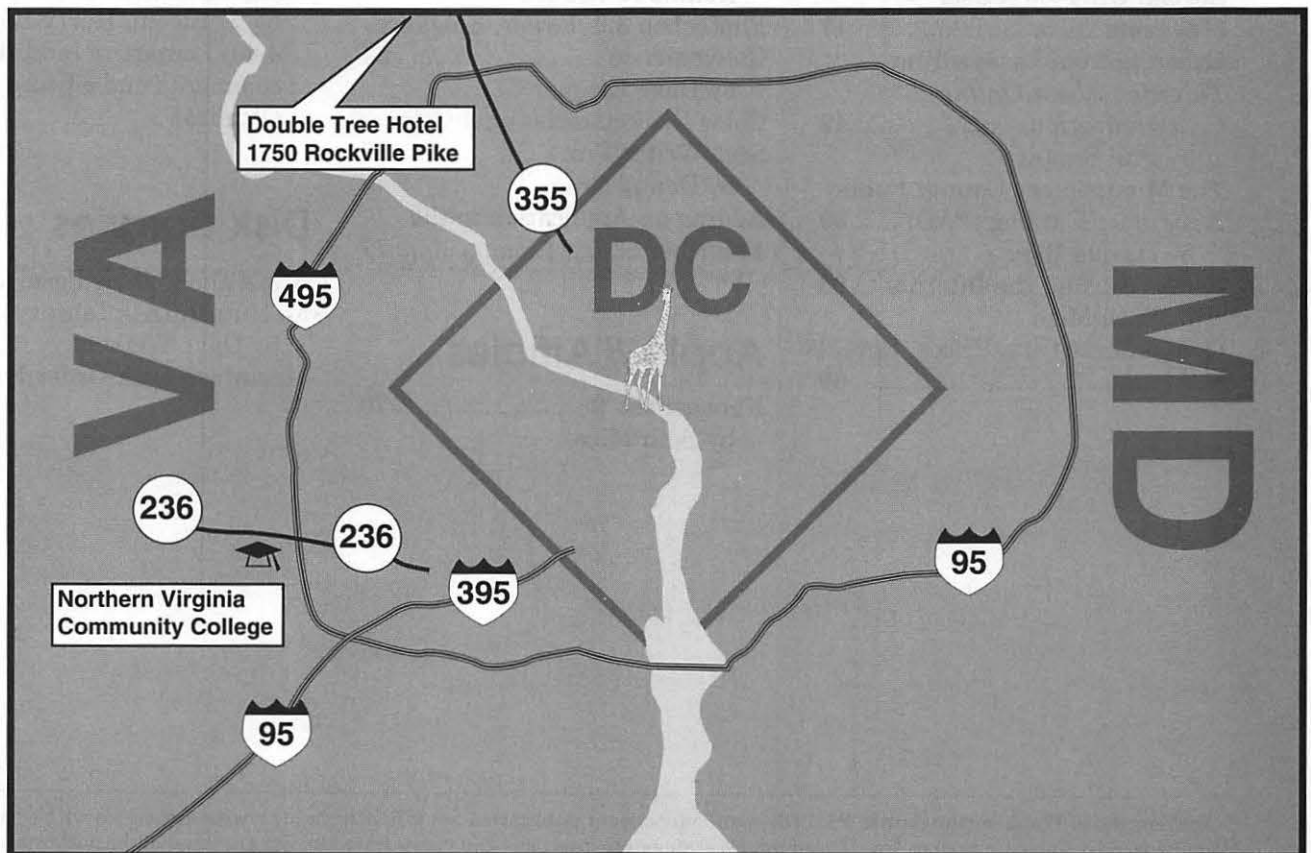


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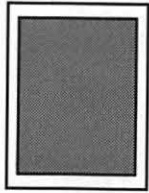
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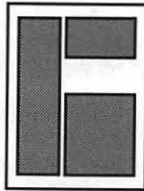
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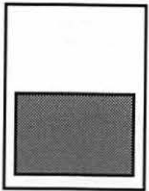
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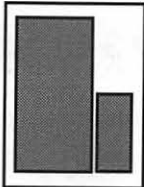
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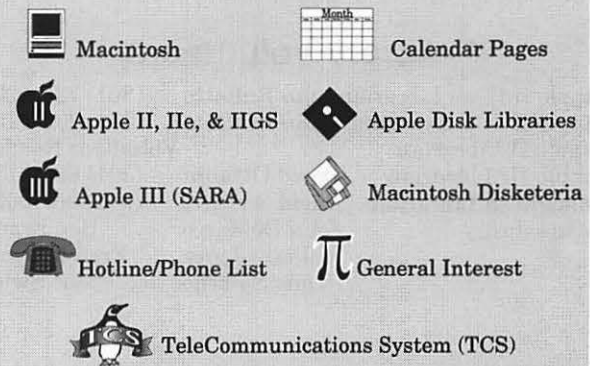
Washington Apple Pi

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You, a Mac, the World: MacWorld Expo Notes

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SANDWICHED between the 50th anniversary of the atomic bombing of Hiroshima and the 50th anniversary of Japan's surrender, and spiced in mid-conference by the death of the leader of the Grateful Dead, there was MacWorld Boston 1995. Oh, yeah, I think Microsoft was supposed to introduce some kind of new Mac-like program at the end of the month, too.

In the beginning

If you ever attend a MacWorld, you should go a day early or plan on staying to the very end, and spend

some time as a user group volunteer. This allows you to get into the exhibition halls before they open and stay after they close, which provides some interesting entertainment.

The setup process is incredible: over a period of just a few hours, a huge, empty area with a concrete floor, looking like a multi-acre warehouse (but cleaner and with better lighting), is transformed with miles of carpeting, miles of drapery, miles of electrical cable and networking cable, and tons of brightly-colored, custom-designed sets into a high-tech village market,

soon to be invaded by 50,000 peasants. During setup, several hundred different teams set up booths entirely independently of one another, yet each dependent on the same needs:

"Do you have some tape I could borrow?"

"Could I buy a can of soda off you? I'll give you five bucks."

"Have you seen a large crate, about the size of a station wagon, with our name on it?"

"Do you have power and telephone service to your booth yet?"

"This looks upside down. Anyone know where the directions are on how to put this together?"

"What do you mean, we forgot to ship the software? We're a software company!"

"Anyone know where we can rent a PowerBook in a hurry?"



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“It’s on ‘the other hard disk?’ We only have one hard disk.”

“You don’t think the drop onto the concrete hurt it, do you?”

At the end of the expo, the teardown process is every bit as interesting. Hundreds of teams attempt to dismantle and pack up the booths, leftover handouts and whatnot as quickly as possible, intent on catching planes, or heading out to an end-of-expo party, or merely heading to bed, dead tired. They soon discover “the Marine Corps truth:” a dismantled booth never seems to fit in the same case it arrived in. They also discover brochures and demo disks they meant to hand out but couldn’t find earlier. One exhibitor this year

found a \$15,000 Mac that they’d already reported to the Boston police as stolen. The sacking of Rome was probably better organized.

Techno Peasants

As mentioned earlier, it helps to think of MacWorld Expo as a village. MacWorld peasants are better educated than the average peasant, with far greater average incomes than the average peasant, but just like more common peasants they are intent on looking for freebies and samples. Along with “oohs” and “ahs” at the magic tricks, there is much thumping of melons, kicking of tires, and an amazing amount of bluffing: the merchants claim their wares are the best in the world, the peasants claim to be not mere peasants, but members of the nobility, worthy of exceptional discounts.

It is, however, a warped sort of village. There are no farmers, and no housing (though you occasionally would find either a merchant or a peasant curled up, trying to take a nap). Food is sold at premium prices (\$1.75 for a can of Coke) by the exhibition hall to both merchants and peasants, and both groups complain bitterly about getting gouged. Next to freebies and bargains, chairs are the most sought-after item: virtually all the demos are attended not by eager buyers interested in what the merchants had to say, but by weary peasants tired of walking up and down miles of aisles. Merchants often attend each others demos just so they can sit down.

There is also a severe dial tone drought. Merchants attempting to use their credit card scanners, or fax modems, or modems were constantly fighting busy signals.

Both merchants and peasants spent long hours wandering outside the exhibition halls, cellular phones clamped to their ears, attempting to get an open line. The desperate took to riding the shuttle buses running between the two expo sites, hoping to find a free cell somewhere along the way.

[The dial tone drought extended to hotels. Each night, I had to wait until about 2 a.m. to call into my office and collect E-mail; the hotel phones were jammed by all the guests trying to dial out with their PowerBooks. This, incidentally, really ticked off the hotel staff: they thought it was all some giant prank, apparently not realizing that a hotel full MacWorld visitors means a hotel filled with incredible telecommunications power.]

If you’ve read any fairy tales, you’ll know that any self-respecting village is menaced by some awesome threat. At MacWorld, the threat was variously described as Apple Computer, Microsoft, the U.S. Congress, or Mitch Hall Associates, which manages MacWorld Expo. The “Latino/American Computer Association, J. Toro, Director,” was passing out leaflets claiming that “Hackworld” itself was the menace:

Beware of a renegade program known as “Signature” that was crafted by the owner of the Bayside, a.k.a. “The Hack,” that has mutated into a dangerous virus that has attacked Latinos. This virus is a threat to employee programs, such as Health Insurance, Pension Plans, wage rates and other benefits. If the “Signature” program is left unpurged, this

virus could spread throughout cyberspace.

Attempts to reach Mr. or Ms. Toro (Spanish for "bull") for clarification were unsuccessful.

Techno Evangelists

MacWorld Boston 1995 saw the return of two Macintosh legends with radically different styles. Charlie Jackson, founder of the San Diego Macintosh User Group and, later, Silicon Beach Software, has emerged from retirement. Just a couple years after selling Silicon Beach to Aldus for a tidy profit, his new venture, FutureWave Software, is marketing *Smart Sketch*, an inexpensive and clever graphics program that has received highly flattering reviews. Charlie, just as focused as ever, did his best to convince everyone that his new company was the center of the universe, deflecting all comments and questions about himself.

Guy Kawasaki, Apple's most famous software evangelist, and freshly anointed as an Apple Fellow, did his best to convince everyone he was the center of the universe, a legend in his own mind, etc. His presentation on *Claris E-mailer* in the Claris booth was an excellent overview of what looks like a killer E-mail package. But it was also pure Kawasaki, with frequent references to himself, to his books, to his biases. One fan, sitting beside me, told his companion, "This is Guy. He's special. You'll like him." After the presentation his companion asked, "Why?"

While the legends drew crowds inside, out on the lawn a lone PowerBook user sat on the grass, a sign beside him advertising his goodie: solar panels for PowerBooks. KISS (Keep It Simple Systems) offers an environmentally friendly power source for an environmentally

friendly computer, even though you might risk skin cancer if you use it as designed. The vendor's body language seemed to discourage crowds; a mass of bodies blocks the sunlight.

Drawing a crowd

How do you attract a crowd?

- Invite Charlie Jackson or Guy Kawasaki to do your demo.

- Give away a CD-ROM disc. Diskettes are dead. Even without trying, I collected 19 different CD-ROM demos, just 9 diskette demos, and managed to avoid all but one free T-shirt.

- Be part of Apple's Developer exhibit. This area is usually a little too exotic for most MacWorld visitors, but this time the area was packed. Most of the visitors had no idea what they were seeing, but they were eager to see it, anyway. "Why do I have to know how to program to use a debugger?"

- Do something involving the Internet. Star Nine, for years a quiet little developer of gateways for other people's E-mail systems, was mobbed at their booth and at presentations they held during the expo. Their two "star" products, *WebSTAR* and *ListSTAR*, allow you to take a mild-mannered Mac connected to the Internet and turn it into a world-class World Wide Website or Internet listserver. Most visitors had no idea what a Web site might be, or what the Internet was, but they mobbed Star Nine, anyway.

- Scan in text. IRIS, a Belgian company, borrowed one small corner of another company's booth, and managed to suck up *all* the attention with their DataPen, a wand that you slide over printed material, one

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line at a time. Via some slick software, the graphic image is converted into editable text on the screen, quite useful for capturing small articles, business cards and such. Last year, Visioneer attracted attention with prototypes of their PaperPort, a small scanner that sucks up a page of paper and, in six seconds, turns it into an image on the screen. This year, the finished product attracted even larger crowds. The printed word is not dead.

- Sell books. IDG, Academic Press and some other publishers all had good crowds, but the Peachpit Press booth was a major traffic hazard, blocking aisles in all directions. To repeat, the printed word is not dead.

π

- Make maps. *Route 66*, a nice highway route planner by a Dutch company, was a definite hit; people were buying multiple copies. I noticed that their display literature featured a photo of a paper map with felt-tipped highlighting running from Kingman, Arizona to Oklahoma City along U.S. 66. "Does the F.B.I. know about this?" I asked one guy in the booth. "It could be a critical piece of evidence in the Oklahoma City bombing; the suspects traveled this very route!" He gave me a very pale, worried look, obviously wondering: "How do I make this guy go away?"

- Run MS-DOS and Windows on a Mac. While Orange Micro never raised much of a crowd, Reply Corp. had constant traffic in their booth, attracted by their line of *DOS on Mac* cards. Insignia, with their much less expensive *SoftWindows 2.0* package, had *huge* crowds. Most of these visitors seemed to know absolutely nothing about MS-DOS or Windows; they were looking only because a) a Mac could do it, so why not? and b) "somebody at the office said I should."

- Run UNIX on a Macintosh. Tenon Intersystems demonstrated *MachTen 4.0*, a PowerPC native version of BSD 4.4 UNIX that is a) POSIX and FIPS compliant and b) runs on top of MacOS, allowing you to do Mac and UNIX things at the same time. *MachTen* was demonstrated at two different locations, but neither was willing to humor me by running MacOS, Windows 3.1 and UNIX at the same time (though they admitted this was easy to do, if you had enough memory).

- Run Novell *NetWare 4.1* on a Power Mac. Admittedly, this is an acquired taste, but to see *NetWare* blazing along on a Power Mac 8100,

at speeds several times above those of an Intel-based server, is a trip.

- Sell Iomega *Zip* or *Jaz* removable drives. Syquest had huge banners outside the expo halls, passed out tons of literature, and did everything they could to convince the world that they were the once and future leaders of the removable storage market — but their booth was deserted. Iomega's booth was packed, and every vendor selling *Zip* drives wore a smile. About the only sad faces in the Iomega booth were those souls disappointed with the news that the new 1 gigabyte *Jaz* drives wouldn't be available until December.

- Sell furniture. Green Design Furniture Co. had some outstanding natural wood computer furniture that was strongly built, featured no nails or screws, and could be disassembled without tools. BackSaver came to the show expecting to sell tons of their inexpensive, ergonomic *ErgoTech* task chair, and instead sold tons of their far more expensive leather-clad *Executive BackChair*. The *Executive BackChair*, in addition to being very, very comfortable, also got a boost on TV: Judge Lance Ito sits in one every day.

- Sell Macintosh clones. The Radius *81/110* was definitely peppier than the average Mac, but not exceptional. DayStar's *Genesis MP*, on the other hand, is out-of-this-world, with up to four 132 MHz PowerPC 604 processors in a single tower-style case; very complex graphics transformations in *Photoshop* often don't even have time to draw a progress bar. The absolute giant in the clone business proved to be PowerComputing, which liberally sprinkled their not-terribly-interesting-looking, but quick and aggressively priced, Power Mac compatibles all over both

exposites at dozens of vendor booths.

Random Observations

While I have no strong statistical evidence, virtually all those sneaking out for cigarette breaks seemed to be marketing and sales people. Very few programmers, software engineers, or even MacWorld attendees seemed to be smokers. On the other hand, the marketing and sales force, almost without exception, were far better dressed.

While riding a hotel shuttle bus running between the Bayside Expo Center and the John F. Kennedy subway station, one passenger told me he was a merchant of death and destruction. An elderly couple (not MacWorld attendees) were greatly offended by this, and were only slightly consoled when I explained he worked for a software company making games. "Violent games are behind all our troubles" was the response, "but I guess it's not as bad as real guns."

Side Trips

The Computer Museum is within easy walking distance of the World Trade Center. It has a world-class collection of exhibits showing the history of computers and computer devices. An exceptional number of DEC and Apple computers (DEC and Apple are major sponsors) are used in a huge number of interactive displays showing basic computing concepts, voice and music synthesis, robotics, problem solving, computer vision, and even video games. I began to feel a bit old while looking over the nicely preserved collection of computers I've owned or used over the years: the IBM 360 mainframe, DEC PDP-8 and PDP-11 minicomputers, Commodore PET, Apple II, Radio Shack Model I, NorthStar, Altair...

The museum's most famous

exhibit, a giant "walk in" computer, was scheduled to be taken down the week after MacWorld. The museum felt it didn't do enough (you could use a Volkswagen-sized Kensington trackball to select countries for a travel planner, shown on a house-sized monitor), but two months from now a new, improved version is scheduled to debut. Easily the most popular area is a lab with lots of Macs you can use to link into the World Wide Web. I checked on the Pi's Web page and used the Web browser to send mail to a couple people. A museum employee was somewhat surprised; "I thought we'd disabled E-mail. Oh, you're one of those MacWorld people."

If you venture out to Cambridge on the subway, you can visit Cybersmith, an unusual cafe off Harvard Square. In addition to coffee, soft drinks and sandwiches, Cybersmith offers computers and video games. The video games weren't that heavily used, but the computers — housed in attractive cabinets that also doubled as tables — were in high demand. Patrons purchase time on the computers using a card system, and then sit back in comfortable seating and do — whatever. Most seemed to be either browsing the World Wide Web or looking at each other using Internet-based videoconferencing system. I wasn't quite certain why people within the same room would pay to use a computer to look at small pictures of one another via the Internet.

Cybersmith also sells computer books and software. Though it caters to both the Windows world and the Mac world, there were more Macs than Windows machines, and all the Macs were in use; the lone Windows user complained bitterly that "all the good computers are taken."

I handed him a flyer for MacWorld Expo.

Vendors mentioned

The Coca Cola Company, 1-800-438-2653, <http://www.coca-cola.com>

Apple Computer Corp., <http://www.apple.com>

Mitch Hall Associates, 800-645-EXPO, <http://www.mha.com>

FutureWave Software, Inc., 800-619-6193, futurewav@aol.com

Claris Corp., 800-3CLARIS, <http://www.claris.com>

Keep It Simple Systems, 800-327-6882, kiss4@aol.com

Star Nine Technologies, 800-525-2580, <http://www.starnine.com>, info@starnine.com

IRIS, 407-395-7831

Visioneer, Inc., 800-787-7007

Academic Press Professional, 800-3131-APP, app@acad.com

Peachpit Press, 800-283-9444, <http://www.peachpit.com>

Route 66, Inc., 800-569-0878

Orange Micro Inc., 714-779-2772

Reply Corp., 800-801-6898, <http://www.reply.com>

Insignia Solutions, 800-848-7677, maccs@isinc.insignia.com, <http://www.insignia.com>

Tenon Intersystems, 805-963-6983, info@tenon.com, <http://www.tenon.com>

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genesimp@daystar.com, <http://www.daystar.com>

PowerComputing, 800-405-7693, info@powercc.com, <http://www.powercc.com>

The Computer Museum, 617-423-6758, computer_info@tcm.org, <http://www.tcm.org>

Cybersmith, (617) 492-5857,
<http://www.cybersmith.com> ■

The Newly Renovated Office

THE TRANSITION is nearly done. The full story is long, so it shall not be written here, but the results are clear. With much struggle, effort and sweat by a few, the new WAP office is really here. Highlights of the new office include:

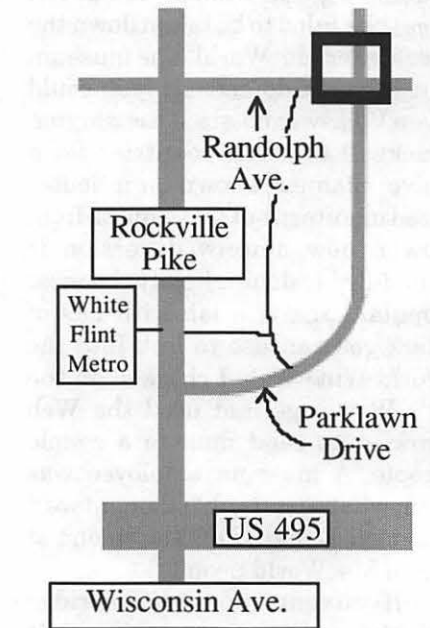
- Visits no longer beginning with a search for parking and ending with a parking ticket,
- No long delays in the rain waiting for a security attendant to unlock the door,
- No more staring at walls waiting for the elevators to come,
- No more wondering why there is no ventilation after 5 PM,
- No more trying to squeeze the TCS into a closet,
- No more Coolwave freshwater coolers making waves,
- No more juggling classes, SIGs, the Crew and Board meetings into one, too small meeting room,
- No more \$4K monthly rental fees!

Back a few months ago, as we were leaving our high rent highrise

with no good place to go, our president Lorin Evans' bargain seeking eye found a diamond in the rough. A place with both potential and parking, but it was about to be renovated. Understanding the potential for a bargain, he parlayed the confusion into a low rental for the club. On top of this he obtained a reduced rate while the building was under conversion.

For the last few months Beth, our office manager, Anna, the bookkeeper and a few others have had to bear with more than a little unpleasantness as building renovations progressed all around them. They did this without complaint, knowing it saved the club money it could ill afford to spend. In July the renovations began in the club activities area.

Once again, our ever thrifty President saw an opportunity for saving money. The bids to do the club's portion of the renovation (moving furniture, painting, etc.) were from \$4 to \$6K. Instead of following this easy but costly path,



he put out a call for volunteers. As usual, a few of the dedicated regulars plus a few new players showed up and did the work for less than half the cheapest bid. The saving should go a long way toward obtaining some equipment for the training rooms.

But enough about the work. If you want to do your part, please take time to thank some of the few that did so much. David Weikert, Bill Wydro, David Harris and Beth Medlin deserve extra

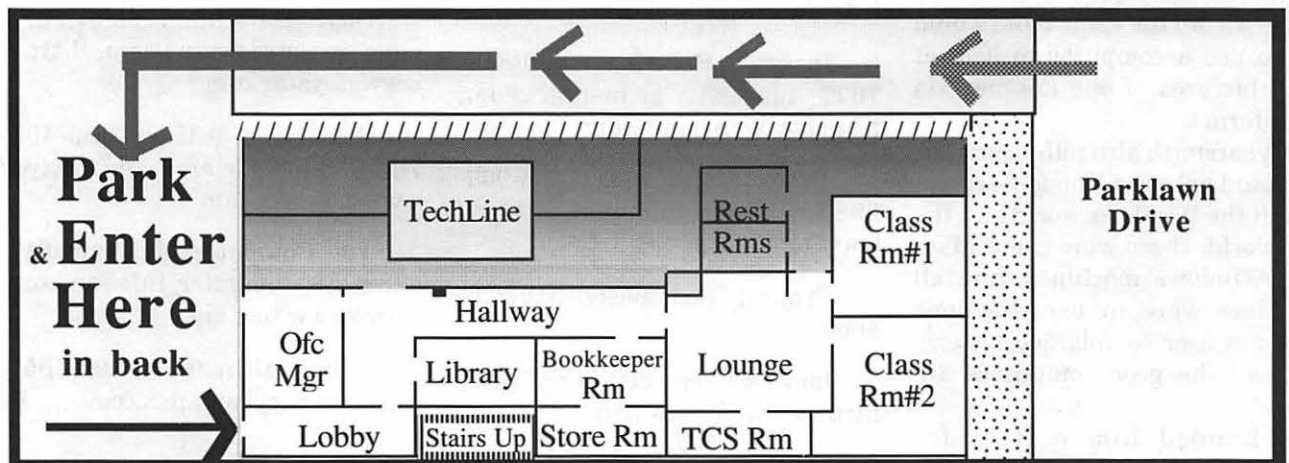
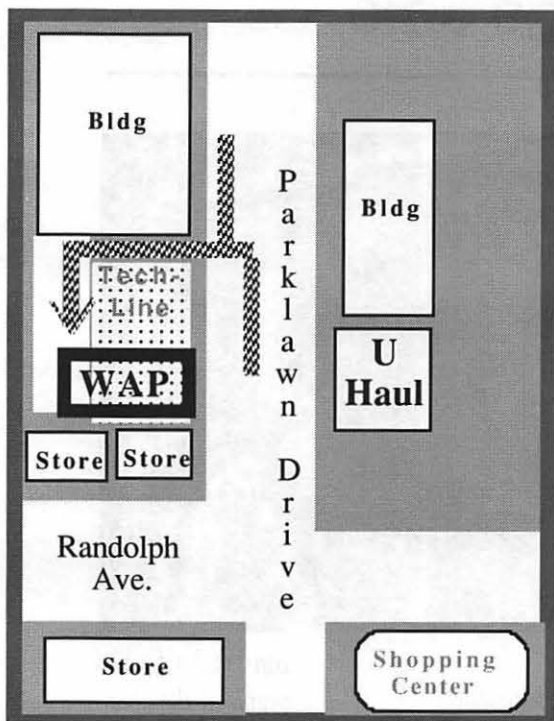


Figure 1.



praise. Next time you see them at the office or a general meeting say hi and thanks. In addition the following people also assisted:

TCS Crew that helped:

- Bill Beavers
- Jon Hardis
- Lori Rohn
- Nancy Seferian
- Dale Smith
- Jon Thomason
- Rick Zeman

Others that helped:

- Lou Dunham (made food run)
- Lorin Evans
- Ray Femenias
- Brian Mason
- Dave Maglott
- Jim Ritz
- Lauri Rohn
- Gerry Wright
- Tom Witte

Also, this is your club, next time you come to the office bring a soda and a snack to share as you visit.

See the new layout (Figure 1).

Highlights of the New Office

■ **2 real tutorial rooms** --one up and running and one to come

The one tutorial room is serving as the holding room for the library books until the shelves are built.

The goal with the two tutorial rooms is to build the tutorial program so that there is a wide range of classes and times (day/night/weekend) that tutorials are given....Would some members like to help set up this new tutorial program?

■ **Real lounge/chat area** (with insulated walls between it and the tutorial rooms to cut down on noise).

■ **Full library**, stacks to come-- we still need shelves to be built, but this should be done by the end of September. We will need volunteers to work under the head librarian to get stacks in order.

■ **Parking**.....lots and lots

■ **Ground floor location** with easy access for the handicapped.

■ **Wall space for members to display their work** on a rotating basis. The long wall space that forms the hallway from the front door to the lounge/tutorial area is blank. It has been suggested that we display member's work on the walls on a rotating basis. Does a member want to coordinate this??

[For those with a modem, download The 'OFFICE' file from the file conference area club docs for a mini quicktime movie showing off these new spaces.]

No matter how you come you enter off of Parklawn Drive. Our office entrance is in the BACK. The front door is usually locked and for now at least if it is open you cannot get to our office. Please go around the back of the building. Enter the office via the door on the far right. Once inside take the first left, don't go upstairs.

If you come via Metro, it is a bit of a walk but doable. Some say the White Flint station is a bit closer. From there one way is to turn left as you exit the Metro, walk down the hill. At the bottom/end turn left and

walk to Randolph Avenue, where you turn right and walk a block to the intersection of Randolph and Parklawn.

Remember the office is open:

Monday, Wednesday and Friday from 10 AM to 6 PM.

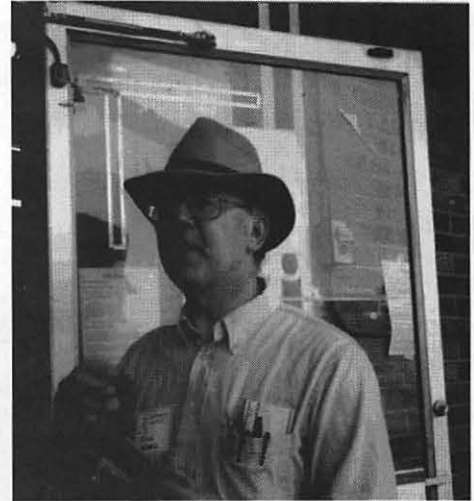
Tuesday 7 PM to 9 PM Saturday 10 AM to 2 PM.

Also this is a club. If it is inclement weather or a someone is sick we may be closed*. Call first [(301) 984-4070] to make sure if you have to make a trip.

* If you'd like to volunteer to fill-in during these times we'd be glad to hear from you... ■

The June 1995 Garage Sale

Twice a year we have our Garage Sale, with great opportunities for all. Here are some of the faces and events of the most recent Sale.



Bill Wydro greeted people at the door.



John Barnes helped take tickets at the door.



The WAP Disk sales table did a brisk business.



Dave Harvey, a TCS Crew member, greeted Apple II users.



Dave Weikert, our head Disk Librarian, manned the WAP Disk sales table.

A big crowd came out for the sale.



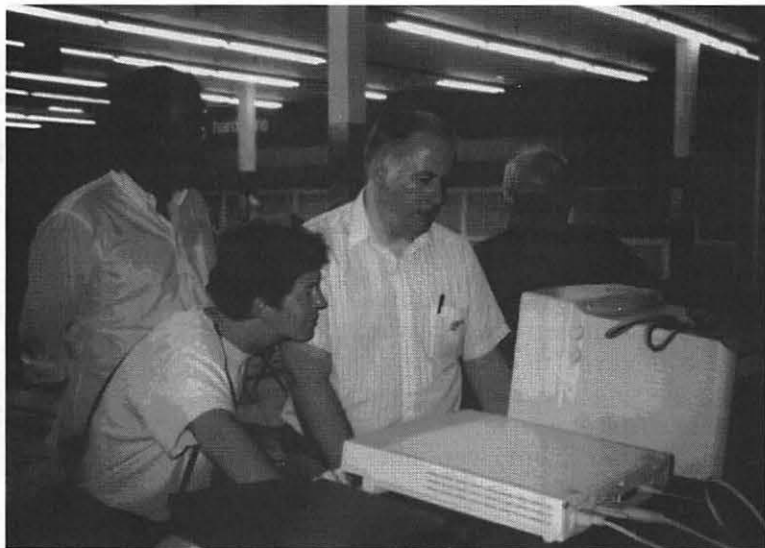
Bill Beaver, one of the TCS Crew, makes a sale to add to the TCS improvement fun.



Tom Witte (left), WAP Director, and friends discuss computers and other things.



Stuart Bonwit set up his computer to demonstrate and discuss animation, featuring his ballerina creation.



Lawrence Charters (second from right), our Macintosh Vice President, investigated and fixed system problems when members brought their computers to his booth.

Special thanks to Nancy Seferian for the photos and scans.

StockSIG for June

by Morris Pelham

AT OUR JUNE meeting one of our attendees asked if anyone had a computer to give away. That led to a discussion of the incorporation status of Washington Apple Pi. We think we are now incorporated as a social club, not a non-profit educational organization, and so we cannot accept tax-deductible donations of used equipment or software.

After the meeting I called Lorin Evans, our President. Lorin confirmed that we are a "C-7" or social club now, and agreed that I could invite discussion of the matter on our new StockSIG Online board on the TCS, addressed to him and our Board of Directors.

What do you think?

At StockSIG, we see ourselves as an educational group. We ask that people who sell investment products or investment advice please not do so at our meetings. I used to teach in the MBA program at American University, and I see our meetings as a sort of advanced graduate seminar on investing, the sort where everyone is expected to participate. And, we are certainly non-profit. We don't charge any fees except the one for membership in the Pi, and we usually give away copies of our work for free.

I don't know the details of how the Pi might go about becoming an educational non-profit, but I do know of some models. I contribute to the local public TV station, WETA, and they send me a magazine every month. I see ads in the paper for local charities that say "Give us your old car and we'll give you a tax write-off for it". However they arrange their affairs to qualify for tax-deductible status, we could too.

So, what do you think we should do? Make your opinion known. Make your voice heard. It's easy. Call up the TCS, find the StockSIG Online board, and leave a message to Lorin Evans/Board of Directors on the subject "Non-Profit or Not?"

Other things that happened at our June meeting included Mark Pankin's report that his beating the Dow portfolio is up 14.9% and his Fidelity Select portfolios are up at an annual rate of 22.95% and 23.49%. Bob Pallaron reported that his beating the Dow portfolio is up at an annual rate of 33.70% and his Fidelity Select portfolios are up at an annual rate of 23.70% and 48.90%.

We had a pretty good general discussion about our investment strategies so far this year, the dangers and the opportunities. See you next month!

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office. ■

StockSIG for July

by Morris Pelham

ACTUALLY, there wasn't one. The office was closed, and notices were posted on the TCS and an attempt was made to get one into the Journal. We hope you were informed.

So, I decided to "meet" on the TCS. I posted notices on the Pi Activities and StockSIG Online boards, then went to the TCS board and asked for help. It's been an interesting experience. Many thanks to Jonathan Hardis, who told me several useful things without getting the secret Sysop handshake first.

On another front, you may

remember that last month's column asked "What do you think?" on the issue of should our club be a non-profit or not, and asked for your comment to Lorin Evans and our Board of Directors on the StockSIG Online board on the TCS. What I really want is for our members who work for or have equivalent experience inside the non-profit world to share what they know with the rest of us. People who work in a non-profit office know what it costs to mail a journal at non-profit rates, or can find out easily and quickly. They know if they get reduced-cost telephone/modem service. They know if they are exempt from paying property taxes on their office space. They know if they get preferential or free access to meeting space at the public library or other public buildings. I think there is a lot our members can tell us. I hope we get lots of answers from people who do know. Remember it's easy to do, and if you don't have much experience using the TCS this is a good time to get some.

July is when we count up our profits for the first six months, but it was a little hard to do this time. I posted mine for the two beating the Dow portfolios on the TCS, 13.5% for the 1995 and 25% for the 1994, but no one else has yet. I'm pretty sure they're good, my Barron's reports that the Fidelity Select Electronics fund was up 36.26% for the second quarter and 60.95% for the first half of 1995. That's the fund that most or all of our Fidelity Select project investors have their money in. This is quite a strong bull market. What might happen next?

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office. ■

StockSIG August Meeting

by **Morris Pelham**

MARK PANKIN got some applause last night. He has been earning it for the last two years. He has been leading the research on the Fidelity Select project since at least November 1993. In 1995 his research is paying off big. He and others who have followed his lead have invested in the Fidelity Select Electronics fund during the big run up in tech stock prices this year. Mark just sold out one of his portfolios for a 48.14% profit after owning it for only 19 weeks! Other portfolios continue to hold that fund.

After Mark did his initial research he gave me a copy of his backtest in early 1994 and I checked it against my pile of old Barron's. That confirmed that, if he could continue to pick 'em that well, annual profits of 30%, 40%, even 60% were possible. Investing real money, not backtesting, 1994 was no miracle, but 1995 is.

It seems that all the news is good. Bob Pallaron and Peter Hui also bought the Electronics fund and are prospering. Several others at our August meeting have purchased stocks or funds following our beating the Dow and/or Fidelity Select projects and are prospering, but didn't bring handouts for me to share with you. You'll just have to come to the meeting to hear those results.

Our beating the Dow portfolio is doing less well, but only by comparison. The long-term profit from investing in the stock market is said to be 9% or 10% per year when averaged over many years. This year our beating the Dow profit is 14.7% as of July 31, seven months. Good enough to keep, even if it is not the miracle that the Fidelity

Select project is this year.

Last month, July, we tried to have a "meeting" on the TCS, and we did have a little success. John Kelley messaged me that I missed something in the original 1991 book *Beating the Dow* by Michael O'Higgins, and

"That confirmed that, if he could continue to pick 'em that well, annual profits of 30%, 40%, even 60% were possible.

Investing real money, not backtesting, 1994 was no miracle, but 1995 is."

he's right. I've changed it, and so should do better in the future. Thanks, John!

Our presence on the TCS, StockSIG Online, is interesting. You should join us there, and see for yourself.

Finally, our new office and the new SIG meeting room are making some progress. There are so many of us we had to drag in a second big table, but there was room for all and light and chairs and best of all, air conditioning! Remember, we're talking August here. I know you're thinking snow now, but it's been a long sweaty summer and we appreciate the A/C.

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office in the new SIG room. ■

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Women's SIG

THE JUNE 22, 1995 Women's SIG meeting was our second meeting in our new office on Parklawn Drive. Construction was still under way and walls and boxes and piles were still in abundance, but we didn't mind. Our speaker for the evening was Lawrence Charters, WAP Mac Vice President and guru. Grace Gallager prepared a wonderful meal as usual, still without the benefit of our microwave, and still for the astounding cost of \$2.00 per person.

After dinner Lawrence began talking to us about our computers. He had set up a PowerMac 7100 that belonged to one of our members for demonstration purposes.

We all had loads of questions, and Lawrence began by saying that in general, if we have questions in the day-to-day use of our comput-

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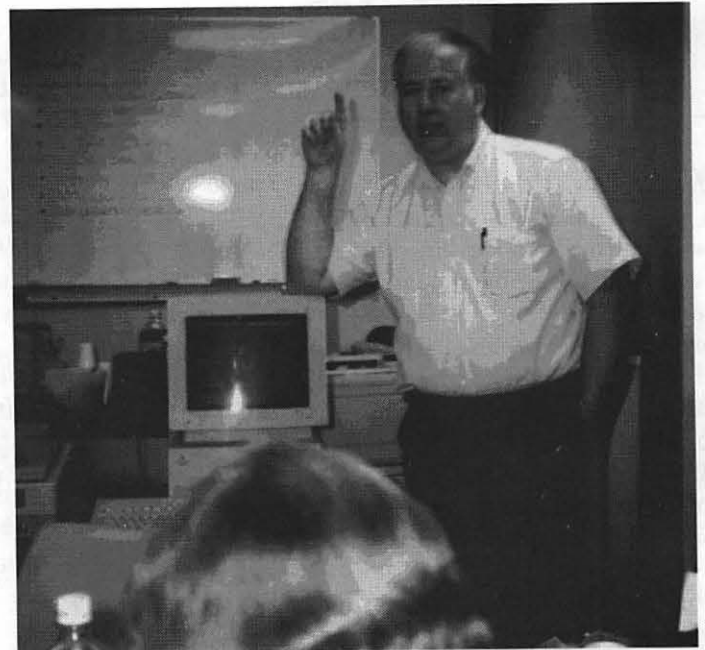
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TCS 5

ers, the fastest, easiest way to get several ideas or solutions to problems was to learn how to use our modems and call up the TCS (WAP's telecommunications system) and ask for help on the electronic bulletin board.

