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Welcome to the User Guide for WebArranger 2.0!

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washington Apple pi

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Dec. 14, 1996

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Advertising in the Journal

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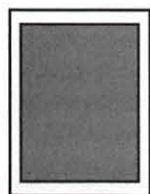
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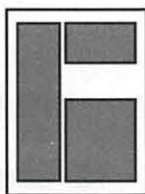
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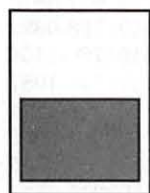
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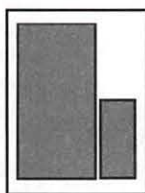
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The Washington Apple Pi Journal is published bi-monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

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

Deadlines

Writers' submissions
Jan./Feb. .... Nov. 18
Mar./Apr. .... Jan. 18

Editors' submissions
Jan./Feb. .... Nov. 22
Mar./Apr. .... Jan. 22

Ad space reservations
Jan./Feb. .... Nov. 18
Mar./Apr. .... Jan. 18

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Jan./Feb. .... Nov. 22
Mar./Apr. .... Jan. 22

★★ *These deadlines have been* ★★ *changed in order to get journals to you earlier in the month. Please plan your article submission accordingly. Thanks.*

Washington Apple Pi

Icon Guide

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🍎 Apple II, IIe, & IIGS   💾 Macintosh Disketeria

🍎 Apple III (SARA)   π General Interest

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Office hours: Mon., Wed., Fri. 10 am—6pm*
Tues. 7—9 pm, Sat. 10 am —2 pm

* The office will open at 1 p.m. on
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	Paul Campbell	(313) 255-6497
Women's SIG	Tayloe Ross	(202) 293-7444

Bye, Bye BCS

THE BOSTON Computer Society (BCS), probably the largest umbrella computer users group in the United States, and one of the larger Macintosh groups, folded last month. Founded in 1977 by Jonathan Rotenberg, BCS had the same goals and aspirations as other user groups: provide for the common good of members who operated diverse operating systems and hardware. Its members ran bulletin boards, educational courses, produced several publications, offered public service support and other activities.

But, there was a big difference between their corporate structure and that of most other groups. Where WAP supports essentially four different computer platforms and their operating systems, BCS encompassed all platforms and operating systems, from Ti-99 to OS/2. Where we have a special interest group for desktop publishing, graphics, and programming, BCS had one for each of the many operating systems and platforms that exist or existed in the computer community; then within that interest group existed specialized subgroups. However, as the computer industry matured and users along with it, the comfort and protection that comes from the pooling of knowledge under the aegis of one organization dissipated; people no longer felt the imperative to join. This coupled with the mistaken—but believed notion—that access to the internet cures all, caused membership, (i.e: revenues) to declined dramatically over the past few years. People began to opt out of user group membership. All user groups, including BCS, took the hit.

The impression here is that BCS was slow to react to these changes. It had not been able to successfully compete with the services offered by smaller nonprofit organizations, much less those from commercial entities. They did not seem to have been able to articulate the difference between the "service" available on the internet and that which comes directly from a users group.

Where their professional staff saw the need for change, the elected leadership and the various power centers that comprised BCS were unwilling or unable to implement those recommendations. They could not organize or embark on some other course of action which would address the changing needs of the user group community. BCS lost prodigious amounts of money over the

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last five years, taking a loss in their last fiscal year of something in the neighborhood of $125,000. So, the elected officials chose to decommission the organization.

We will miss them. BCS has a long history of dedication and enthusiastic support to the user group community. We have offered our assistance to the new Macintosh groups which have risen to fill the void and to the many Apple II and III operators who may find themselves devoid of active support.

SO?

So what, you might ask. What has that got to do with us. It is not nice to find yourself an endangered species! There are only a couple of big users groups left. Washington Apple Pi is one of them and now we are the oldest. What went wrong at BCS is not an academic exercise unless we are lemmings. Managing a national Macintosh and Apple II/III users group is not easy. Attracting new members and holding them is a challenge faced by all groups. I am told that knowing what will keep you a member when you aren't sure yourself is one of the rewards of this job. Comparisons are always risky; so here I go.

BCS was a cumbersome entity to operate. They had considerable staff, two different offices in the greater Boston area and lots of overhead. Corporate agility was not their forte. Some of this doesn't affect us. Washington Apple Pi went through a serious corporate downsizing several years ago. It is one of the reasons we are still here. Our paid staff dwarfs that of just five years ago. But, getting members to support our reduced staff with volunteer time is a big problem for us. Several initiatives have not been pursued for lack of members willing to replenish the trough from which they are more than willing to drink.

BCS and its SIGs produced sev-eral magazines, newsletters and flyers. That stuff costs big bucks. Recent increases in the cost of paper and the new postal rates do not help. Few were willing to allow their publication to be merged, eliminated or reduced in size. The award winning Journal of Washington Apple Pi is the class act in the user group community. We spend almost $4,000 per month to produce it. Advertising revenue declined significantly ever since the national computer chains devastated the locally owned and operated stores in this area. But we have chosen to absorb the costs of publication and keep a quality periodical as the flagship document of the Pi.

BCS funded several bulletin boards for its SIGs. Some wilted from lack of active participation and disappeared. Others found the cumbersome bureaucracy unable to respond quickly to requests for parts, etc. which helped fuel dissatisfaction within those SIGs. Washington Apple Pi runs two different electronic services: the Classic (regional) BBS and our Explorer Internet Service. We are blessed to have a strong and dedicated crew of volunteers to operate both services and members who recognize the value each offers. The Pi is one of only two users groups in the country to offer its members in-house internet service. The value we offer is equal to any commercial provider. If you or anyone you know is planning to enter the internet, explore Explorer.

Over the years at BCS many platform and operating system SIGs grew to be independent power bases which saw BCS as something that took its members dues and doled out an allowance to the SIG. Oh, that we should have a similar problem.

But, BCS was brought down in large part by, and WAP is presently wrestling with, non-joiners who see us as an insurance policy that accepts back-dated premium pay-ments. Someone buys a Mac, they join Washington Apple Pi, attend introductory classes, read the Journal, do e-mail, and dabbles on the TCS. But their Mac keeps on smiling at them [where is Packard-Bell when you need them]. Why continue membership in the Pi when nothing seems to happen to the family Macintosh? If something does, these folks believe, they can always call the Pi and rejoin to get help. This kind of reasoning can lead to no one being home when they call for assistance.

One of the reasons why the Pi is here and not an obituary is many of you have experienced hands-on assistance from real Pi people. Day-in and day-out, Washington Apple Pi is here for you. Classes, bulletin boards, Internet services, Tuesday Night technical help, the Hotline, the Journal, our library, and on and on. We have always been available for each other.

The Pi is not some board game that can be unfolded from a box when the need arises. It is a living, vibrant thing. The Pi is us, is fueled by our volunteered time, is a nurturer of others, and is in need of proselytizing its value to others. Hint, hint . . . . .

For almost two decades, Washington Apple Pi has pioneered in providing community based, computer support. Through the active designs of many we are here now. A back-dated check mentality will not get us to tomorrow.

So, do you see anything like what I see in the demise of BCS? Or am I reading instant tea? My e-mail address is found on the masthead. Now for the 'real' question: with BCS gone, is there a chance that MacWorld will return to Washington? Oh well . . . . .

Lorin

August General Meeting Report

by Don Essick
Vice President, Macintosh

THE AUGUST General Meeting was held on August 24, 1996 at the Community and Cultural Center of the Northern Virginia Community College in Annandale, Virginia. As usual, the meeting opened with Questions and Answers, ably assisted by Lawrence Charters and other members. I gave a (very) brief overview of MacWorld Boston which, I understand, was the largest ever in terms of attendance.

Our presenter for the meeting was Mick Rinehart of CE Software (http://www.cesoft.com/). Mick is the Product Manager for WebArranger, a product that is hard to pin a label on. WebArranger started out as a Personal Information Manager (PIM) built upon an Object Oriented Database (OODB). It has since evolved into a "PIM on steroids for Web Surfers." I purchased the product several months ago and let it sit on the floor under the desk, waiting for a few extra hours of free time to install and learn the package. About August 15th, I decided I'd *make* the time to install the package so that I would know something about the product before I saw the demo at the meeting.

The installation was a breeze and the product comes with some entries in the database which allow you to see many of the features of the product. There is a "Jump Start" section which gives you an example of the types of objects contained in the database. Each of the objects is extensible, that is, you can add or delete fields from an object. You can make these changes for only a single object or for all objects of this type in the database.

The first thing you notice about WebArranger is that it's interface is a bit different. There are little boxes and icons in odd places and a shelf. It takes a bit of getting used to and after using the product for a while, you soon see why the designers came up with these innovative ideas. To do everything this product does with a standard menu bar, multiple windows and alert boxes would have made it look like something out of Redmond.

Mick started off his demo with a quick tour of the "Page." That is what WebArranger calls your workspace. To the right of the Page are the Contents and the Shelf. The contents is an outline of the folders you have in your workspace. Below them are icons for the different objects contained in your folders. Beside some of the objects, there are boxes which call up tools such as a calendar, or sometimes a pick list. The basic object element of WebArranger is the Note. There are many types of notes, such as URL, To Do, Picture, Memo, People, etc. The shelf contains the different objects and it takes only a click on a shelf object to insert it at the cursor position. Once inserted, the object "pops open" to show its contents so that you can add information. Here is where some of the other cool tools come into play. When you click on the date icon, a calendar tool pops up to let you select a date. Similarly, clicking on the time icon pops up a clock face which you twirl with your mouse to set the time.

It is easy to link notes together and to make one note subordinate to another, you simply grab it and drag it to the right. This is where the elegance of the interface shows. To open or close a note, you click on the title line. To move it to another topic or throw it away, you simply drag and drop. It takes a bit of getting used to, but it is very powerful.

Bundled with WebArranger is WebWacker from the ForeFront group. WebWhacker "whacks" or downloads entire web sites, complete with embedded graphics and linked pages. In fact, Mick did his entire demo with pages "whacked" from the WAP web site the night before. This is a great way to spend less time glued to your computer while exploring an interesting web site. You can start off WebWhacker and download an entire site while you eat dinner and then come back to it later and not have to wait while some intensive graphics pages load at 14,400. Be aware, however, that some webmasters are getting wise to "whackers" and cutting off access to such programs. These are the exception, however, as most commercial sites *want* you to download all that they have to offer. One thing that does not work, however, on whacked pages are Common Gateway Interface (CGI) applications. You know, those sites which have a fancy graphic with clickable areas in it to navigate around the site. This type of image map returns a click coordinate to the CGI program at the host which is decoded at the host end. Since you aren't connected to the host, it won't work. Also, since you aren't around to enter UserID or Password, authentication pro-

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tected sites won't work either.

Mick concluded his demo with a quick look at QuicKeys 3.5. This venerable Mac application has been around for a long time, and is great at recording your actions and assigning them to those silly F1 - F15 keys you never use at the top of your keyboard. You can assign almost any keystroke combination to a QuicKey and it works great.

Due to the largesse of CE Software, MacWorld Vendors and others, there were lots of things to give away at the drawing. The grand prizes, a copy of WebArranger 2.0 went to Judy Cabitt, R. Clifton Bailey and Ben Brown. A copy of Quickeys 3.5 went to Tony Taussig. Joe Belotte won a WebArranger T-shirt and Art Cheu won a Quick Keys T-shirt. W.J. Whetzel, Jr., Frank Zappacosta, Walter Nunn, Ingrid Berdahl and Thomas Boyan also won T-shirts, but didn't record the donor. (I guess I'll need to give more specific instructions next time.) Clark Snead and Louis Steller won the highly sought after KISS boxer shorts from Casady & Greene. Henry Ware won the Apple Services CD, Eric Mackenzie won the Ziff-Davis Mac Benchmark CD and Myron Harrison and John Barnes won the Macromedia Multimedia Showcase CD. Don Franklin and Mike Haynes won the Internet Roadmap and CD-ROM. Henry Ware was the winner of the Mac Soft Hot Demos and a Tango T-shirt went to Ben Smith. Caroline Quandt walked off with an AOL T-shirt and software. Jeanne Cooper won the WINGZ is Back T-shirt and the Why Fight It T-shirt from Pre-Flight went to Marilyn Barrueta. The very popular Apple Computer canvas tote went to Allen Kent and Ron Hinkel. The Apple Services drink bottle was won by Charles Stancel and Ron Ostrow walked off with a coffee mug from an undisclosed vendor. Last but not least, M.E. Esch won something

but didn't describe it.

Thanks again to Mick Rinehart and the folks at CE Software for coming to visit us and thanks, too, to all of the members who take the time to attend the monthly meetings. Next

month we will have Claris Corporation, who will be showing their newest product, Claris HomePage as well as ClarisWorks 4.0 and File Maker Pro 3.0. Hope to see you there. ∎

September General Meeting Report

by Don Essick

ANOTHER GENERAL Meeting already? Time really flies when you're having fun. This month we got the news that Apple has released MacOS 7.5.5. According to the press releases, this version fixed several known bugs and also offered many performance improvements to those of us who use virtual memory or RamDoubler from Connectix.