He suggested that if we don't take that initial step and learn how the modem and TCS work we'll never become expert with the use of our computers. There are two ways to get started: buy the \$7.50 TCS Guide that gives you step-by-step directions and sign up for a WAP TCS tutorial for in-person directions and demonstrations. There is more free help on the TCS than in all the books you could buy.

Next, he suggested that in order to begin to ask questions that will receive intelligent responses computer users should know some basic things: what kind of Macintosh they're using, how big their hard drive is, how much RAM is installed, and what version of the System software is being used. All of this information is critical for determining what might be causing any problems. He demonstrated use of the Menu to determine that information.

There was a good discussion of virtual memory and Ram Doubler (don't use Ram Doubler; only use virtual memory on PowerMacs or



Lawrence answers many questions we have about the Mac, as well as giving us insights and an overview.

Quadras). Don't leave your computer on all the time because: (1) it really does run up your electric bill, and (2) we live in an area where there are a lot of thunderstorms which could render your computer useless if lightening should strike your house. This statement was followed by a lively discussion of lightening strikes experienced by some of our members, and the subsequent damage to their computers, modems and other equipment. Using a UPS (Uninterrupted Power Supply), which could take over when the power goes off, could offer protection against the lightening strikes. Using a surge protector usually isn't enough protection because of the low voltage threshold.

Backups were emphasized. Don't bother to back up your applications; you already have the original disks. Never save anything you're working on in your application folders. Save all your data in data folders which will make it much easier to backup. He gave us some good tips about using the View and

Label menus to look at documents and folders in different ways and as memory devices.

Next, we took a look at the System folder. Lawrence selected View by Kind from the menu and we saw that almost everything in the System folder was in a folder. There were very few items not in folders. What goes in the System folder? Here is a good general rule: if you can run it, or you can read it, it does not belong in the System folder. The System folder is for the computer's use, not yours. Never put any programs or documents in the System folder. Basically, the only things that should be there are things the Mac puts there.

Next Lawrence opened Grace's PowerBook so we could take a look at the insides (he couldn't find a screw driver to open the 7100) and we looked at and talked about the speakers, the floppy disk drive, the fan, the main circuit board, the CPU, the memory chips, the lithium battery, the power supply, etc.

It was stated that a good way to kill your computer is to turn it off and on a lot without pausing. This

was the leading cause of deaths of Apple IIs. If you have to turn it off for some reason, for instance if it hangs or crashes, go have a cup of coffee before you turn it on again. In the time you do that you will completely drain the power supply of the charge it has in it. Another tip for keeping your computer healthy is to wash your hands, particularly in the winter time. This will eliminate static electricity that can damage the machine.

One of the best things you can do to help maintain your computer is to run System 7. There are several reasons for this: the software currently being written is being written for System 7; and your computer will be much easier to maintain because in System 7 the system folder is actually organized. In System 6 it really isn't.

It was such a pleasure to have Lawrence discuss, demonstrate and answer questions about our computers. He's always a witty, informative, helpful and engaging speaker.

Our meetings will continue to be every other month on the fourth

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office or call

Mark Kahn @
703-691-1960.

(You need a current WAP number in order to take advantage of this offer.)

Thursday of the month. The next meeting, Thursday, August 24th, will occur too late to report on it for

this Journal. The meeting following the August meeting will be October 26th. R.S.V.P. Grace Gallager (703) 222-4570 (Metro) if you plan to attend so we can plan for dinner. Call Chairperson Tayloe Ross (202) 872-1844 if you would like to be on the mailing list, if you have any ideas for meetings, or if you want to help in any way. ■



Dinnertime offered further opportunity to discuss computer-related questions and experiences.



How to Ask for Help With Your Mac

Lawrence I. Charters
lcharters@tcs.wap.org

WASHINGTONAPPLE PI is the oldest personal computer user group in the world. Founded shortly after the incorporation of Apple, the oldest personal computer company, the Pi has two goals surpassing all others: 1) help people learn how to use their computers and 2) help people have fun with their computers.

In the early years, this was easy. The computers were simple, did very little, no commercial software was available, and not much was expected of the machines. Personal computer pioneers were usually technically skilled, and the problems mundane: how do you connect an Apple II to a TV set? Why won't my cassette recorder load the BASIC program Josephine wrote? Help was also easy: "Hey, Josephine, how do I load your game? And what's wrong with my TV?"

As we near the 20th anniversary of the personal computer, the world has grown both easier and more complex. A Power Macintosh is set

to run right out of the box, and you don't need to fiddle with a TV set to see what it is doing. On the other hand, a Power Mac is also far more complex, and the tasks that people routinely perform on their computers today would have been

seen as "visionary" or even "impossible" a decade ago, much less two decades ago.

People have also forgotten how to ask for help. Early user group meetings were extremely informal, and all attendees recognized three guiding principles:

- 1) Everyone can help, as everyone has some experience not shared by others.
- 2) All members volunteer their time, help and expertise.
- 3) There are no dumb questions, so it is pretty dumb not to ask if you have a question.

These three guiding principles seem to have been replaced by three guiding sins:

About This Macintosh

Macintosh System Software 7.5
© Apple Computer, Inc. 1983-1994

Built-in Memory : 20,480K **Largest Unused Block :** 268,130K
Total Memory : 307,200K 307,200K used as RAM on Kyushu

	Adobe Illustrator...	8,000K	
	Adobe Photoshop...	6,000K	
	FileMaker Pro	1,200K	
	Microsoft Excel	2,850K	
	MoviePlayer	9,000K	
	Netscape 1.1N	3,072K	
	System Software	5,170K	
	WordPerfect	3,500K	

About this Macintosh: You can learn a great deal about your Macintosh by simply going to the Apple menu and selecting the first item, "About This Macintosh." Here we see that the machine is running System 7.5, it is not a Power Macintosh (if it was, it would say "Power Macintosh" instead of Macintosh), and that it has 20 megabytes of RAM. The user has virtual memory turned on, and is using 300 megabytes worth of disk space on a hard disk named "Kyushu" to trick the Mac into thinking it has 300 megabytes with of RAM. This, incidentally, is not a good idea; if virtual memory is used, generally you want to set it at no more than twice the amount of real RAM installed on your Mac. This window also indicates that a lot of programs are running simultaneously, probably for no particularly good reason, and shows how much memory each program uses.



1) I don't know enough to help, so I won't.

2) You owe me an answer.

3) Let somebody else ask; I'm too important to look foolish.

Miss Manners would undoubtedly have a gentle, tactful response to these three sins, but occasionally she surprises me with a nice, unequivocal statement such as: *wrong!*

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How To #1: Everyone can help

Even the very newest computer user can contribute to the total sum of computer knowledge. Most obviously, a new user probably has a new machine, while most veteran computer users have, shall we say, veteran machines? When you ask for help with your new computer, offer your thoughts on how it works and the features available. While you are busy envying the veteran's knowledge and experience, the veteran can envy your computer; it makes for a nice trade.

When you go to a user group event, be it a meeting, a demonstration, a tutorial or whatever, offer to help. If you don't know how to do technical things, you can at least help tidy up the room, greet people at the door, show people where the restrooms are, and generally free up the veterans to do things that only veterans can do.

How To #2: Be nice

Remember that user group members are volunteers. They pay yearly dues just like you do, and they get the same benefits you do. If you need help, ask for it, politely. Don't demand it, don't act as if they owe you an answer, and be gracious even if the help doesn't quite measure up to your needs.

Some of the answers you get will be wrong; offer your thanks. If you happen to know the answer is wrong, inform them of that, politely; they're in the user group to learn, too. If the answer you get is incomplete, assume you need to offer more detail, not that they are being twits. If they *are* being twits, ask someone else. The Pi has thousands of members.

How to #3: Be sure and ask

Last year a Pi member casually mentioned that they were going to quit the Pi and get rid of their computer. Why? "Nobody ever asks the kind of questions I need at the General Meetings, I don't understand the articles in the Journal, and my computer doesn't work right." Did you ever ask any questions at a meeting? "Well, no." Do you actually read articles in the Journal? "Well, I guess I never have actually read any of them." Did you ever ask anyone to look at your computer? "Well, no."

Fortunately for this user, at this point they *did* ask questions, lots of them. They also brought their entire computer system into the Pi office for someone to look at, and were genuinely shocked at the admiring "oohs" and "aahs," and understandably *much* more

interested in their computer — as they put it, "if everyone else thinks it's great, I'm going to find out why!" A few weeks ago this same user mentioned they'd just talked their boss into buying a dozen Macs for use at work. "I was going through withdrawal every time I left home for the office! But now I don't have to, and everyone thinks I'm a computer guru!" By just asking a few questions, this person went from being depressed to being an enthusiast who ends every sentence with an exclamation mark!

Asking questions also extends to companies. Every new Apple computer ships with a card containing a phone number: 1-800-SOS-APPL. If you have questions, call that number, and Apple will try and answer. Yes, the number is often busy and you might be on hold a while, but you aren't paying for the call.

How to #4: Help the helper

If you need help, the first thing you'll be asked is to describe your machine. What follows is an all-too-typical dialogue:

Helper: "What kind of Mac do you have?"

Helpee: "Gee, I don't know. It's kinda gray/tan/white, I guess."



How to #4a: Read the name on the front of the machine

Every Macintosh has a model number printed right on the front. The one sitting in front of me says "Macintosh II." Knowing what kind of Macintosh you have is absolutely essential if you expect to get relevant help.

How to #4b: Know what version of the operating system your Mac has

Many, maybe most, Macintosh users don't even know their machines have an operating system, or what an operating system does. Simply put, an operating system is a set of programs that make your computer a Macintosh. Without that operating system, the electronic parts in your computer could be assembled in a different way and turned into, say, an automated landing system for an airport, or an environmental control system for a skyscraper.

If someone asks, "What version of the System do you have?" or "What version of the Finder?" or "What version of the MacOS?" or some variation of these, do the following:

1) Turn your computer on.

2) Go to the Apple menu.

3) Select the very first menu item, which will probably be labeled "About This Macintosh."

4) Read and write down everything you find in the window that pops up.

How to #4c: Know how much memory your Mac has

Follow the steps in #4b, above, and as a bonus, you'll discover how much memory your computer has installed.

How to #4d: Know the size of your Mac's hard disk

1) With no programs running, open the icon that represents your hard disk.

2) Then go to the View menu and select View By Icon if it isn't already selected.

3) In the window for your hard disk, you'll see two numbers in the border at the top, one for "MB in disk" and one for "MB available." Add the two numbers up, and round up to the nearest 10 MB. (MB means "megabytes," with one megabyte being the amount of storage

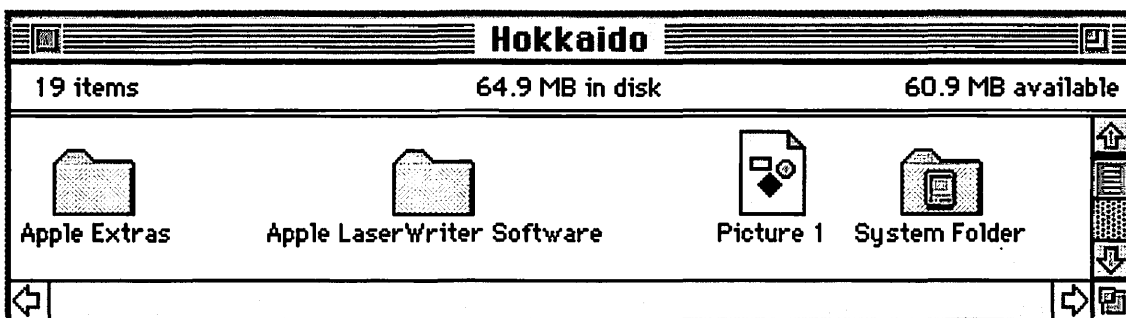
necessary to store one million characters of information.) This is the size of your hard disk.

4) It is possible you may have more than one hard disk. If so, the *important* one is usually the one in the upper right-hand corner of your screen. This is known as the "startup disk."

How to #5: Be specific

If you are having problems with your word processor, state exactly the name and version number of your word processor, and exactly how the problem rears its ugly head. Solving a formatting problem in Microsloth Wordmangler 5 probably bears no relation to solving the same problem with Microsloth Wordmangler 6, or Macrospeed's Wordwarper 2.

Describing your environment is also helpful. If your computer is in an office environment, on a network with a mixture of Macs, Windows and UNIX machines, your problems — and solutions — will be different from ones that you experience with a PowerBook you use while propped up in bed. If nothing else, the differing environments will have different implications for your love life.



Hard disk size: many people have no idea of the capacity of their hard disk. Finding out is easy: double-click on the icon for your hard drive to open a window. Then go to the View menu and select "by Icon." Then look at the middle and right-most numbers displayed in the margin of the window. The "in disk" number tells you, in megabytes, how much storage you currently use on this disk; the right-most number indicates how much storage space is still available. Add up the two numbers, round up to the nearest 10 megabytes, and you have the size of your hard drive, in this case about 130 megabytes on a hard disk named "Hokkaido." If at all possible, it is a really good idea to have 5 to 10 megabytes of space free at all times.



How to #6: Pick up the tab

I, personally, get between 15 and 50 calls a week from people wanting help with their computers. A great many of these come in while I am away, and are handled by an answering machine. The recorded messages often have some fairly serious flaws, such as requests to "Call me" without giving a phone number, or offering a phone number, but neglecting to add an area code.

As a general rule, I don't return calls if they are long distance — unless the caller invites me to call collect. So far this month (June 1995), I've received "Help Me!" calls from the following area codes: 410, 301, 202, 703, 717, 610, 302, 804, 212, 619, 408, 415 and 360, plus one from Japan. I'd go bankrupt if I returned all these calls, so if you really want someone to help you, have them call you collect. About the only long-distance calls I return unconditionally are from my mother in area code 360...

If someone comes over to help, offer to pay for their Metro fare, or pay for their gas — without being asked. A classic recent example was a very talented Pi member without a car, and another Pi member with a serious computer problem. For the cost of a Metro ticket and a nice meal (the talented Pi member has no talent for cooking), the serious problem was overcome and new friendships were made. It also sounds like love might be in the air.

How to #7: Don't ask for anything illegal

It is a violation of federal law and international treaties to ignore copyright restrictions on software. So don't even ask for someone to make an illegal copy of software.

Don't ask for help on breaking into computers, or avoiding phone charges, or other illegal actions, either. Among other things, keep in mind that the Washington-

Baltimore area has more lawyers, judges and police officers than any other place on the planet.

How to #8: Help yourself

It is very hard to help someone that doesn't know the difference between a single click, a double-click, a click-drag, a file, a folder, an icon and other Mac-specific terms. All of these terms are covered in the "Getting Started" manual that came with your computer, and the tutorial files pre-loaded on your hard disk. Flipping through the manual and doing the tutorial takes very little time, and it is a richly rewarding investment.

Other highly, highly recommended references:

The Little Mac Book, 4th ed., by Robin Williams (Peachpit Press): latest edition of the best Macintosh book ever written.

The Mac Is Not A Typewriter, by Robin Williams (Peachpit Press): how to easily make what you write on your Mac look like it was written on something besides a 50 year old typewriter.

The Non-Designers Design Book, by Robin Williams (Peachpit Press): in less than 150 pages, Ms. Williams outlines some simple, easy steps you can take to make your work look like it was planned, rather than the result of a tragic accident.

Guide to Macintosh System 7.5, by Don Crabb (Hayden): detailed information on how your Mac works, with a great index so you don't have to read it all.

How to #9: Don't call during first-run episodes of *Star Trek: Voyager* and *Babylon-5*

Actually, this is admittedly a personal quirk, but it is shared by a huge percentage of user group members.

How to #10: Learn to use a modem

Using your modem to connect to bulletin boards, other users and the Internet is the cheapest, easiest, most convenient way to get help. Virtually every major hardware and software vendor maintains a bulletin board with updates, fixes, patches, hints, tidbits and other useful information. An even larger number can also be contacted via E-mail (electronic mail), allowing you to write highly detailed questions and get responses via the same route.

The Washington Apple Pi bulletin board, TCS (short for "Telecommunications System"), has been a popular method of exchanging information for a decade. Last year, it logged 100,000 calls, and users posted somewhere between a quarter and a half million messages. One nice feature is that the TCS is always "open," operating 24 hours a day, which means that you can get help at 3 a.m. if you wish.

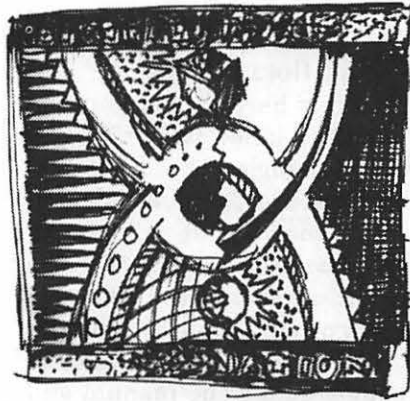
For beginners, mastering a modem seems a steep task, but the rewards are virtually unlimited. There really aren't that many things you have to do to get set up properly and, once you are set up, you can ignore all the details; reaching out to a bulletin board is even easier than dialing your neighbor, since you don't even have to dial the phone or remember the number.

Many veterans prefer to answer questions via a bulletin board. On a bulletin board, a single question and answer can be seen by thousands, and can be stored in case someone asks it again. Instructions can be written out in detail. This isn't possible if you call someone on the phone, or talk to them in person.

Be generous with your questions, and with your answers. Be courteous and gracious. And remember that the only bad questions are the ones no one asked. ■

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Quicken 5: A Review

by Lauri Rohn

QUICKEN 5 is the latest version of Intuit, Inc.'s popular financial management software. (You might remember Intuit as the company whose merger with Microsoft was quashed by the Justice Department.) Intuit also puts out MacInTax, the annually updated tax preparation package.

Quicken 5 will run on any Mac with a hard drive, from a Plus to a Power Mac. It requires System 6.0 or later. The manual says it requires four megabytes of hard drive space; it actually took up only three megabytes on my drive after I installed it. RAM requirements are 2MB under System 6 and 4MB under System 7. Quicken needs at least 1.2MB of its own when running under System 7, with 2MB being the suggested allocation. Quicken 5 retails for \$69.95. The street price is under \$40 at some of the major Mac mail order sources and around \$30 at some large retailers in the Washington area.

So What's New?

The most obvious change is in Quicken's interface. It now sports a customizable button bar (called the "iconbar"), which can make many routine operations much faster. Almost any command that can be performed via the

pull-down menus can be added to the iconbar. Quicken provides a default set of icons in the bar, but customization is easy. An appendix in the manual shows how to delete, add, and rearrange icons, but most users won't need to read it. The process is fairly straightforward.

A big substantive change is the addition of the financial calendar. The calendar lets you schedule recurring events (like the rent check or the car loan payment) and will automatically enter them in your transaction list or print a check for you at the appropriate time. You can also use the

Billminder feature to remind you before payments are due. A nag note will show up when you start your computer or when you start Quicken or both. (The nicest thing about a computerized nag is that you can always turn it off....)

The new QuickReport feature lets you easily create a report showing, for example, all payments made to one payee (such as the utility company or the grocery store) or all payments in one category such as magazine subscriptions (more on categories later). Another addition is a new report that allows you to compare your income and expenses for any two periods of time you choose. For example, you can compare this year to last year or one month to another.

Other changes include the addition of a tax planner and the ability to download security prices from CompuServe into Quicken. The new QuickMath calculator lets you do simple calculations from within

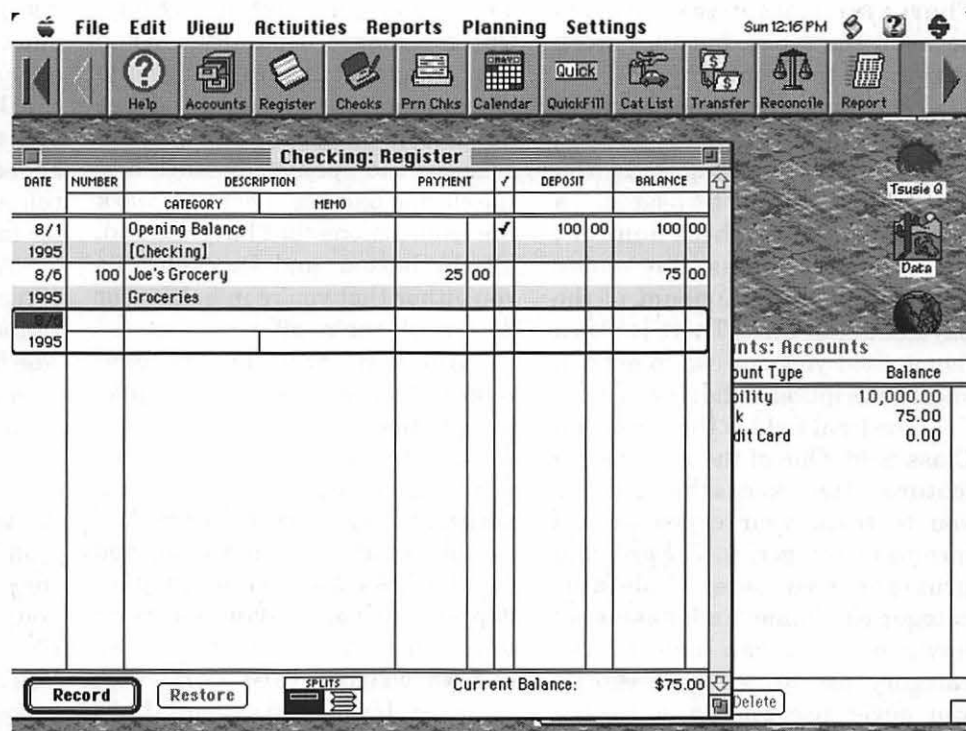


Figure 1.



the program and plug the results into Quicken.

Quicken 5 automatically converts data files from versions 3 and 4. The procedure to convert files from Quicken 1 or 1.5 requires some help from the user but is described in the documentation and in the accompanying ReadMe file.

Taking Account

Quicken works using a hierarchy of files, accounts, and transactions. An account is something you set up for your checking account, credit card accounts, or loans, for example. Each of these would have its own account. Within an account, there can be many transactions. A check, a deposit to your savings, and a credit card charge are examples of transactions. A person or business would have a file, which could contain up to 255 accounts. Quicken offers several types of accounts: bank, cash, asset, portfolio, mutual fund, credit card, and liability. There are minor differences between the types, but they work essentially the same way.

Entering transactions works in much the same way as a checking account register (see Figure 1). You enter the date of the transaction, a number (such as a check number), the payee (such as the phone company), and the amount of the payment or deposit. There is also a memo field you can use to enter a short description of the transaction.

One final field is the Category/Class field. One of the most useful features of Quicken is that it allows you to track your expenses and income by categories. The program provides two sets of default categories (home and business); however, you can modify the category list to delete categories you never use and to add other categories you might want. You can also add subcategories in order to

track expenses or income at different levels of aggregation. For example, you could have a category called Computer to track your computer-related expenses. You could add subcategories for Software, Hardware, Supplies, and Online Services to track how much of your computer spending is on those various items.

Quicken "remembers" previous transactions you have entered and can shorten your entry time by filling some things in automatically. The QuickFill feature allows you to set up transactions that happen frequently (your mortgage check, for example). You type in just a few characters, and Quicken fills in most or all of the fields for you. I have used this feature extensively and find it very helpful. You can always change what the program has filled in for you if it's not quite right. This feature is a real timesaver.

Another excellent feature is reconciling. Balancing a checkbook when the bank statement arrives is not most people's favorite activity. Quicken makes it painless. When your statement arrives, you go into the appropriate account, and use the Reconcile command. Quicken asks for the opening balance and the closing balance. Then you mark the transactions that have cleared, hit the button, and Quicken tells you either that you're in balance or how much you're off.

Quicken provides several reports (see Figure 2) to display information about your financial picture. A new addition in version 5 is the QuickReport. This feature makes it easy to create simple but useful reports. For example, you could ask for a report showing all deposits to your savings account during a particular period, or all checks written to a particular company. If you need a report that's more complex than a QuickReport, you can design a custom report and

save it for use in the future.

The graphing capability in Quicken allows you to graph income and expenses, budget variance, investment performance and your net worth over any period of time you choose. Again, Quicken provides some convenient defaults (such as the current month, year-to-date, and last quarter) but also allows you to create your own range of dates. You can save the range of dates to use again in the future. This might be very useful if you use a fiscal year that differs from the calendar year. You can then run reports or graphs using your custom dates without having to retype them in every time you need a report.

You can print checks from Quicken. However, you can only print on checks you have to order from Intuit. I have never availed myself of this feature, primarily because I can order 600 regular checks for about \$21 while 500 checks from Intuit run \$60. I find it difficult to believe that Intuit could not include a feature in Quicken to allow users to print on their own checks, particularly given the capabilities of modern laser printers and the other features Intuit has added to the program. I doubt that this enhancement would be too hard for them to add.

Another service Intuit offers is CheckFree, which allows subscribers to pay bills electronically. The fee for this service is \$9.95 per month, plus extra charges for more than 20 transactions per month.

Planning Your Future

Quicken gives you the tools to plan income and expenses well into the future. You can figure out what your retirement income will look like or plan for college expenses. You can set up a budget and look at reports that tell you how you're actually doing relative to your budget.



Personal Finance Reports	
Budget	Compare actual income/expenses to budgeted amounts
Capital Gains	List realized gains on securities you've sold
Category	Summarize income and expenses by category
Comparison	Compare two transaction periods by category (or other item)
Investment Income	Summarize investment income and expenses by category
Investment Performance	Calculate investment returns
Investment Transactions	List investment transactions
Itemized Categories	List transactions and subtotal by category
Net Worth	Calculate net worth based on account balances
Portfolio Value	Calculate value of securities in investment accounts
Summary	Summarize transactions by category (or other item)
Tax Schedule	List transactions and subtotal by tax form and line item
Tax Summary	List tax-related transactions and subtotal by tax-related cate...
Transaction	List transactions from all/some accounts (subtotal optional)
To run a report, double-click its name.	

Figure 2.

The overview section of the User Guide's chapter on planning contains a nice little section to help you determine which of Quicken's planning tools might be useful to you under different circumstances.

Adding It All Up

I found Quicken's documentation to be well above the average. It comes in two parts. The compact Getting Started Guide is accurately subtitled "Your easy introduction to installing and using Quicken." It gives the basics and highlights the new features in the program. The more extensive User's Guide is a well organized reference guide to the program's features and uses. Quite a few screen shots and examples are shown, and the feature descriptions are clearly written and well cross referenced. Even the index is pretty good.

One of my main complaints is not with Quicken itself but with its corporate creator, Intuit. As a registered owner of Quicken 4, I was given the "opportunity" to upgrade to version 5 for only \$39.95—more than the street price for an entirely new package. I don't

consider this particularly good support to existing customers. The deal with Intuit's popular MacInTax software is the same. The upgrade price is about the price you'd pay for a new version. Earlier this year, Intuit really annoyed me with their handling of MacInTax. There were some well publicized bugs in MacInTax that affected relatively few users. Intuit properly offered new versions to anyone who called and asked, which I did. A few days later, new disks arrived—for TurboTax, the Windows version of the program. Sending a Mac user a Windows program isn't the easiest way to irritate her, but it's up there in the Top 5. It took a couple more calls to Intuit to get the problem straightened out, which set me back a few weeks on getting my taxes done. Insult was added to injury when Intuit decided to make the full version of MacInTax available to anyone for free. Granted, the program was made available online, so there were no manuals. But the manuals are unnecessary for most users, and there is good online help. Clearly, Intuit has some damage control to do with some of

its Mac customers. A reasonable upgrade policy that gives at least some reward to previously registered users would be a good start. Frankly, though, I'm not holding my breath. They've shown no signs of caring much about their existing customer base so far.

One thing Quicken won't do is tell you whether you need the program at all. If your finances are extremely simple and you don't really care about seeing where you spend your money, you probably don't need this program. In order for it to be a useful tool, you have to enter your transactions regularly and be consistent about categorizing them.

I must admit that I am not a very demanding user for this kind of program. My finances are fairly typical. I have a mortgage, a car loan, a checking account, a savings account, and a few credit cards. I do not track stocks or mutual funds, and I am still leery of doing electronic funds transfers over a modem and public telephone lines. I therefore don't really need some of Quicken's more sophisticated features.



The Bottom Line

If you're a Quicken 4 user, consider seriously whether you want or need to upgrade. If you are happy with the user interface and you don't need the extra features version 5 brings, you might not want to bother upgrading.

Quicken is a very flexible program, and it does nearly everything an individual might want to do with finances. It might be sufficient even for a small business, depending on its needs. At a street price of \$40 or so, it's a bargain. If I were the Intuit czarina, there are a few things I'd change. One of them would be to add a capability to print on checks other than those Intuit sells. I'd also make some changes in customer support. But I wouldn't change the basic functionality of the program. You don't mess with success. ■

Intuit, Inc.
P.O. Box 3014
Menlo Park, CA 94026
(520) 295-3220

Quicken 5 List Price: \$69.95
Street Price: \$30-40

© 1995 Lauri Rohn

About the author:

Lauri is a member of the WAP TCS Crew. When she's not on the TCS, she enjoys gardening and dreaming of getting a PowerMac. Her coworkers are very tired of hearing her tell them how superior her Mac is compared to the Windoze machine she is forced to use at the office. She can be reached on the TCS or via e-mail at Lauri@tcs.wap.org.

The Color LaserWriter 12/600 PS

by Wayne Brissette

THE COLOR LaserWriter 12/600 PS is a high-quality PostScript laser printer that provides outstanding results for both color and black-and-white printing. It supports 600-dots-per-inch and Color PhotoGrade resolution, and prints at a print speed of 12 pages per minute for monochrome and 3 pages per minute for color.

The Color LaserWriter 12/600 PS supports Adobe PostScript Level 2 and includes 39 PostScript (Type 1) fonts in ROM, plus screen fonts for Macintosh and Windows. In addition, it includes 64 TrueType fonts on Macintosh disks.

Specifications

Print Engine and Controller

- 30-MHz AMD 29030 RISC processor
- Engine life 300,000 pages monochrome, 150,000 pages color
- No monthly maximum duty cycle

Memory

- 12MB of RAM standard; supports Color PhotoGrade. Apple contone compression technology enables 130MB of data to be printed with only a 12MB printer
- For best print quality when printing legal size, 16MB is recommended
- Expandable to 40MB with optional upgrades (1MB, 4MB, or 16MB 72-pin, 60ns SIMMs)

Interfaces

- Ethernet port (supports EtherTalk, TCP/IP, and Novell NetWare protocols)

- LocalTalk port
- All ports active simultaneously
- Bidirectional IEEE 1284 parallel port (special cable required)
- SCSI port for external or optional internal hard disk drive for font storage

System Requirements

- Works with an Apple Macintosh or compatible computer, which has at least 4MB of RAM and Macintosh system software version 7.1 or later.
- Works with an IBM or compatible computer, which has at least 4MB of RAM and Microsoft Windows 3.1 or later.

Common Questions and Answers

- Q:** What does the BEST print quality selection do for the printer?
- A:** Selection of the BEST mode changes the initial paper path from four rotations to five rotations of the transfer drum. This additional rotation allows the paper to fully adhere to the transfer drum before any transfer of the image to the paper takes place. This corrects small registration problems that occur during the imaging of the first color (magenta).
- Q:** I am getting oil spots on the paper. What can I do to prevent this?
- A:** The silicon oil is there to prevent the layers of toner from sticking

(Continued on page 67)



Macromedia Director

by Scott Smurthwaite

THE EMERGENCE of desktop animation programs for creating and editing media (text, graphics, sound, animation, video, etc.) has changed the way we express and communicate ideas. No longer will audiences be subjected to the static slide shows of the 1980s. Today's "multimedia" presentations promise to dazzle and electrify our senses and Macromedia Director 4.0 is the animation application that can deliver the message.

Macromedia Director evolved from a program used for creating on-screen animation (originally called VideoWorks, then renamed MacroMind Director, and currently Macromedia Director). It now combines sophisticated animation tools with facilities for integrating text, sound, images, animated sequences, and full motion video into a multimedia presentation.

Lights, Camera . . . Action!

Director uses the metaphor of making movies. The "director" orchestrates the presentation of "cast members" who are placed on the "stage." The score window, which consists of a grid, controls all the action of the movie. The horizontal rows of the grid, called channels, show the continuum of action for each individual cast member. The top six channels are dedicated for tempo (speed at which the movie or parts of the movie play), transitional effects (e.g., wipes, and fades), two separate audio channels, palette information,

and Lingo scripts. The vertical columns, called frames, display all the cast members in that particular moment of the movie.

The "director" also has an arsenal of tools including a paint program, text editor, palette editor and script editor at his disposal to further enhance the "movie". Although the paint program is adequate, the text editor is quite weak. However, by using a peripheral application such as Photoshop these inconveniences can be entirely overcome.

Lingo

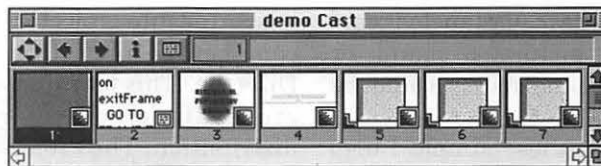
What separates Director from other multimedia presentation applications is its ability to utilize "scripts." Director scripts, written in the Lingo language, are added directly to the score of a movie, or to individual cast members. The interactive features of Director are similar to other authoring tools that offer the ability to click on buttons, or defined hot spots. In Director, however, any object can be hot and

have a script attached to it. The script defines a handler, which is a code fragment that handles a specific task. For example, cast members (text, bitmaps, sound, etc.) can have scripts attached to them, called cast scripts. Cast scripts are activated when the user clicks the mouse on the cast member. One of the most useful commands in the Lingo language is the *Go to* command. By using this interactive command, the user can go directly to another frame, start another movie, or start playing another movie at a specific frame. For example, if there was an image of a face on the computer screen (i.e., the stage), different parts of this image (e.g., ear, nose, mouth, etc) could be defined as hot spots. Associated with each of these hot spots would be a Lingo command, in this example the *Go to* command. When the user clicks on the particular face part the presentation executes the following Lingo handler:

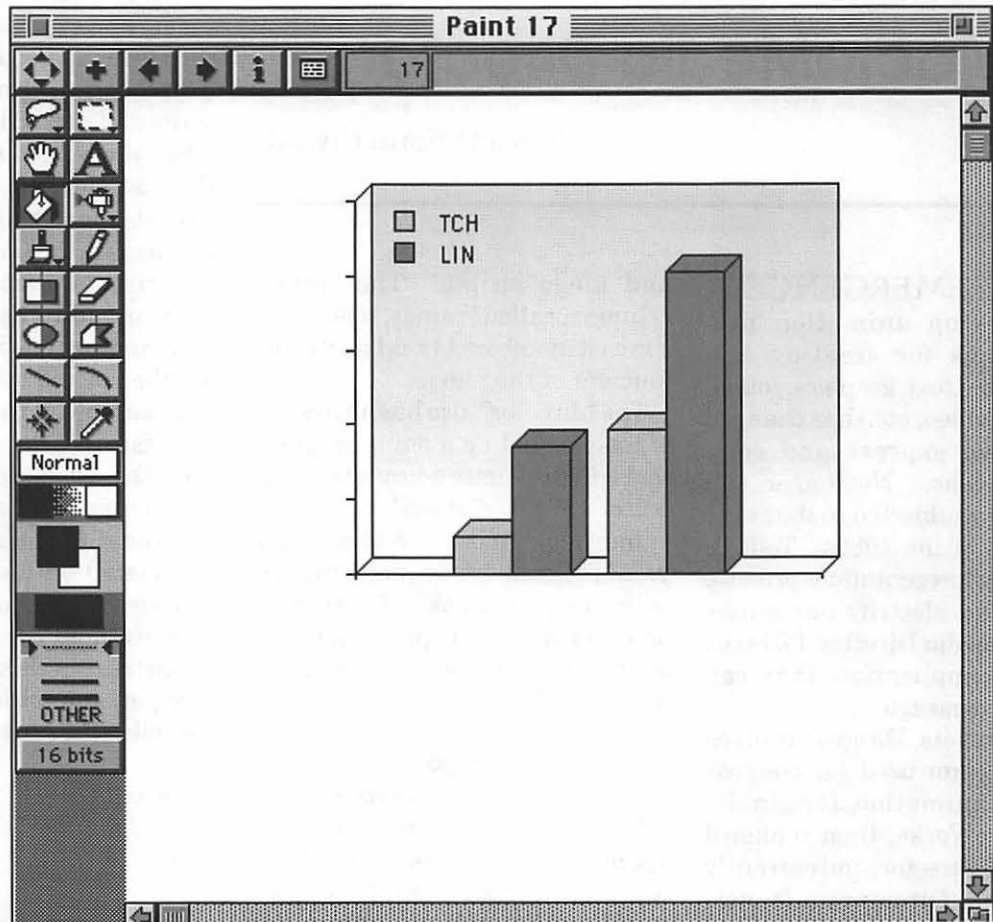
```
on mouseUp
  Go to "ear"
end
```

This script causes the movie to jump to the frame marked by the label "ear" when the mouse button goes up. Meanwhile, if no sprite is clicked, the movie proceeds to the next frame, where there is the following frame script in the sprite channel:

File Edit Window Cast Score Text



Cast Members



Paint Tools

```
on exitFrame
    Go to "face"
end
```

This script causes the movie to jump back to the frame marked by the label "face" in the score. By scripting a jump back to this frame, the director can define a loop. The movie continues to jump back to this frame until a sprite is clicked. When a sprite is clicked, in this example the ear, the movie would then jump to the frame labeled "ear" and another picture, a sound, or even a quicktime movie could be executed.