The meeting began as usual with the Question and Answer session featuring Tom Witte and Lawrence Charters. These guys never cease to amaze me with their ability to recall all of this stuff from memory. I usually have to refer to my (very thick) book of notes unless it is something fresh in my mind.

After a brief panic getting the presenter's PowerBook to operate in SCSI slave mode, we turned the floor over to this month's featured vendor, Claris Corporation (http://www.claris.com/). Our local Claris representative, Robert Dudley and his cohort from Boston, Christian Thomas, came bearing a *large* number of gifts and demos of their latest and greatest products.

First up was the newest product, Claris Home Page. This package enables you to develop World Wide Web pages in a "WYSIWYG" mode

without resorting to HTML coding. For those of you who haven't taken the plunge yet, Hypertext Markup Language, or HTML, is the way Web pages are constructed. You insert "tags" such as <CENTER> or <B> into your text to cause it to be centered or displayed as bold by your browser. The beauty of HTML is that the same language is used by Netscape, Mosaic, or any other web browser application. The interesting thing for those of us who use more than one computer, however, are the slight differences in exactly how each browser interprets the HTML code to display our pages.

Christian took us through the setup of a Web Page for a real estate office selling a house. He was able to set up the entire page with a table, graphic and links without typing a single line of HTML code. The nicest feature is the ability to switch from WYSIWYG to HTML to Browser mode from the toolbar. The product supports Frames as well as tables and even does automatic GIF conversion of images pasted onto the web page. HTML coding and WWW page creation are hard enough to show, let alone describe in words. Suffice it to say that this product looks pretty good and is *much* easier than coding HTML by hand. The

product is also available on that other OS from Redmond.

We next saw a demo of FileMaker Pro 3.0. This latest incarnation of FileMaker Pro has introduced relational database capability to an already fine product. Databases are my business, and this product can't be beat for twice the price. It was already my favorite desktop database before version 3.0 and now it is miles ahead of its closest competitor. FileMaker Pro 3.0 allows you to link several separate databases together with common data fields (that's the *relational* part). This means you don't have information in one file that is different in another because you forgot to update it. If, for example, you keep Customer information in one file and Order information in another, you can link the two files together by customer number, for instance, and display data from both files simultaneously on one screen. FileMaker Pro 3.0 makes this process almost effortless, especially when compared to the other products available on the desktop. The interface is clean and elegant and you can even automatically create a FileMaker Pro 3.0 database by just importing it from another application. The import screen shows the fields and sample data and allows you to graphically map the input fields to the database fields you are filling.

Another fine feature of FileMaker Pro 3.0 is it's ability to work over a network. FileMaker Pro 3.0 Server allows network access to the database and it can even serve as a database server on the World Wide Web. FileMaker Pro 3.0 is also available for Windows 95 and NT and databases can be shared by Mac and Windows platforms.

At this point in the program, the demo gremlins finally arrived (as they usually do, no matter who is at the microphone) and we were treated to a crash and restart, finally ending up switching to the Pi's Power Mac 7100 as the startup disk and continuing from there. After a restart or two, we saw the improvements to one of my favorite applications, Claris Works. Version 4.0 has added some great features that make this great product even better. It is the only application installed on my PowerBook 140 and it is really all I've ever needed on the road. It has Word Processing, Graphics, Spreadsheet and Communications. Other than my Internet access, it's all I need. The newest version adds Styles, which let you assign a style to, say, paragraph titles, and change them all at once by changing the style property from 14 point bold to 18 point italic. This will change all text in the document marked with this style.

Another great feature is the section break. Say you have a document which contains an introductory letter followed by a newsletter layout in 2 columns. Adding a section break after the letter allows you to apply columns to only the newsletter portion. You can also now adjust the width of the columns and the gutter between them .

The spreadsheet tool has also been enhanced. There are lots more tools and goodies for manipulating spreadsheets and graphs. In fact the entire toolset has been expanded, revamped and enhanced. Most of the major toolsets are tear-off tools that "park" in the upper left corner when closed in their torn-off state. I like this a lot more than having more toolbar than work area on my dinky PowerBook screen. Claris has also added a library feature for clipart and a shortcut feature which has scripts to let you perform frequently used tasks automatically. The color picker has

added blends which can be customized and on and on and on. Well worth the upgrade price of $49.

Christian concluded with a mini-demo of Claris Organizer which has been totally revamped and has some nice new features to it's now less cluttered interface. Nice new look. Maybe more again on this later when the person who won the copy given away in the drawing writes a review for the Journal (**heavy hint**).

Speaking of giveaways! Claris was very generous. Robert claims to have cleaned out the stockroom for us and we were graced with lots and lots of Claris software for those of us who braved the lobby full of Wintel people at the computer show next door to get to the meeting. Now

Board of Directors Notes
August 1996

Meeting Summary:

Directors present: Lorin Evans, Blake Lange, Dave Weikert, Lou Dunham, Dale Smith, Jon Thomason, Lawrence Charters, Tom Witte, J. David Mudd, and Ron Evry

Members present: Grace Gallager, David Harris

Directors absent: Jim Ritz, Charles Froehlich, Dave Ottalini, Don Essick

MacWorld Boston 1996 was discussed. Generally speaking, the conference was one of superlatives: lots of participants (the biggest MacWorld on the East Coast, ever), with lots of enthusiasm, lots of new technology (OpenDoc, Open Transport, System 8 previews), and lots of Mac clones (Power Computing, DayStar Digital, Umax, IBM, Motorola). Despite the enthusiasm, the Pi has mixed feelings about being a participant. The new Expo owner first decided to charge the Pi for a booth, then backed away from the idea, then offered space at the last minute. It was the sense of the Board that the Pi membership should take the lead with regard to future MacWorld Boston participation.

President Lorin Evans reviewed his search for computers for the Pi's tutorial rooms. Given the mix of demands and constraints (two tutorial rooms, a $12,000 fund approved by the general membership, and a desire to purchase machines with decent longevity), he is still looking for good bargains.

There was a review of fund-raising options for Washington Apple Pi, focusing on things other than raising membership dues. One proposal was for Washington Apple Pi to sell discount coupon books, of the kind sold by high school bands, sports teams and similar groups. The Board decided to sell such books through both an ad in the Journal and sales at the December Garage Sale. ∎

Board of Directors Notes
September 1996

Meeting Summary (preliminary; the September minutes have not come up for approval as of this writing)

Directors present: Lorin Evans, Charley Froehlich, Dave Weikert, Lawrence Charters, Dave Ottalini, Blake Lange, Lou Dunham, Jim Ritz, Dale Smith, Don Essick, Tom Witte, J. David Mudd, Jon C. Thomason

Members present: Henry Ware, David Harris,

Directors absent: Ron Evry

Journal distribution through local libraries is proceeding, with the exception of the District of Columbia.

An extensive review and update of the Hotline list in the Journal is in progress.

Planning for the December 1996 Computer Show and Sale is proceeding. The board authorized the creation of a Pi-centric "goodie" to be offered for sale at the December event.

The Pi is currently working with a local elementary school on a computer education and training program. An outline of the proposal, made to the PTA, was reviewed. Approval of the proposal was sought, but the Board concluded none was necessary as this was entirely in keeping with the goals of Washington Apple Pi. ∎

September Meeting Report

for the ever popular winners list: The copy of Claris Home Page was won by Robert Moore. Art Cheu won the copy of ClarisWorks 4.0, FileMaker Pro 3.0 was won by Patrick Garvey. Gary Nooger walked off with Claris Impact and R.Clifton Bailey is now the proud owner of Claris E-M@iler. Beth Trever can try out MacDraw on her new Performa 6200 (as soon as the defective logic board is replaced). Ed Kelty can now get organized with Claris Organizer and Robert Carmen can plan ahead with MacProject Plus. Encyclomedia II games collections went to Grace Gallager, Jonathan Ross and David Essick. Thomas Boyer won the coveted Apple Canvas Tote Bag. W.L. Oakley won a QuickMail 30-day demo. R. Ketchel won the pencil cup/can holder. Marylou Langston walked off with the Power Computing T-shirt while the APS T-Shirt went to Rick Zeman. The infamous America On-Line T-shirt went to Barbara Leaf and Mouse Pads from the User Group Connection and other vendors went to Ned Spencer, Marty Ditmeyer and Michael Ross.

To those who won software, we extend an invitation to write a Journal Review of the package. Let all of us know what you think of the package. Compare it to what you were using before. Is it easy to use? Did you find it useful? What did you like about it? What annoyed or disappointed you? Let us know! Your fellow Pi members will be grateful. Journal article writing guidelines are available on the TCS. It is really easy to do and you don't have to be Tom Clancy. Just write about your experiences and share them wit all of us.

Congratulations to all of our drawing winners, large and small. It really pays to take the time to attend the monthly meeting. Thanks again to the generosity of Claris Corporation and especially to Robert Dudley for the software packages and to Christian Thomas for sensational demos and product knowledge. Special thanks to Proxima for the loan of the Proxima 5011 projection system which adds so much to our meeting. And last, but not least, thanks to Lawrence Charters, Tom Witte, Beth Medlin, the NOVA Community College Staff and all of the other people who help to make these meetings a success. Please, if you don't ordinarily make the effort, come to next month's meeting when we will have **Casady & Greene** to show off Keep It Simple Spreadsheet and Spell Catcher and a special visit from **Apple Computer** who will be telling us all about Live Objects and what to expect from MacOS 8. ■

StockSIG September Meeting

by Morris Pelham

OUR PORTFOLIOS of Dow stocks are doing pretty well this year.

Mark Pankin brought a handout showing that his "5 lo/10 hi yld" portfolio is up 10.2% and his "2 year combined" portfolio is up 18.2%, both of these from 12/29/95 to Sept. 30, 1996. Not bad. Mark's handout also shows how other portfolios and indexes are doing so far in 1996, and our Dow stocks do compare well.

I brought my usual handout showing how the Dow stocks are ranked in September, showing no additions this month to my 1996 portfolio. I also brought a handout showing how my 1994 portfolio of Dow stocks has done to the end of the second quarter of 1996. So far it is up 79.16%. Not bad.

So, my 1996 portfolio of Dow stocks has a total return of 10.33%, my 1995 portfolio of Dow stocks has a total return of 51.72%, and my 1994 portfolio of Dow stocks has a total return of 79.16%, all to July 1, 1996. Not bad.

Our experience is that these portfolios of Dow stocks perform best if held for years, not months.

And then there are our portfolios of Fidelity Select mutual funds. These are supposed to outperform our portfolios of Dow stocks, and are supposed to be held for only weeks, not years.

Bob Lee brought us a handout called "Measuring Momentum with Filters" for discussion. We are still struggling with these basic questions on when to buy, when to sell, how to make a profit, etc.

Mark Pankin brought us his results. So far, starting on 11/15/93, Mark reports "composite returns" of 102.31% "Asset Weighted" and 113.42% "Equally Weighted." But even Mark admits that this year the results have not been good.

Mark also brought a special handout showing the results each week this year, with most of them losses. We are not in agreement on how to fix this, but we keep working at it.

Mark's goal is to make a profit 2 times out of 3 tries, and I agree. So far this year neither of us is doing that well, but we keep trying.

Thanks to all!

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

StockSIGOctober Meeting

by Morris Pelham

IF YOU come to our StockSIG meeting, (and you are welcome to

come) you will find us under the sign "PREGNANCY CENTER." Yep, that's us. At least, that's where we meet. At our October meeting, I arrived to find the parking lot nearly full, but after I went into our building under the "PREGNANCY CENTER" sign there was no one in the WAP office. It was empty. I unlocked it, and after a few minutes people started to show up looking for StockSIG. Eventually we filled the room, so people do find us.

After the end of each quarter we like to review how we are doing, and this year we are again doing pretty well at the end of the third quarter.

Mark Pankin reports that his "two year combined" Beating the Dow Strategy has a profit of 22.5%.

My 1996 portfolio of Dow stocks is up 15.93%.

We are starting to look at what might be in the 1997 Dow stock portfolio. Mark showed us his forecast, which includes International Paper, General Motors, AT&T, Chevron and MMM.

Turning to our Fidelity Select strategy, we had what the diplomats like to call "a vigorous exchange of views!"

Mark Pankin reports that his stragegy has a profit of 21.87% so far in 1996. He also showed us a list of all the possible 1996 purchases, showing a return of 18.5%.

My strategy for the second half of the year is to avoid the losses of the first half, and I showed how I am attempting to do that. That's when we had our "vigorous exchange of views!"

I think Mark summarized it best when he said that he wants to establish and follow a set strategy with maximum rules and minimum judgement, and I want to use more judgement and less rigid rules. We both want some judgement and some rules, but we balance the two differently.

You too can be a participant.

Bring your experiences, bring your results, show us how well your strategy works!

Thanks to all!

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

Women's SIG Notes

by Nancy Seferian

THE SEPTEMBER 1996 Women's SIG meeting was a special treat. Mardee Rochelle was with us to talk bout FileMaker 3.0 and the differences between this new version and 2.0. It was a fascinating meeting for all of us, novices and more experienced users alike, as Mardee demoed this powerful, but easy to use, database application.