Although these simple Lingo commands can produce some fairly

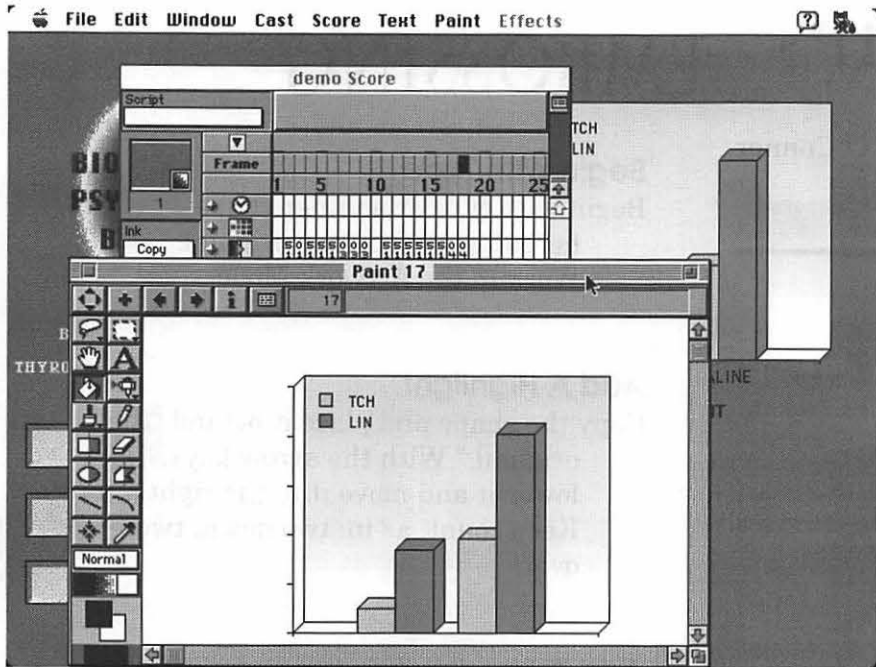
complex presentations, much of Director's best features are only accessible with comprehensive Lingo scripting. Fortunately, Lingo is rather user-friendly. The Lingo language in its simplest form is identical to HyperCard's HyperTalk, a well-known scripting language for the Macintosh. So if you know HyperTalk, you should be able to learn Lingo very quickly.

Showing Your Movie

Director movies can be converted into projector files, which can then be played back without Director. This feature makes these stand-alone files ideal for distribution. The Projector files can be stored on disk and then be run by

simply double-clicking on the projector icon. While Director movie files can be played on either Macintosh or Windows platforms, projectors created with the Macintosh version of Director will only play on a Macintosh. Similarly, projectors created with the Windows version of Director will only play on a Windows PC. However, this cross-platform compatibility between the Macintosh and Windows PC makes it the ideal multimedia authoring program for mass distribution.

Director movies can also be recorded to videotape. Although this method of output may be appropriate for certain presentations, it means that the audience must view the movie



Paint / Score and Stage

without the benefit of interactivity.

The Future

Besides being the premier multimedia authoring tool, Macromedia, in conjunction with Netscape Communications Corporation, recently announced a technology integration that will use Director's multimedia playback software into the Netscape Navigator browser software. World Wide Web pages are currently limited to text and static graphics. Sound and video files must be downloaded prior to being played with shareware. With the Macromedia/Netscape alliance, Netscape Navigation users will be able to experience multimedia in a Web page as a dynamic multimedia document. Because the Director multimedia playback engine will be integrated into Netscape Navigator, it will be completely transparent to the user. And, as the bandwidth of the Internet continues to expand, Director

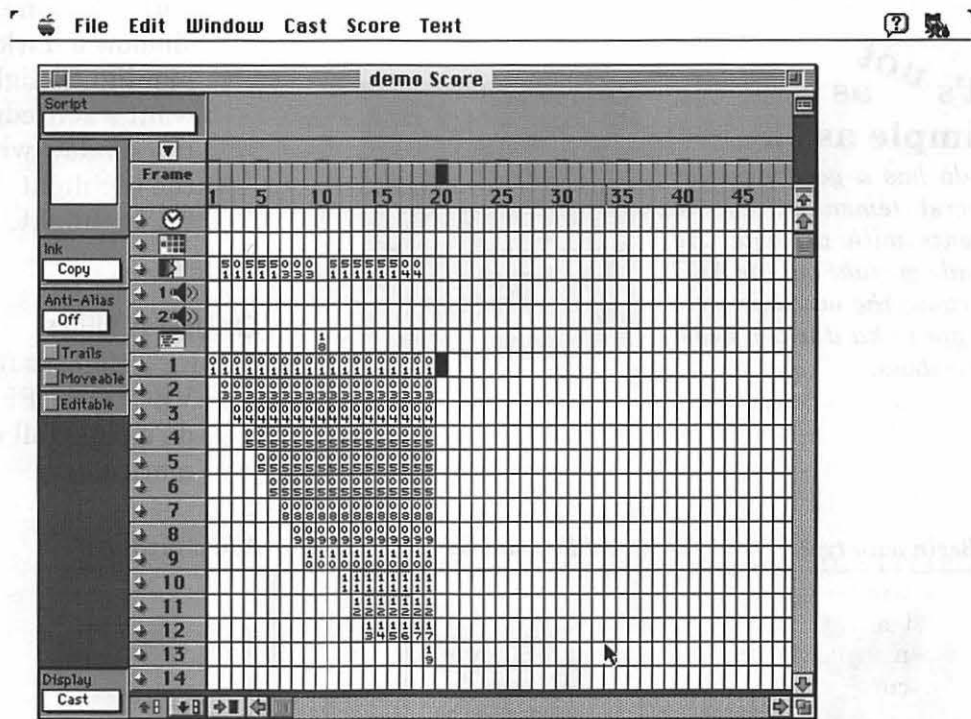
presentations will be delivered over the Internet with richer media and ultimately provide a more compelling means of expression.

Final Words

If you were on a deserted island with only one application available I would highly recommend Macromedia Director 4.0. It is easy enough to get going on and contains enough complexity and room for creativity to keep the user busy until the end of time. Priced at the relatively low cost of \$800 (street price), Macromedia Director should continue to maintain its cult following within the multimedia world. ■

Macromedia Director 4.0
Macromedia
600 Townsend St.
San Francisco, CA 94103
(415) 252-2000

Scott Smurthwaite, PhD is a research scientist at the Biological Psychiatry Branch at The National Institutes of Health in Bethesda, MD. He uses Director 4.0 to animate his data for presentations. Besides the TCS he can be reached by email at ssmurth@helix.nih.gov



Score

GRAPHIC TIPS

by Carol O'Connor

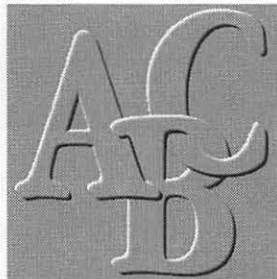
EMBOSSING

It's as simple as...



It's not as simple as....

Fido has a good nose for overstatement which he scents with distaste. He made me take out the ABC because the overlaps were clipped and it was a beast to emboss.



Begin With Type

Begin with type or another shape hereafter called, "the original." Work in the Artwork Mode.

Add A Highlight

Copy the shape and place it behind "the original." With the arrow keys, lower it and move it to the right. Keep count, as in: two down, two over.

Add A Shadow

Copy "the original" again, place it behind and move it up and to the left with the keys. Count as above.

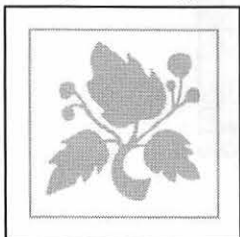
Put A Filled Shape Behind It All

Color the filled shape and "the original" with the same color. Make the shadow a darker color and the highlight a lighter color. If you want a soft-edged emboss, blend the shadow with the original, not the highlight. Do the same with the highlight.

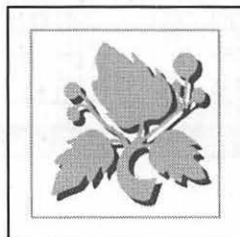
Or Use A Filter

The KPT Emboss filter in the KPT VECTOR EFFECTS filter set will do a page full of embosses automatically.

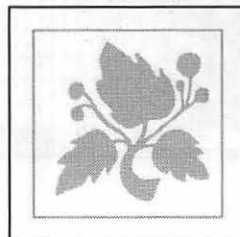
Begin with type



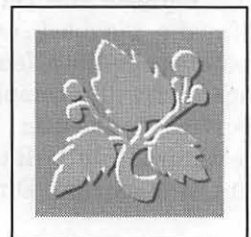
Add a shadow



Add a highlight



Fill background

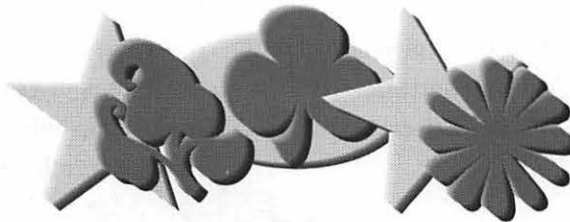


Meet the feasibility lady. Her thoughts take flight like doves in widening circles... She is not afraid to try something different... She will always experiment!



With A Filter To Do the Work Automatically, It Becomes Feasible To Play

What if I overlap things?



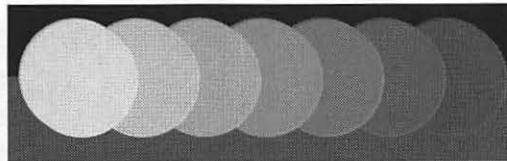
Pile them on! Note that if you group the objects before you emboss them, the light and dark copies will appear behind all of the group 1 instead of behind each object.

What if darken the background?

Go ahead. Be Daring!

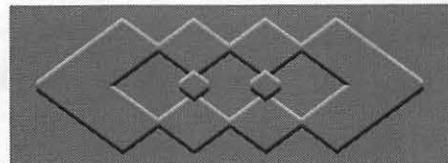
Layer your different colors carefully. Be sure to use a soft emboss for a delicate effect. But be careful. See below.

What if I use different colors?



Crisp embosses are best done with no extra blends and a small offset. They are very effective with an even smaller contrast range than appears here.

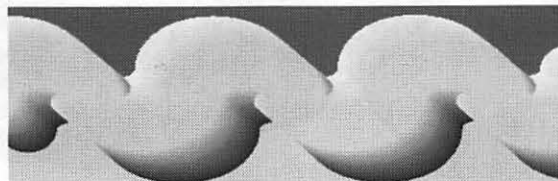
Can I emboss compound objects?



The wiggle is really a single curved stroke of about 20 points. The soft emboss, with a 15 point offset, produced an object so large it was annoying to work with on the page so I rasterized it.

What if make a landscape?

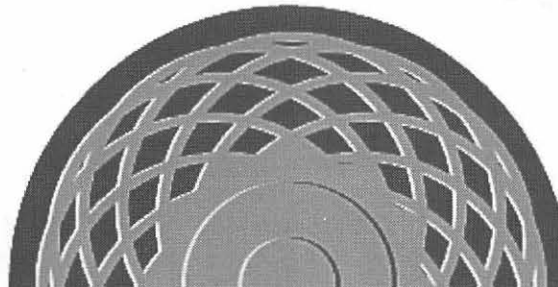
Why not?



Can I outline a path?

You can get as complex as you wish provided you KEEP IT SIMPLE. Yes, I know that is contradictory but imaging is full of paradoxes. See over.....

How complex can I get?



Play with the birds of imagination and impulse. You will get a lot of experience for next assignment. You will also general lots of paper from your printer to recycle. So be it.

The small white spiral design below is a snap (almost) to product. I know, because now I can do it quickly. Experi-

ment, experiment. For the purposes of this Tip Sheet however, accept only that the segments of the shell are filled with a 30% gray and have no outline before they are embossed.

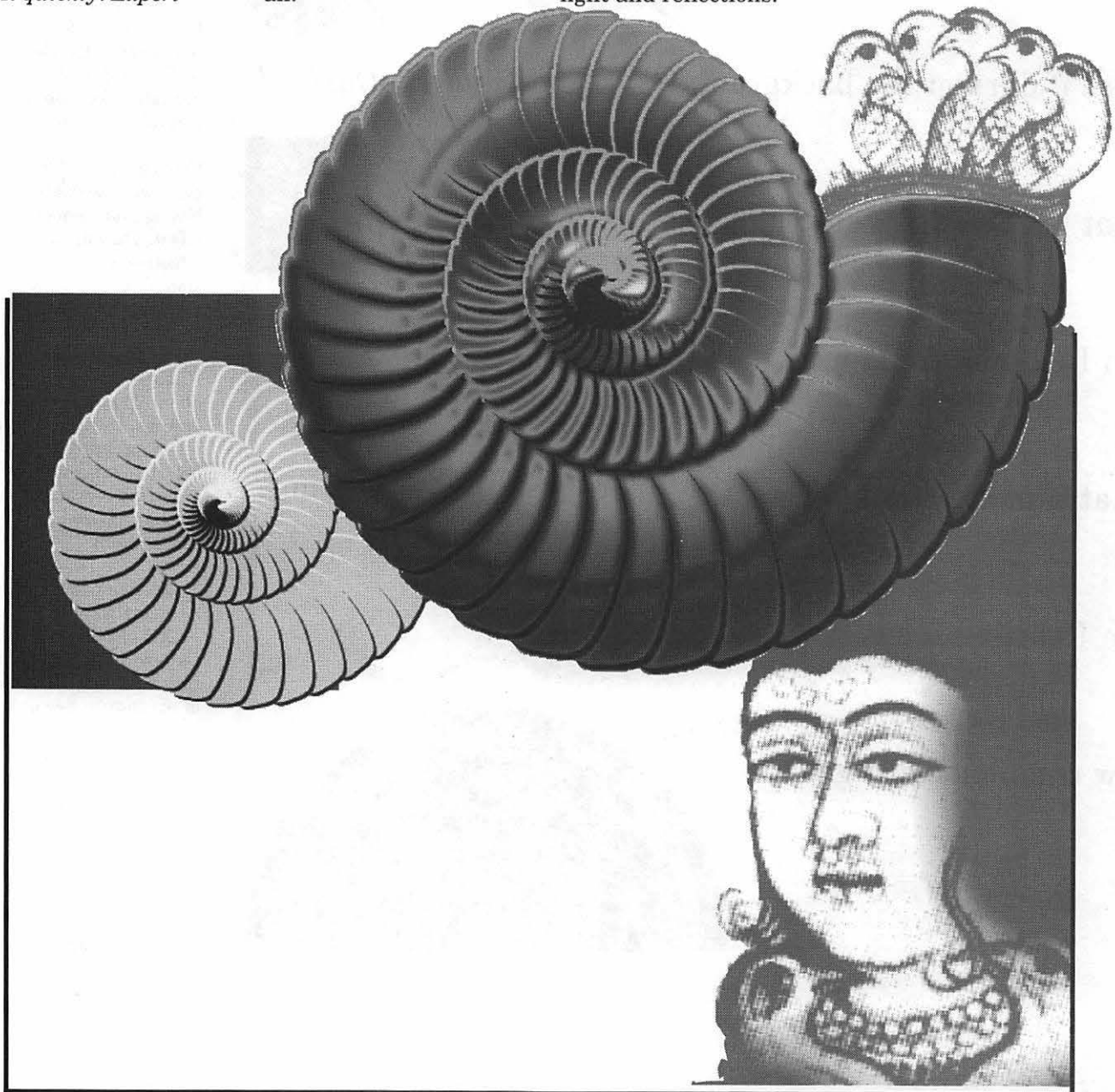
The embossed shell is a simple filter operation at default settings (KPT Vector Effects). That's all.

Opened in Photoshop, the fun begins when the middle gray (only) is selected and changed to a radial gradient from light to dark.

After that, simple adjustments with the pencil in the Curve control box produce the variations of gray which make the shell full of light and reflections.

Half knowledge of the behavior of the control and half accident produces the image.

I wanted to make the lady smile, make her eyes roll up a little, and make her hair blow in the wind, but there is actually a deadline for the magazine.

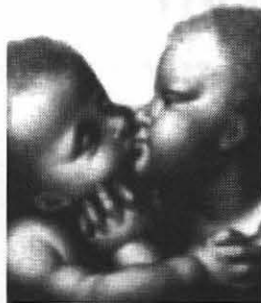


With embossing, as with everything else, it is necessary to Keep It Simple

K



I



S



S



Actually it is stupid not to!

(Hence, the second "S" above, which is an imperative I'm not sure is proper to use here.)

KEEP IT SIMPLE...

Because, as in both life and art, electric technology is shaping everything. For example, there are at least seventy-two papers laying on my desk and floor, all of which are rejected versions of the pages you are reading. I couldn't do that by hand. My Macintosh has changed everything for me, and for my family as well--but they hardly know how. At least one child would not have a bedroom, because, if I were doing what I was doing some years ago, I would need a studio.

Now, about the cherubs who are kissing. There is nothing simple about that

either. What began as a visual stream of consciousness provokes a few more thoughts about human nature and simplicity--but I decline to elaborate just now. (I can hear a great, "Thank God!" from way out here.)

Take a look at *WIRED* Magazine. The technical-ambiguous images are a good indication of the shift in consciousness implied by the title. The publication, in my opinion, makes visible the radical adjustments we seem pushed to make in our consciousness, our personal lives, our family life, our occupations and our government, no less.

Consider the image below.

Technically, it is a simple emboss in the Photoshop application. Fuzz the edges a little and things become slightly more mysterious, as fog makes physical visibility less certain. But in August's *Harper's Magazine*, read information about the phenomenon of twinning. Twins were observed kissing and fighting in the womb. Simple?





Passage to Vietnam: State-of-Technology CD-ROM

By Dennis R. Dimick, ©1995

THREE YEARS ago Rick Smolan produced "From Alice to Ocean," a coffee-table picture book and CD-ROM package that told the story of a woman's solo camel expedition across Australia. The book-disk package, derived from pictures Smolan shot for a **National Geographic** article some years earlier, was cited as redefining what's possible in publishing, especially since publishing is becoming more electronic and less printed.

Now Smolan has applied the same publishing idea to a new topic: Vietnam. With a project title of "Passage to Vietnam," Smolan's Against All Odds Productions, in partnership with Interval Research, a Palo Alto technology-development firm, has this time conceived the effort as a multimedia extravaganza from the start. A book was published in late 1994, a CD-ROM released in June, a television special and photo exhibit are coming.

The cross-platform Mac/Windows CD-ROM originally was expected to publish with the book last year, but the half-year difference in release dates between book and disk indicates the complexity difference between producing books and interactive media. The Vietnam disk sells separately from the book, and is distributed nationally by Broderbund.

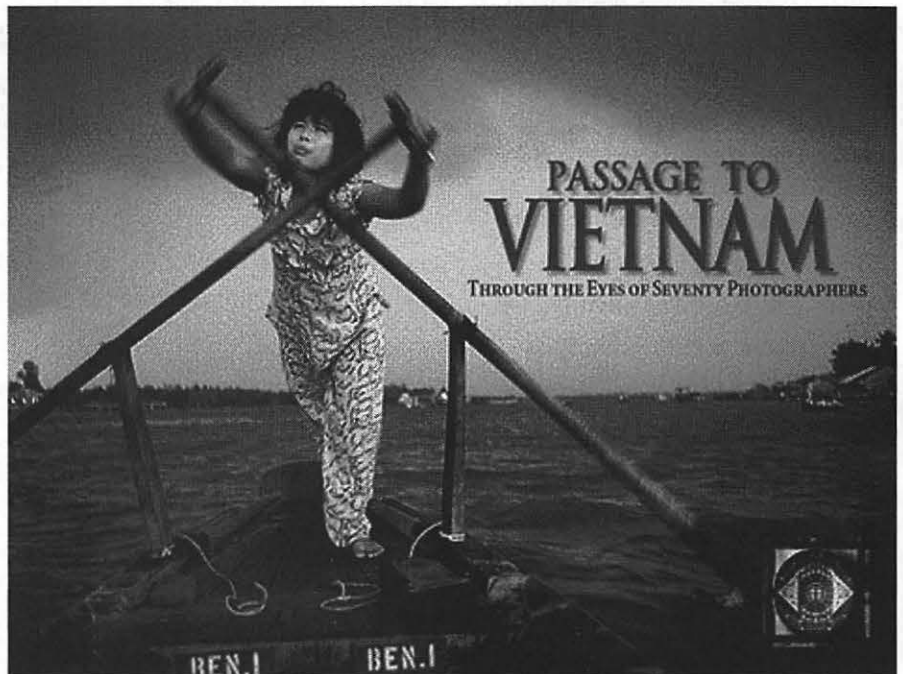
From Analog to Digital

Smolan is a technology-savvy media entrepreneur who created the "Day in The Life" series of books in the 1980s after working several years as a photojournalist. Beginning with Australia in 1981, Smolan and colleagues followed with books on locations such as Canada, the Soviet Union, Hawaii, China, Japan, and America. The "Day in the Life of America" book spent some time in the upper reaches of domes-

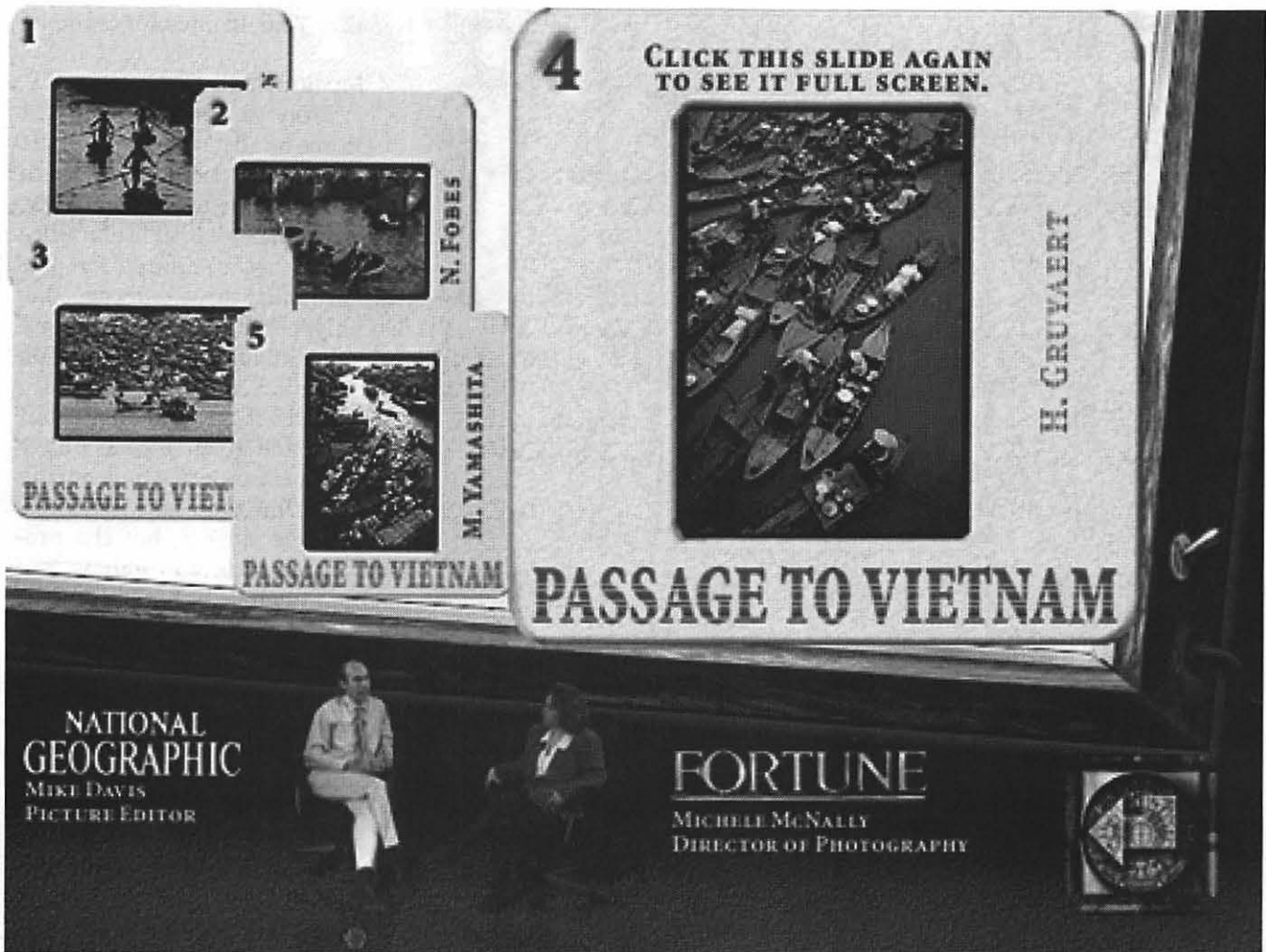
tic best seller lists, among the first picture books to sell so well. Harper Collins bought the series name in 1986 and has continued to produce "Day in the Life" books.

The current Vietnam project seeks to bring us up to date on a country generally off-limits to Americans for two decades. This beautiful southeast Asian nation of course has notorious history as the locale of America's ill-fated undeclared "war on communism" that left 58,000 Americans dead, thousands of others physically and emotionally damaged, and nothing really to show for the effort.

Smolan's new disk was produced with the help of ad-hoc Interactive, a small Sausalito firm that has created "The Quebe," a neat method of accessing the disk, a six-sided animated box that replaces typical on-screen buttons and bars. The "Quebe" is, in my view, the best solution yet for navigating through disks with complex content.



Journey With Us: Herewith the title screen to "Passage to Vietnam," a CD-ROM produced by Against All Odds Productions and Interval Research and distributed by Broderbund. The same photo appears on the cover of a book of same title.



Like The Pros Do It: Try your editing hand at outguessing the pros. Here editors from National Geographic and Fortune Magazines discuss some of their picture selections for the project. Before the editing session can begin, you must "turn on" the light table with the switch at lower right.

Much Ado About Photography

"Passage to Vietnam" is as much about producing photography as it is about Vietnam, and the disk's producer is an integral part of the presentation. You will see Mr. Smolan popping up throughout to provide helpful hints on navigating the disk via "The Quebe." He will tell you to turn on the light box during editing sessions, and you'll find him introducing "Passages" while walking into each section's title page scene.

Much effort was spent to help

you understand the process of creating and selecting photography for the project. You can, for example, pretend you are a picture editor and compare your selections with editors from national magazines who actually selected pictures for the disk (and book).

Organizational touches like these are what makes this disk intriguing. You are invited to become part of the editorial process: the disk opens with the sound of a phone ringing, and an invitational letter flutters down onto a cluttered desk

that serves as your "home page," or base of operations.

Rick Smolan is on the phone, asking if you want to become one of the 70 "world-class" photographers who journey to Vietnam for a week. Further, if you are interested in finding out background information about any of the pictures, or photographers, this is available at the touch of an icon. QuickTime movies are sprinkled throughout to give additional context about the editorial project and additional background on Vietnam itself. Video segments



Streets Through a Filter: All screens introducing the disk's six "Passages," appear as though original photographs were modified through a special effects "dry brush" style filter in Photoshop. The effect on the photographs is actually rather pretty.

come from footage shot for the television program.

Passages and Galleries

Main content sections include: Street Life, River Life, History and the War, Cultural Heritage, Industry, and Youth and Doi Moi. (Doi Moi is a Vietnamese government program to encourage young people to engage in private enterprise; this, an anomaly in a communist nation.)

A scrolling interactive map lets you view project photos by photographer or location taken, and lovely Vietnamese music is heard throughout. Text essays by noted writers Pico Iyer, Stanley Karnow, and Peter Saidel help put Vietnam into proper historical and contemporary perspective.

There's also a section of additional photos, and a so-called virtual gallery, where four of the project's photographers come on

screen to describe their life's work for you. One photographer featured is the legendary photojournalist Elliott Erwitt, father of one of this project's co-producers, Jennifer Erwitt (and Mr. Smolan's wife). The disk even provides information on and a prototype on-line session using "Global Network Navigator," if you choose to learn more about Vietnam using the Internet's World Wide Web.

Further, presaging what we may see from more interactive productions, there is advertising here from corporations who helped finance and support the project. Thankfully, placement is subtle, you must know where to look. The cluttered desk that serves as your base of operations also has items laying about such as a roll of film, and an airline ticket—both requisite tools of the itinerant photographer. Click on either item and up pops a colorful screen for Eastman

Kodak or Thai Airlines, for example.

Multimedia's Challenge: Story vs. Technique

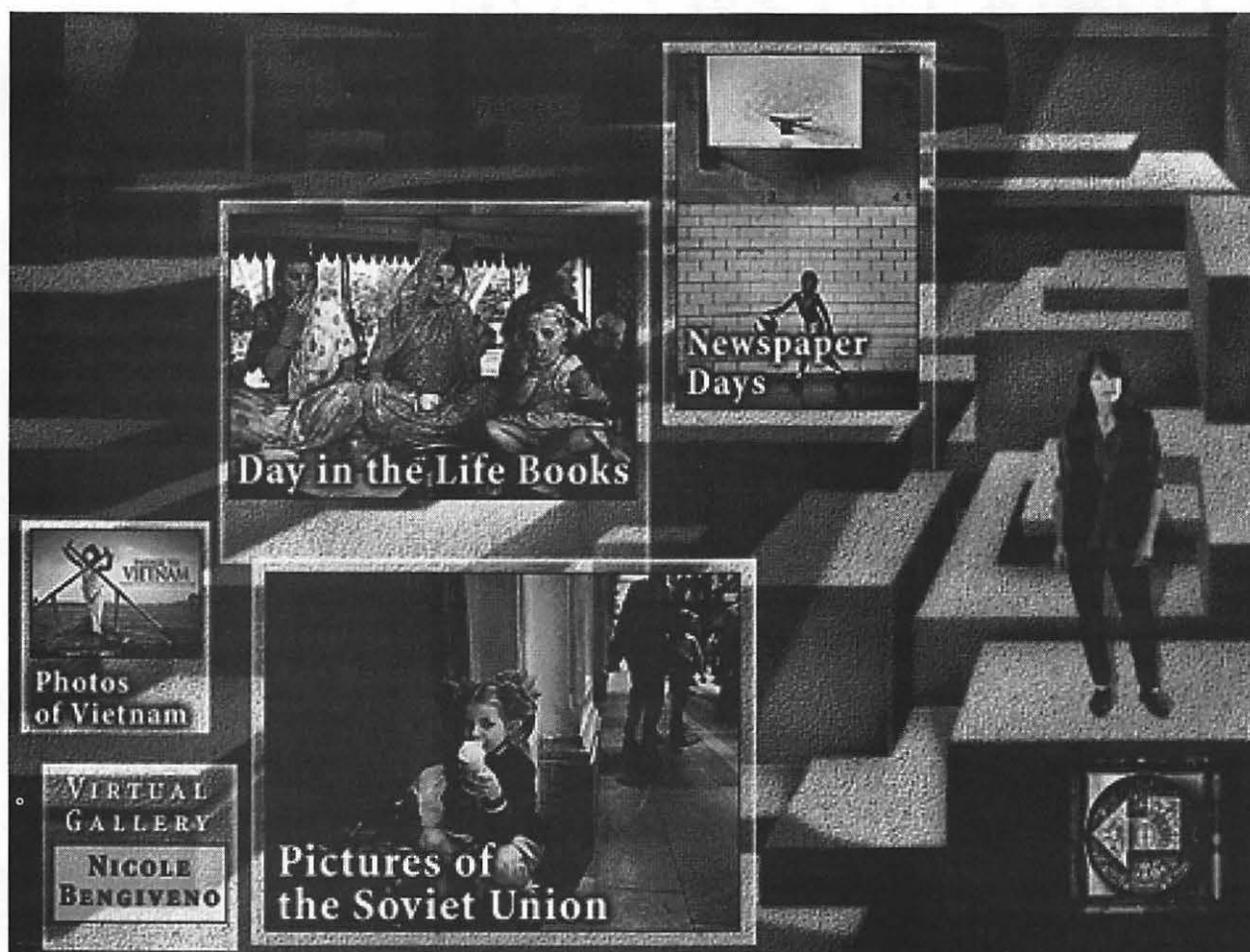
On one hand it's easy to laud the technical innovations and superb execution in this disk. Where Mr. Smolan's earlier work, "From Alice to Ocean," set standards for production quality three years ago, this disk only redefines to a higher, more refined standard of presentation excellence.

But I'm left in a quandary about this disk, and much of what I have seen in the interactive multimedia realm. The message here is not necessarily the subject, but the production methods and values, the medium itself. What stands out is the technique, the template, the smooth technical execution. The form here could be adapted to most any topic or location.

This disk does a great service in that it brings to light a country left in the dark for the past two decades, and for that alone Mr. Smolan and his Against All Odds firm should be praised.

But I have a longing to see more depth in a photo-documentary project such as this. Documenting a whole nation in one week by necessity mandates breadth but precludes depth. The cycle of seasonal rituals, religious festivals, familial change and the like must all conform to the limit of a week's inquiry, and that's just not the way the world works.

And this is why, for me at least, Mr. Smolan's earlier work, "From Alice to Ocean," has more staying power. The story of Robyn Davidson's solo camel journey from Australia's desert interior to the coast will always have the ring of someone surviving "Against All Odds," a story of one alone against the elements. "Passage to Vietnam" though, dazzles in its own right. ■



A Life's Work on Display: Four of the 70 photographers who worked on this project have their work featured in what's called "virtual galleries." Here, Nicole Bengiveno discusses and shows her work. Other photographers featured include David Hume Kennerly, Jay Dickman, and Elliott Erwitt.

Passage to Vietnam

Mac/Windows Hybrid CD-ROM

Macintosh Requirements: 256 color Mac with 68040 CPU recommended, 5MB free RAM (8MB recommended,) 13-inch display (640x480 pixels,) System 7.0 or higher.

Publisher:

Against All Odds/Interval Research
P.O. Box 1189
Sausalito, CA 94966-1189
Telephone: 415-331-6300

Produced in association with ad-hoc Interactive.

Disk Distribution: Broderbund (software channels,) Publishers Group West (book trade.)

Direct Orders: 1-800-558-3388, Dept. 700

Suggested Retail: \$39.95 as a disk, \$69.95 in bundle with the book.

Dennis Dimick got his first Macintosh for working as a picture editor on Rick Smolan's "The Power to Heal," book in 1989. A photo editor at National Geographic, Dennis had nothing to do with "Passage to Vietnam, though several of his colleagues worked on the project. Dennis wrote about Smolan's "From Alice to Ocean" disk for the WAP Journal in 1992.

Artists on exhibit

by Ann Aiken

Artist Info: Karin LaPadula, a Seattle area digital artist and virtual worlds designer, was introduced to the idea of using computers as art tools when she was studying art at the University of Oregon in 1981. She received a B.S. in Marketing from the University of Maryland, and is working toward a B.F.A. at Cornish College of the Arts in Seattle. Since moving to Seattle in 1983, she has held job positions in computer art, 3-D imaging, and animation. For the past eight years, she has designed and built virtual environments for 3-D computer games and for training simulation for a Bellevue, Washington company, Loral Advanced Distributed Simulation, a division of Loral Aerospace Corporation.

Tools: Power Macs, PhotoShop, Macromedia Director, Adobe Premiere (digital video editing), Vistaworks Virtual World Construction Tool Kit (3D modeling, rendering and animation): virtual worlds run in real time on SGI Onyx and Loral GT 200s.

"I create my art through a visual stream of consciousness. After I make one piece, I use parts of that piece and parts of other pieces to create an entirely new landscape. If you study my work, you can see the visual relationships between them, even though they may appear to be different.

I am interested in provoking questions through my work and tearing down structure. I've never wanted to adjust to any structure in life other than my own, and that independence is reflected in my work."

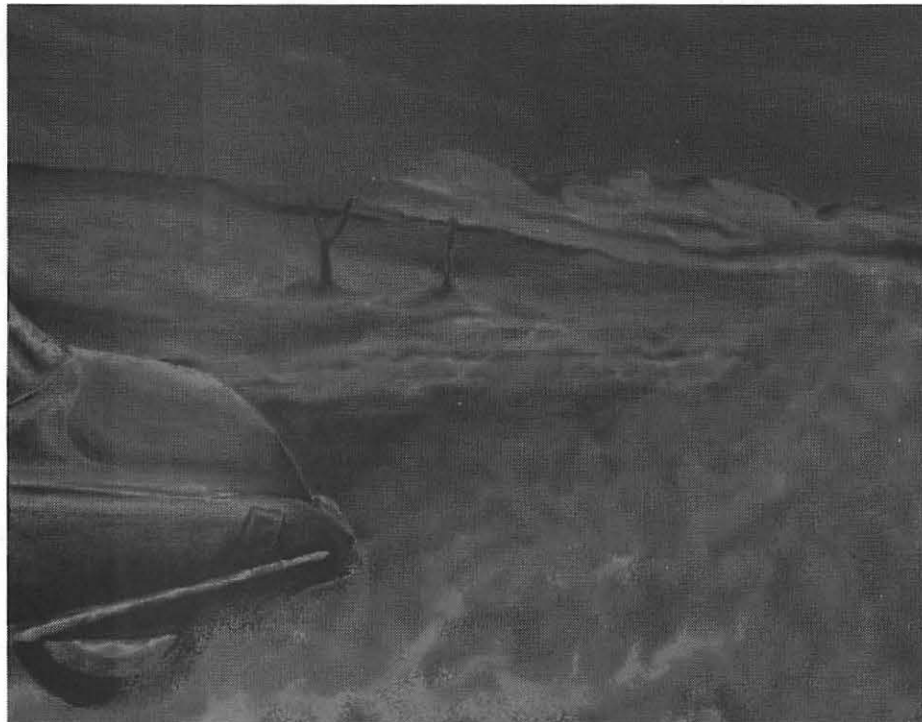
"*Bridge in Gorge*" is from another virtual world, although the same land model and texture library were used as in "*Poseidon's Palace Steeples*," the palace was replaced with a bridge for a racing game.



"Poseidon's Palace Steeples" and
"In the Gorge" are from an Atlantean
virtual world when symbology is
studied and used to navigate through
archeological mysteries.

3D IMAGES





2D IMAGES

"Life in My Hand," "Tom's Car," "Sunset" and "Still Life" are 2-D paintings done using Adobe PhotoShop and made from my own pencil sketches. I scan the sketches into the computer to be used as outlines before painting them in color. Once in the computer, I combine many images together, and sample previously created images to paint over new images.



Excerpts from Essays in Thinking About Online Communications

by Phil Shapiro

FOR THE PAST three years I've had fun writing a monthly column, "Thinking About Online Communications," for the GENie information service. One of the purposes of this column is to explore and examine the nature of the online experience. In writing the column, I've tried to come to a better understanding for myself about why online communications is such an important development in the history of human communications. I'm most fascinated with the human dimension of online communications and how the technology itself is transforming how human beings relate to one another.