Beginning at the beginning, she explained that a data base is acollection of information made up of records. Then she moved quickly to an explanation of how to design a layout, and create fields, headers and footers. She used fictitious company layouts to demonstrate the difference between a Look Up and using the new relational aspects of FileMaker. She even took time to give us tips for speeding up our work, such as using Option-Drag to copy text and other objects with a keyoard shortcut instead of using the mouse and menu.

We all had plenty of questions, from asking for definitions of terms to specific problems we were encountering in designing our own layouts for projects. It was a wonderful demonstration. Mardee is an experienced demonstrator and it certainly

showed in her ability to speak to all levels of users within our group, and to get us fired up and anxious to try out what we learned this evening.

The meeting tonight began, as usual with a delicious dinner catered by Grace Gallager, which featured chili, rice, pasta salad, fresh fruit, jello salad, home made corn muffins and chocolate chip cookies for desert. In fact, she made enough cookies so that there were plenty left over for the TCS Crew, who are known far and wide for their chocolate chip cookie enthusiasms.

Our next meeting will be on the third Thursday of the month, November 21st, instead of the fourth Thursday, because of Thanksgiving. The November meeting will be about Web page design and will feature a demonstration by Lykara Charters, one of our youngest members (I think she is in 6th grade this year) who has designed her own Web page. Lykara will also work with Kathleen Charters and any others who will want to share their experiences in this area.

We would love it if you would join us at our next meeting. If you can attend please R.S.V.P. to Grace Gallager (703) 222-4570 (Metro) so we can plan for dinner, which is still only $2.00. Call Chairperson Tayloe Ross (202) 293-7444 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. ■

September QuickTime SIG Meeting

by Stuart Bonwit

THE REGULAR second Tuesday meeting of the QuickTime (QT) SIG was held on September 10, 1996 in the Pi office tutorial room. Mary Keene demo-ed "The Alchemist," which she reviewed in the July/August issue of the WAP

Journal. The most striking feature of the package is its collection of QT movies that it shows during the course of its presentations. The movies, all playing off of the CD-ROM, were complex moving displays of patterns and real life images. Mary put the package through its paces demonstrating both its inspirational aspects and its graphic wonders.

Jacob Freedman showed his seven-minute video on Mexico that he produced as an assignment in a summer enrichment program. It was a well produced and well edited movie. Jacob used footage from a Mexico travelog that he embellished with video special effects, titles, and his voice-over narration. We understand he got a top-of-the-line grade for his project.

The floor was then opened for general discussion of many topics, questions, and answers.

The next QT SIG meeting will on Tuesday, Oct. 8, 1996 at 7:30 pm in the Pi office tutorial room. ■

THE REGULAR second Tuesday meeting of the QuickTime (QT) SIG was held on October 8, 1996 in the Pi Tutorial Room. Ellen Baniszewski showed the QuickCam and messed up a couple of faces with GOO! (Multimedia) Stuart Bonwit showed two short animation clips for comment. (Multimedia) Stuart also showed some results obtained with PhotoDeluxe and PhotoCD. (Monomedia!)

The QuickCam looks like a somewhat oversized golf ball, but is a digital color video camera. Its output goes directly into an ADB port and produces an image approxi-

mately 1/4 screen: 1/2 width and 1/2 height. The frame capture rate is very limited as is evident if something moves in front of the camera. However, for the demo only stills were required. The biggest problem was getting a sufficiently big smile out of the subjects!

Two subjects subjected themselves to having their faces messed up on screen. Ellen did this with Kai's Power GOO v1.0, an interactive picture destroying software package. With a subject's picture in the "GOO Room" one is able to distort the image in many grotesque ways: enlarge or reduce parts; pull sections out from the main part; pinch; stretch; distort overall shape; etc; etc. The programmers must have laughed all the way to the bank! In the "Fusion Room" two pictures are placed on the screen; parts of one picture can be painted (as opposed to copy and paste) on the other. Ellen put pig tails from a girl's (canned) picture on one of the MALE subjects.

At any stage in these processes one can capture the screen frame in a film strip at the bottom of the screen. At the end this can be turned into a QuickTime movie. (See; it WAS in the right meeting!)

The "manual" for GOO is one large piece of glossy paper about 20 in x 20 in, a bit awkward to use.

Stuart showed two 1.2 second animations clips for comparison. They were identical except that one was 15 frames per second (fps) and the other was 30 fps. The question: Was there a difference in smoothness? There was, but it was hard to detect. The 15 fps file was about 710 Kbyte and the transfer rate was about 700 Kbyte/sec; the 30 fps file was

about 1.2 Mbyte and the transfer rate was about 1.4 Mbyte/sec. The 30 fps clip played much better on the Pi's PowerPC than on Stuart's (home) Quadra 660AV. Both clips (in Graphics compression) were played from the Power PC's hard drive.

Stuart showed some 35 mm pictures that he had put on a PhotoCD. They were presented directly from the CD and in printed form in a notebook. The notebook pictures were massaged in Adobe's PhotoDeluxe on Stuart's Quadra 660AV, ported over to his wife's (Elaine's) PC, massaged a bit more, and printed on her color printer.

The next QT SIG meeting will be on Tuesday, Nov. 12, 1996 at 7:30 pm in the Pi Tutorial Room. ■

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The Good Life.
50% Off
WAP Fall Fundraiser

by J. David Mudd

EVER WONDER how you could live as well as someone who makes twice your salary? Well, by purchasing the Entertainment® '97 Book from Washington Apple Pi (WAP) you'll be able to save up to 50% on just about everything you do every day—dining, shopping, movies and video rentals, car washes and dry cleaning, local theatres and sports, even airline, car rental and hotel discounts. Profits from the sale of Entertainment® Books will go to support the work of Washington Apple Pi.

A Great Deal And
A New Fund Raiser

With rising expenses and declining Journal advertising revenue, WAP needs to raise additional funds. We've found an exciting discount dining and leisure program that helps everybody win. It helps you by providing fantastic savings on dining, travel, shopping, sports, theatre and much more. It helps WAP raise funds without raising membership dues. And, it helps the participating merchants by offering a constant stream of new customers.

The book costs only $35 (plus $5.00 shipping and handling) and provides hundreds of 50% off and 2-for-1 Savings on dining, amusements, travel and much more. THERE ARE OVER $15,000 IN SAVINGS! Offers are valid immediately and you can live it up all year

long as they are good through December 1, 1997.

A FREE Bonus program, Entertainment® Gold, is included this year with the purchase of the Entertainment® '97 Book. This program allows you to register your Visa or MasterCard and receive 25% off each initial visit or 10% off each subsequent visit at participating restaurants. No additional card or

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"With rising expenses and declining Journal advertising revenue, WAP needs to raise additional funds. We've found an exciting discount dining and leisure program that helps everybody win. It helps you by providing fantastic savings on dining, travel, shopping, sports, theatre and much more. It helps WAP raise funds without raising membership dues."