Last month I decided to collect these essays together into an anthology. While searching for a publishing company to produce this book, I thought it might be beneficial to share excerpts from each of the essays in the book. These excerpts represent the core ideas developed in these essays.

Persons interested in reading further about the subject of "computer-mediated communications," can find many thoughtful writings at the home pages of the Journal of Computer-Mediated Communications, on the World Wide Web. Two locations for this page are at: <http://cwis.usc.edu/dept/annenber/announce.html> and

http://www.huji.ac.il/www_jcmc/announce.html

Two books in this subject area that I have found to be especially interesting are: *Electric Language: A Philosophical Study of Word Processing*, and *The Metaphysics of Virtual Reality*. Both of these books are by Michael Heim. Another unusually perceptive book in this field is *Shared Minds: The New Technologies of Collaboration*, by Michael Schrage. And the recently released book, *Being Digital*, by Nicholas Negroponte, has many interesting ideas.

Cheers,

- Phil Shapiro

Internet: pshapiro@aol.com

We All Have a Role to Play in Constructing the Future

"What fascinates me about this the most, though, is that there is no per unit message fee. Usually the more you communicate, the more you pay. But now, the more you communicate, the more you benefit. Cost calculations don't even enter into the equation.

After all, communications is the very engine of social progress. Businesses grow via communications. Students learn via communications. Social fabric is formed via communications.

Knowledge accumulates via communications. Human understanding takes place when human beings communicate....

Small things add up to big things. Electronic mail helps in countless ways to facilitate the sharing of small things. Which, in itself, is a big thing. A big thing indeed."

Forging New Links Between the School and Home

"Education, by its very nature, is a collaborative enterprise. Schools cannot succeed unless children have a supportive home environment. And families cannot raise their children without a supportive school environment....

Think back to the days of the one-room school house. Everyone knew each other. The social fabric was tightly knit. People pulled together because the community's goals were well-defined and commonly understood.

Online communications serves to rebuild the sense of community that functions as the primary wellspring of education. With community comes hope, and with hope comes everything else."

Nurturing the Emotional Bond Between Writers and Readers

"The excitement of direct communication between writers and readers is something that results in great benefits to both. Writers, after all, derive emotional sustenance from the feedback they get from readers. The very purpose of writing becomes real and tangible when readers are able to respond to your books right in your own e-mail mailbox.

Online communications transforms the 'imagined audience' into a 'living, breathing audience.' By doing so, it nurtures the emotional bond between writer and reader."

Sponsored Communications

"Human beings are creative animals by nature. By giving people a measure of creative control over the way in which an information service is built, you can reward those persons by recognizing and celebrating their creative talents. The granting of that creative freedom, itself, can amount to a significant form of 'sponsored communication.'

The most interesting dynamic that occurs in such situations is that an information service can create value to new subscribers by giving perks to older subscribers. A conglomerate of older subscribers can offer technical support for the service that could never possibly be financially feasible otherwise. And in some instances, existing subscribers can help evangelize the information service in a fashion far beyond the dreams of the service's own marketing department....

Sponsored communication, where perks and incentives are offered to the most active members of an online community, costs an information service very little. Yet the beneficial effects of such incentive schemes extends out in many directions."

The Future of Online Before-Purchase Technical Support

"Our nation has always had a long and proud history of inventors and tinkerers. From Benjamin Franklin and Thomas Jefferson, to Henry Ford and Thomas Edison, to Orville and Wilbur Wright, to Steve Wozniak and Steve Jobs--the creative spirit of Americans emerges anew in each and every generation....

The next generation of inventors are making their way through elementary school today. And they have just a ton of questions they'd like answered."

Some Thoughts on the Economics of Electronic Mail

"The low price of postage stamps continues to foster an economy based on shuffling papers and envelopes around the country. Each year billions of letters get stuffed into billions of envelopes that get mechanically hauled in aging postal service trucks to technologically undernourished sorting centers that channel the mail to overaged airplanes that fly crowded skies to understaffed airports, channeling the mail back to aging postal service trucks driven by underpaid postal carriers who are mandated to deliver the mail through inclement weather even when they're not feeling well.

It's not quite that bad. But it's close...

Streamlined communications means streamlined everything else. Slowpoke communications means slowpoke everything else...

One of the best ways of making this country more competitive in the international marketplace would be to raise the price of first class postage sufficiently high enough that individuals and businesses start taking electronic mail seriously."

Some Facts About the U.S. Postal Service

"A polite and friendly postal service employee informed me that the Postal Service delivered 171,219,994,000 pieces of mail in 1993.

Well, that looks like a large number, certainly, but what does it mean in more practical terms? In practical terms, the Postal Service delivers about 500 million pieces of mail per day.

If this doesn't seem like a large number, try this little experiment: Take a day off from work sometime and in your free time casually sort and deliver 500 million pieces of mail."

Some Thoughts on the Psychological Aspects of Electronic Mail

All communications has the power to lift the human spirit. But even more so when the human spirit is flagging. When you hear a friend has suffered an unexpected misfortune, your first inclination is to reach for the phone to offer soothing words of commiseration and reassurance.

Human beings are intensely social creatures. To a large extent we derive our emotional strength from our interactions with one another. Self-esteem is largely a by-product of how others have treated us."

Some Reasons for Bringing Family Members Online

"Having found myself wishing that my extended family had been online during these trying times, I've taken it upon myself to become a more vocal advocate of online communications. Vocally advocacy need not be pushy advocacy, mind you. The most effective social advocacy has a strong grounding in tact--letting others draw their own conclusions in their own good time....

It's interesting to consider human nature in this case. Had all family members been communicating with one another via e-mail prior to the crisis, they would have had no problem using the technology to address the new situation. But with all the worry of a very ill family member, few persons would have the mental composure to learn to use a new communications technology....

Which all goes to say there are benefits to bringing family members online. These benefits go far beyond being able to 'stay in touch' or 'casually socialize.' When the going gets tough you can be there for one another, day and night, via online communication."

Developing Your Online Social Skills

"You can tell when a person has developed a facility at this skill. Their public message postings sound concise, well-thought out, sensitive to others' feelings, and inviting reply. Their private electronic mail messages have similar attributes.

Knowing what to say online is only half the battle though. Knowing how to say it is the real challenge....

Tact. Courtesy. Thoughtfulness. A reserved, controlled demeanor. These are all attributes of a refined mind — both online and off.

As you journey through the online world, take time to reflect upon the positive examples of online social skills you encounter. You will enrich yourself immeasurably as a result."

The Social Ramifications of Low-Cost High-Speed Modems

"Every advance in communications technology brings with it a concomitant advance in human welfare. The easier and less expensive it becomes to communicate at long distance, the greater the benefit to society as a whole.

Likewise, when long distance modem communications is made less expensive, doctors in different parts of the country can more easily share the results of medical tests, medical records, and medical research. Society as a whole benefits substantially in this way.

In a sense, modem manufacturers are involved in producing a tool that brings benefits to people in all walks of life — regardless of whether they themselves personally make use of the new communications technology. A series of benefits will be accruing to society as a whole as high-speed modems penetrate our homes and businesses."

Some Thoughts on the Nature of Human Fellowship

"Who better to help answer your questions than parents [of special needs children] in a similar situation? They have been where you are now and have encountered

"A polite and friendly postal service employee informed me that the Postal Service delivered 171,219,994,000 pieces of mail in 1993.

Well, that looks like a large number, certainly, but what does it mean in more practical terms? In practical terms, the Postal Service delivers about 500 million pieces of mail per day."

what you are now encountering. If nothing else, they can lend a sympathetic ear and offer the type of general nurturing advice that we all need at times in our lives....

What online communications has to offer is fellowship. Fellowship is one of the most primal of human needs. Fellowship is the glue that holds society together. We engage in fellowship when we gather around to celebrate a birthday, to rejoice at a wedding, to mourn at a funeral. Fellowship is chatting with a fellow human being on the street corner.

That street corner has expanded in dimensions in recent years....

Those of us who do have the capacity to experience fellowship ought to seize the chance to share ourselves with others. Whether via

phone, via modem, or in person, seize those opportunities to be a human being among human beings. As social creatures, we become most human when we share our being with others."

Employment Interviewing Online

"Instead of sitting down for a twenty minute chitchat, prospective employers and employees can engage in a more involved, deeper, long lasting online dialogue.

Chances are that online communications will dramatically extend the time-span of the 'interviewing' process. Prospective employers might 'court' potential employees by asking them to send e-mail comments and feedback about goings-on in that particular industry....

Companies such as Microsoft or Apple might realistically ask interviewees to send five pieces of original fiction, five poems, five nonfiction articles, and five recent business letters....

Many advantages would result from this innovation in hiring practices. Employers would have a very good sense of the character and talents of the employees they're hiring. Employees, likewise, would have a better sense of the company they're going to work for.

The moral of all this? Brush up on your dating skills. You might need them in courting your next employer. And forget about polishing up your resume. More important to have several dozen writing samples on hand to send prospective employers.

In the coming Information Age, the written word will reign supreme. Those who can best mold raw ideas into sterling sentences will be precious to those who need their skills."

Online Editing: Polishing the Written Word

“When a person’s livelihood depends on the clarity of his or her written expression, you can be sure that person will give thought to making use of online editing services....

Luckily for you, a fee-based online editing service may be soon only an e-mail message away. It will be interesting to see which of the national information services takes the lead in bringing such services online.”

Online Editing, Part II: Peer Editing

[This quote describes a situation where I passed along a suggested re-wording to a friend’s business letter.]

“While the phrasing of the overall letter was generally warm, the lead sentence did not establish emotional contact with the reader of the letter. Reading the lead sentence on its own could leave a reader wondering about the purpose of the letter.... Rule number one of business letter writing: Never start a business letter with a flat, neutral sounding sentence. Unless, that is, you’re hoping to elicit a flat, neutral response...

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

When such concurrent suggestions from peer editors are independently offered to an author, the force of these suggestions carries all the weight of consensus opinion. Authors can then choose to act on the basis of this consensus opinion.

Or they can choose to disregard consensus opinion — at their peril.

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

Some Thoughts on Online Mentoring

“Just as exhilarating as it is for youngsters to be able to easily ask questions of professionals in a particular field, so too is the satisfaction that results when professionals are able to provide answers to young inquiring minds. The e-mail dialogue doesn’t have to occur with a famous scientist or artist for the exchange to be meaningful....

“Still, a whole new facet of computers is opened up to children who are introduced to telecommunications. With appropriate supervision and coaxing their experience can be as exhilarating as a new reader walking home from the library with an armful of books.”

When two minds communicate, the result can be magic. After all, the most fertile field for any mind to grow in is a field of other minds.”

Thoughts on Creative Literary Collaborations

“Online communications has revolutionized the way writers write and editors edit. Editors can respond to proposed book or magazine articles within hours of receiving them. Authors can cross-fertilize ideas with other authors world wide. Complementary talents can produce synergized creations far greater than any individual could produce on their own....

Writers have never had it so good. Online communications opens up tantalizing possibilities for creative literary collaborations. It will be exciting to watch this current drama unfold. Best of all, each one of us can become playwrights and actors in this emerging play.”

A Few Thoughts About Online Book Reviews

“As we walk through the portals of the information age, more and more books are being published on a variety of interesting topics..... Online information services can provide a key role in helping readers separate the wheat from the chaff....

Book Review Bottleneck Burdens Burgeoning Bibliophiles

It is ironic that at a time when bookstores seem to be prospering, when people are rediscovering reading and writing via online services, and when the need for information is great, that the publishing industry is held at bay by this tiny bottleneck known as the hardcopy book review. Online book reviews offer the best hope for liberating publishers, authors, and readers. The future of the written word looks promising, indeed.”

Bringing Libraries Online

“A few months ago, public television broadcast an intriguing documentary about the Library of Congress. In that show, Steve Jobs

made a brief appearance, talking starry-eyed about digitizing the entire Library of Congress—making its contents available via high-speed modem lines to anyone and everyone in the nation....

The magic of information technology can make grandiose “Jobsian” schemes superficially appealing. We need to continuously ask ourselves whether such schemes advance the public interest in a way that merits grand-scale expenditures. Thoughtful people can tell you that great social advancements can take place with the imaginative use of existing information technologies. You don’t have to be a reference librarian to know that.”

Some Thoughts About Telecom Training Centers

“Our society values learning enough that we spend 200 billion dollars each year on our public school system. Likewise, in the interest of promoting learning we subsidize a large and robust public library system....

Public libraries already have a mandate to promote the dissemination of knowledge and information. Calling upon our libraries to help train our nation in online skills makes even more sense when you consider the great overlap between basic telecommunications skills and basic research skills.”

I Couldn’t Bear to Tell Him

“But I was chagrined to hear a minute later about the high costs of faxing chapters of the book back and forth between both Germany and California. Faxing? Chapters? Of the Book? Back and forth? To Germany? And California?

In the most gentle way possible I mentioned that he might be able to achieve cost savings if he and his colleagues used electronic mail

rather than faxes....

To help soften the blow, I didn’t mention that he could quite easily communicate online with Germany and California for free.”

Tips for Getting Children Involved in Telecommunications

“Many schools and families these days are getting children involved in using modems to send and retrieve electronic mail. Just as a child can take great pride in getting his or her first library card, so too can children take great pride in getting their first password for a local bulletin board (BBS) or a national information service. In terms of becoming a participant in the Information Age, getting your first password is a life event as significant as learning to walk upright on two legs, getting a library card, or learning how to read out loud. Such landmark events should be marked with appropriate fanfare and celebration....

Still, a whole new facet of computers is opened up to children who are introduced to telecommunications. With appropriate supervision and coaxing their experience can be as exhilarating as a new reader walking home from the library with an armful of books. In those precious moments the world seems endlessly fascinating, socially welcoming, and intellectually beckoning.”

A Library Users Perspective: Online Public Library Reference Services

“The closest any human being can come to being omniscient is to earn a living as a reference librarian. Librarians make it their business to know where information can be found. They are the quintessential ‘intelligent agent,’ ready to offer expert guidance to information seekers young and old.

The end result is that an

accumulation of knowledge takes place....

Online reference service allows for patrons to learn from each others’ questions, and helps minimize the problem of having paid information professionals (reference librarians) answer the same question posed by many different patrons....

To live life to its fullest each one of us needs to ask the questions that address themselves to our minds. By providing a new and streamlined channel for the asking of reference questions, online reference services may well beckon the questions that have heretofore not felt bold enough to present themselves to our minds.”

A New Relationship Between Human Beings and Text

“One aspect of the explosive growth of online communications is that it creates a new relationship between human beings and text. In ages past, text was something whose existence was always formal and highly controlled. Text lived exclusively in big city newspapers, big business magazines, fancy leather-bound books, and other musty dusty places....

The words now belong to all of us. Text has been freed from the grasping grip of the text priests, to become a useful tool for anyone to pick up and use.

The narrow-channeled admissions booth for the community of literate souls has been pushed aside by the onrushing masses. From here on in it’s a free concert, folks. A free concert.” ■

[This text may be freely copied and reprinted for non-commercial purposes. The author can be reached at: pshapiro@aol.com]

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

Apple II/III

Apple II

General

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

—Apple SSC

Bernie Benson (301) 951-5294

—AppleWorks

Ken DeVito (703) 960-0786

Ray Settle (301) 647-9192

Gary Hayman (301) 345-3230

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

Bill Campbell (301) 498-6380

Allan Griff (301) 654-1515

—AppleWorks Database

Morgan Jopling 1 (301) 721-7874

Milt Goldsamt (301) 649-2768

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 1 (305) 944-2111

—dBase II

John Staples (703) 255-6955

—dBase II&III, Data Perfect, Db

Master-PRO

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

—Sider

Otis Greever (615) 638-1525

Languages

—Apple Soft

Louis Biggie (301) 967-3977

Peter Combes (301) 251-6369

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

—Pascal

Michael Hartman (301) 445-1583

Operating Systems

—ProDOS 8 and 16

Barry Fox (717) 566-6709

—Print Shop

Thomas O'Hagan (301) 593-9683

Spreadsheets

—General

Walt Francis (202) 966-5742

—MagicCalc/SuperCalc2.0

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

—Telecommunications

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Ken DeVito (703) 960-0786

—TimeOut Series

Morgan Jopling 1 (301) 721-7874

—Utilities: ProSel

Barry Fox (717) 566-6709

Cross-Platform Translation

—MS/DOS-Apple-Mac Transfers

Ken DeVito (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 (days: 5 am to 5 pm) (301) 868-9554

—AppleWorks GS

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

Andy Gavin (703) 734-3049

—Letter & Simply Perf

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

—Mouse Write

Barry Fox (717) 566-6709

—Publish-It!

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 II GS*

David Wood ((301) 827-8805

—General

Barry Fox (717) 566-6709

—Iie Upgrade

Morgan Jopling (301) 721-7874

—APW

Andy Gavin (703) 734-3049

Leon Raesly (days: 5 am to 5 pm) (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)

—TCS Help

Dale Smith (301) 762-5158

Nancy Seferian (202) 333-0126

Paul Schlosser (301) 831-9166

—General

Dale Smith (301) 762-5158

Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

—Mouse Talk

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 1(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

—Apple Writer

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

Lee Raesly (Adelphi) (301) 599-7530

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

Virginia

Kenneth DeVito (Alexandria) (703) 960-0786

Neil Laubenthal (703) 691-1360

October 1995

Washington Apple Pi Office
 12022 Parklawn Drive, Rockville, MD, 20852.
 M-W-F 10 a.m.—6 p.m.; Tue 7 p.m-9 p.m.; Sat 9 a.m.-2:30 p.m.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2 Newton SIG	3 TeleComm SIG	4 DTP SIG Mac Program- mers' SIG	5 Columbia Slice Game SIG	6	7
8	9 <i>Intro to the Mac-Part 1</i>	10	11 DB SIG WAP BoD	12 Stock SIG	13	14 Frederick Slice
15	16 <i>Intro to the Mac-Part 2</i>	17	18 Excel SIG	19 PI SIG	20	21 Annapolis Slice
22	23 <i>Intro to the Mac-Part 3</i>	24	25 <i>Maintaining Your Mac</i>	26 Women's SIG	27	28 <small>see pg. 49</small> WAP General Meeting
29	30	31				

November 1995

WAP Office Phone: 301- 984-0300
 TCS 2400 bps: 301-984-4066;
 TCS 14400 bps: 301-984-4070

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 DTP SIG Mac Program- mers' SIG	2 Columbia Slice Game SIG	3	4 Frederick Slice
5	6 <i>Intro to the Mac-Part 1</i>	7 TeleComm SIG	8 DB SIG WAP BoD	9 Stock SIG	10	11 Annapolis Slice
12	13 <i>Intro to the Mac-Part 2</i>	14 Newton SIG	15 Excel SIG	16 PI SIG	17	18
19	20 <i>Intro to the Mac-Part 3</i>	21	22 <i>Maintaining Your Mac</i>	23 <i>Thanks- giving</i> Office Closed	24 Office Closed	25 <small>NoVa ComCol</small> WAP General Meeting
26	27	28				

See page 3 for Journal deadlines.

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

3rd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd. (off Rt. 2), Severna Park, MD
Answering Machine: (410) 280-8756
CrabApple BBS: (410) 315-8532

Apple III SIG

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

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

New time and location to be announced.

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 for location.

HyperTalk SIG

Call SIG chair for information.

Mac Programmers' SIG

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

Newton Developers' 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.

Programmer's 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. (Morris Pelham who chairs StockSIG is Sysop of Investment/StockSIG board on the TCS. Contact him on that board.)

Telecomm SIG

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

WAP Garage Sale

June and December

WAP General Meeting

4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium. (**Note: October General Meeting will be at the Double Tree Hotel in Rockville, 1750 Rockville Pike, Rockville, MD. See notice on page 1.)**)

Women's SIG

Usually held on the 4th Thursday every other month at the Pi Office at 7:30 PM. Call SIG chair, Tayloe Ross (202) 293-7444 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) 984-0300.

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

Macintosh

General

Tom Witte (703) 683-5871
 Harry Erwin (703) 758-9660
 Dan White (301) 843-3287
—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
—Foxbase
 Rick Shaddock (202) 829-4444
—Helix
 Jim Barry (to midnight) (703) 662-0640
 Harvey Levine (301) 299-9380
—MS-File
 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
—Image Studio
 Mort Greene (703) 522-8743
—Studio/I
 Jamie Kirschenbaum (evenings) (703) 437-3921
—SuperPaint 2.0
 Mort Greene (703) 522-8743
—Video Works
 Mort Greene (703) 522-8743

Programming

—General
 Harry Erwin (703) 758-9660
—Inside Mac
 John Love (703) 569-2294

—Pascal
 Michael Hartman (301) 445-1583

Spreadsheets & Charts

—General
 David Morganstein (301) 972-4263
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (301) 627-8889
—ClarisWorks
 Roger Burt (301) 424-6927
—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 Green (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 Walthorough 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
—Think Tank-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) 521-8121
 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
—Sound Edit
 Jamie Kirschenbaum (evenings) (703) 437-3921

Mac Disketeria Library

Dave Weikert (301) 963-0063

General

—Assistive Tech
 Missy McCallen (703) 323-6079
—Games-Apple II
 Charles Don Hall (703) 356-4229
 John Wiegley (after 2:15) (703) 437-1808
—IBM
 Leon Raesly (301) 599-7530
—Math-OR Apples
 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 Marker
 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 PM.

Dick Grosbier (Frederick) 898-5461	A2, GS, Mac	Scott Galbraith (Montrovia) 865-3035	A2, GS
Harold Polk (Frederick) 662-6399	A2	J. Russell Robinson (Hagerstown) 739-6030	Mac
Ken Carter 834-6515	A2, GS		

Annapolis Slice Help Line

Area Code 410. Call in the PM before 10 PM (except Seth Mize).

Mac			
Richard MacLean (Annapolis) 280-8756	MacIIsi	Gini Waters (Crownsville) 923-0139	Mac+, DTP
Steve Toth (Edgewater) 956-6557	Mac+	Bill Derouin (Severna Park) 647-0802	Centris 650, DTP
Bob Peterson (Crofton) 721-9151	MacSE	Bill Waring (Severna Park) 647-5605	Mac, CD-ROM
Helen Hamerstrom (Severna Park) 647-1720	Mac, HS	Will DeKrony (Annapolis) 626-7716	Internet
Lou Spienza (Crownsville) 573-7140	Mac IIsi, Canvas, DTP		
Barry Conner (Annapolis) 573-7140	Mac Telcomm	Seth Mize (Glen Burnie) 766-1154	IIGS,II+, III, PC
Brian Bassindale (Arnold) 757-9541	Mac IIsi, CAD	Helen Hamerstrom (Severna Park) 647-1720	IIGS, DTP, HS

Telecommunications Help Sheet

A quick reference sheet for use while on the TCS

TCS Phone Numbers:

—301-984-4066

(for 300, 1200, 2400 bps)

—301-984-4070

(for 9600, 14400, 28800 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

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

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

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 the System
<Q> Quit to Main Menu
<R> Read a Msg or Msgs
<S> Scan Message Headers
<T> TitleScan Msg Headers
<W> Welcome Bulletin for Board
<X> Xfer (Download) a Msg or Msgs

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

Electronic Mail Menu

 Blind Reply to a Letter
<D> Delete Letters
<E> Enter a Letter
<F> Find Letters
<H> Help/Brief Tutorial
<I> Info on Letters
<K> Keep Letters
<L> List Letters
<O> Off the System
<Q> Quit to Main Menu
<R> Read Letters
<S> Scan Headers of Letters
<T> TitleScan Letters
<X> Xfer (Download) Letters

Please see page 47 for the TCS Help Hotline phone numbers.



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 on the Internet. 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, 301-984-0300.

Some Specifics

■ **Where:** Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive, Rockville, Maryland.

■ **When:** unless otherwise stated, all tutorials are three hours in length and begin at 7:00 P.M. on the date listed. The office building is secured at 6:00 P.M..

■ **Fees:** \$25.00 per class for members and \$35 per class for non-members. Pre-registration and payment must be made to hold a seat.

■ **Class Size:** Class size is limited to 6 students per class.

■ **Bring my computer?** All classes are taught seminar-style with the instructor using a computer and an overhead display. We encourage students who wish hands-on training to bring their computers.

■ **Instructor Cancellation:** If a class is cancelled by the instructor, all students will be notified of the cancellation. Please check your home answering machine if you have not given a work number for notification.

■ **Student Cancellation:** A cancellation must be received by the office 72 hours before a

Macintosh Tutorials

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

—Introduction to Macintosh, Part 1 (Course #M091195 for Sept.) (Course #M100995 for Oct.)

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

class is scheduled. The only exception to this is a cancellation due to illness.

Sept. & Oct. Tutorials are the 4 basic ones. If taking more than one or the whole series, try to take them in the same month.

—Intro to Mac 1 9/11/95 or 10/9/95

(M091195) or (M100995)

—Intro to Mac 2 9/18/95 or 10/16/95

(M091895) or (M101695)

—Intro to Mac 3 9/25/95 or 10/23/95

(M092595) or (M102395)

—Maintaining the Mac 9/20/95 or 10/25/95

(M092095) or (M102595)



why the Macintosh user interface is consistent across all applications and how this makes learning and using software easier.

Materials required: Your Macintosh, HD drive, start-up disk, and an unformatted DSDD 800k disk.
Date: Sept. 11, 1995 7-10 pm. or Oct. 9, 7-10 pm.

Introduction to the Macintosh, Part II (Course #M091895 for Sept.) (Course #M101695 for Oct.)

Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar, Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook and Clipboard will be discussed. You'll learn the basics of installing software, as well as about the Chooser, peripheral devices, and how they are connected to the Macintosh.

Materials required: Your Macintosh, hard disk drive, start-

up disk, and an unformatted DSDD 800k disk.

Date: Sept. 18, 1995 7-10 pm. or Oct. 16, 7-10 p.m.

Introduction to the Macintosh, Part III (Course #M092595 for Sept.) (Course #M102395 for Oct.)

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

Materials required: Your Macintosh, hard disk drive, start-

up disk, and an unformatted DSDD 800k disk.

Date: Sept. 25, 1995 7-10 pm. or Oct. 23, 7-10 p.m.

Maintaining Your Macintosh (Course M092095 for Sept.) (Course #M102595 for Oct.)

How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation and optimization; managing start-up resources (including System 7 extensions or System 6 INITs); avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "house-keeping" philosophies.

Date: Sept. 20, 7-10 pm. or Oct. 25, 7-10 p.m. ■

Washington Apple Pi Tutorial Registration Form		Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852 301-984-0300	
Name _____		Please fill in the course number(s) of the class(es) that you wish to attend.	
Address _____		Class #1 _____	
City/State/Zip _____		Class #2 _____	
Phone (day) _____ (evening) _____		Class #3 _____	
Member Number _____ Non-member _____		Class #4 _____	
Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____		Class #5 _____	
<input type="checkbox"/> Check/Money Order <input type="checkbox"/> Credit Card		Class #6 _____	
Card Number _____		WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.	
Card Expiration _____ Signature _____			
Can you bring your own computer to the class? <input type="checkbox"/> Yes <input type="checkbox"/> No			



Looking for Good ROMs: Voyage(r) of Discovery

By Dennis R. Dimick, © 1995

THREE YEARS HAVE passed since a CD-ROM drive got wired to my Mac, and the CD-ROM has been a very useful tool: I've put my pictures on PhotoCD, software installations from CD-ROM have made floppy-based installs seem wasteful, and my little girl has immensely enjoyed the disks meant for her.

But even as the CD-ROM marketplace has boomed of late, I haven't had much luck finding titles I enjoy nearly the way my daughter has reveled in her disks such as

"Ruff's Bone," and "Sammy's Science House." But recently I got a copy of Voyager's "3SIXTY" catalog, and now things have been looking up on the CD-ROM front for me, too.

Garbage, and More Garbage

It seems like CD-ROMs are everywhere now, and maybe that's the problem. Too much quantity, not enough quality; lots of chaff, not enough wheat. The hardware part of the market has been falling into place: Apple has offered drives in nearly every Macintosh model sold, and the DOS/Windows market has

leveraged CD-ROM as the next great way to extract more money from hapless consumers.

Those seeking the "multimedia" experience usually suffer excruciating pain getting DOS/Windows systems and disks to work properly. But, hey, that's the price they've paid to help Bill Gates cry all the way to the bank.

Reaching Critical Mass of Something

Multimedia "gulch" production hotbeds have emerged (even here in Washington), a gaggle of CD-ROM-oriented magazines on disk and paper have been spawned, software houses have unleashed all manner of "easy-to-master" authoring software, and columnists now weekly give thumbs up or down to CD-ROMs and their virtue or lack.

A few mythic CD-ROMs have been lauded by **Wired**, **Morph's Outpost**, and other definitive nouvelle assayers of techno-culture.

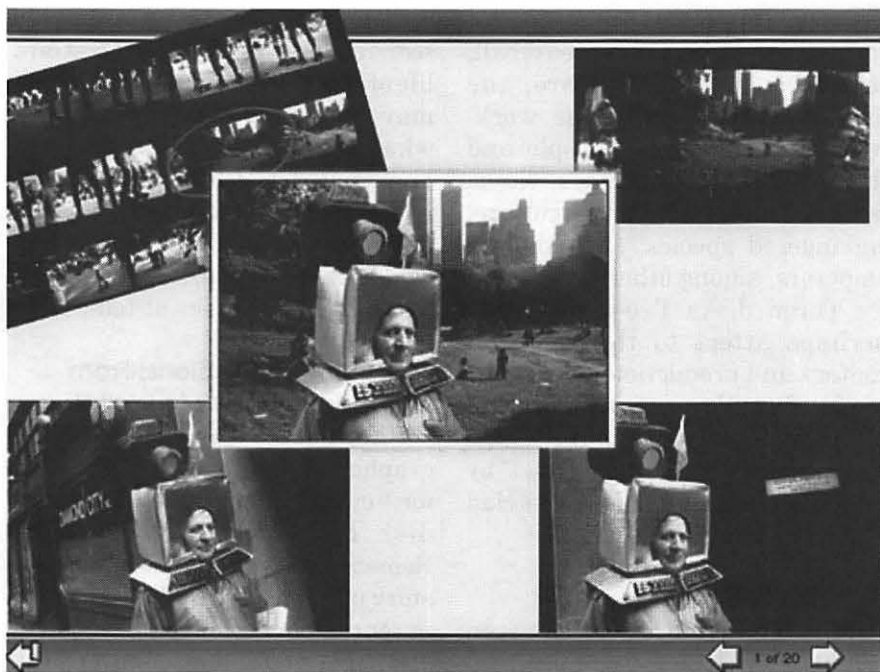
Not to be outdone and to be sure mindshare is secure, Microsoft's minions have shipped piles of titles so to keep shelf space staked out for Mr. Bill—further to enhance completion of Gates' opulent lakeside mansion, or to complete takeover of everyone's mind.

Ten Packs for \$29.95

But, for every money-making title, it seems ten others have been a bust. Well, not really. Recent accounts (**Wall Street Journal** and **Washington Post**), have it that fewer than five percent of CD-ROM producers are making money. In short, the market's saturated, quantities are galore,



Truth or Fiction?—Pedro Meyer photographed this man and his hat on a New York street and later relocated him to Central Park. This relocation is courtesy of digital image manipulation. You can find out how he created this image in his new Voyager CD-ROM, "Truths and Fictions: From Documentary to Digital."



Digital Fiction—Pedro Meyer explains and shows how he creates his digital composites as part of the “Truths and Fictions” CD-ROM. Here he shows how he created the image of a man with hat and Central Park, New York.

the odds are now steep if you seek to profit.

Just like currency whose value diminishes via inflation, most talk of CD-ROM's value has been inflated, at least for me. My mailbox overflows with catalogs touting wonderful titles, many at fire sale prices. We've gone from title shortage to title inflation and quantity surplus: now we can buy 10-packs of disks for \$29.95 or less. What is on those disks? Who cares, the price is right!

Such a deal, shovelware for cheap at 660 megs per disk, just what I need to help even more time somehow evaporate while pursuing another mediocre multimedia experience. If computers are good for nothing else they do help you watch massive amounts of time disappear.

What a Waste: Of Time

Thank God for SuperClock (or System 7.5), at least I can see the time fly. (As an aside: the next great time sink is looming. The World

Wide Web—screen redraw of HTML pages at 14.4 dialup reminds me of using 300 baud modems. And I thought Cinepak QuickTime compression was slow.)

Most ROM titles I've met have gone into my drive once, at best twice. “Oh, that's kind of nice, but I don't even remember what it was about.” I've gotten more use from features on my Adobe Photoshop installation CD-ROM than content on most tutorial, entertainment, edutainment, infotainment, or whatever-they're-called CD-ROMs I've seen. Admittedly, I'm not big on CD-ROM games, the challenge of avoiding being run over or shot on the streets of Washington, D.C., seems enough of a game of chance for me.

What's This Rant About?

Which leads roundabout to the topic at hand: CD-ROMs that seem to matter, titles that are memorable, endeavors that seek a plane higher than just existing to reap more profits and market share for

software monopolists such as those from Redmond, Washington.

Last autumn I finally got a chance to WANT to pay attention to the CD-ROM revolution when a friend handed me a catalog from a small company called Voyager. “Here, I've got two, I think you'll like this.” Believe me, the “3SIXTY” catalog of CD-ROMs from the Voyager Company made me take notice. Of course I'd heard of Voyager before, the sound on a disk I'd gotten two years ago didn't work. But this new catalog was epiphanic, it was time to take a new look.

Voyager's Egalitarian Catalog

When, for example, is the last time you received marketing brochures from Microsoft touting for sale the products of another company? Well, that's exactly what Voyager's catalog is about: this book shows off the best of all CD-ROMs out there. What a surprising concept in a time when acquiring or “windowizing” the competition is the preferred approach to the computer marketplace today.

For sure, the Voyager catalog exists to promote Voyager's disks, but there mixed in are big illustrated listings for The Tortoise and The Hare and Ruff's Bone from Broderbund, MYST, Peter Gabriel's XPLORA, What Now Software's Small Blue Planet and yes, even three titles from Microsoft.

The Marketers Don't Get It

A quote inside the catalog cover tells the Voyager tale, and the words are as much a comment on the lack of marketplace quality today as there is a search for quality in products coming from Voyager:

“A confidence in common culture, an assumption that people are very much smarter than the marketing men say they are, that something in them is capable of responding to things that are very



complex." This the credo of Dennis Hopper, a British writer known for **The Singing Detective** and **Pennies From Heaven**.

Voyager's disks clearly are designed to appeal to the mind, and in an era where shoot 'em up violence and all manner of exploitation themes seem destined to control our attention and pocketbooks, Voyager's approach is admirable and refreshing. I can only hope they're making enough money to stay in business, for we need Voyager's kind.

**Cases in Point:
"Bring Your Brain"**

Like most companies these days, Voyager has its fashion line of t-shirts. The back says, "Bring Your Brain." You better, and that's the point. The range of Voyager titles includes American poetry and

history, classical music and composers, space travel, baseball, comic books, Shakespeare, the human body, how things work, relaxation, the mind, people and their relation to machines, circus freaks, evolution, Japanese culture, endangered species, and Chinese emperors, among others.

Three disks I've seen lately perhaps attest to the range of content and production values now coming from Voyager, all are spring 1995 releases: "Truths and Fictions," by Pedro Meyer; "Puppet Motel" by Laurie Anderson; and "If Monks Had Macs," by Brian Thomas.

But Briefly: Freak Show

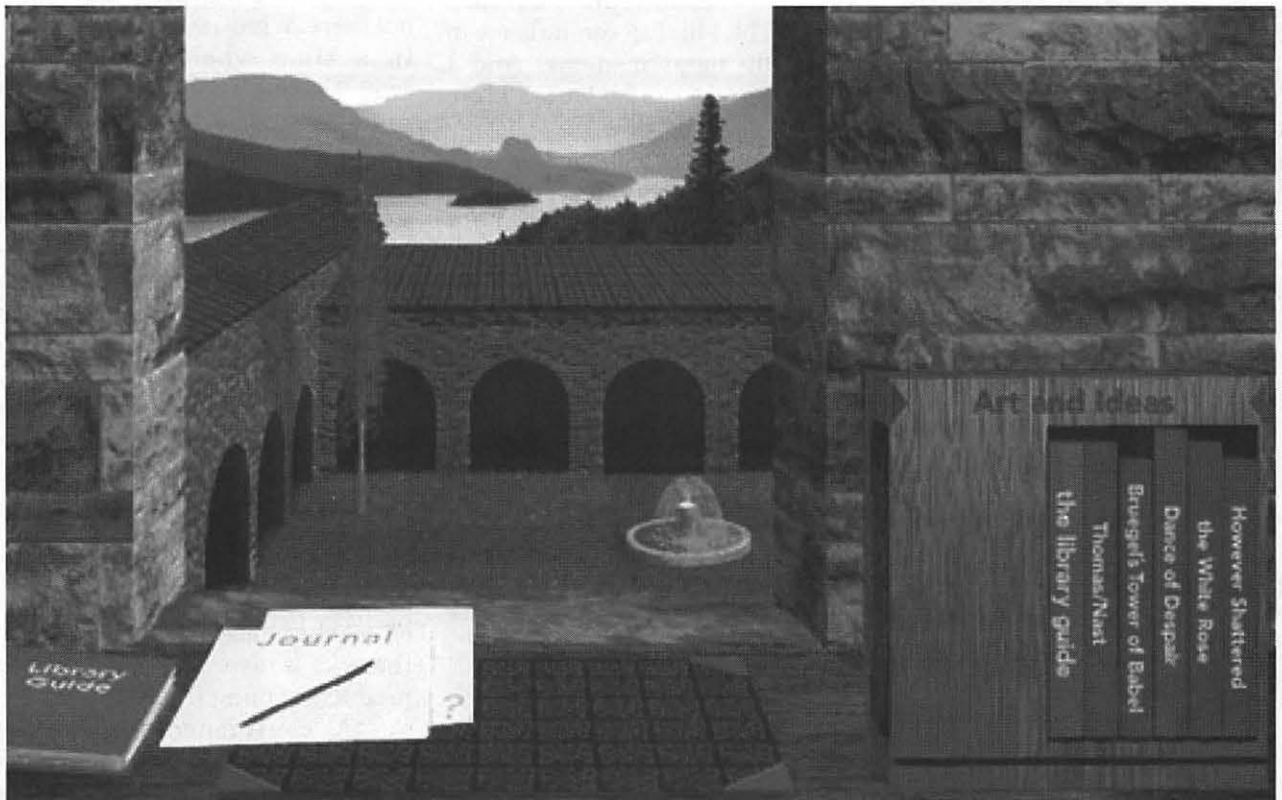
By the way, if you haven't seen "Freak Show," this is a monumental disk, and it too is from Voyager. Jim Ludtke and rock group The Residents have produced in this one

disk an amazing set of animated scenarios about the lonely, weird life of circus show freaks. This thing may be to CD-ROM productions what the Beatles' Sgt. Pepper's Lonely Hearts Club Band was to rock music: benchmark, pivotal, defining. Get this disk, explore it, wonder at it's richness. But I digress, and back to the disks at hand.

Truths and Fictions: From Documentary to Digital

Mexican documentary photographer Pedro Meyer's first effort for Voyager a few years back was a disk called "I Photograph to Remember," the photo-documentary story of the illness and death of his parents. (Sorry Voyager, I've never been able to get the sound to work right on my v.1.0 edition of this disk.)

A simple narrated slide-show type presentation done with



"If Monks Had Macs: Pastoral Greeting—When you arrive at the place where "Monks have Macs," you'll be greeted by a beautiful cloister view and bubbling fountain, high above a river. You choose your books from the bookcase at lower right. "If Monks Had Macs" comes from Voyager, a New York CD-ROM company that produces some of the more intriguing titles going.



MacroMind (at that time) Director, this disk was elegant and deeply felt, a perfect example of a story shining above any lure of technology's bells and whistles. At the time the disk was published it was way ahead of what was being done by anyone else.

This spring Meyer released a new disk, "Truths and Fictions," addressing recent work using computers to manipulate documentary photography. This disk is a clean, simple presentation of methods, and images Meyer has produced from photographs taken in Mexico and in the United States.

Besides showing his combined images, Meyer also shows how he achieved the effects. Some images in this project are actually straight photos, yet are a surprise because you begin to expect manipulation in everything. This disk was the "catalog" to a show of his images at the Corcoran Gallery in Washington D.C., this spring, the prints themselves being Iris inkjets from Nash Editions.

The disk has letters and commentary from Meyer's friends and colleagues discussing social and political effects of the "digital revolution," and their views of how reality will be represented in coming decades. In my own work, I'm involved in publishing reportage-style non-fiction photography, yet I often wonder about the relation of photography to the imagined and spiritual realm, subjects not easily rendered by conventional photography.

Meyer has challenged the notion that photography should be solely non-fiction, and despite his own misgivings about effects of manipulation on veracity of images, he shows clearly there is a place for images labeled as "fiction." Words have always been allowed configuration for use in "non-fiction" and "fiction" realms, and Meyer



Puppet Motel's Hall of Time—After you check into the hotel, Laurie Anderson's "Puppet Motel" disk begins with the Hall of Time. A slide-show like image is projected onto the left wall, and you proceed to rooms by clicking on the image projected. With exquisite 16-bit sound and QuickTime movies galore, this disk is available only for the Macintosh.

articulately argues for "fiction" as an alternative in photographic style imagery.

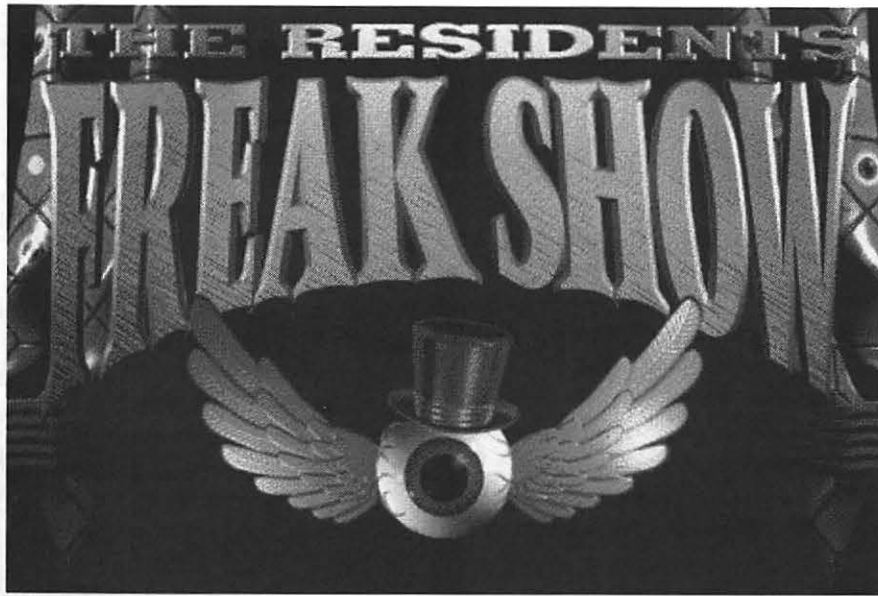
Puppet Motel: Laurie Anderson's Tour Disk

A great thing about Laurie Anderson is her willingness to try new ways. A performance artist known for using technology to help tell a story, Laurie engaged Voyager early on to help produce her first CD-ROM, and also to help promote her 1995 "Nerve Bible" tour. Access Voyager's World Wide Web page (<http://www.voyagerco.com/>) to get latest information on her tour, and to download sound and QuickTime movie files for adding to the "Puppet Motel" experience. This CD-ROM, designed by digital artist Hsin-Chien-Huang, is distinctive in its use of 44-KHz stereo sound, a trick achieved by transfer of relevant sound files to your Mac's hard disk during installation.

The Puppet Motel has 31 rooms, akin to 31 complex thoughts swirling

around Laurie's brain. You enter the hotel on what might as well be a dark night, for the hotel's "street sign" is barely visible when you "sign in." It's a dark place, and you have to look for sources of light and reflection in order to get around. The various rooms come with names such as hall of time, phone, answering machine, web, love line, cartoon, eye-as-camera, you-know-those-nights, ugly-one-with-the-jewels, ouija, and attic.

This disk is not meant for button pushers and others seeking an easy call-and-response computing experience. It's possible for you to record sounds to use with the disk, and you can also automatically link (from the disk) to the World Wide Web via Netscape if you've got proper network connections. As much as any disk I have, this one begs for more time and attention. It's not a linear experience, there are surprises around each corner. If you're willing to be patient and think a bit, you'll be rewarded. This disk



Freak Show—One of Voyager's most famous, and unusual CD-ROMs is "Freak Show" by Jim Ludtke and The Residents. This disk is an incredibly rich animated look at the lonely life of circus freaks, and is a good example of the artistic potential of interactive multimedia.

keeps finding its way back to my CD-ROM drive.

If Monks Had Macs: Would They Have CD-ROM?

This disk compiles some cool and idiosyncratic HyperCard stacks produced by Brian Thomas and his friends over the years. The original programs have been upgraded, expanded, and several new sections have been added using Voyager's Expanded Book technology (a method of turning texts into an appealing experience via computers). "If Monks Had Macs" has been topped off with an interactive scene of a library overlooking a cloister, replete with bubbling water from a fountain. (The scene was adapted from a view of the Columbia River Gorge between Oregon and Washington at Crown Point.) You choose selections from the library by spinning a rotating book case while sitting at a desk.

What's rich here are ideas and thoughts. None are directly related to each other, but all are related to the life of the soul and mind.

Examples include the inner life of Henry David Thoreau and the complete Walden, unedited Warren Commission testimony on the assassination of John F. Kennedy, an examination of Breugel's famous "Tower of Babel" painting, a story of Nazi Resistance called White Rose, a look at "Imitatio Christi," a Medieval bestseller by Thomas á Kempis, Amanda Stories for kids, and a personal hypertext journal called "Get an Inner Life."

Granted, this disk's dependence on HyperCard stacks slows it down in the world of double-speed drives and fast CPUs, but this is meant to be contemplative. These are priceless works, and it's admirable that Voyager has made the effort to archive them for the ages in optical disk format.

All in All: Support Diversity

These disks are but a few of many worthy offerings from Voyager. Another disk I wanted to discuss, but just ran out of time to evaluate, is "Who Built America?" a multimedia history of the United

States from 1876 to 1914, by the American Social History Project.

The disk has come under some fire lately by conservative groups for its historical references to homosexuality, birth control and abortion. Apple Computer has been under pressure to drop this disk from bundles sold with Performa models. Go buy this disk. It is worthy. This disk offers honest history, not revisionist doctrine fitting expedient whims of an intolerant, uninformed society.

We need the likes of Voyager to survive, especially as footsteps of the software monopolists loom larger and louder. Support Voyager, at least send for their catalog, check out their Web site, find out more. Maybe like me, you'll become enchanted, and begin to participate in a higher, smarter, computer experience. One disk and one voyage at a time. ■

The Voyager Company

One Bridge Street
Irvington, NY
Phone: 1-800-446-2001
FAX: 1-914-591-6481
e-mail: 3sixty@voyagerco.com
WEB:
<http://www.voyagerco.com/>

(Voyager disks are available at retail in some Tower Records stores and some Borders' Bookstores. Check Voyager's WEB site for specifics.)

Dennis Dimick's views in this article are his and his only. If you disagree, of course that is your right. He says you are always invited to write your own articles for the WAP Journal. You can chat with him on the TCS, especially in the QuickTime section of the Macintosh conference. He can be reached on the Internet: ddimick@aol.com.

The Montgomery County Public Assistance Catalog (PAC)

by Harold Baer

IN MONTGOMERY County Libraries, as in most library systems, there is no longer a card catalog. Because of computerization, what used to be merely a catalog of the contents of the library, now brings a whole new world of information to library users. Although there are still a few (I guess you might call them old-timers) who mourn the loss of the actual cards, it is really exciting to see what can now be discovered, and the wonders that the library really holds. The information search goes much further and in much greater depth than the old Montgomery County Catalog and can even go beyond the Montgomery County Library System.

As a Volunteer Library Docent for the PAC system I have come upon many interesting and curious things that library patrons want to know but do not know how to find. For many problems answers can only be provided by the librarians. As a

PAC Docent I find that many attempt to use the computer terminals but flounder abouts without getting what they need and want without some guidance.

First, and most important, PAC is not limited to residents of Montgomery County. Anyone can go to one of the many branches and use one of the terminals to carry out searches; there are even printers available on most terminals so that the information can be had permanently.

Mostly I am writing this for members of the Apple Pi who have

modems, as I would guess most of us do. With a modem it is possible to access PAC from anywhere. For those in the area code 301 it is a local call:217-3906. For all others it is available by dialing 301-217-3906. But why would you want to access PAC? A quick look at one of the first screens (Figure 1) tells you that The Montgomery County Catalog is only one of many choices. Some of the choices include information from almost all of the U.S.

If number 1 (under Database Choices) is selected, the Montgomery County Library catalog becomes available(window not shown). As an example, one could select N (for name) and then type in the name of an author and obtain a list of all of the works of that author held by the library, a list of whether they are held in all branches and whether they are in or out. On the other hand, if it is a subject that is being sought then W (word) is typed in. As an example, if information

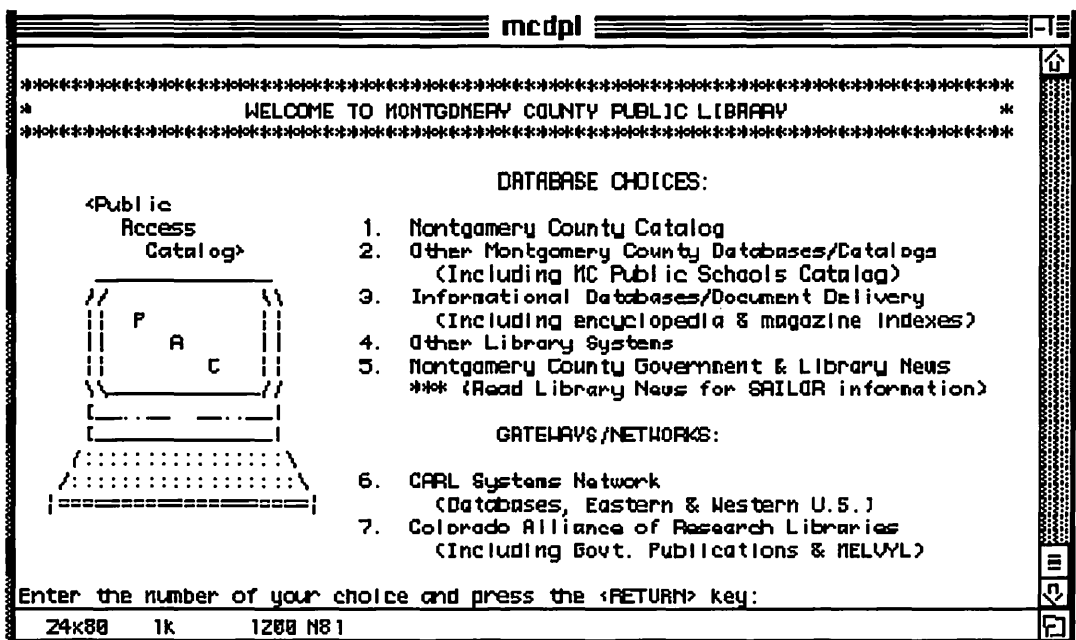


Figure 1.

is being sought for toothbrush, then this word would be entered. The following screen then appears (Figure 2): We can ignore the 1 item for toothbrushing and find that there are 4 items for toothbrush.

If additional information about item 3 of this window is required, enter 3 and the following screen appears (Figure 3):

This tells us that it is in the Juvenile section, that it is in the Aspen Hill Branch. If RETURN was pressed it could be determined whether it is also part of the collection of other branches and whether it is in or out of each branch. If we now return to Figure 1 and select item 3, then the following window appears (Figure 4):

It is obvious that a wide variety of information is available if items 10 to 16 are selected. Furthermore, some of the options provide the full text of an article which can be printed out at home, at one of the library printers or can be obtained by FAX, for a fee.

I will only give an example of what can be found. However, I first must point out that although all of this information can be accessed from a terminal in any of the library branches, if access is desired by modem an ID is required for some of the information. The ID is your library card number. Therefore, it is essential that a library card be obtained; even if you are not a resident of Montgomery County you may apply for a card.

As an example, I have chosen item 11, Company Profiles in Figure 4 (under Informational Databases/ Document Delivery), and when the next window appeared I selected Hilton Hotels. The following window displays a listing of hotels (Figure 5).

Pressing RETURN would show whether there are additional hotels.

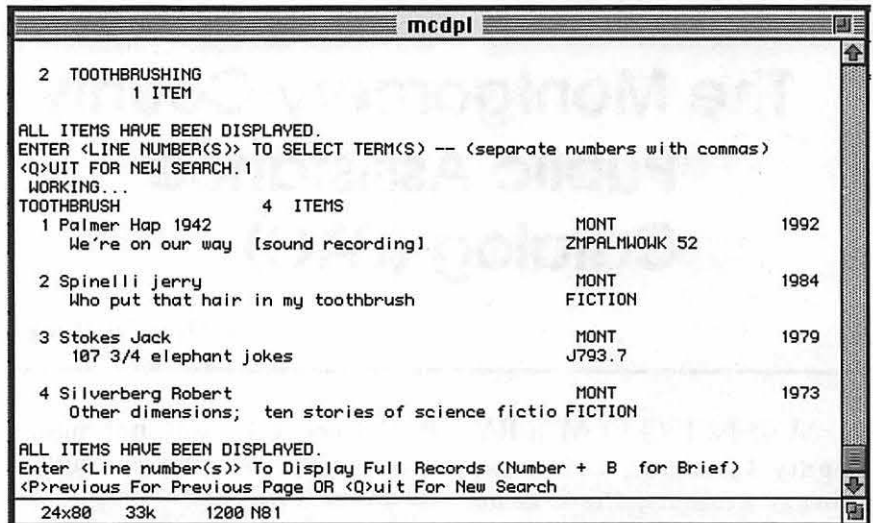


Figure 2.

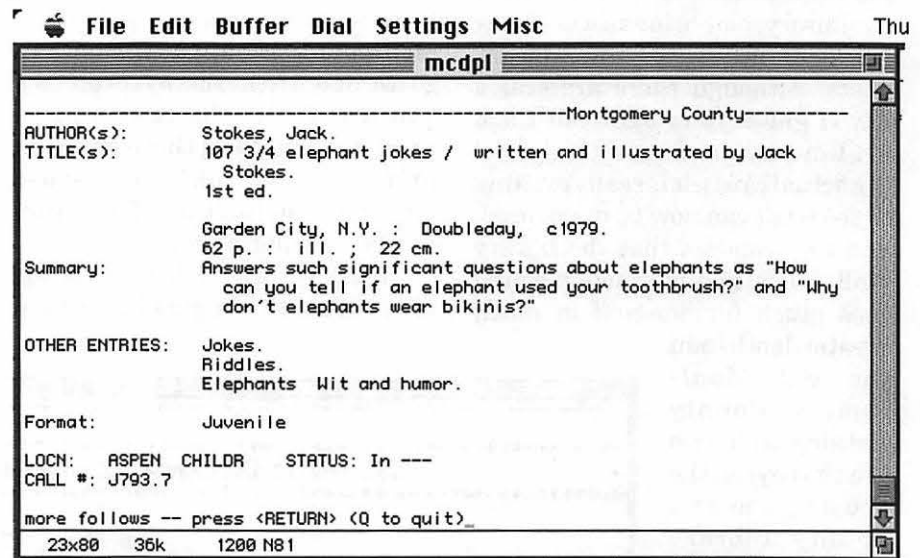


Figure 3.

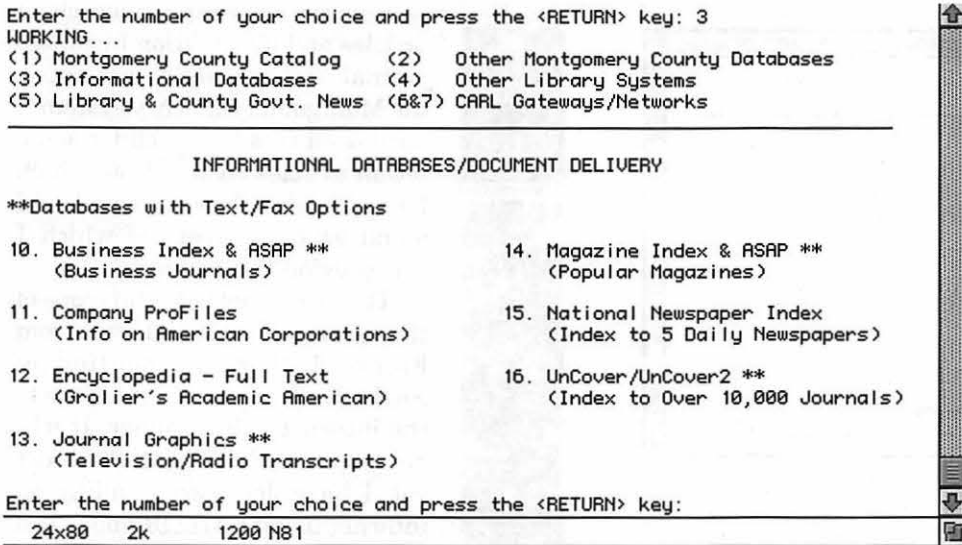


Figure 4.

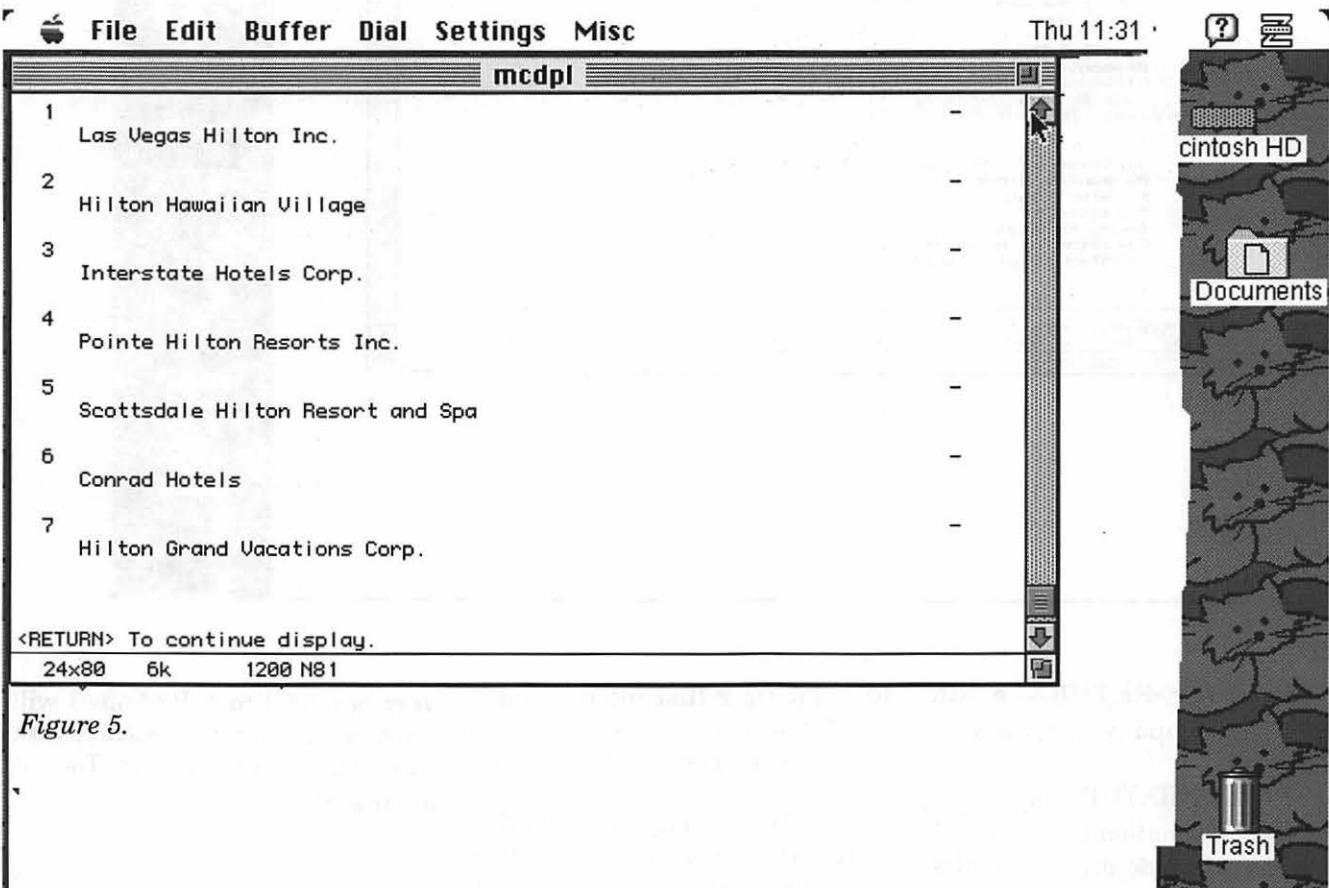


Figure 5.

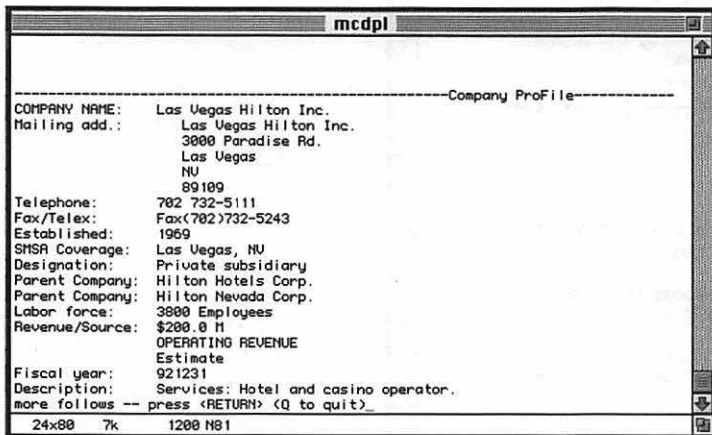


Figure 6.



system that permits a search of articles and information in 10,000 journals, most of which are not in the Montgomery Library system. I have used this to search for some recent articles on allergy in which I happened to be interested and found several papers of which I was previously unaware.

This is still not the total scope of the system. If you will notice from Figure 1 there is mention of SAILOR. This is a free entrance to the internet using gopher. It will not support E-Mail; at least not yet. I have done some sailing on internet using SAILOR and it is a

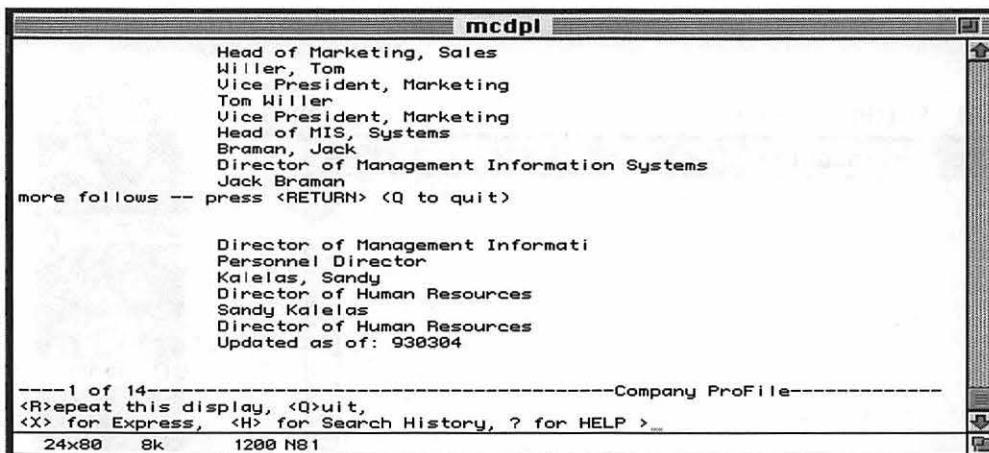


Figure 7.

Pressing RETURN again provides company information Figure 6):

Pressing RETURN provides further information Figure 7:

These two detailed examples provide some insight into the varied and detailed kind of information available from the PAC computer system. It is obvious

from Figure 2 that information is available from newspaper and magazine articles and from library systems other than Montgomery County. But these are only samples, since it is obvious that articles that have appeared in newspapers and magazines can be found and many of these also provide complete text. I have not mentioned the Uncover

very powerful tool. Perhaps I will recount some of my experiences with this Montgomery Library Tool at another time. ■

Sailor: Surfing the InterNet

by Seth Mize
Annapolis Apple Slice

REASONS FOR Net Surfing with Sailor:

- 1) You got a modem for your computer and this is the cheapest way to get to Australia.
- 2) You have a homework assignment to complete and the library is closed.
- 3) You want to read the news at USA Today or the Detroit News.
- 4) The price is right. No charge for use of Sailor.

Maryland Library users, there are three ways you can get to Sailor:

- 1) Visit your local library and use Sailor at one of its computers.
- 2) Connect to Sailor using your personal computer with a modem. In Maryland every Library has access to Sailor. You can call one of the following numbers to get connected. The Enoch Pratt Free Library -410-605-0500 or the Montgomery County Public Library - 301-424-4200. Using your computer set your modem software to VT100 emulation, no parity, 8 data bits, 1 stop bit, and full duplex. Sailor supports modem speeds from 300 to 14,400 baud.

Set your file transfer protocol to Kermit. Set a location for saving your online session to disk. Adjust your highlight setting so that you can see which item is highlighted for selection.

Login as guest. Password is just a carriage return. At the menu screens, pick Lynx and VT100. The screens change every few weeks. Capture your session to a disk file for off-line viewing.

Lynx is a text browser for World Wide Web resources via Sailor's home page. You can select Gopher from Lynx if you need to get a file by FTP.

Use your arrow keys or your keypad to emulate the VT100 arrow keys. Travel to the next page with a push of your space bar. Move up or down a list of choices with a tab key or up and down arrows. Right arrow to follow a link; left arrow to go back. P for print text. (You can download text without embedded codes this way.) A new choice here lets you send yourself a file with e-mail. D for Download. Q to quit Sailor. Use the Equal key to find out where you are on the web. M for Main Screen. O for the Options Screen if you want to be more than a Novice. Currently Sailor is using Lynx version 2-4-2.

- 3) If you have interNet telnet capability, you can telnet directly to one of these addresses: 192.188.199.5, sailor.lib.md.us.

If you have a PPP or SLIP connection, you can reach the Sailor home page at: <http://sailor.lib.md.us>.

The Main Screen gives you a multitude of choices. First Choice is a winner..."What's new, Hon?" reflecting the home port of the Sailor

system is located at the Enoch Pratt Free Library in Baltimore, Maryland.

Take this choice to see what is new and you will really enjoy your visit.

Come back and follow on to Yahoo.

To get to the Yahoo search engine you must first skip over Search Sailor and E-Mail and Sailor Gopher for the moment. Select Tools. And at your next screen tab past Home Port, Search Sailor, Tools, Feedback, General Reference, Internet Guides and select Search tools and databases. At the next screen tab down past Lycos and DejaNews to...Yahoo.

At the new screen you are presented with a great number of choices. First, there are eight initial items: New, Headlines, Cool, Popular, Write Us, Add URL, Random and Info. All of these choices can take you to places you might like to visit.

Second, there is a blank line to be filled in by typing in your search words. After inputting one or more words hit the Enter key. This will advance you to the Search button. When you hit Enter now, you will start a search.

Third, there are areas to go to sorted by broad category: Arts, Business and Economy, Computers and Internet, Education, Entertainment, Government, Health, News, Recreation, Reference, Regional (Countries, Regions, U.S. States), Science, Social Science, Society and Culture

Finally, there is a choice for those who can take advantage of it, Yahoo with graphics.

Next time I'll show you how to get a file by FTP. ■

seth.mize@tcs.wap.org



Photoshop 3.0: Power, Elegance, Convenience

A Rolls Among Image Editing Software

by Dave Kramer

FOR ME, Photoshop has always been the ultimate power tool for my Macintosh. Without it, you just can't get the most out of your machine. Sure, there are some other freeware and shareware image manipulations programs, and they're great for small tasks, like file format conversions and cropping. But a Mac just isn't complete without Adobe's stamp on it, if you ask me.

I learned to use Photoshop dur-

advanced features such as channels, paths, and filters. Much of the work I did for my current employer's World Wide Web site (<http://www.faulkner.com/>) was done using Photoshop 2.5 with a copy of the *Photoshop Wow! Book* (Peachpit Press) always at my elbow.

So it was with great pleasure that I took the plunge with Photoshop 3.0 and its wealth of new features, such as using layers for creating composite images. For any-

one who's worked five minutes with the older versions of Photoshop, you realize how time consuming it is to tweak and touch up an image. When you drop text onto an image, which is what a lot of beginners do starting out, you notice that the text becomes embedded in the image. You get one chance to hit Command-Z (undo), and then it's permanent. The

only way to ensure that you can redo complex image editing is to save many megabytes worth of previous steps, so you can retrace your steps if you want to improve a picture element.

No more. Now you can put the text on a layer by itself, create a background layer, and slip in any number of intermediate layers. Each element of a picture can be placed on its own layer, and you can use layer masks to create special effects. This may take a little getting used to. When I started on my first image — a logo for a World Wide Web page that I was designing — it took me about half an hour to realize that I couldn't simply drag and drop two images together to take advantage of the layers feature. Instead, the pictures were quickly combined, which is great and includes a number of mixing options — but it's not what I had in mind. I finally realized that you have to manually create a new layer, and then paste or drag the element onto the layer.

Once I figured this out, I was ready to roll. I created some new button icons, and I placed the button text onto a separate layer. I made about a half dozen buttons, each uniform in appearance but with easily editable text. Now if I want to make a new button or change an existing one, I just edit the text layer. Here's the best part: If I want to kern the letters, I don't have to do it when I lay down the text, as I did with Photoshop 2.5. I can go back, select only the layer I want to edit, and then select only the letters I want to move. Next, I just push the arrow keys to move them a pixel at a time in the direction I want them to go. Voilà. Combining images requires much less precision up front. If you make a mistake, or want to re-sculpt a graphic once you get the idea roughed it, just do it.

I used this technique to clean up the logo for The Resource Fork column, which I created for the SJAUG newsletter. I knew I wanted to have an image of a fork crossing the top of the letter F of the word "Fork" in the graphic. So I set the word "I ork" with some space left between the

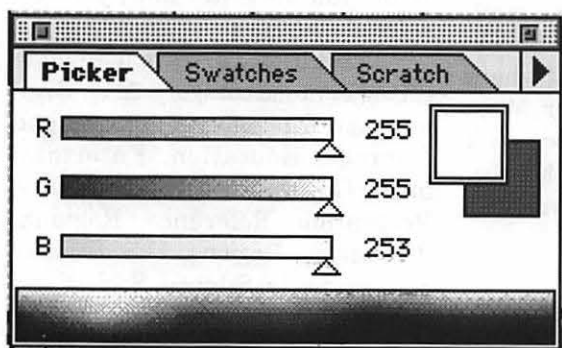


Figure 1. Color picker

ing a past job as a newspaper editor, at first for small tasks such as minor pre-press prep work using other people's images. Later I learned to take interesting source images and do amazing things with them, using

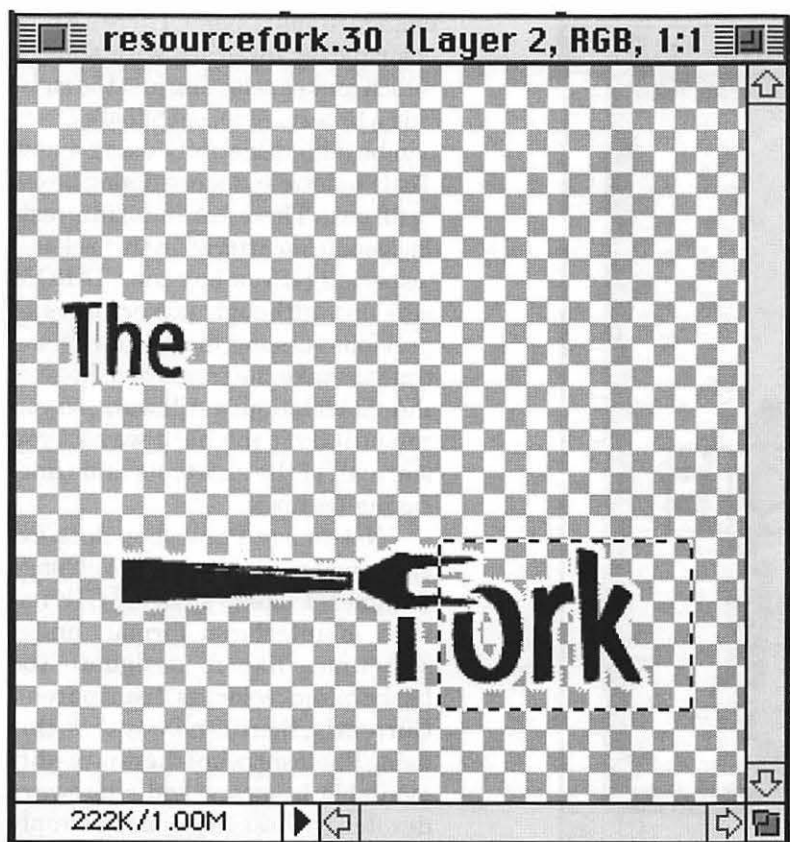


Figure 2. Kerning

letter "I" and the letters "ork"; too much space, as it turned out. Once I laid on the fork image (which I found in a clip art collection and modified to fit the picture), I realized it was spaced out far too much. So I went back to the layer with "I ork" on it and selected only the letters "ork" and then inched them to the left, until they fell where I wanted them. I was able to keep the layer with the fork on it visible, so I could tell right away when the effect was perfect.

It's important to note how much time I saved doing this. Using old Photoshop techniques, I would have needed to go back and redo most of the logo, treating my first try as a sort of rough draft. Once, when I learned to create chiseled crystal text using Photoshop 2.5 and extensive channel mask work, it took about five or six tries to get the final

image. Layers make the job much easier to modify, so you don't have to skip back several steps if you decide an element really could be better. It's also noteworthy that I'm not using a Power Macintosh with 20-plus megabytes of RAM for these tasks. I use a measly Quadra 605 with 8 megabytes of RAM and Connectix RAM Doubler. And, yes, Photoshop is a bit sluggish using this low end configuration, so it's very nice to be able to save time by eliminating this rough draft stage from my work.

The Resource Fork

logo contains about five layers. The blue sky with clouds (which I made using the wonderful new Render Clouds filter included with Photoshop 3.0) is the bottom layer. Then there's the Jack-in-the-Box icon, which has a transparent background so that sky shows through. Then I added two layers of text, and finally the fork fits neatly on top. If I suddenly decided that I wanted the fork to be behind the text, I could easily drag and drop its layer down in the layers palette, and it would instantly switch. The layers palette includes custom previews, which make it easy to see at a glance which element is where.