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coupon is needed. Your savings appear as a credit on your monthly statement. It's that easy and it's free! Great for business meals. Compare

this with a similar program that's been marketed recently on television but costs $49.95 per year.

Use the book only once or twice and the savings pays for itself for the entire year. A friend of mine who was not a big believer in coupon programs has been converted since he saved a total of $180 (more than 5 times the cost of the book) on the purchase of three airline tickets for his family to go to Seattle. He recently found he could save $20 a night at a hotel over their lowest discount rate by using the book. He's happy to use the book just for these savings alone (wouldn't you?). Imagine how much he'll save the other 364 days of the year by using the Entertainment® Book.

I have another friend who likes to ski during the winter and play golf other times of the year. The 2-for-1 savings on Lift Tickets and Greens fees contained in the Entertainment® Book pays for his book each year many times over. He says it's like getting cash back because every dollar he saves is money that stays in his pocket.

While this program is new to us, the Entertainment® Book has been used by 75,000 community and non-profit groups across the country for more than 30 years to raise funds. Here is what some local and national publications have to say about the Entertainment® Book program:

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A Sampling Of The Hundreds of Offers In The Northern VirginiaDC Edition

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Fast Food Chains

Domino's, Wendy's, Jerry's Subs & Pizza, Burger King, Subway, Popeyes, Vie De France, Arby's, Bakers Place, Wall Street Deli, Bruegger's Bagels, Shoney's, Bob's Big Boy, Boardwalk Fries, Caffe Northwest, Baskin Robbins, TCBY, Pizza Boli's, Manhattan Bagel, Papa John's, Haagen Daz, Tippy's Taco and much more!

Special Events

Washington Ballet, National Symphony Orchestra, WPAS, Opera Americana, Arena Stage, The Shakespere Theatre, Improvisation, Capital Children's Museum, Sesame Street Live, Adventure World, and much more!

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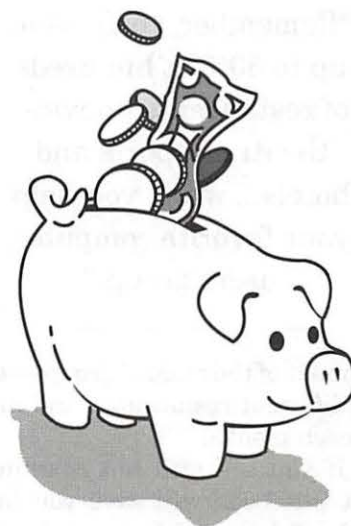
National Retail

Sharper Image, Lerner, Meineke, FTD, The Bombay Company, JC Penney, Lens Express, Brinks Home Security, General Nutrition Centers, Midas, Cosmetic Center, Speedy Muffler, and much more, Plus all the Movie Theatre Chains!

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If you are still not convinced that this book will save you hundreds of dollars, I feel certain that you will once you see a copy of it. We have set up a display with a sample copy of each local edition of the Entertainment® '97 Book at the WAP office at 12022 Parklawn Drive, Rockville, MD 20852, so that you can can have the opportunity to examine them during regular office hours.

There really is such a thing as a free lunch (or dinner for that matter, and hundreds of them to boot). Now you will have the money power to splurge... to really enjoy the lifestyle you deserve. Remember, you'll save up to 50% at hundreds of restaurants, movies, theatres, sports and hotels... while you help your favorite computer users group.

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It's like doubling your standard of living without earning a dollar more. Your family, friends, co-workers and neighbors will be impressed beyond belief. You'll be admired and respected for your money smarts. Please don't wait and lose out as this is only available for a limited time. Call today. ■

✳ Help Update the Hotline ✳

AN UPDATE OF the Pi Hotline is currently underway. We are reviewing each area listed on the Hotline and contacting each person listed. Take a look at pages 47 & 50, the Apple and Macintosh Hotline pages in your latest Journal. Look at the topics we now support. What areas/subjects/topics do you want to see added? What special topic or package should appear in the new Hotline.

Of course for an item to appear on the Hotline it must be supported by a name(s) and number(s). You donUt have to be an expert. Are you comfortable doing some kind of work with your Apple or Mac that you would be willing to help somone who is stuck? It could be general purpose use, installing software, or a particular program.

We would like to hear from *all* members, with a list of suggested applications and activities - both those that you yourself would like to see on the Hotline and those you believe would be useful to other members. We would like you to volunteer to service hotlines for applications you know well, and suggest others whom we can approach about sharing their expertise. But putting together a Hotline List which will be useful to the membership at large requires input from the membership at large. Give this a little thought and send us a message.

Send your suggestions or names with areas of interest via e-mail to jim.ritz@tcs.wap.org   or dan.wages@tcs.wap.org or post your <P>ublic or <P>rivate message on the TCS at the Volunteer Board Conference 1, Board 18 or by mail at Washington Apple Pi 12022 Parklawn Drive, Rockville, MD 20852 ATTN: Hotline Update. ■

Some of the areas under consideration for the Hotline include:

JAVA	Macro Mind
Internet (General)	RCS
Virtual Reality (several items)	My Mail List Manager
ClarisWorks	Flashworks
MS Works	QuarkXpress
Apple II General	TCS Help
Apple III Repairs	Visicalc
MacMulti Media	Advanced Visicalc
Language Director	DBMaster Professional
Bryce 2	Panorama
Specular	New Mac User Help
Logomotion	New Apple III User Help
AlienSkin	How to seek Help on the
Texture Shop	Hotline
Virtus	
3-D Website Builder	
Virtus Walkthrough Pro	**Educational software such as:**
Manage Your Money	The Writing Center
PhotoShop	Anything by MECC
Font Management	Hyper Studio
	General Multi Media Help

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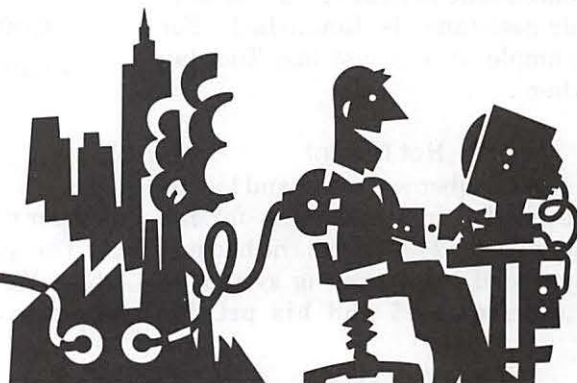
Tuesday Night—
Technical Assistance at the
WAP Office

by Lorin Evans

A USER GROUP is all about sharing knowledge; pooled experiences can lead to additional insights into a problem. For this kind of sharing to take place, it helps—a lot—when the Tuesday night gang is presented with the problem and not just a request for some medicine. Medication without consultation, makes us very uncomfortable.