Layers are only one new feature of the new Photoshop, but they are the most useful addition, in my opinion. There are also some new tricks, such as the ability to quickly select a range of colors. Most special effects filters now offer a preview option, so you can try before you buy a

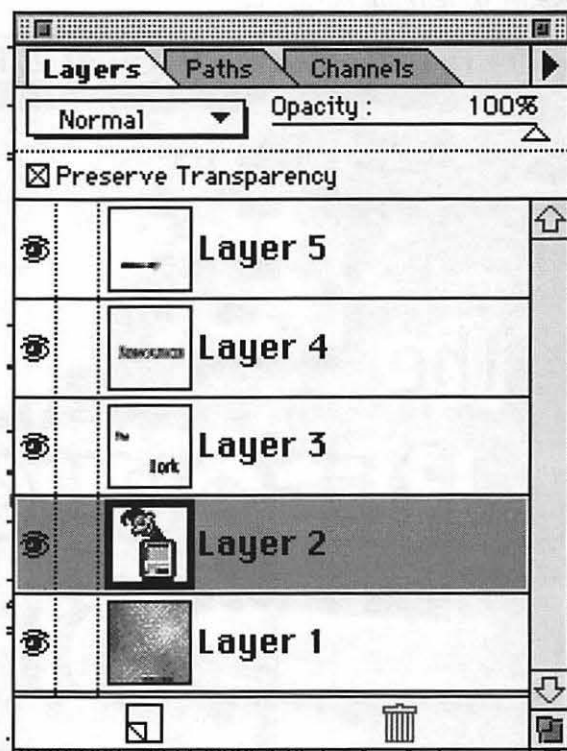


Figure 3. Layers

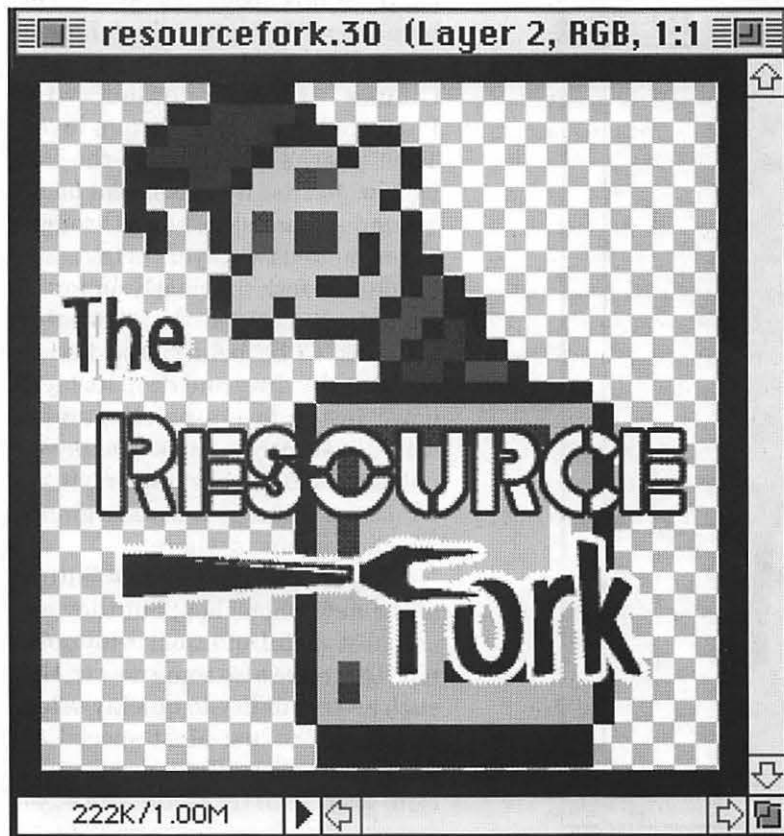
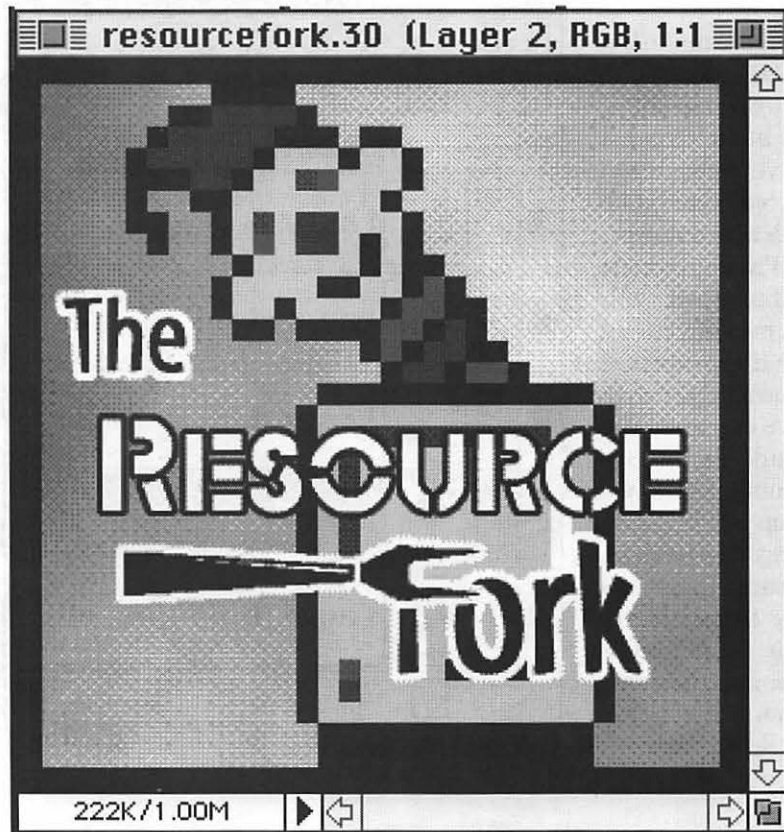


Figure 4. Without background



change to your image. There's a new color picker interface with sliders, which makes selecting just the right hue a breeze. Also, each tool's effect can be adjusted subtly using a new Tools palette (no more dialog boxes to fill out). There are lots of interesting goodies scattered in this release (especially if you buy the CD-ROM version), although power users of previous versions may require some time to make the transition. Most of the old techniques still work, so you can still do it the hard way as you learn all of the shortcuts and time-saving features.

Not to say Photoshop does everything I want it to. As a Web page designer, I like to save my GIF images in interlaced format, and I sometimes like to designate the background color as transparent. Currently, there is no way to do this using Photoshop, but there is readily available freeware and shareware devoted to these tasks, and I simply pass off the files to programs like Graphics Converter and Transparency once I have them complete. It just goes to show that Photoshop doesn't do absolutely everything; the kitchen sink interface is still a few updates away, from what I hear.

As I said before, Photoshop 3.0 on CD-ROM contains tons of extras, including some wonderful QuickTime tutorial movies that walk you through the new features. I don't care how experienced you are with Photoshop, some of the new tricks change the way you interact with the program. Watching these clips will help you make the shift to the "new way."

OK, you're sold? Not so fast. Unless you currently run or are planning to launch a graphics-oriented business (or you work for a company with a whole lot of empty line items in its budget), Photoshop is probably out of the reach of your disposable income. At \$550, this program



is a pricey proposition. But there really is no alternative software that I've seen with the kind of power and flexibility that Photoshop has built in and plugged in. Upgraders from older versions will find the new Photoshop a reasonable deal, well worth the dollars for the time and energy saved on nearly every job. I think Adobe should offer some sort of "Photoshop Lite" geared toward hobbyists and beginners, but then Photoshop has never been less than a Rolls Royce among image editing software.

"Lite" probably isn't in their vocabulary. ■

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Color LaserWriter

continued from page 26

to the fuser rollers. From time to time an oil spot may appear. Things that may cause it to happen with greater frequency are:

- Not having removed the orange spacers from inside the fuser access door.
- Turning the printer On and Off a number of times in a short period of time. For example, five times in an hour.
- After leaving the printer in idle mode for a long period of time, you may get a few spots of oil on the first couple of pages printed.
- Using recycled paper can plug the fuser's oil filter and cause

long oil streaks on the back of the paper. Apple recommends that you use a good quality, non-fibrous paper. You will have to replace the fuser if you continue to use fibrous paper.

Q: I am getting small amounts of toner on the printed page. How can I prevent this?

A: Cleaning the excess toner from the following areas should eliminate the problem:

- Clean density sensor and separation discharge wire with the brush provided. This procedure is described on page 223 of the user's guide.
- Clean the paper pickup area as described on page 226 of the user's guide.
- Printing 10 blank pages will help clean toner off rollers.

Q: The Color LaserWriter 12/600 PS specification sheet lists a 1284 Parallel I/O cable (M4235M/A). Do I need this cable, or can I use a "standard" parallel cable?

A: You cannot use the old style parallel cable. The parallel interface on the Color LaserWriter 12/600 controller side is new. The physical connector is different than the old style parallel port. The old style parallel cables used a 1284-A style plug, which use a 1284-B connector. The Color LaserWriter 12/600 PS controller, uses the newer 1284-C style connector. This new connector fully supports the 1284 ECP transfer mode (Fast mode), which is why Apple uses it. There may be some third-party adapters that will allow you to convert the older 1284-B to the newer 1284-C connector. However, Apple will not support such a configuration.

Q: I have two Apple Color LaserWriter printers, and I get slightly different colored printouts from each of them. Is there any way to adjust the printer's color output?

A: The printer is adjusted at the factory to produce the best possible image quality. All Color LaserWriter 12/600 PS printers come with these default settings in effect. To change the color balance refer to page 254 of the user's guide. This should only be used to make subtle changes to match multiple printers.

NOTE: One correction to that page of the User's Guide is in the Read Me. On returning to factory default (Step #7), the manual says to first select a color and hold the + and - buttons together. Instead, just hold down the + and - buttons for about 5 seconds and all colors return to the factory default settings.

Q: Text created with TrueType or PostScript fonts prints fine, but equivalent bitmapped text sometimes prints blurry and exhibits a fuzzy halo effect. What is the problem?

A: When an object gets a full saturation of two colors, the haloing effect, which is normal to all laser imaging, is compounded. To offset this, the I/O controller checks incoming fonts and decrease their saturations slightly in cases where unacceptable haloing would otherwise occur. For example, a green font (pure cyan with pure yellow) might be adjusted to 80% cyan and 80% yellow. This adjustment does not visually alter the color. Since font ID drives this process, bitmapped text is ignored and will



be imaged as a normal graphic. To offset halving in graphics, you must make adjustments by hand in the source application.

Q: I just moved my Color LaserWriter 12/600 PS to a new location and now the status panel is showing an error that the Read Me file identifies as a fuser oil pump error (the paper-jam and paper-out lights flash, the yellow toner light illuminates, and one maintenance light is on). What happened?

A: The oil may not have been properly extracted from the fuser before you moved the printer. If oil is present in a printer that is being moved and tilted, the oil overflow sensor can become contaminated, which will cause the oil pump error you describe. When the fuser oil pump error occurs, servicing is required. Before moving your Color LaserWriter 12/600 PS follow the extraction procedures found in Appendix E of the user's guide, and in the Fuser Oil Extraction topic in Service Source.

Q: I see some banding in the images. What causes this banding?

A: Banding is very difficult to measure with instruments, but the human eye is very good at discerning it. With the Color LaserWriter 12/600 PS it can arise from a number of areas. These include image development area, high voltage power, and basic mechanical factors. The engine manufacturer and Apple have worked very hard to minimize the band-

ing. No band that repeats on the page should be greater than 2mm in width. To evaluate the banding print out large vertical solid areas of each color (CMYK) at about 60% coverage, from an application. Look at each and determine if one color is banding worse than the other colors. (The human eye does not detect banding in yellow, so do not expect to see it there.) Small bands of variations are due to mechanical factors and are to be expected. If there are predominate bands about 50mm apart in any one color it is likely the developer roller in the toner cartridge. If the predominate bands are spaced 38mm or 129mm the cause is likely the Photoconductor cartridge.

Q: The DeskTop Printing Software was not installed with my Apple Color LaserWriter 12/600 PS installation. How can I get the DeskTop Printing option?

A: If you have System 7.1 then Print Monitor 7.1.2 has been installed. DeskTop Printing software requires System 7.1.1 or higher. Specifically the Finder needs to be 7.1.3 or higher. After installing System 7.1.1 or greater, reinstall the Color LaserWriter 12/600 PS software and DeskTop Printing will be installed. ■

Our thanks to Apple Computer, Inc. This article from The Information Alley © 1994.

Color Discrepancies on a Color StyleWriter Pro

by Denny Carag

COLORS MAY differ from the screen when printed to the Color StyleWriter Pro. For example, Reflex Blue may look purple when printed. This is due to the following:

- Monitors "emit" colored light, whereas, colors on a printed page are "reflected" by whatever the light source may be. This has a large effect on the colors our eyes perceive.
- The Apple monitors are for the most part blue-ish in color, so this component also affects the colors that we see.
- There is a limitation of the ink and the color space that can be produced by printers. Basically, all printers (including non-Apple color printers) in this price range can only produce a subset of the CMYK color space. With some programs, you may be able to modify the CMYK values to alter the numbers a bit, which may help to produce specific colors you need.

ColorSync goes a long way in synchronizing the monitor with the printer, so Apple suggests that you use ColorSync and select the respective Color Matching Methods for your monitors or printers. (See Issue 4 of the Information Alley, or the Technical Information Library article titled ColorSync Software: Overview, for additional information about ColorSync.) ■

Our thanks to Apple Computer, Inc. This article from The Information Alley © 1994.

CompuServe Cuts Prices, Reveals Plans

(01-Aug-95)

CompuServe has made the following announcements to reinforce its position as the industry leader in value, variety, and technology.

* **New Prices:** Effective 10-Sep-95, CompuServe's new pricing structure will offer you greater access to the online service at a significantly reduced connect-time rate. With your monthly membership fee of \$9.95, you will receive five hours of access to virtually all of CompuServe's services, including forums, CompuServe Mail and the Internet. Additional hours will be billed at \$2.95.

* **New Service:** In early 1996, CompuServe will introduce a new service, code-named "WOW!" The new service will complement the existing CompuServe Information Service by offering novice users a wealth of unique, entertaining options for experiencing a new and exciting online world. See information below about this new service.

In addition, you can get further information directly from the President and CEO of CompuServe, Bob Massey. GO WELCOME for details.

**WOW! Your World!
Your Way!**

CompuServe Incorporated is

developing a new consumer online service that will allow members to custom-design an information service for their specific interests.

Code named WOW!, the service will appeal to a whole new market of less experienced computer users. The totally new service will allow members to identify and access the areas of the service important to them.

"Your World. Your Way." is how we describe WOW!" said Scott Kauffman, CompuServe vice president, consumer markets. CompuServe will formally introduce the new service at Fall Comdex in Las Vegas and will begin rolling out the new service early next year.

A WHOLE NEW MARKET

"There is a vast potential audience out there whose needs are not met by existing online services," said Kauffman. "These relatively new computer users don't care about the underlying technology that makes it all work. In many cases, they don't even have a clear understanding of what the Internet is all about. But they are intrigued by the possibilities, and they don't want to be left behind. Parents with school-age children are particularly concerned about providing the right tools for their kids."

One of the most striking features will be a new, simplified interface. Based on extensive user testing, the colorful graphic interface will allow members to explore an area either

through subject icons, such as entertainment, or action buttons, such as chat. Once members identify the content they want, they will be able to retrieve the information quickly with "click and go" ease of use.

Delivering content customized for the user will help build the sense of community so important to most members. The service will have simple chat and e-mail features and will tie in relevant Internet Web sites and news groups. "The challenge is to place the possibilities in context for the first-time user and offer the appropriate balance of community, content and customization," Kauffman added.

TWO SERVICES FROM COMPUSERVE

Kauffman said a decision has not been made on pricing for the new consumer service, but he expects it to be competitive with current industry practices. More details will be made available as the service continues to evolve.

The CompuServe Information Service will continue to offer its full range of products and services. Under its new pricing plan, CompuServe will not increase its monthly membership fee of \$9.95. Effective Sept. 10, it will decrease its connect-time charge to \$2.95 per hour, applicable AFTER members have used five free hours each month.

"Every day, we learn more about what people want and what the new WOW! service should look like," Kauffman said. "We will have some exciting things to show at Fall Comdex." ■



KansasFest '95

by Seth Mize,
Annapolis Apple Slice

MY WIFE GOT to go to Japan for a month, and buy a new car. I got the better deal. I went to KansasFest '95! Wednesday afternoon, scouted Avila College campus. Fell asleep before I could see Kansas City. Up early to check in. The best deal was to stay in a dorm room with breakfast, lunch and dinner (\$175 early or \$200 later). There were ninety people at KansasFest '95. One hundred showed up last year and four hundred attended three years ago.

Since KansasFest'94, there have been two major changes in the Apple][world. First, Doctor DOS, Tom Weishaar announced that he was closing up shop at his many and varied Apple][ventures. Open Apple, 8/16, Stack Central, Icon, and many others over the years. His own programs have made him a highly respected presence in our world. The first Open Apple was published in 1985, after SoftTalk folded. We were gratified to learn that a few of his ventures will continue on with their current writers and programmers. And Joe Kohn will be selling back issues of Stack Central as long as supplies last.

Second, Quality Computers has just been purchased. We are all waiting to see what happens to the last major software house for the Apple][/IIGS. Jerry Kendall left Quality Computers just before the announcement of the purchase.

KANSASFEST'95 (27-29 July)
Thursday morning on campus.

Checked in with Paul Parkherst (ANSITerm, PMP Fax) and Cindy Adams and ordered a Kansas Fest '95 T-shirt. I moved into my fifth floor room and then went to visit the new residents. Email C.ADAMS11@GEnie.com or PMP@GEnie.com.

After emptying my car. I found an open door on the 4th floor and met Tony Ward. Inside I got to see

“I saw the demonstration of Quick Clic Morph and Other Stuff Your GS Can't Be Without” by Mike Westerfield of The ByteWorks. Pretty neat stuff seeing his daughter turn into a cat; his face turn into a skull; and the transition in skulls from caveman to modern man.”

the new Second Sight high resolution video card in action with his 15 inch Magnavox Super VGA monitor. It was such an improvement that I ordered a 24-bit card when I got home. Tony said he uses a 17 inch monitor at home, but it was way too expensive to bring to KansasFest.

Tony had a new 100MB Zip drive and let me connect my 44MB Syquest drive to the end of his SCSI chain. A2 Tony is the GEnie A2 Files Sysop. His room phone

line did not work. So, a phone line was set up next door in Joe Kohn's room. He had to dial 9 first from the college, to check in on his messages through the local GEnie access number. No long distance calls were allowed. We quit for lunch and planned to return after the day's lectures.

Cletus Heaps arrived while I was downstairs and we met at the cafeteria line. Behind me in line was Ryan Suenaga who gave some folks a traditional Hawaiian lei made from Ti leaves. Hawaii no ka oi! (Hawaii is Best!). The Ti leaf has a nice fragrance and is traditionally used to wrap pig and keep it moist and tender when roasting in a pit.

Getting to know each other was the name of the game at lunch. We all had our KansasFest name tags on, or else were sent back to get one by the food staff.

Then at 12:45 P.M., we got to see "Apple's New Stuff" as presented by Ashley Carter of Apple Kansas City. You now know what we learned there about the new PowerMacs and PowerMac Laptops.

At 1:45 P.M., I returned to the dorm and on my floor was a demonstration on "Soldering (1): Which End Is Hot," by Dave Ciotti and Doug Pendleton. Dave works at Princeton University soldering NASA approved connections for space. And Doug does somewhat the same thing on the west coast.

We really learned a lot about the correct tools and temperature for soldering on pc boards. The tip must be rated at 600 degrees F. and be covered with solder before the tip gets oxidized. Your average soldering iron is just not accurate enough to deliver the correct temperature to a pc board. Email BINARY.BEAR@GEnie.com or DOUG.P@GEnie.com.

I had just met Joe Kohn next



door to Tony Ward before lunch and showed him the Washington Apple PiJournal with his ad for Shareware Solutions II. He was impressed! I purchased another year of his SSII publication and Burger Bill's Contacts GS program as well as Dr. Cynthia Field, Ph. D.'s A+ Organizer disk. Joe later announced he would sell the great Swiss math program Symbolix GS for \$15 as shareware for the first month.

Everyone liked the July/August Pi Journal I brought along with me. I had to explain that we had not seen any Apple][topics for quite some time until that issue. (Thanks Dave Ottalini!).

I saw the demonstration of Quick Clic Morph and Other Stuff Your GS Can't Be Without" by Mike Westerfield of The ByteWorks. Pretty neat stuff seeing his daughter turn into a cat; his face turn into a skull; and the transition in skulls from caveman to modern man. Best rendition is in 16 greyscale. Mike has instructed us to give or distribute the demo disk to all the world. With the Quick Click Morph program, there is a free Quick Click Movie program. You can make your own movies from your morphs. Email BYTEWORKS@GENIE.com if you have any questions.

I missed the demonstration on "PDAs and PowerBooks: Portability for the Student and Professional" by Ryan Suenaga. He and several other KansasFest attendees had a Mac laptop and later on were seen taking pics with little ping pong ball sized eyes. I hope to see some of the stacks they created. Email R.SUENAGA1@GENIE.com.

5 P.M. was supper in the cafeteria. We all met new people. Steve Disbrow and his wife had each of us sign a waiver and then do a short sound bite on video tape with our name and email address. Email DIZ@GENIE.com.

After supper, Cletus Heaps and I went shopping for an hour. We collected a Burger King crown for Mrs. Noreen Disbrow. So we missed the next session at 6 P.M. Roger Wagner was the Keynote Speaker. I really like Roger. I was very impressed with his great speech and

"I went to see "The InterNet: The Good, the Bad and the Ugly" by Joe Kohn of ShareWare Solutions II. Yes, you can see wonderful things, and if you look hard there are some pretty scary things there also. Joe Kohn described the fantastic growth of the WWW since he first wrote about it a year ago."

mouse operated multimedia presentation at Boston three years ago. He has been a real mainstay in the Apple][world. And he tells you about HyperStudio at the drop of a hat. Email rwagnerinc@aol.com.

I went to see "The InterNet: The Good, the Bad and the Ugly" by Joe Kohn of ShareWare Solutions II. Yes, you can see wonderful things, and if you look hard there are some pretty scary things there also. Joe Kohn described the fantastic growth of the WWW since he first wrote about it a year ago. Joe normally uses Web Crawler. Email JOE.KOHN@GENIE.com.

I told everyone of my success with getting to the World Wide Web (WWW) with Lynx and several web browsers (YAHOO, WEB CRAWLER, GNN, etc.) through the

free Maryland Library "Sailor" InterNet connection. (Enoch Pratt Free Library 410-222-050; Montgomery County Public Library 301-424-4200).

Thanks to Roger Wagner, pizza and coke was served in the dorm about 10 P.M.. Following the pizza was the traditional "Bite the Bag" contest. Hopping on one leg, without benefit of hands, the contestants fought valiantly to be the last one to bite the bag. While I was upstairs, Russ Neilson won the final round in less than 2 seconds. Video tapes were made!

This night lasted until about 4 A.M.. Really interesting to listen to Burger Bill and Richard Bennet. Paul Zaleski came over to see Cletus's Tower GS and used my tool kit and SCSI cable for Tony Diaz's setup. Cletus had to borrow a disk drive from Scott Johnson and a RGB monitor from someone else.

Friday, breakfast get together until 8: 30 A.M., followed by Soldering (II) - "The Flux of the Matter. How It Flows." Doug Pendleton and Dave Ciotti presented hands on soldering for computer circuit boards. We learned that the solder must cool before removing the part, or else the little copper traces will detach from the board along with the part. Apple mouse switches were removed and replaced.

I missed "How to Use All the Multimedia Capabilities of the IIGS" by Roger Wagner - Roger Wagner Publishing, Inc.

I also missed "GS Front End for GENIE" by Richard Bennett, Tim Buchheim and J. Nathaniel Sloan. I hope you have access to the monthly GENIE Lamp A2 on-line publication. The August edition covered KansasFest '95 very well. GENIE was very well represented at KansasFest '95. Email RICHARD.B@GENIE.COM;



A2PRO.GELAMP@GEnie.com; and
A2PRO.HELP@GEnie.com.

One of the other attendees, Dave Grenda, Email: d.grenda@GEnie.com, has written a fine KansasFest Summary. See: WAP TCS Conference 2, Board 10, Msg 328 and 239.

I saw "AppleShare Networking for New Options" with Mark Kline and Cindy Adams. Email M.KLINE@GEnie.com and C.ADAMS11@GEnie.com.

Lunch. Great to see everyone in line and met some new folks too. The Computer Wizzard, Bruce D. Milyko, lives in Alexandria, VA. Email at bmilyko@pro-novapple.clark.net.

Then, "Building a Case for the GS" with Tony Diaz of Alltech Electronics. Tony demonstrated his famous laptop GS that he created three years ago for the Boston show. Roger Wagner is still waiting for one. Well, Roger has a Mac laptop now.

Tony also used Cletus Heaps' Tower GS to show how to mount the bottom half of the GS inside a large tower case with four bolts and connect up to the pc power supply.

Tony heads up the Apple part of Alltech Electronics in Oceanside, California. He had a new Second Sight card with the latest ROM upgrade. But, his other chips on the card were acting up. So, he put his new ROM on the card that "Burger Bill" Heineman had with him. Email T.DIAZ@GEnie.com and BURGERBILL@GEnie.com.

Next I saw "Things You Could Do For Your Computer If You Could Just See Someone Do Them Once" with Doug Pendelton, Dave Ciotti, et al.

4:30 P.M., Demonstration of New Features in Seven Hills Software's upgrades to GraphicWriter III and Super-Convert with Richard Bennett. This was a real eye-opener. Who needs Claris to fix AppleWorks GS? The new

GraphicWriter will do it all. If you are into graphics you must get SuperConvert. Email RICHARD.B@GEnie.com.

5pm, Banquet at the cafeteria. Four kinds of pasta!

6pm, Roast of Steve Disbrow, Publisher of GS+ Magazine.

Bill Moore acted as MC and introduced Roger Wagner. Roger then presented a multimedia presentation complete with glitches. Sometimes those pesky infrared controls just don't work on cue. Next Tom Weishaar presented two letters from "the senator from Kansas" and "the vice-president from Georgia". Steve's software pardner, Josef Wankerl (WANKERL@GEnie.com), sang a song to his taped music of life at GS+ Magazine. When the music was delayed, Roger Wagner announced that it was another problem to be solved! In the end, Steve announced that he had them just were he wanted them. As Roaster for the last three years, Steve continued on to roast everyone in sight! Hope to get a tape of the roast. The winner of the "Bite the Bag" contest was announced by Bill Moore. The tie contest was won with a tie made from 3.5 diskette media.

Next, I got some missing sleep and then back up for the night's activities.

Found the Disbrow's open door and got the last four issues and a GS+ t-shirt as well as signing up for a year of GS+ Magazine. I am looking forward to their video of the events at KansasFest'95.

Saw the latest on Tony Diaz's multimedia IIGS with CD music over in his room. Watched him play Burger Bill's new Castle Wolfenstein GS in the smallest view mode while listening to TV theme songs!

Off to sleep at 4am. 730am alarm. 830am at breakfast, time to say goodbye and plan to come again next year. Packed the car.

10am, Roll out of PMP Fax by

Paul Parkhurst. Everything seems to work. However, it was not released yet. He plans to have it done for Christmas with the documentation. I was unable to convince him to let me beta test it.

Swapmeet at KansasFest: I got the Golden Orchard CD for the IIGS and some net information disks. Then I broke down and got my first Apple //e with a 5Mb ProFile hard drive and numeric key pad. The gentleman from Sweden did not want to carry it back with him for his Apple /// users.

I have spoken to Tom Weishaar a few times over the years. At a Pi General Meeting during WAP's Tenth Anniversary, he asked me if I thought Apple][users would be willing to pay for a new operating system for the IIGS. I told him that would be a bad idea. A year or two later at the AppleFest in New Jersey. I agreed that now that the new IIGS operating system was out, it probably was worth selling. At the garage sale following KansasFest '95, he gave everyone the bound OpenApple: Vol 1 through Vol 6. I thanked him and told him that I had collected most of what he had published at our WAP Semi-Annual Garage Sales. And what he published was very good.

Lunch. Helped one of the Japanese students get his suitcase up the steps. There was a peace conference going on at Avila College at the same time. Then, our very last time to say hello and goodbye.

Off shopping with Cletus Heaps. He got a shipping container for his Tower GS. Then to the Kansas City Airport. Dropped off Cletus to fly back to Florida. And finally off to Glen Burnie, Maryland.

This was written with Apple Works. Thanks to Robert Lamacchia's upload to the TCS it now has the new AppleWorks 5.1 upgrade installed as well as Randy Brandt's free patch. ■



Adventures in Installing AppleWorks

by Geraldine Wright

A FEW MONTHS ago, I obtained an Applied Engineering IIc system clock and installed it on my IIc. Subsequently, I had a problem installing the TimeOut AfterWork screen saver in my copy of AppleWorks 4. After some frantic messages on GEnie, and many hours of investigation, I figured out how to make the clock work with AppleWorks. I will detail the steps here, in case someone else has encountered the same problem. The discussion deals with AppleWorks 4, but I suspect the same steps will work with AppleWorks 5. Here is the procedure to follow:

1. Volume copy your original AppleWorks discs, creating an AppleWorks working disc. Installing the clock involves writing files on the AppleWorks disc, and you don't want to do that on your master discs. Do all your modifications to the AW working disc.

2. Install the IIc system clock driver on the working copy of AppleWorks, using the installer disc that came with the clock.

3. **VERY IMPORTANT STEP!!!** You must do this step before installing any TimeOut modules or inits on your AppleWorks working disc!

The installer for the clock driver

causes a small problem with the root directory, which interferes with installing TimeOut modules and inits. The easiest way to see this is to use a file utilities program like ProSel which has the capability to detect and fix problems with the directory. Run the error detection utility on the newly modified AppleWorks disc and it will report that the parent pointers for the AW.INITS and TIMEOUT subdirectories are wrong.

This happens because of the way the clock driver gets installed. The clock driver puts a patch into the copy of ProDOS in memory that tells ProDOS how to read the time from the clock. This patch must be put in before your application is run, so the clock driver must be the first SYSTEM file in the root directory, since it must be the first one run after ProDOS is loaded. To this end, the installer moves all the files in the root directory down one slot, puts the CLOCK.SYSTEM file first in the list, and modifies CLOCK.SYSTEM to call your application after ProDOS is patched. Unfortunately, it doesn't handle subdirectories in the root directory quite right.

After moving the subdirectory down a slot, the installer forgets to change the header within the subdirectory to reflect its new position in the root directory. This causes an error when you start adding files

to these subdirectories. Some of the files will not be recognized by AppleWorks when you try to run it, and it can make AppleWorks hang up while trying to load the TimeOuts modules or inits.

There are a couple of ways to fix this. The easy way is to use a file utilities program that can detect and correct disc errors. I used ProSel, which has a directory repair utility called Mr. Fixit. You just run the utility that detects errors in the directory, instruct the program to find and fix the errors, and the problem will be solved. The other way to fix it requires that you have a file utilities program with a block editor, so you can get into the disc and fix individual bytes. You can use CopyIIPlus for this operation. The potential for mistakes is high here, so make sure you are using the working copy of AppleWorks, not your master copy!!!

First, use the utilities program to do a catalog of the AW working disc, and note the position of both the AW.INITS and the TIMEOUT subdirectories in the file list. They should be at positions 3 and 4 after the clock driver is installed. Add 1 to both these numbers to obtain the position of the entries for these subdirectories in the root directory of the AW working disc. This puts them at positions 4 and 5 in the root directory.

Now, go to the block editor, and look at block 2 of the AW working disc. You are going to get the block addresses where these subdirectories are actually stored. Locate the start of the directory entry for each subdirectory. AW.INITS should start at hex 79, and TIMEOUT should start at hex A0. Block editors usually have the hex bytes of the block on the left side of the screen, and the ASCII representation of the bytes on the right side, so an easy way to find the start of each directory entry is to look for



the name of the entry in the ASCII representation of the bytes. The byte immediately preceding the name is the start of the entry. The block addresses will be found in the 18th and 19th bytes after the start of the entries. For AW.INITS, this will be bytes 8A and 8B hex. For TIMEOUT, this will be bytes B2 and B3 hex. To get the address of the block where the subdirectory is stored, swap the order of the two bytes. For example, I found D9 in byte 8A, and 04 in byte 8B. This means that the AW.INITS subdirectory starts in block 04D9 on my disc. Likewise, I found 07 in byte B2 and 00 in byte B3, so the TIMEOUT subdirectory is going to start in block 0007.

Next, look at the block of the AW working disc containing the start of the subdirectory. In my case, I read block 4D9 to fix AW.INITS, and block 7 to fix TIMEOUT. You will know you are at the right block because you will see the name of the subdirectory in the top line of the ASCII representation of the block.

You will be looking for some bytes that specify the "parent pointer" and the "parent entry". The parent pointer is the block where the root directory entry for this subdirectory is found. The bytes containing this information are hex 27 and hex 28. For both AW.INITS and TIMEOUT, you will find 02 in byte 27 and 00 in byte 28. This means the root directory entries for these subdirectories are on block 2. This is correct, so don't change these two bytes.

Now, read the parent entry from byte 29 hex. The parent entry is the actual position of the subdirectory's entry within the block specified by the parent pointer. A block can hold 13 entries, so the number will be from 1 to D hex. The parent entry for AW.INITS will be displayed as 3, but it really should be 4. Use the editing features of the block editor

to change the 03 to 04, and write the block to disc. The parent entry for TIMEOUT will be shown as 4. Change it to 05 and write the block to disc. This should fix the problem.

4. Now that the error in the directory has been fixed, do your upgrade and apply any patches to the AppleWorks working disc. You must upgrade to at least 4.02 if you want to install AfterWork, but you might as well upgrade to 4.3. Version 4.3 fixes a few bugs in version 4.02, including one involving the AfterWork module. Both upgrades are free, and both are available in the TCS file transfer area.

5. Add your TimeOut modules and do any necessary upgrades to them.

6. Pat yourself on the back.

This should make Applied Engineering IIc system clock work with your copy of AppleWorks 4. I expect that the same procedure would work to make the Applied Engineering IIc system clock compatible with AppleWorks 5. You may also have to apply this technique to other applications on whose disc you want to install the clock driver. Any application disc that has subdirectories in the root directory has the potential to manifest a problem after the clock driver is installed, although not all of them do. If you discover that only a portion of the files on a subdirectory of the root directory are being detected, or that you are unable to add additional files to the subdirectory, try this fix.

If you are using a volume directory repair utility, such as Mr. Fixit in ProSel, the procedure is exactly the same as described above. If you are using a block editor to change individual bytes you may need to change parent pointers as well as

parent entries. This would occur if the subdirectory had been the 13th entry in one of the blocks of the root directory before installing the clock driver. Adding the clock driver would then move the subdirectory into the next block, thus changing its parent pointer.

As I explained above, first install the clock driver, then catalog the disc and note what position in the catalog the subdirectory occupies. The new parent pointer is obtained by dividing the subdirectory's position in the catalog by 13 and adding the whole part of the division to 2. Add 1 to whatever the remainder is to get the parent entry. Make sure you convert your numbers to hex before putting them into the block. Although the parent pointer is made of 2 bytes, you will only need to change one, since the second one will always be zero. The number you must change will be in byte 27 hex of the block the subdirectory starts in. As with the AppleWorks disc, always work on a backup copy, not your master discs.

By the way, while you weren't looking, I tricked you into becoming a computer nerd! ■

Brief Bio.: Geraldine Wright, also known as the Applesoft-aholic, chairs the Programmers' Interface SIG for Apple II programmers, and is the board sysop for the Programming and Shells board on the Apple II Conference of the TCS. She is also the author of the freeware utilities FILECARD.BLDR and PIX.WHIZ



How To Modify Your Cursor /// Joystick to Play Apple // Games

by Ed Gooding

HERE'S A RELATIVELY inexpensive modification you can make to your Cursor /// joystick to make it work with a lot of Apple II games. There will still be a lot of them that will not respond, however. Basically, what you have to do is to make a "Y" splitter to connect your Cursor /// to both ports A and B on the back of the ///. The vertical controls are assigned to port A and the horizontal to port B.

PARTS YOU WILL NEED:

Once again, truck down to your local Radio Shack and get:

(2) 9 pin plugs part# 276-1537 \$1.99 each

(1) 9 pin socket part# 276-1538 \$2.49 each

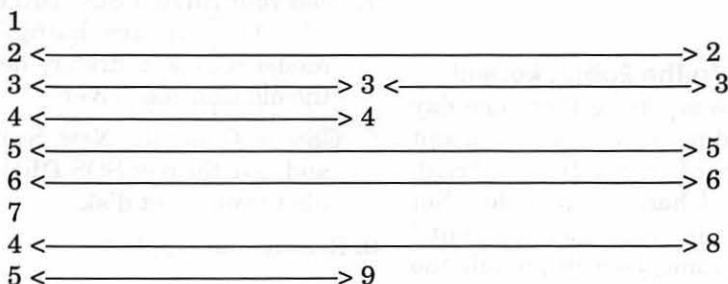
(3) hoods for above part# 276-1539 \$1.99 each

(1) length of at least 7 conductor wire. It should be at least 12" long or longer depending on how far you want to extend your joystick. You may use more than 7 conductor wire if you can't find anything else. A 25 watt soldering pencil and some rosin core solder.

INSTRUCTIONS:

You will be connecting pins 2,4,3,5,6 of the plug for port "A" to pins 2,3,8,5,6, respectively of the socket and pins 3,4,5 of the plug for port "B" to pins 3,4,9 respectively of the socket. See the crude schematic in the following message for a graphic representation and refer to your Owner's manual (pages 128-130) for a description of the port assignments. Make your solder connections, assemble the hoods over the plugs and socket, plug it in and enjoy some good ole Apple][games for a change of pace after a hard day with 3EZ Pieces.

Plug for port "A" Plug for port "B" Joystick socket



Note: You may notice that the cursor may drift in the neutral position.

If you don't have one of the newer Cursor ///s with X/Y axis adjustors, you will have to open the bottom of the joystick box, loosen the set screws that connect the stick to the potentiometers, and slightly adjust them so that the ports do not have power applied in the neutral position. ■



Mousing Around With the Apple ///

by Paul Campbell

WELL, IT'S BEEN some time since I had one of those familiar rodents we call a computer mouse plugged into my Apple. My clone on the right side of the desk has always had one, matter of fact some programs require it, and others crash WITH it! But my SARA (code name for the ///) had hers removed quite a while ago.

It wasn't due to lack of usefulness that the mouse had it's tail disconnected from the back of my favorite computer, but it was due to changes in the way I used my SARA that prompted the change.

You see, my desk is a high-powered industrial-strength paper magnet. Papers accumulate at an alarming rate. Papers from other rooms, houses, states, and even other countries find themselves pulled in by the two square feet of intended work space that I call my desk, and they stick there!

It is a good thing that the Dead Sea Scrolls were discovered in 1947, otherwise they would have been sucked out of the cave by the attraction of the open space next to my computer. Those self-stick notes? They don't need glue,.. just drop them at our front door and they will fall, sideways, and attach themselves to my desk.

Yes, when it came time to use my mouse, I had to FIND it first. Then came the task of clearing off enough room to let it get it's little job done, a task I never have to do for my cursor keys.

A Change Is Made

Yet, I still loved the ability to make my /// do stuff without touching the keyboard. So then I got a different mouse, a giant one... one that commanded it's own space, one that was so big I could flip it on it's back and roll the tracking ball around with my fingers! OK, OK so some call it a track ball, so what?

I still thought of it as a big mouse, upside down (even though the buttons were difficult to use with the other side up!). And since papers don't stick to my hand like they do my desk, it solved the immediate space problem.

The trackball soon ran into another type of space problem, the space problem inside my Apple ///; I needed the slot for some emulator cards!

Losing the trackball for a RAM disk and full //e emulation seemed like a reasonable trade off. The switch was made and forgotten about, even after the //e cards went to a family in greater need than my own.

Back To The Rolling Rodent

So I was sitting there one day after reading some messages about mice on our friendly TCS, and realized that I had an open slot. Not only did I have an open slot, but I now had someplace else to pile the paper that accumulates on my desk. Time to venture into mouseland again!

The timing was right, and I now

had my PC clone mouse installation to compare with the Apple mouse installation.

Since I had no instructions for the Apple mouse, I was sure that I would have a few problems. There certainly were more than a few with the PC. Interrupt problems, program conflicts, having to update the autoexec.bat more than a few times, modifying batch files to remove the driver from memory then reinstall it at program termination, etc.

Installation

So, expecting the worst, I proceeded to install SARA's mouse. The steps I followed for the actual installation (after making a backup copy of my boot disk) are as follows.

1. Remove the top cover of the Apple ///.
2. Feed the mouse wire connector through whatever slot you are using, plug it into the card, and seat the card in the slot.
3. Replace the top cover of the Apple ///.
4. Boot the computer and run System Utilities.
5. Launch the System Configuration Program (SCP) within System Utilities and load the mouse driver.
6. Edit the mouse drive slot assignment to match the actual location of the mouse card.
7. Load your current SOS.DRIVER file. If your are using the Mouse+Console driver, delete the old Console driver.
8. Choose Generate New System and save the new SOS.DRIVER file to your boot disk.
9. Reboot your Apple ///.

I was pleasantly surprised when my BOS menus came up and I was able to click on /// Easy Pieces, navi-

gate the menus, select files, and move about without touching the keyboard.

My favorite part of using the mouse in EZP is in the database module. When changing the database layout (in the zoom mode), you can move the cursor to the field name, hold down the mouse button, and drag the field anywhere you want. Let go, and the field stays where you drop it.

Mouse Functions

Since there is only one button on the /// mouse (which is actually a //e mouse), the button performs the same as pressing the ENTER key. This is much better than having the button emulate the RETURN key, since the ENTER key has different functions in some programs like System Utilities and StemWriter.

If you hold the button in and move the mouse, it is the same as holding down the open apple key and using the cursor keys. This gives you the page-up and page-down function in /// Easy Pieces and some Desktop Manager modules.

Moving the mouse left or right with the button down jumps the cursor from word to word in the EZP word processor, but deletes characters in the Desktop Manager Notepad!

Just moving the mouse itself emulates the cursor keys, which is great for menu driven programs, but not very useful in applications such as AppleWriter.

Of the few programs that were designed to use a mouse, most are too fine in the movement department. In Draw On /// for example, you need to roll the mouse several feet to traverse the drawing screen.

The same is true of every other graphics programs on the ///, including Sketchpad and The Graphics Manager. This does, however, give excellent control when performing detail work.

I still need to get ahold of some documentation for the mouse driver, hopefully it will allow me to change some parameters within the driver and adjust the sensitivity. Otherwise, I'm a happy camper. Especially since the install went smoothly and did not take hours of my time like the OTHER mouse did.

Now I can let this electronic rodent with the long tail run around and... HEY! where did these papers come from?! ■

Paul Campbell
Apple /// SIG, Co-Chairman

Adding an Application to the Launcher

From the Technical Information Library

This article describes how to add new programs to the Launcher.

Launcher Version 2.7 (included with System 7.5 Update 1.0)

Simply drag the icon of the application you want to add to the Launcher window. To create new Launcher folders, follow these steps:

STEP ACTION

- 1 Open the Launcher Items folder (in the System Folder).
- 2 Create a new folder.
- 3 Rename the new folder. The first character of the name MUST be a bullet (Option-8) followed by the name you want to call the folder.

Previous Launcher Versions

STEP ACTION

- 1 Insert the disk that has the application on it in the floppy drive. If there is a disk labeled Installer, put it in the floppy drive instead of the application (or program) disk.
- 2 Double-click on the Installer icon and follow the instructions on the screen. If there is no Installer, follow the instructions in the software's installation manual.
- 3 When installation is complete, find the application on your hard disk. It is not in the same Applications folder that holds the applications that came with your system. It is probably in a folder with the same name as the application.
- 4 Click once on the program icon and select Make Alias from the File menu.
- 5 An alias of the program appears on your screen next to the original item.
- 6 Open the System Folder on your hard drive and drag this new alias into the Launcher Items folder to add it. The new Item then appears in the Launcher. ■

Our thanks to Apple Computer, Inc. This article from The Information Alley © 1994.



Apple ///: Printing from BASIC and Pascal

From: The Apple Technical Information Library

MANY TIMES IT is desirable to have a program send selective, processed output to the printer. Both Business BASIC and Pascal have the commands to handle this chore; however, none of the language reference manuals provide an example for printing to a printer where the syntax of the commands is illustrated.

When directing output to the printer, it is important to remember that Apple III's Sophisticated Operating System (SOS) treats everything as a file. In this sense, any output, whether to a printer or diskette, is handled identically:

1. Programs pass data to SOS as files.
2. In SOS, the SOS File Manager passes the file to the appropriate device driver.
3. The device driver passes the output to the selected device.

The device driver does the job of transmitting the output in the fashion that the device requires it. Input data follows the same path, only in reverse. Understand these passes of files through the operating system. SOS and the device drivers can handle the details; you must handle the concept.

Here is an example of printing to both screen and printer from a Business BASIC program. Without the delay subroutine in line 100, everything would appear to happen at once, so we have it in the program only to improve the sense of sequence during execution.

```

10 OPEN#1, ".printer": REM Declare the printer as a file.
20 PRINT "This is a test.": GOSUB 100
30 REM Output goes to the screen.
40 PRINT#1 "This is a test.": GOSUB 100
50 REM Output goes to File #1, the printer.
60 PRINT "This goes to the screen.": GOSUB 100
70 REM Without file specification
80 PRINT#1 "This goes to the printer."
90 CLOSE#1: END: REM Close the file ".printer" and end.
100 FOR delay = 1 to 2000: NEXT delay: RETURN

```

The program could also use ".silentype" for the printer device driver.

The separate statements OUTPUT#x and PRINT can be used in succession to direct output to device x.

For instance, to simply list a program to the printer, the following commands can be entered at the keyboard in direct mode. OPEN#1, .printer (Notice, no quotes are needed in direct mode. OUTPUT#1

(Routes all subsequent output to File #1) LIST CLOSE (CLOSE in place of CLOSE#1 will close all files instead of ".printer" — with no other files open it's just easier to type.)

There are other useful commands using this concept which are variations of other familiar BASIC commands besides PRINT. They are GET#1, INPUT#1, READ#1, and WRITE#1. The Apple III can have as many as ten files open for input and output at one time, so, where "#1" is used in the examples, it could be "#7", and so on. The following is an example of how to print both to the screen and printer from a Pascal program. Again, the delay procedure is not necessary. program PRINT_OUTPUT;

```

var OutFile: text;
procedure DELAY;
  var Count: integer;
  begin
    for Count := 1 to 2000 do
      end; {Delay}
begin
  rewrite (OutFile, '.printer'); {Declare the printer}
  {as a file.}
  writeln ("This is a test."); {Output goes to the screen.}
  DELAY;
  writeln (OutFile, "This is a test."); {Output goes to}
  {the printer.}
  DELAY;
  writeln ("This goes to the screen.");
  DELAY;
  writeln (OutFile, "This goes to the printer.");
  close (Outfile) {Close the file ".printer" and end.}
end. {Print_Output}

```

The Apple III can have as many as ten files open for input and output at one time; "OutFile" is only one. Additional files can be declared with additional REWRITE statements.

To simply list a program to the printer, go to the Filer and transfer the text file to .PRINTER (for the Apple III) or to PRINTER: (for the Apple II and Apple IIe).

Since Pascal treats output as a file, both of these examples work with both Apple II and Apple III Pascal. ■



Apple // Disk Alignment

Edited by Dave Ottalini

IF YOUR DISK II is in need of a little adjustment due to old age, here's what our good friend Cyrus Roton (croton@ridgecrest.ca.us) of the Ridgecrest (California) Apple Users Group suggested recently in answer to a question by Tim Foley on the Internet's Comp.Sys.Apple2 Usenet Discussion Group:

The speed control is mounted on a circuit board inside the drive (on the old Disk II, it is mounted at the back of the drive). You can see whether it needs adjusting by turning the drive over and observing the printed pattern under a flourescent light. Or, you can use a diagnostic program like APTEST to measure the speed and the alignment.

The alignment can be adjusted slightly by rotating the head drive motor. But,if the "home stop" is out of adjustment, the only way I have of setting it is by comparison to another drive and then by trial-and-error. There are alignment disks which have calibration tracks on them, but I do not know where to obtain them.

The diagnostic programs disk I use is APTEST. I do not know whether anyone sells it now (perhaps someone reading this can tell us). I have looked at the manual and at the notices on the disk (as it boots), and do not find any copyright notice. So far as I can tell, it would be legal to give away a copy, which I am willing to do unless someone informs me otherwise. It would be a good archive item for some site. ■

Hooking Up An Imagewriter II to a PC

By Dave Ottalini

PCs and Imagewriters? Yup. They CAN work together. You just need to know what it takes for the two to talk to each other. In this case, it's primarily a cable. Carl Bosworth posted the question recently on Comp.Sys.Apple2, an Internet Apple 2 Discussion Group (available on Conference 6 of the WAP TCS).

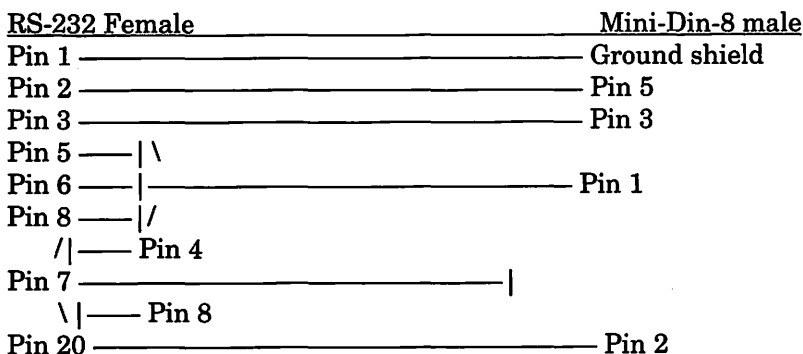
Ken Gagne (kgagne@iii1.iii.net) answered it this way:

I have made and tested several of these cables all with no problems. In no time you'll be printing from Wordperfect, Lotus, PrintShop and other DOS programs.

I don't run windows so I have no clue if it will work from any windows based programs.

For more interesting Apple// Goodies call:

The WAC BBS
(503) 363-0861 24hrs
14400bps



The only thing you need to do now is attach your cable to the COM1 port of your MS-DOS machine and add these lines to your autoexec.bat program.

```
mode lpt1:=com1
mode com1:96,n,8,1
```

If you're using COM2:

```
mode lpt1:=com2
mode com2:96,n,8,1
```

In a later posting, Steve Jensen (sjensen@cello.gina.calstate.edu) also suggested that Carl look for a driver for an NEC 8023A. ■



Can You Use DOS 3.3 With A Profile?

Edited by David Ottalini

THE 5MB PROFILE was Apple's first harddisk and it was designed to be used with the Apple III and SOS, its Sophisticated Operating System. Later, Apple also worked its driver magic so that it could be used on an Apple IIe under ProDos (which was re-written from SOS).

But a question recently came up on the Internet's Comp.Sys.Apple2 Discussion Group: Can you use a Profile with the older Dos 3.3 on an Apple II?

David Empson (dempson@actrix.gen.nz) took on the question:

It wouldn't be easy. DOS 3.3's maximum volume size is 400K (50 tracks with 32 sectors per track). This is why the various programs that patch DOS 3.3 to work on a 3.5" disk must split it into two 400K volumes.

To use a ProFILE with DOS 3.3, you would have to arrange some way to "partition" it into 400k or smaller volumes.

Many DOS 3.3-compatible hard drives do this by usurping the "volume number" parameter. On a 5.25" disk, this is very rarely used. Its intended function is to ensure that the correct disk is in the drive, by assigning a unique volume number to the disk at format time. If no volume number was specified, the disk defaults to volume 254. If you have a volume number set and you try to access a disk with a different volume number, you get a "volume

mismatch" error.

On a hard drive with this patch, the "V" parameter selects the partition number, and subsequent DOS commands will access the selected volume.

To do this on a ProFILE would require squirreling away a reason-

"There is an easy way to solve that problem. Use Glen Bredon's DOS Master. DOS Master will set up a partition for DOS 3.3 on any ProDOS drive. You can set the number of volumes you want and then use the DOS Master Utilities to copy the files to the volumes in the partition."

able amount of code inside RWTS, in such a way that it didn't interfere with 5.25" disk accesses. This might be tricky (you'd have to disable the INIT command, at the very least).

Using the volume technique, DOS 3.3 can support up to 253 volumes of 140K each (35420K) or 253 volumes of 400K each (101200K), but managing it all is a bit of a

nightmare.

If you were careful, you could even arrange for DOS 3.3 and ProDOS to share the same hard drive, by placing the DOS 3.3 portion at the end of the volume, and leaving the rest for ProDOS. The DOS 3.3 area should be marked as used in the bitmap, and appear as a "Pascal area" file in the ProDOS directory.

It might be possible to extend this further and also support Apple Pascal on the same volume (only possible with a ProFILE and the Apple Pascal ProFILE Manager), by setting aside logical Pascal volumes as DOS 3.3 volumes, and avoiding their use from Pascal.

Why go to all the trouble, though? DOS 3.3 was not designed to work with a hard drive, and you have to bend over backwards to get it to work. Even then, there will be a fair number of programs that won't work on a hard drive.

In another post, however, Raymond D. McAnally (raymac@crl.com) suggested there was a solution to the problem:

There is an easy way to solve that problem. Use Glen Bredon's DOS Master. DOS Master will set up a partition for DOS 3.3 on any ProDOS drive. You can set the number of volumes you want and then use the DOS Master Utilities to copy the files to the volumes in the partition. I use DOS master to run such games as Arkanoid and Xevious on my Hard Drive. One hitch is that the programs must not be copy protected. I had to crack the protection on the above mentioned games before they could be copied onto the drive. One simple rule of thumb is that if the program can be copied with regular Apple utilities, then it will run with DOS Master.

If anyone has any experience with this, please let me know on the TCS and we'll print an update in a future Journal. ■



Apple /// Data Communications Essentials

by Al Bloom, Harry Baya and John Lomartire

Some Editing and additional comments by : Dave Ottalini

THE APPLE /// may be an orphan, but it remains an excellent general-purpose computer that can be useful in any number of ways. One of them is communications. With a low-cost modem and communications software (available from the WAP /// SIG PD Library) you can dial up any number of Bulletin Board Systems (BBSs), including the best one, the WAP TCS, most online services, even send e-mail and retrieve information over the Internet.

But how do you do it? That's the reason behind this article, which began its life a number of years ago as a tutorial designed to provide SARAsaurs with some basic information about data communications on an Apple ///.

It is the product of what could be considered some of the best and brightest data communicators on CompuServe's MAUG (A3 Forum). The base document was prepared by Al Bloom and Harry Baya. It was updated and edited a bit this past summer by Al Bloom and Dave Ottalini.

This document is organized by sections. Section 1 deals with hardware, Section 2 deals with system software, Section 3 deals with applications software, Section 4 has general tips on using CompuServe, Section 5 deals with data file transfer, and Section 6 is a list of vendors.

Those sections are further divided as follows:

- 1.0 Data Communications Hardware
 - 1.1 Modems
 - 1.2 Cables
 - 1.3 Interface Cards
- 2.0 Data Communications Setup
- 3.0 Data Communications Programs

- 3.1 Access ///
- 3.2 The Communications Manager
- 3.3 EasyTerm ///
- 3.4 Kermit ///
- 3.5 Terminall
- 3.6 XModem ///

- 4.0 CompuServe Tips and Techniques
- 5.0 Data File Transfer
- 6.0 Vendors

One of the original authors, Harry Baya, would like to share an overall observation: My experience with RS232 communications, including modems, cables, and communication programs has often been one of frustration, patience, and ongoing trial and error. When things don't work, I keep trying different solutions and asking for help until they do. When they did work, I sometimes took things for granted and failed to write down the exact settings (mainly from the modem and from communication programs) used on the working system. There have been many times when I regretted that failure.

1.0 Data Communications Hardware

You need little extra equipment for data communications on an Apple ///. The system comes with an RS-232 serial port, the D-shaped 25-pin connector on the back of the unit. For telephone line communications, you need no more than a ten buck ribbon connector from your friendly local Radio Shack to link your built in connector to your modem.

1.1 Modems

Almost any "asynchronous" external modem will do. The Apple /// cannot generally use any "internal" modem, one that is contained on a card you plug into a slot. Most personal computer folk use Hayes brand or "Hayes compatible" modems. If you need help, you are best off getting what most folk have. Hayes compatibles vary in their compatibility. The Prometheus ProModem is a good low-cost highly compatible modem. With modems, you usually get what you pay for. The cheaper models have fewer features and often have less reliability.

2400 baud modems are cheap and work reliably on an Apple ///. So long as they are Hayes Compatible, you should have no problems. What about higher speeds? Most /// com programs allow you to go as high as 9600 baud. The higher speeds are great for doing uploads and downloads, *but* not so good if you're trying to read messages on-line. Better to download them and read later, when you're not running up connect charges.

Look for such features as "auto answer" that perks



up your modem automatically when another computer calls in. Look for the ability to switch between 2400/9600 or higher speeds. Some computers you talk to can automatically adjust to the call-in speed, but others cannot. CompuServe, for example, has different phone numbers for different baud rates. You don't want to call the 9600-baud number if your modem is fixed at 2400.

Consider strongly getting a second phone line dedicated to your modem. It isn't very expensive (Most houses are pre-wired to accept two different phone numbers), and it can breed peace of mind. Nothing disturbs domestic tranquillity like someone picking up an extension phone while you are on line.

Also get a cheap device known as a "modem spike protector." The ones I've seen plug into a grounded outlet and have in/out phone jacks. The modem line plugs into one side, and the line from the wall plate plugs into the other. Al Bloom had a lightning strike next to his house a couple years back. It entered the phone line, fried the modem, jumped to the computer and fried the mother board, then fried the hard disk. Ten or fifteen bucks for a modem spike protector is cheap insurance. You can kill two birds with one stone if your computer's surge protector has a built-in modem protector. The good ones often do.

There is nothing odd about the Apple /// that requires a particular modem. Modems that work with other computers will probably work with the Apple ///. However, some modems have switches that must be set in a particular way in order to work with an Apple ///. I recommend that you first try to use the modem the way it is. If it works, copy down how the switches are setup. It may or may not matter, but — if it does matter — it's awfully nice to have a written record of what works.

The MultiTech modem I have seems to work with the Apple /// communication programs using standard modem switch settings. The ADC modem I have, on the other hand, will not work with the Apple /// until I alter two of the switches to be the opposite of standard. The two switches are:

(1) Switch #8: Ignore RS-232 DTR line, TR light always on

The above is the "standard" setting, I flip it to the other position to use the modem with the Apple ///.

(2) Switch #10: Response to Carrier Detect

The above is the default, I flip it to the opposite position for the Apple ///.

Using ACCESS /// I can tell if the modem is set up

right by noticing whether the characters I type are shown on the screen as I type them. If not, I change the switches until the characters appear.

Dave O. uses a Zoom 14,400 modem, which can be set in software to lower speeds. It is more than the /// really needs, especially since none of our com programs have setting higher than 9600. BUT for uploading files quickly, it IS nice to have. Also, the modem is transportable to other computers in the future.

1.2 Cables

In the realm of cabling, what you want is a straight RS232 modem cable. A modem cable is simply a straight pin to pin cable, nothing fancy. The modem only uses a few of the pins, so some cables only connect those pins. If you get a cable that connects only a few the pins, it will probably work fine. However, a cable with all 25 pins wired is sure to work.

There are some minimal concerns related to connecting the cable to your equipment. Make sure the cable's plugs fit your RS232 connectors at the computer end and at the modem end. IBM PC's and XT's and the like come with male/female connectors because the computer serial port plug is male. The ///'s plug is female. You will feel dumb trying to plug a female cable connector into a female RS232 port. You will feel dumber trying to plug a DIN-8 connector into a DB-25 socket. You will feel even dumber if you try to force fit the long side of a "D" shaped plug over the short side of a "D" shaped socket. Your spouse will giggle at you. Your dog will shun you.

If you already have an RS232 cable that is mis-plugged, you can buy adapters or "gender menders" at places like Radio Shack. These may be marginally less expensive than buying a new cable.

If you want to communicate directly from your Apple /// to another computer in the same room, you need a special cable called a null modem or a modem eliminator. The RS-232 port on each machine thinks it is talking to a modem. The pins are set up that way. If you don't have a modem between the two computers, you need to re-define the pins. A modem eliminator switches a couple pins so that both computers think they are talking through modems. A ten buck modem eliminator is bunches cheaper than two modems.

Null modems and gender menders and adapters look a whole bunch alike. Some printer cables look just like modem cables, but they — like null modem adapters — switch pins around. Do not confuse them or you will have a true failure to communicate. If you have a selection of these cables, label each one.



1.3 Interface Cards

The Apple ///s built-in serial port is not the only thing available for data communications. The Apple II Super Serial Card (or clone) and the Apple Serial Card /// provide extra serial communications ports. The Apple II SSC is not real good for data communications because of the card's DIP switches. It is a real bore to pop your ///s lid and flip switches on the card when you want to talk to a different computer. The SC3 does not have that limitation, but it needs a special driver for data communications (check the WAP /// SIG PD). Most Apple /// data communications programs assume you will be talking through the built-in RS-232 port. You are best off using the built-in port for data communications, and using slot cards for other "serial" devices like printers.

2.0 Data Communications Setup

Setting up your Apple /// for data communications involves an Apple /// "driver" file that must be installed in your boot disk's SOS.DRIVER file. In the general case, you need never set or change the data comm driver's parameters (the subject of some truly arcane pages in the Standard Device Drivers manual). Most data comm programs have commands to set and change the driver parms themselves. Use the System Utilities Program's "System Configuration Program" (SCP) to install the driver in your boot disk, and then forget it.

The .RS232 driver comes with Apple /// system software and on every data comm program's boot disk (including those available from the WAP /// SIG PD). It is keyed to communicating through the ///s built-in serial port. It is the standard, and we really recommend you use it.

The Apple Serial Card /// comes with two drivers, one to drive a printer and one to drive a modem. If you feel you must use an SC3 for data communications, know that you will have to specially put the data comm driver into SOS.DRIVER of every boot disk you use for data communications. And remove the probably-existing .RS232 driver pointing to the built-in serial port. You will also probably have to change the driver's name to .RS232 (Don't forget the dot). There might be a data comm program that does not require ".RS232" as the driver name, but I don't know of any. You will also have to tell SCP what slot your card is in. See? We told you to stay with the standard.

The Apple II Super Serial Card (or one of the cheaper clones) does not come with any Apple /// driver. Gee, what a surprise. Apple wrote SERIAL.X.DRIVER in 1982 as a stopgap until the real

SC3 came available. The driver may be found on several public domain "driver" disks available from user groups, often with the name SUPER.SERIAL.DRIVER. It works for data communications after a fashion. The big drawback is that the SSC has physical switches that the driver can not reliably override. Yes you can use it for data comm. No, please don't.

Do you have an Apple /// RS232 driver on your boot disk? You probably do, but there is a way to find out. The boot disk you use will have a file on it called SOS.DRIVER and that file contains information the Apple /// uses to talk to things like the printer and the RS232 port that you probably use for your modem. You can see what drivers are installed in that file via the Apple /// Systems Utilities program, using the "S - System Configuration Program (SCP)" option.

You read in the SOS.DRIVER file from the boot disk. One of the drivers should be named ".RS232". If it is in the list, you have the driver. And 95 times in 100 that is all you need to know. However, it won't hurt to discuss the other 5 times in 100.

The Apple /// Standard Device Drivers Manual has a section on the RS232 driver which may be of interest to you. If you find your way to the main SCP menu and choose to "E-Edit" Driver Parameters for the ".RS232" driver you will see a screen of information about this driver. Item #4 on this list is "Driver Status" and it should say ACTIVE. If it says INACTIVE, then that driver is ignored. You can change it to ACTIVE if need be.

Item #6 is the Configuration Block Data. If you choose to edit that item you will see a line with 16 values numbered from 0 to F. For those of you who don't speak hexadecimal, "F" is the number 15. A driver may not use all 16 values. The .RS232 driver we're discussing only uses 11 — 0 through B.

There is a section on "Changing the Configuration Block" in the RS232 section of the Device Drivers Manual. I found it a little confusing.

In most cases the communication program you use will override those settings it cares about so you can ignore this data. However, I had to play with them once in order to get a Pascal program to communicate at 9600 baud. The Configuration Block values are initially set as follows:



```

0 1 2 3 4 5 6 7 8 9 A B C D E F
-----
06 22 00 00 00 00 13 11 DF 84 50 00
| | | | | | | | | | +----> Hdwr handshake =
OFF
| | | | | | | | | | +----> Data block len = 80
char
| | | | | | | | | | +-----> Min buffer lev = 132
char
| | | | | | | | | | +-----> Max buffer lev = 223
char
| | | | | | | | | | +----> Control character 2 = XON
| | | | | | | | | | +----> Control character 1 = XOF
| | | | | | | | | | +-----> Control protocol = None
| | | | | | | | | | +----> Form feed delay = None
| | | | | | | | | | +----> Line feed delay = None
| | | | | | | | | | +-----> RETURN delay = None
| | | | | | | | | | +----> Data format = 7 bits, odd parity
+----> Baud rate = 300 baud

```

The "factory" settings are pretty much useless these days. More common is 2400 baud speed, 8-bit no-parity data format, XON/XOF control. Configuration block settings for that setup looks like this:

```

0 1 2 3 4 5 6 7 8 9 A B C D E F
-----
0A 00 00 00 00 80 13 11 DF 84 xx 00

```

Remember, with almost all Apple /// data communications programs, it does not matter what the .RS232 driver's Configuration Block looks like. Your data comm program will do the settings for you — the OPENAPPLE-S menus in Access /// and The Communications Manager and XModem ///, the SETRS232 command in Kermit ///, etc.

Also, though it may seem obvious, the .RS232 driver could be on one bootable disk and not on another. You need it on the disk you boot the system with to use the communication program. If you are booting with a single "hard disk program selector" like BOS ///, Catalyst or Selector ///, there is one exception. Version 2 of Catalyst has a separate SOS.DRIVER in the hard disk's CATALYST directory that may be added (the EXTRA DRIVERS part of a Catalyst item's menu entry. If you need .RS232 only for one program, you can get .RS232 from the "extra" file when that program is invoked.

Whatever software driver you use, its main purpose is to communicate between your computer and the computer at the other end of the wire. The two computers must speak the same language at the same speed with the same inflection and have common ground for knowing when to talk and when to listen. The computer yours is talking to is probably a big mainframe. It is bigger and meaner than yours, so you must adapt your communications settings to its wishes. You must have the same settings on the communication programs on both ends of the line.

For example, if you are using 9600 baud on one end, then you should NOT have the other end set up for 1200. Similarly you want to use the same bits-per-character etc. You can't check this stuff too closely. It is especially confusing when communicating between two different kinds of machines. This is due, it seems to me, to using two completely different communications programs. This can make it hard to compare settings. Networks and bulletin boards publish the settings to use and may have different telephone numbers for different baud rates.

Some bulletin boards use "smart" modems that automatically adjust to whatever speed and settings you call in at. You can tell by the requirement to press RETURN a couple of times at log-on. That usually means the receiving modem is adjusting to you.

3.0 Data Communications Programs

Data comm programs are the things that you actually use to make your Apple /// talk to other computers. If you want to do no more than chat back and forth as a dumb terminal, you can set up Business BASIC (or Apple II emulation) to open your .RS232 driver (or logical communications card slot), and you'll be directly hooked to your modem to yak all you want. Cheap. Absolutely noone in his or her right mind does that. Al Bloom has done it. Just to prove it can be done, mind you.

If a data comm program can't do more than turn your Apple /// into what is called a dumb ASCII terminal, that program is useless. You have a powerful computer in your hands, and a data comm program must minimally recognize that power. It should at least let you send (upload) and receive (download) text files and offer the ability to "capture" ("log" and "record" are synonyms) a data comm session. Other features to look for are "terminal emulation" if the computer you want to talk to has benefits for particular terminal types. A program that does not emulate a specific terminal, or one that emulates a dumb ASCII terminal, is not the same as being a dumb terminal. It may still



offer file transfer and session logging. Also look for “error free file transfer protocols” that let you send and receive (1) critical text data that you don’t want garbled — by a thermonuclear burst or normal telephone line crackles or your spouse picking up an extension phone while you’re on line, or (2) any kind of non-text data — executable programs, graphics, spread sheets, other neat stuff that you as a human cannot read when looking at a file in Apple Writer but would like to transfer anyway.

In this section we’ll discuss the known Apple /// data comm programs. We’ll tell you each program’s strengths and weaknesses. If possible, we’ll tell you how to get each program, and we’ll list one or more CompuServe folk who know enough about the program to maybe be able to answer your questions.

3.1 Access ///

Access /// was the first of the Apple /// data communications programs. It began life as an “other vendor supplied” Special Delivery Software product in 1981. Apple was not long in taking Access /// to its own bosom. August 1982’s Version 1.1 was a purely Apple product. The next (and last) version was 3.2x — the Access///Interpreter — in 1984.

Access /// 1.0 came in versions that could be invoked from the BASIC or the Pascal interpreters. Release 1.1 was similar, and it had major problems depending on what version of Pascal you were running. The BASIC version was OK. Release 3.2x obviates the interpreter problem by being an interpreter in its own right. It doesn’t run under any language system, so it launches like a rabbit and runs quickly.

Access///has two major features. Its emulation of a DEC VT-100

terminal is complete and seamless. Many mainframe or minicomputer systems permit VT-100 terminals to operate in “full screen” mode. A data communication program’s terminal emulation can be important. Depending on the host computer, generic terminals can be limited to “line mode” communications or can be forbidden access. If you need VT-100 emulation, Access /// is the only Apple /// data communications program that will serve.

Access ///’s other major feature is its “scripting” capability (3.2x only). You can write a script that will automatically dial your modem and log on to your favorite host service. And more. Access ///’s script language is powerful. You can script an entire session if you always do the same things.

Access///’s major problem is that its documentation has not been completely in a single source since its original incarnation. The “SDS” version (1.0) came with a spiral bound manual. Apple’s 1.1 version did not come with a new manual, just an “Apple Tech Notes” (750.990 dated August 25, 1982) addendum detailing the enhancements from version 1.0. The interpreter came with another addendum, this one on disk and dealing only with the “script” feature. Even having all the manuals does not guarantee success. Data comm programs traditionally have the worst conceivable user documentation. No, we don’t know why. You will probably need help. That’s why we have experts on CompuServe.

Access /// supports no error free file transfer protocol. It can only transfer text (human readable) data between your Apple /// and another computer. It can not transfer executable programs or graphics files.

The basic version of Access //

/, along with its Interpreter version is available from WAP (Washington Apple Pi) for \$1.50 (members price. \$3.00 for non-members).

3.2 The Communications Manager

The Communications Manager (TCM) is the only commercial Apple /// data comm program supported by its vendor (ONTHREE, check price) as of this

writing. It comes as a program and as a The Desktop Manager (TDM) desk accessory. It offers DEC VT-52 (dumb ASCII terminal) emulation and the XModem error free file transfer protocol. It can transfer executable programs and graphics files.

TCM as a desk accessory can combine with Access /// interpreter for those who need the former’s XModem protocol plus the latter’s VT-100 emulation or script files. Ensure that TCM and Access /// have the same communications parameters (the openapple-S setup menu). Invoke Access /// and use it for most data comm purposes. When you need XModem transfer, invoke the TCM desk accessory from within Access ///, and use TCM’s XModem file transfer functions.

Consulting: Vendor Bob Consorti (72457,2401), Ed Gooding (70077,2327)

3.3 EasyTerm ///

EasyTerm /// is a basic data communications package. Its DEC VT-52 terminal emulation is the same as no terminal emulation. It is a dumb ASCII terminal. It can upload and download text files. Sun Remarketing sells it as Catalog Number 430-163 for \$39. TCM is cheaper and better.

3.4 Kermit ///

Kermit (Yes, it was named after the frog) is another error-free file transfer protocol especially popular



in academic circles. All Kermit programs are in the public domain, there are versions for a wide variety of computers, and not all Kermits have the same capabilities. This one can only transmit text files. It emulates no terminal. It can now set the Apple ///s communications parameters from within the program, but it is still waiting for a good programmer to turn it into a full featured data comm program. If you need Kermit protocol, this is all the Apple /// world offers.

WAP sells Kermit /// to members as disk number 3TEL-04 for \$1.50.

3.5 Terminall

Dave Ottalini, of Washington Apple Pi, got the manufacturer of Terminall to place its product in the public domain. It is available from WAP. It is a rather pedestrian terminal program that does offer DEC VT-100 terminal emulation. It doesn't offer enough VT-100 emulation to access a DEC or IBM mainframe and have full-screen capability. It can NOT do uploads or downloads, although you can probably use the same trick as mentioned above with Access /// interp and TCM. At WAP's \$1.50, it is cheap.

3.6 XModem ///

Gary Kato's XModem /// was developed as a commercial program in competition with The Communications Manager. It is similar to TCM. Gary released XM3 to the public domain in 1989. WAP has a bootable execution disk for the program that includes the documentation on a disk file. This is a "best buy."

4.0 CompuServe Tips and Techniques

If your data comm program has the ability to set tabs (Access /// and The Communications

Manager do) set them before doing anything else. They don't have to be set to anything special, but they do have to be set. Otherwise, you will see some very strange output from CIS when you "record" or "download" stuff.

If you have Access ///, you should tell CIS — in your user profiles — that you are using a VT-100 terminal. That's ANSI mode on your Access /// setup menu. That gives you some nice screen formatting that dumb ASCII terminals (VT-52 option) can't use. If you change from Access /// to the Communications Manager, also tell CIS that you no longer have a VT-100. TCM emulates a dumb VT-52 terminal. The special VT-100 control sequences show up on a TCM screen as garbage. Some very bright and knowledgeable people have been tripped up on that one. It's no longer fun to watch messages about "How come my screen has gone to the nether world?" from new TCM owners. I suspect ON THREE's Bob Consorti is even more tired of that question than I am.

CIS has two kinds of editor. One is active in the main sections, and it is joined by a lesser one in the forums. The default forum editor had been the lesser, but I'm not sure that is currently the case. In any event you want the one that tells you to enter your text and type "/EXIT" when you're done. The lesser editor is bunches lesser. It is slow. If you transmit a file, instead of actually typing a response, it'll lose whole lines if you don't set your comm program's "character" and "line" delays way high. If you enter a blank line, say between paragraphs, it assumes your message has ended. If you don't see the "/EXIT when you're through" message, change the editor in your forum user profile (I think EDIT is the magic word, and SED is the bummer).

Never read or answer CompuServe messages while you're online unless someone else is paying for the connect time. That is why CIS is often abbreviated CI\$. Record your session to a disk file (Don't record to a diskette. It'll hang you up) and flip through the screens as fast as you can. One joy of Access /// Interpreter Version (WAP disk 3TEL-02) is that you can set your recording file's "buffer" quite large. You can capture a whole session in the high-speed memory buffer and not actually do the relatively slow write to disk until you've logged off. After the CIS meter has stopped running.

After you've logged off CIS, you can load your log file into any handy text editor (I use Apple Writer) and read the traffic at your leisure. You may also type up responses at your leisure, saved as individual files. When you type up your message files, remember to end each line with a RETURN. CIS chokes on the page-long "lines" that Apple Writer permits. I use the "visible carriage return display" feature of Apple Writer (Numeric-pad 4, then press "G") to ensure that I've ended each line with the necessary RETURN. Keep your file size less than 2K (four blocks) for a forum message.

The next time you log on to CIS, you can answer your mail by transmitting the response files you previously typed at leisure. With the "/EXIT to terminate" editor, you can send files with no (zero, zilch, nada) character and line delays. Just remember who you're sending the stuff to.

Easiest is answering forum messages. Just type RE at the menu and enter the message number to which you are REsponding. At the prompt escape to your file transmission function (Openapple-S in Access ///, followed by arrowing



to TRANSMIT A FILE on the menu), send the file, escape back to "terminal" mode, and type "/EXIT" to finish the upload. I have best luck by pressing RETURN a couple times before typing the "/EXIT" to clear any garbage. Then POST your message. I usually type "POST UNF" to post the message as I typed it with the same line lengths and tabs and paragraph breaks (UNFormatted).

If you are sending an original message, or if the message you're REsponding to has fallen into the bit bucket, you need to do more. First you need to know both the name and ID of the person you're sending to. Choose COMPOSE from the message menu. Then upload your file as above. Then you get to SEND TO someone. If writing Dave Ottalini, the SEND TO would be "David Ottalini 72457,2401" with name and a blank or two and ID number. Then you get to type a terse subject. Then you get to choose a "section" of MAUG—number "13" for Apple ///.

If you are sending a message, please do not ever start a line with a "." or a "/" character. The former will upload and read fine, but it screws up folk who record the messages for later reading in Apple Writer. AW thinks any line that starts with a "." is a comment, and it won't print that line. The "/" will screw you up. CompuServe thinks any line that starts with a "/" is a command. Your message will be interrupted with UNRECOGNIZED COMMAND, and things will get worse from there.

If you send a message with XModem protocol, please ensure that each line is ended with both a carriage return and a line feed. In Apple Writer, print the message to disk with CR = 1. Otherwise, it will look like everything is on a single line. Very compact, but not very

readable. Kermit does not have that problem. Kermit "text transfer" knows about lines.

5.0 Data File Transfer

Data communications parameters are a little more critical during file transfer than during normal chatting. You must have the same settings on the communication programs on both ends of the line.