Our value to you comes from our collective experiences working on the computer equipment of other members. This reservoir of knowledge is added to when we work on your machine; however, our knowledge can only be brought to bear on your behalf if you engage us in dialog. Remember, you have a head start on the story of your ills; you were there, you saw what happened when you did something, or didn't, and we were not. Unless you communicate to us something about your computer, what you were doing, what happened next, and your subsequent action(s), the value of our assistance is diminished. For example, it was just last Tuesday when . . . .

Hot To Print

A member walked in and told us he needed newer drivers for his StyleWriter 2400. Seems he had just upgraded his operating system to 7.5.5 from 7.5 and his printer stopped printing. How did he know that, we asked? Well said the all knowing one, it was printing nicely earlier that morning before he updated his system; thus that was the problem. Disks please! We protested -- to no avail. A new driver was purchased from our disk library and the

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"Remember, you have a head start on the story of your ills; you were there, you saw what happened when you did something, or didn't, and we were not. Unless you communicate to us something about your computer, what you were doing, what happened next, and your subsequent action(s), the value of our assistance is diminished."

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member was gone. Well, not quite.

The phone rang a short time later. We were informed that the newer driver did not work and the system was going to be returned to 7.5. Wait, we pleaded, before you go to all that trouble, would you humor us with a small test? Sure, said the all knowing one. Did the member have ClarisWorks? Yes. Would he start it, and typing the sentence: " The color of this line is" four times? Then, insert one of the words "red", "blue", "yellow" or "black" at the end of each line. We then asked that he highlight the sentences one at a time, go to the Style Menu, select a color for the line from Text Color, that matched the word at the end of it. Now, please print the page.

Well, you can guess what color did not print! It was coincidental that the cartridge ran out of black before he changed to 7.5.5, which knew nothing about the empty cartridge in the printer. We suggested to our now chastened member that, in the future, he give us more information and prescribe less. We also urged him to purchase a large tank black cartridge rather than continue to invest in the small ones that fit on the color print carriage. Oh, well.

Smoker's Delight

Ever wonder what it looks like where cigarette smoke collects? We have two places for you to visit; the inside of your keyboard or CPU. The complaint was that some of the keys on an Apple Extended keyboard were broken. On closer examination, it turned out that about 75 percent of the key switches were not functioning.

You should be able to press two adjacent keys simultaneously and have both descend without resistance. Not on this one! Most of the plungers were so coated with smoke resin that they barely moved. In addition, the resin had coated the switch mechanism such that even if the plunger moved, there was no switching action. All was not lost however. We separated the key caps

and chassis from the external case. The key caps and case went into a mixture of warm water and a small amount of liquid detergent. The printed circuit board went onto a bed of newspaper. Into each key switch was sprayed an aerosol contact cleaner or conductive spray like WD-40. The plunger was then worked up and down several times; a second squirt was administered accompanied by more pushing. Some took a third dose.

The circuit board was cleaned and dried as were the key caps. When all were reassembled, the keyboard was as good as new. We can't say the same for the owner's lungs.

Keep in mind that there are two kinds of keyboards out there: key switch and membrane. The Extended that we worked on, and its junior sized look-alike, use key switches. The AppleDesign and Apple Keyboard II are membrane.

If you have key switches and one is stuck, you can service it with a couple of kitchen tools and a spray lubricant. Shut down the computer. It is very important that you lift the key cap straight up off the inoperable switch. Pry up equally from opposite sides with two butter knives. Do not rock the key cap from side to side or you can break the tab that connects the key cap to the plunger. Now spray the lubricant directly into the body of the key switch. Work the plunger up and down to help the lubricant clear the contacts in the switch; usually a second squirt does not hurt.

If you have a membrane keyboard, the causes of a dysfunctional key switch are many. Too few lend themselves to be serviced. But, we are always willing to look!

ABCD vs LocalTalk

The voice at the other end of the phone had the exasperated sound that arises when nothing works. The question was simple enough. How can one connect more than one printer to a Macintosh without changing cables. Our member had an ImageWriter II and a StyleWriter 2400.

It seems they bought an A/B switchbox (serial, with mini-8 connectors) and three printer cables, but no combination of those cables results in anything coming out of either printer. Oh, for the joys of advocating Macs!

The family has two choices: use a mechanical switchbox (like the one they bought) or network the two computers using the much simpler, more elegant, and already built-in to their computer networking thing called LocalTalk.

If they want to use a switchbox, one cable has to be what is called a "pass through" cable, or the set-up won't work. Why? Because! Just remember: printer cables run from the switchbox to the printers and a "pass through" cable runs from the computer to the switchbox; or you can reverse that arrangement. But, you cannot have all three cables the same! Their set-up did not work because they tried to use three printer cables.

Instead of using a switch box, the family could have created a AppleTalk network, a capability built-in to all Macintosh computers. Then, instead of having one computer connected to two printers in one room, they could have had more than one Mac connected to the printers, with the option of having components located in different rooms. A small box called a LocalTalk, or 'PhoneNet', connector and ordinary telephone wire are assembled to create the network. This way, the printers and computers can be 500 or more feet apart from each other. Details on creating such a network can be found in the manual that comes with a Mac.

In this particular example, neither printer has LocalTalk hardware built-in; it is a low cost add-on. HP DeskWriters, Epson, and some Cannon inkjet printers have LocalTalk built-in; most laser printers do as well.

The 'happy" end to this story has the family trading one printer cable for a 'pass through' cable. Maybe next time they will try AppleTalk.

Hot PowerBook

You have a PowerBook and just installed "house brand" SIMMs in it. Good move. Additional memory is low in cost now and cheap (i.e.: used) SIMMs are even cheaper. Most of the time you will be fine with memory modules from a major vendor. Well almost. However, if you happen to own a color PowerBook 160c or 180c, you could be in for a hot time on your lap.

It seems that for reasons best known to Apple and its authorized service centers, the color screen and associated circuitry of these particular models draw serious current through the board. As a result, SIMMs from other than Apple get quite warm, which you can feel through the bottom of the case. Unfortunately the solution is not cheap. If you find yourself with a hot lap,

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"What do you do when your ImageWriter II appears to be printing every other line, leaving the 'missing' line looking blank? A Pi member walked in Tuesday with just such a problem. The printer had never been dropped (we asked!). What printing you could read was of uniform density....The paper thickness adjustment worked correctly and was set for single sheet paper. This one was no fun."