Obviously, if you are using 9600 baud on one end, then you should NOT have the other end set up for 1200. In addition, you should check to see whether "line feeds" follow each carriage return and whether your communications program is set up to "filter" out certain characters.

Another thing to consider is that there are different ways of transferring data. These methods are called "transfer protocols" and the main ones I use are ASCII and XMODEM. The Ascii protocol is the "Vanilla" of this kind of communications. It is sometimes referred to as "No protocol". CompuServe calls it DC2/DC4 Capture protocol. XModem is more like the double chocolate flavor and is described in more detail later. You will need to have the same method available on both sides of the process.

The simplest way to transfer data is with ASCII transfer. This works fine with text files. Ah, but what is a "text" file?

A simplistic definition of a text file is that it can be edited with the Pascal editor and contains only printable characters. I am not going to attempt a thorough explanation of the difference between "Text" and "binary" files, but you may need to understand this area before going too far with RS232 communications. The underlying problem is that some bytes (each

character uses one byte) are used for commands in ASCII protocol and therefore (a) cannot be successfully transferred and (b) will probably interrupt the transfer.

The Apple /// operating system (SOS) assigns a "file-type" to each file. The ones I have seen are "Asciifile", "Textfile", "Codefile", "Datafile" and "Sosfile". This "file-type" can be independent of the file name suffix. The preferred convention is to use a suffix that identifies the file-type and this is usually done. Files with the suffix ".code" usually have a file-type of "Codefile" and other suffixes are used similarly. However, it is possible to assign any suffix to any file and not knowing this can lead to a great deal of confusion. Just changing the suffix of a file does not change its file-type.

The word "text" has three separate uses in relation to the Apple /// files.

(1) The first use is in contrast "text" files with "binary" files, as discussed above. "Text" files can be transferred with ASCII protocol, binary files require a different protocol. In general "text" files can be edited and read as text while binary files are usually read only by computer programs. Files with file-types "Asciifile" and "Textfile" are text files. Files with other filetypes are binary files.

(2) The second is that the Apple /// operating system distinguishes between two types of text files. Both types are editable with the Pascal editor. One is an "ASCII" file and the other is a "Pascal Textfile." You can find which you have by listing the file in the file section of System Utilities. The list will show the file type of "text" files as either "Textfile" or "Asciifile".

You can change the file-type



from "Textfile" to "Asciifile, or back, with the Pascal editor. You do this from the "environment" screen while editing the file. You type "(s)et e)nvironment" from within the Pascal editor to see this screen. Changing a file from "Textfile" to "Asciifile" will reduce its size by two blocks.

(3) The third meaning is the suffix appended to the file name. Most files ending in ".text" have a file-type of "Textfile". Most files ending in ".code" or ".data" are binary files.

In some cases it is better to transfer text files using ASCII rather than XModem. For example, IBM DOS uses a slightly different convention in marking the end of lines in text files than does the Apple ///. If you transfer the file using ASCII protocol, the appropriate adjustment is usually made. Besides, XModem is painfully slow compared with straight text transfer.

Binary files (i.e files that have a file type such as "Codefile" or "Datafile") usually cannot be transferred using ASCII protocol. They can be transferred with XMODEM. XModem is available in the TCM program and is available in most IBM communications programs. It does error checking and will transfer any file between two machines. XModem will spend as much time as it needs, resending data when needed, to be sure that the destination file contains exactly the same data as the source file.

Transferring binary files is not always useful. A particular binary file, such as an executable program, may have no use after being transferred to a different kind of machine. For example you can certainly download an Apple II Pascal executable program (codefile) from a MAUG library, but it will do

you no good. It will not run on an Apple /// or on an IBM PC, so don't waste your money.

A confusing note: if a binary file (say of file-type "Datafile") contains only printable characters it can be transferred with Ascii protocol.

A file of file-type "Asciifile" is a true Ascii file and can be transferred without problem using Ascii protocol. Files with file-type "Textfile" on the other hand use the first 1024 bytes of the file to store information about the file. You probably do not want to transfer this data unless you are connected to another Apple /// that can deal with a Pascal text file.

For generality, you will usually want to transfer text files in the Ascifile format that any program can read. This goes for Apple /// word processors, too. Neither AppleWriter nor Word Juggler can read a Pascal text file. But Pascal can read ascifiles as well as its own textfiles, so you lose nothing — and gain a lot — by using the ascifile format.

You don't have to convert a Pascal text file before "straight text" transmission via ACCESS /// or Kermit ///. Both automatically convert from textfile to ascifile format before sending. Other programs do the same thing in "straight text" mode. However, an XModem transfer will send the file in textfile format, which may or may not be desirable — probably not.

To convert a Pascal text file to an ascifile, load it into the Pascal editor and change its file type to Ascii file — the Pascal Editor's S)et E)nvironment A)scii T)rue — and then save the file. The converted file can be read by an Apple /// program or even by an IBM-type machine. File sizes are measured in blocks. Each block is 512 bytes.

This explains why the number of blocks in a file decreases by 2 when you convert it from a "Textfile" to an "Asciifile".

I realize that this is a little confusing and that this is not a thorough exposition of this area. The hope is that this will give you enough clues to figure out what to do, or what to ask.

6.0 Vendors

ON THREE: Orders to Joe Consorti; Apple /// Products, 6303 Green Garden Drive, Bakersfield, California 93313; 1-805-397-6118. The boss, Bob Consorti, is on MAUG (A2/A3 Forum)(GO APPUSER) at 75056,2110 (Internet: 75300.1543@COMPUSERVE.COM. His address and phone number are: 179-B Kent St. Brookline, MA. 021478; (617)-731-0662]

SUN REMARKETING: PO Box 4059, Logan UT 84321. Phone 800-821-3221 for orders, or call 801-755-3360 for questions. Technical support costs \$2.00 per minute. Call: 1-900-Sun-SRVC. , or if you have a Mac or PC and access to the Internet, their Web Page is at: <http://www.sunrem.com/>. E-mail to: sales@sunrem.com

WAP (Washington Apple Pi): 12022 Parklawn Drive; Rockville, MD. 20852; (301)-984-0300 Serves members and non-members. 250+ A3 PD disks. Non-member disk prices are higher. Dues \$39.00 per year. TCS (expanded BBS) is extra for email and Internet. Dave Ottalini co-chairs the Apple /// Special Interest Group. He is "72457,2401" on CompuServe or 72457.2401@Compuserve.Com via e-mail. On the WAP TCS its: Dave.Ottalini@TCS.WAP.ORG. ■

Apple /// Disk Order Form



APPLE 3 - 5-1/4" DISKS:

Accounting

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

Apple Software

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

AppleWorks/3 Easy Pieces

15 disk set = \$22.50
 ___ 3AWZ-01
 ___ 3AWZ-02
 ___ 3AWZ-03
 ___ 3AWZ-04
 ___ 3AWZ-05
 ___ 3AWZ-06
 ___ 3AWZ-07
 ___ 3AWZ-08
 ___ 3AWZ-09
 ___ 3AWZ-10
 ___ 3AWZ-11
 ___ 3AWZ-12
 ___ 3AWZ-13
 ___ 3AWZ-14
 ___ 3AWZ-15

Bloom Programs

26 disk set = \$39.00
 ___ 3BLM-01
 ___ 3BLM-02
 ___ 3BLM-03
 ___ 3BLM-04
 ___ 3BLM-05
 ___ 3BLM-06
 ___ 3BLM-07
 ___ 3BLM-08
 ___ 3BLM-09
 ___ 3BLM-10
 ___ 3BLM-11
 ___ 3BLM-12
 ___ 3BLM-13
 ___ 3BLM-14
 ___ 3BLM-15
 ___ 3BLM-16
 ___ 3BLM-17
 ___ 3BLM-18
 ___ 3BLM-19
 ___ 3BLM-20
 ___ 3BLM-21
 ___ 3BLM-22
 ___ 3BLM-23

___ 3BLM-24
 ___ 3BLM-25
 ___ 3BLM-26

Business Basic

20 disk set = \$30.00
 ___ 3BSB-01
 ___ 3BSB-02
 ___ 3BSB-03
 ___ 3BSB-04
 ___ 3BSB-05
 ___ 3BSB-06
 ___ 3BSB-07
 ___ 3BSB-08
 ___ 3BSB-09
 ___ 3BSB-10
 ___ 3BSB-11
 ___ 3BSB-12
 ___ 3BSB-13
 ___ 3BSB-14
 ___ 3BSB-15
 ___ 3BSB-16
 ___ 3BSB-17
 ___ 3BSB-18
 ___ 3BSB-19
 ___ 3BSB-20

Disk Catalog (ASCII TEXT)

4 disk set = \$4 or \$1 per disk
 ___ 3CAT-01 - Disk 1
 ___ 3CAT-02 - Disk 2
 ___ 3CAT-03 - Disk 3
 ___ 3CAT-04 - Disk 4

Disk Catalog (3 EZPC's/ AppleWorks)

3 disk set = \$3 or \$1 per disk
 ___ 3CAT-05 - Disk 1
 ___ 3CAT-06 - Disk 2
 ___ 3CAT-07 - Disk 3

DA

Datatypes
 11 disk set = \$16.50
 ___ 3DAD-01
 ___ 3DAD-02
 ___ 3DAD-03
 ___ 3DAD-04
 ___ 3DAD-05
 ___ 3DAD-06

___ 3DAD-07
 ___ 3DAD-08
 ___ 3DAD-09
 ___ 3DAD-10
 ___ 3DAD-11

Emmulation

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

Fonts

6 disk set = \$9.00
 ___ 3FNT-01
 ___ 3FNT-02
 ___ 3FNT-03
 ___ 3FNT-04
 ___ 3FNT-05
 ___ 3FNT-06

Games

6 disk set = \$9.00
 ___ 3GAM-01
 ___ 3GAM-02
 ___ 3GAM-03
 ___ 3GAM-04
 ___ 3GAM-05
 ___ 3GAM-06

Graphics

35 disk set = \$52.50
 ___ 3GRX-01
 ___ 3GRX-02
 ___ 3GRX-03
 ___ 3GRX-04
 ___ 3GRX-05
 ___ 3GRX-06
 ___ 3GRX-07
 ___ 3GRX-08
 ___ 3GRX-09
 ___ 3GRX-10
 ___ 3GRX-11
 ___ 3GRX-12
 ___ 3GRX-13
 ___ 3GRX-14
 ___ 3GRX-15
 ___ 3GRX-16
 ___ 3GRX-17
 ___ 3GRX-18
 ___ 3GRX-19
 ___ 3GRX-20
 ___ 3GRX-21

___ 3GRX-22
 ___ 3GRX-23
 ___ 3GRX-24
 ___ 3GRX-25
 ___ 3GRX-26
 ___ 3GRX-27
 ___ 3GRX-28
 ___ 3GRX-29
 ___ 3GRX-30
 ___ 3GRX-31
 ___ 3GRX-32
 ___ 3GRX-33
 ___ 3GRX-34
 ___ 3GRX-35

Information

15 disk set = \$22.50
 ___ 3INF-01
 ___ 3INF-02
 ___ 3INF-03
 ___ 3INF-04
 ___ 3INF-05
 ___ 3INF-06
 ___ 3INF-07
 ___ 3INF-08
 ___ 3INF-09
 ___ 3INF-10
 ___ 3INF-11
 ___ 3INF-12
 ___ 3INF-13
 ___ 3INF-14
 ___ 3INF-15

Miscellaneous

12 disk set = \$18.00
 ___ 3MSC-01
 ___ 3MSC-02
 ___ 3MSC-03
 ___ 3MSC-04
 ___ 3MSC-05
 ___ 3MSC-06
 ___ 3MSC-07
 ___ 3MSC-08
 ___ 3MSC-09
 ___ 3MSC-10
 ___ 3MSC-11
 ___ 3MSC-12

Pair Software

2 disk set = \$3.00
 ___ 3PAR-01
 ___ 3PAR-02

Pascal & Other Languages

19 disk set = \$28.50
 ___ 3PCL-01
 ___ 3PCL-02
 ___ 3PCL-03

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

Repairs

12 disk set = \$18.00
 ___ 3REP-01
 ___ 3REP-02
 ___ 3REP-03
 ___ 3REP-04
 ___ 3REP-05
 ___ 3REP-06
 ___ 3REP-07
 ___ 3REP-08
 ___ 3REP-09
 ___ 3REP-10
 ___ 3REP-11
 ___ 3REP-12

Shareware

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

Source Code

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

System Software

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

___ 3SYS-07

TeleCommunications

13 disk set = \$19.50
 ___ 3TEL-01
 ___ 3TEL-02
 ___ 3TEL-03
 ___ 3TEL-04
 ___ 3TEL-05
 ___ 3TEL-06
 ___ 3TEL-07
 ___ 3TEL-08
 ___ 3TEL-09
 ___ 3TEL-10
 ___ 3TEL-11
 ___ 3TEL-12
 ___ 3TEL-13

Utilities

6 disk set = \$9.00
 ___ 3UTL-01
 ___ 3UTL-02
 ___ 3UTL-03
 ___ 3UTL-04
 ___ 3UTL-05
 ___ 3UTL-06

WAP Articles

10 disk set = 15.00
 ___ 3WAP-01
 ___ 3WAP-02
 ___ 3WAP-03
 ___ 3WAP-04
 ___ 3WAP-05
 ___ 3WAP-06
 ___ 3WAP-07
 ___ 3WAP-08
 ___ 3WAP-09
 ___ 3WAP-10

Word Processing

8 disk set = \$12.00
 ___ 3WDP-01
 ___ 3WDP-02
 ___ 3WDP-03
 ___ 3WDP-04
 ___ 3WDP-05
 ___ 3WDP-06
 ___ 3WDP-07
 ___ 3WDP-08

Note: Some disks may contain Shareware. Please remit to the author of the program the requested amount if you use that program.

See page 93 for additional order form.



Macintosh Disketeria

by Dave Weikert

Mea Culpa
WELL, THIS JOURNAL deadline almost passed me by. Along with many others Pi members (but there were never enough), I was helping prepare the new expanded office spaces for our occupancy. I even missed the last meeting in the final crunch to get the walls painted on the weekend before the carpet installers arrived. Fortunately, summer meetings are usually lightly attended and I hope nobody was too disappointed.

Although there is still much to be done—the office is starting to look the way we envisioned almost a year ago when we moved in. There are two rooms for tutorials and/or SIG meetings, a good sized lounge area and a library ‘stack’ area. In addition, Beth and Anna each have their own offices. The TCS room—although still the same size—seems much larger now that we installed a new server shelf. And the new air conditioner is keeping the TCS room cool even during the 90 degree plus days that we have had the past few weeks. There is new carpeting everywhere and the walls are painted the same muffin color as Beth’s shirt and my shoes (you had to be there). If you get the chance, drop by the office and see our new digs. I think you will be impressed.

Why the long winded dissertation about the office? Well, it is half excuse and half apology for the paucity of disks this month. I was busy doing some useful work on the office

that needed to be done. And this took time away from my Disketeria efforts. I will try to be more diligent on the Disketeria next month.

New Disks

We feature eleven disks this month including an update of the Disketeria Catalog, additions to the System Utilities series, a new category of disks and four Apple System Software disks. Single disks are available for \$4.00 each and quantity purchases are priced at \$3.50 for five or more. See the Disk Order Form and following paragraphs for the prices for sets not otherwise listed herein.

Disketeria Catalog Update

Our Disketeria 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; you can trade in an older version of the Disketeria Catalog disk for the current version for \$1 (plus postage if by mail).

Grab Bag Updates

For some time I have been faced with the problem of what to do with new or updated releases of significant software. I can’t revise each

Disk series every month—time and logistics do not permit this. And I can’t add new disks to a series until there are enough programs added to that series to fill a disk—who wants to buy a half-full disk? With my current schedule and time available, I can at most revise some few series twice a year. Most series are revised only about once a year. Some are revised only every few years.

Because of these limitations, I decided to release a new disk series that would provide you with the more significant software as it is received. The Grab Bag Updates series will include new or revised programs without regard to which series they might normally fall. Individual disks in the Grab Bag Updates series disks may have a relatively short lifetime. When I update the specific series that includes the software, I will drop the disk. This is somewhat like a Disk of the Month except that there will likely be more than one disk and the programs will not necessarily all be the ‘cream-of-the-crop.’

System Utilities

At the request of one of our members, I collected all of the disk cataloging and file inventory programs discussed by Dennis Helsel in the March/April 1995 Journal. These utilities permit you to keep a record of files stored off-line on diskettes, removable cartridges or CDs. When you need a file, you can use the software to find which disk the file is on.

The copies of AutoCat and Disk Wizard in the Disketeria are more current than the ones that Dennis reviewed. In addition, Floppy Catalog—which was not included in the review—has been included on the disk. And MacLibrarian—the oldest program in the lot—has been left off the disk to make room for newer and more highly rated programs.



Apple System Software

There are four disks of updates to Apple System Software this month. They are all revisions to earlier software.

Apple released an update of the LaserWriter drivers and desktop printing software. The **LaserWriter 8.3 Install** disk set consists of three disks described below. The disk set is available for \$12.

CD-ROM 5.1.1 is an 800K disk available for \$4. It adds software for the CD-600 series quad-speed drives as described below.

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 #GB - 01 GRAB BAG UPDATES

Add/Strip 3.2 f.sea: By John Wind. Adds or strips line feeds and/or carriage returns from text files; that is it converts PC format files to Mac format and vice versa. It also has a feature to strip carriage returns from all lines not followed by two carriage returns thus creating paragraphs. **Edit Add/Strip 3.0.3** permits you to personalize your copy of Add/Strip. *Shareware - \$25.*

Address Book 3.7.0 f.sea: By Jim Leitch. This is an Address and phone list, dialer and envelope and label generator in DA and application formats. You may view an index of 66 names (length limited to 40 characters) per page in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is System 6 MultiFinder and System 7 compatible. Files can be exported. In the AddressBook Utilities f; **H/C Addr to Text 1.5,**

“Although there is still much to be done—the office is starting to look the way we envisioned almost a year ago when we moved in. There are two rooms for tutorials and/or SIG meetings, a good sized lounge area and a library ‘stack’ area. In addition, Beth and Anna each have their own offices. The TCS room—although still the same size—seems much larger now that we installed a new server shelf. And the new air conditioner is keeping the TCS room cool even during the 90 degree plus days that we have had the past few weeks.”

SideKick Converter V3.1 and Text to Address Book 3.4.1 permit you to convert data from HyperCard, Sidekick and Text files to the Address Book file format. **Installation and What's new in 3.6.6** are in text format. *Shareware - \$30.*

Compact Pro Package 1.51 (US) By Bill Goodman. Lets you reduce the size of many of the files on your computer by “compressing” the data in the files. Also supports “archives” which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. *Shareware - \$25.*

Disk #GB - 02 GRAB BAG UPDATES

clip2gif 0.6 f.sea: By Yves Piguet. A

utility program for converting PICTs and GIFs to PICTs, GIFs or JPEGs. It can also display PICTs and GIFs. It is AppleScript capable. Requires System 7 or above and 32-bit Color QuickDraw. QuickTime is needed for JPEG conversion.

Disk Charmer 2.4.1 f.sea: By Fabrizio Oddone. Locks out ‘bad’ sectors on floppy disks. This is imperative if you want to use disks with bad sectors with Systems earlier than 7.0 (down to 4.3). The program even has some utility with System 7 and later as it locks out bad sectors more efficiently than the method Apple uses with System 7. *Shareware - \$10.*

File Buddy 3.3.1 f.sea: By Lawrence Harris. A file utility to perform a wide variety of ‘Get Info’ type file functions including creating custom icons, aliases, file type, creator, etc. For System 7.0 and later. *Shareware - \$25.*

Greg's Browser 2.5.4 f.sea: By Gregory D. Landweber. Allows you to easily move up and down the folder hierarchy to select one or more files or folders. Create ‘bookmarks’ for frequently accessed files or folders. For System 7.0 and later and Color QuickDraw. *Shareware - \$20.*

HoverBar 1.2 f.sea: By Guy Fullerton. Keeps icons and clipboard data at your fingertips by storing them on bars that float over everything, no matter what program you are using. Requires System 7.1 or later. *Shareware - \$5.*

Disk #GB - 03 GRAB BAG UPDATES

Greg's Buttons 3.7.1 f.sea: By Greg Landweber. Replace the standard black and white push buttons, check boxes, and radio buttons with shaded, color 3-D ones. The new buttons are designed to match the windows and scroll bars under System 7 and support the color tinges that you can select in the System 7 Color Control Panel. For System 7.0 and later. *Shareware - \$15.*

Malph 2.4.1 f.sea: By Nitin Ganatra. An application launch dock that you use to switch between applications under System 7 instead of pulling down the application menu. You can



also drag and drop files to launch them.

Mt. Everything 1.0.1 f.sea: By Horst Pralow. Allows you to mount SCSI bus devices like hard disks and their partitions without having to reboot your system. It also lets you 'stop' (spin down) specified active disks.

PhoneBook Plus 3.0.1 f.sea: By Tim Herzog. A program for handling long lists of names and addresses, extensive phone dialing features, envelope printing, and a robust phone call timer. It also can open multiple files, import and export text files, print reports and display the phone log. *Shareware - \$45.*

PowerBar 1.1.4 f.sea: By Scott A. Johnson. Launch applications or open files or folders; creating buttons to do this is a drag-&-drop snap. Also has optional status pads which take up very little space while giving you time, date, memory usage, disk space left (or used), and Chooser status/access. Offers programmers a modular extensible capability. **Quick Install...READ NOW!!** is in TeachText format. *Shareware - \$25.*

ShrinkWrap™ 1.4.2 f.sea: By Chad Magendanz. Create and mount multiple DiskCopy disk images. Automatically compress and decompress archived image files on-the-fly with Aladdin's StuffIt Engine™. This is a 'must have' application for anybody who has to work with disk images.

Disk #GB - 04 GRAB BAG UPDATES

SoftwareFPU 3.03 f.sea: By John Neil. Allows most programs expecting an FPU to work properly on the Macintosh Classic II, Color Classic, LC series and IIsi and some models of PowerBook, Centris and Performa series which are not configured with an FPU. An FPU (Floating Point Unit) is a hardware chip that performs certain types of mathematical operations quickly. An FPU is also known as a floating point co-processor or a math co-processor. For System 6 and later. *Shareware - \$10.*

SoundMaster 1.8.1 f.sea: By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart,

shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher. System 6 and 7 compatible. *Shareware - \$15.*

TattleTech 2.20 f.sea: By John Mancino. Collects very complete information about your computer and its system related software. You may view information on screen by category, print it, write to a standard text file in standard or a special Bug Report format, or output it in database readable format. Requires System 6.0.4 and later; Mac Plus and later. *Shareware - \$15 (level 1) or \$30 (level 2).*

"The Grab Bag Updates series will include new or revised programs without regard to which series they might normally fall. Individual disks in the Grab Bag Updates series disks may have a relatively short lifetime. When I update the specific series that includes the software, I will drop the disk. This is somewhat like a Disk of the Month except that there will likely be more than one disk and the programs will not necessarily all be the 'cream-of-the-crop.'"

Disk #GB - 05 GRAB BAG UPDATES

Solitaire Till Dawn 2.0.3 f.sea: By Rick Holzgraffe. A superb solitaire implementation with 24 different variations of the game. Included are excellent User and Game Guides; the Game Guide includes information about difficulty of play and other names for the variants. *Shareware - \$20.*

TechTool 1.0.7.sea: By Robert Sanders and Jeff Baudin. Rebuild the Desktop or zap the PRAM (Parameter RAM) the easy way with this simple utility. Also creates and prints a profile of important System Information about your Mac. Read the included Help dialog to see why you may want to do this.

VendorDA 1.45 f.sea: By Bill Baldrige, one of Apple Pi's own. A very useful list of Macintosh computer product related vendors and their phone numbers. Both B&W and color versions are included. *Shareware - \$10.*

Disk #16.21E - SU 21 SYSTEM UTILITIES

AutoCat 4.01.sit By Oscar F. Hills. A HyperCard stack-based file inventory and disk cataloging program. *Shareware - \$15.*

CatFinder 1.41 f.sit By Keith Turner. A utility to catalog the contents of all kinds of disks including floppies, hard drives and removables including CDs. You can easily browse the catalog, search for specific files by name and/or creator and create informative catalog reports. Uses Apple Events under System 7 and later to select and launch files. Requires System 6.0.4 and later. *Shareware - \$25.*

Disk Trivia.sit: By Carter B. Productions. Another HyperCard stack-based disk catalog and file inventory program.

DiskWizard 2.0 f.sit: By Francois Pottier. Automatically catalogs the contents of your volumes (hard disks, floppies, CDs, SyQuests, etc.). Has the ability to 'see' into Stuffit 3.0 and Compact Pro archives. For System 7 and later. *Shareware - \$10.*

FileList+ 1.0b21 f.sit By Bill Patterson. A file and disk organizer



that reads entire volumes and saves volume and file information. An option enables "Stuffit"(Classic and Deluxe) and/or "Compactor" archives to be opened and to be treated like a folder; all files in the archive (including encrypted entries) will be listed. **FileList+ Read Me** and **FileList+ Release Notes** are in text format; **FileList+ Revision History** and **FileList+ User's Manual (Word 4)** are in Word format. *Shareware - what you feel it is worth.*

Floppy Catalog 2.0 f.sit: By Antoine Makhlouf. An application for cataloging files on diskettes, hard drive volumes, removable cartridges and other mountable media. For System 7 and later.

List Files 2.4 f.sit: By Alessandro Levi Montalcini. Creates text catalog of any disk, folder or document you drop on it. It has file filters, lots of formatting options, easy-to-use worksets, automatic catalog saving, text file searching for fast file retrieval. *Shareware - \$5.*

**DISK #SS.CD-ROM
MAC CD-ROM SETUP 5.1.1**

This disk supports Apple's CD-ROM drives including the CD-300 and the CD-600 series. The files include:

AppleCD-ReadMe, Installer 4.0.3, CD 5.1 Install Script 5.1.1 and SimpleText 1.3.

"At the request of one of our members, I collected all of the disk cataloging and file inventory programs discussed by Dennis Helsel in the March/April 1995 Journal. These utilities permit you to keep a record of files stored off-line on diskettes, removable cartridges or CDs. When you need a file, you can use the software to find which disk the file is on."

CD-ROM Software: **Apple CD-ROM 5.1.1, Apple Photo Access 2.1, AppleCD Audio Player 2.1, Audio CD Access 5.1, Foreign File Access 5.1, High Sierra File Access 5.1 and ISO 9660 File Access 5.1.**

**SYSTEM SOFTWARE
LASERWRITER 8.3 INSTALL**

This three disk set allows you to install the LaserWriter 8.3 driver and associated files. This driver offers support for color matching, embedded JPEG-compressed documents and supports ColorSync 2.0. It also offers improved PostScript printing, advanced paper-handling capabilities, customizable printer resources that support your printer's specific features and options, full support of PostScript Level 1 and Level 2 and enhanced Printing and Page Setup options. Printer descriptions are included for all of Apple's current and past line of PostScript printers. The Desktop Print Monitor adds icons to the desktop for use with drag and drop printing. For System 7.1 and later; desktop printing requires System 7.1.1 or later.

Disk 1 includes **Installer 4.0.3, and Installer Script 1.0, Printing Tools 1.cmp, Read Me and SimpleText 1.1.1.** Disk 2 includes **PrintingTools2.cmp** and **Printing Tools 3.cmp.** Disk 3 includes all the Apple printer PPDs.

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

<p><i>Mail this form with your check to:</i> Disk Library, Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852</p>			<p>Are you a member of Washington Apple Pi, Ltd.? Y/N ___ If yes, member number _____. <i>All payments must be in U.S. funds drawn against U.S. Banking institutions. Non-members add \$3.00 per disk to listed prices.</i></p>		
# of disks	Member Price	Extended	Name _____		
3.5" Singles			Box Number, Apt., Suite _____		
___ 4 or less @	\$4.00	_____	Street Address _____		
___ 5 or more @	\$3.50	_____	_____		
___ sets (as marked)	\$(above)	_____	City _____		
5.25" Singles			State _____		
___ 4 or less @	\$2.00	_____	Zip _____		
___ 5 or more @	\$1.75	_____	_____		
___ sets (as marked)	\$(above)	_____	Day tele. _____		
+postage \$1.00/disk			Evening tele. _____		
maxium \$5.00			_____		
Total Amount Due:			_____		



Macintosh Library Order Form

New disks in this issue!

- LaserWriter 8.3 Install- 3 disks[†]; \$12
- CD-ROM 5.1.1
- Grab Bag Updates - GB 01 thru GB 05
- System Utilities (File Catalogs) - 16.21E

Disketeria ValuPaks[†]

- Best of the Pi, 15 disks; \$30
- PostScript Fonts 1, 14 disks; \$30
- PostScript Fonts 2, 5 disks; \$10
- TrueType Fonts 1, 9 disks; \$20
- TrueType Fonts 2, 4 disks; \$10
- Internet Starter Kit, 4 disks; \$15[†]
- Calc/Clock Utils, 5 disks; \$15
- Pers Management Utils, 5 disks; \$15
- System Utilities 4, 5 disks; \$15
- Fun/Games 1, 10 disks; \$25
- Fun/Games 2, 10 disks; \$25[†]
- TroubleShooting Utils, 4 disks; \$15
- LAN Tools, 3 disks; \$12
- PowerBook/Duo Utils, 4 disks; \$15[†]

Apple System Software

- HyperCard 2.0 - 5 disk set; \$15
- System 6.0.3 - 4 disks; \$15
- System 6.0.5 - 4 disks; \$15
- System 6.0.8 - 4 disks; \$15
- System 7.0 - 8 disks; \$20
- System 7.0.1 - 6 disks; \$20[†]
- System 7/7.0.1 Tune-Up \$4
- System 7.1 Updater 3.0 - 2 disks; \$8[†]
- System 7.1 Updater 3.0 (800K); \$4
- System 7.5 Updater 1.0 - 4 disks; \$15[†]
- QuickDraw GX 1.1.2- 4 disks; \$15[†]
- QuickTime 1.6.2; \$4[†]
- LaserWriter 8.2 - 2 disks; \$8
- LaserWriter 8.3 - 3 disks; \$12
- Network Software Installer 1.5.1; \$4[†]
- TrueType Fonts & Software; \$8
- Basic Connectivity Set 1.1.1; \$4
- Express Modem; \$4[†]
- GeoPort; \$4[†]
- Display Software; \$4
- CD ROM Setup 5.1.1; \$4
- Comm 1 (CTB); \$4
- AppleShare 4 Tune-Up; \$4
- AtEase Updater 2.01; \$4
- StyleWriter II; 4 disks; \$15
- Iie Installer; \$4
- Monitor Energy Star; \$4
- LW Pro Tune-Up; \$4
- Network Access (universal boot); \$4[†]
- Video Software Installer; \$4[†]

00.XX - Pi Library[†]

- .01 Mac Disketeria Catalog
- .02 New Member Sampler & Catalog

1.XX - Anti-Virus Utilities[†]

- .01G — .02M — .03M

2.XX - Desk Accessories[†]

- 8 disk set; \$24
- .01E — .02E — .03E — .04E
- .05E — .06E — .07E — .08E

4.XX Function Keys (F Keys)

- .01A — .02A

5.XX - ImageWriter Fonts[†]

- .01A — .02A — .03A — .04A

6.XX - PostScript Fonts[†]

- .01B — .02B — .03B — .04B
- .05B — .06B — .07B — .08B
- .09B — .10B — .11B — .12B
- .13B — .14B — .15B — .16B
- .17B — .18B — .19B

7.XX - TrueType Fonts[†]

- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10A — .11A — .12A
- .13A

8.XX - Graphics[†]

- 13 disk set; \$39
- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10B — .11B — .12A
- .13[†]

9.XX - INITs & cdevs[†]

- .01C — .02C — .03C — .04C
- .05C — .06C — .07C — .08C
- .09C — .10C — .11C — .12C
- .13C — .14C — .15C — .16C

11.XX - Paintings (MacPaint)

- 5 disk set; \$15
- .01 — .02 — .03 — .04
- .05

12.XX - Digitized Sounds[†]

- 9 disk set; \$27
- .01B — .02B — .03B — .04B
- .05B — .06B — .07B — .08B
- .09B

13.XX - Telecommunications[†]

- .01C — .02C — .03C — .04C
- .05C — .06C

14.XX - Programmer/Hacker

- .01C — .02B

15.XX - Miscellaneous Utils[†]

- .01C — .02C — .03C — .04C
- .05C — .06C — .07C — .08C
- .09C — .10C — .11C — .12C
- .13C — .14C — .15C

16.XX - System Utilities[†]

- .01E — .02E — .03E — .04E
- .05E — .06E — .07E — .08E
- .09E — .10E — .11E — .12E
- .13E — .14E — .15E — .16E
- .17E — .18E — .19E — .20E
- .21E

17.XX - Word Processing Utils[†]

- 7 disk set; \$21
- .01C — .02C — .03C — .04C
- .05C — .06C — .07C

18.XX - Internet Series[†]

- .01[†] — .02[†] — .03[†] — .04[†]
- .05[†] — .06[†]

19.XX - QuickTime Series[†]

- .01[†] — .02[†] — .03[†] — .04[†]

20.XX - Mac Troubleshooting

- .01A — .02A — .03A — .04A

21.XX - LAN Tools[†]

- .01 — .02 — .03

22.XX - Fun & Games Series[†]

- .01 — .02 — .03 — .04
- .05 — .06 — .07 — .08
- .09 — .10 — .11[†] — .12[†]
- .13[†] — .14[†] — .15[†] — .16[†]
- .17[†] — .18[†] — .19[†] — .20[†]

23.XX - PowerBook/Duo Series[†]

- .01C — .02C — .03C — .04C

26.XX - Update Series

- .01/02A - Photoshop, 2 disks; \$8
- .03A - Photoshop Plug Ins, 1 disk; \$4
- .04A - Desktop Publishing, 1 disk; \$4
- .05A - QuarkXPress, 1 disk; \$4
- .07B - HP DeskWriter 6.0, 1 disk; \$4
- .08/09C - Denaba Canvas, 2 disks; \$8[†]
- .10A - Word Processor 1, 1 disk; \$4
- .11C - Word Processor 2, 1 disk; \$4
- .12C - Database, 1 disk; \$4
- .13B - ClarisWorks/Quicken 4, 1 disk; \$4
- .14A - Word, 1 disk; \$4
- .15A - Word Enhancements, 1 disk; \$4
- .16A - Excel Enhancements, 1 disk; \$4
- .17B - Anti-Virus, 1 disk; \$4
- .18A - After Dark & Modules, 1 disk; \$4
- .18-23A - After Dark Set, 6 disks; \$15
- .25-27B - CP MacTools, 3 disks; \$12
- .29A - Now Utilities 4, 1 disk; \$4
- .30D - Miscel. Utilities, 1 disk; \$4
- .31/32A - Stuffit Deluxe, 2 disks; \$8
- .33A - DrawPro, Impact, Frontier, 1 disk; \$4
- .34A - Now Utilities 5, 1 disk; \$4[†]
- .35A - Quicken 4 & 5, 1 disk; \$4
- .36A - QuarkXpress 3.31r3->3.31r5, 1 disk; \$4
- .37A - ATM ->3.8.2, RamDblr ->1.5.2 & PM 5 WP Filters, 1 disk; \$4

Online Bible[†]

- 24 disk set; \$50
- Set 1, 6 disks; \$15
- Set 2, 7 disks; \$15
- Set 3, 6 disks; \$15
- Set 4, 5 disks; \$15

GB.XX - Grab Bag Updates[†]

- .01 — .02 — .03 — .04
- .05

[†] all files compressed
[†] on 1.44 Meg diskette(s)

Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi, Ltd., 12022 Parklawn Drive, Rockville, MD 20852. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the ad copy due date listed in the calendar page for that month in order to be included in the appropriate issue. Any ads postmarked after that time will be included at the discretion of the editor. Cost is \$2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi, Ltd., may place ads up to three lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

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—**External Disk Drive** - 51/4 for Apple IIc \$10 call Ron 703-354-0454

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—**Radius 19" two page gs monitors.** Run w/on board video of 610, 650, 700 or 900. \$125.00 call 703-691-0860

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Graphic Artists: Mac Geniuses. Join our co-op. Adams Morgan-Dupont Circle - U St. Small public access computer/copy center. You need: place to work and do business, access to fax, E-Mail, AOL, laser printer, photocopies, software, and Metro. We need: someone knowledgeable to staff store part time, help customers, create brochures that come our way, help us increase our business. Can we get together? Terms negotiable.

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(202) 332-8811

—**Replacement generic ADB mouse** \$49.00 + \$5.00 S&H. Hard to find accessories and out of print software for Apple II and Macintosh. For a listing send us a 52 cent stamped, self-addressed envelope to: B&R Computer Services, PO Box 7195, San Diego, CA 92167-0195

—**Macintosh Trainer/Consultant Available for Hire**
I currently subcontract to many local Mac schools. Hire me directly and save. I teach: Excel, Word, Quark, PageMaker, Illustrator, MS Project, and more. References available.

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Occupation _____ Sponsor's Name _____

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|---|---|
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| <input type="checkbox"/> Apple IIe, IIc | <input type="checkbox"/> Mac II |
| <input type="checkbox"/> Apple IIc+ | <input type="checkbox"/> Mac IIci, cx |
| <input type="checkbox"/> Apple II GS | <input type="checkbox"/> Mac IIsi |
| <input type="checkbox"/> Laser 128 | <input type="checkbox"/> Mac IIfx |
| <input type="checkbox"/> Franklin | <input type="checkbox"/> Mac VX |
| <input type="checkbox"/> Apple III (SARA) | <input type="checkbox"/> Mac PowerBook |
| <input type="checkbox"/> Mac Plus, 512e | <input type="checkbox"/> Mac Duo |
| <input type="checkbox"/> Mac SE | <input type="checkbox"/> Quadra (all) |
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| <input type="checkbox"/> Mac LC (series) | <input type="checkbox"/> Newton |
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| <input type="checkbox"/> Other _____ | |

WAP has many Special Interest Groups (SIGs) and activities. Fill in letter next to area of interest. J=Join Group, V=Volunteer

AppleWorks SIG _____	HOTLINE _____
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Database SIG _____	Mac/Apple Users SIG _____
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