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call your memory vendor and explain to them what is happening. The one we worked with understood the problem and offered to supply a different vendor's SIMMs. The high priced spread for the hots is to buy Apple branded SIMMs. While they are a bit pricey, they do cool you down.

Pooped Out PowerBook

Another PowerBook. It was a lifeless PB-150. It had no power. The power brick, which did develop the requisite voltage, did not energize the PB. We were told that a battery charged on an external charger would start it.

Even with a flat battery, a PowerBook can be operated via the external power brick. That means that no electricity is getting to this motherboard. We asked how the unit is packed when it is moved. Like many owners, this family has the bad habit of leaving the cord from the power brick plugged into the back of the computer when they place it into its traveling case. Doing that places considerable strain on the input connector on the motherboard. That causes the solder joints on the motherboard to crack; and cracks mean no electricity gets to the board. So, we had to dismantle the entire PB-150 to get to the motherboard. Once the connections were resoldered, power again flowed to the computer.

Don't pack a PowerBook with the external power cord connected to the back of the machine. Another thing to keep in mind with a PowerBook is battery maintenance. Know the type of battery in your set. You can prolong its life by careful management of the charge and discharge cycle called for in the manual (you did read it, didn't you?).

Passing Platters

When your hard drive passes on, it can be traumatic. All those files you promised to backup, those applications you were just sampling, and the inconvenience of it all. Add a new item to the list for those who own a Mac Plus computer: where to find a drive to replace the departed one.

The ROMs in a Mac Plus are not compatible with those used today to

manage a SCSI chain. Thus, old faithful may not recognize the hard drives sold today. If you decide to buy from a commercial vendor, be sure they know you will connect the drive to a Plus and, if it does not work, that you can return it. While a used drive of that vintage has to be checked carefully, it is one of your few alternatives. Replacing the whole setup is another.

Dot Matrix Blues

What do you do when your ImageWriter II appears to be printing every other line, leaving the "missing" line looking blank? A Pi member walked in Tuesday with just such a problem. The printer had never been dropped (we asked!). What printing you could read was of uniform density (i.e. the platen and print carriage were parallel to each other). The paper thickness adjustment worked correctly and was set for single sheet paper. This one was no fun.

It is through the ribbon that the impact print head causes letters to appear on paper. It would be unusual for it to "print" in only one direction. So we installed a new ribbon and, when we looked closely, there was the faint outline of the "missing" line of text. The next place to look was at the mechanism that the printer uses to move the ribbon. As the print carriage traverses from left-to-right and vice versa, fresh ribbon is placed in front of the print head by a nylon cable connected to the ribbon carriage. But on this machine, it only happened half the time. There was insufficient tension on that cable so that the ribbon only advanced when the carriage moved from left-to-right, but not the other way. It gave the appearance of not printing, when actually it was printing through ribbon that had already be used. A new tension spring for the cable cured this case of dot ma-

trix blues.

Woz Won't

A Pi member decided to upgrade his Apple II system from a IIe to a IIGS. He found a complete set-up [Apple IIGS with a "Woz" signature on the front cover, RGB monitor, keyboard, mouse and two disk drives] at a flea market and bought it. When he got it home the computer worked well with his 8-bit Apple IIe software; graphics looked better and programs ran faster. But, when he tried to run some 16-bit IIGS specific software in it, all he got was a message that the computer had to be upgraded. Woz wouldn't let him load it or run it. Now what?

Our "Woz" owner had two problems. First, the initial production run of IIGS computers came with 256k installed. That was insufficient RAM and an additional 256k card was inserted in the machines. Even that is insufficient to run current IIGS software. We recommend a minimum of 1.25megs of memory in a IIGS. Second, the initial production lot of Apple IIGS computers had a ROM chip on the motherboard that was defective. When we see one today, it usually means that the family or school that owned it used the computer as a fast Apple IIe. For the longest time, Apple would replace the chip; now, however, you either buy it from a third party vendor or hope that the Tuesday Evening crew can locate a dead GS motherboard which still has that chip on it. Well the new "Wozzer" hoped, we hustled, he's happy. We even found a one meg memory card so that the IIGS could do just what Woz

had in mind for it.

BTW, the "Woz" signature on the front of a IIGS cover does not mean that you have a "limited edition" anything. Back then, the original owner could send in a form and receive a certificate of authenticity. Actually what you received was a thank you note for the moneys that were being diverted to the Macintosh R&D department.

If you have a question or topic about your Apple or Macintosh that you would like the Tuesday Evening crew to address, send it via e-mail to <info@tcs.wap.org>, or snail mail it to the WAP office (attention Editor). ∎

Teacher's Manual for *Earth Explorer*

review by Mary Keene

ONE OF THE purposes of *Earth Explorer* is to create "scientific literacy" in the student population by assisting educators to capture students' interest in science while teaching them the "scientific process" and associated habits of mind.(Paraphrased from manual pg.24) *Earth Explorer* lists 6 major educational goals it addresses. All six are unified and directed toward providing an enriched climate in which students can choose from a large menu of interesting entry points and become immersed in a learning climate. Not only are there many ideas for lesson plans and individual study plans, there are many suggestions for unified interdisciplinary teaching plans.

These common themes make learning and teaching easier by consistent reinforcement of the chosen theme. Each discipline is only required to provide learning activities for a portion of the topic which leaves more time for developing a quality plan that accommodates the various learning styles in each class. (It is well known that tapping into a student's natural learning style makes learning—and teaching—easier. Additionally, this approach can teach students how much fun learning is by taking the "work" out of it. How exciting mastering new skills can be!) Also, the continuous reinforcement of the topic as students rotate in and out of each class,

affords more opportunity for some learning to "stick to each child."

From the educator's standpoint, there can be benefits also.The unity of purpose within the topics mean each teacher is part of a larger teaching team.This added support can form common bonds among the teachers as they work on their lesson plans.There are many suggestions on each page of the teacher's manual for group or individual projects, hands-on projects, and interactive projects. Resources, procedures, questions and suggestions for "further thought" are plentiful.

Earth Explorer allows even the poorest school districts to benefit from "enrichment activities." It provides many examples of everyday situations or items on hand everywhere that can be used to further demonstrate or illustrate scientific principles while teaching the art and skill of accurate data collection.

For instance, in English class in the morning, students can write a paper describing a specific area of the school yard. In science class next period, they could go to that same spot and measure air and soil temperatures, record sun and shade patterns, measure rainfall and soil moisture. In math class after that, they could solve math problems based on their data collection. (How many degrees difference in temperature between full sun and full shade?) They can create a graph from this data or compare their data

with data collected by another class at a different time of the day. During physical education class, they can participate in the same activity in the shade and in full sun to learn the effect heat and cold make on energy. The next morning in English class (or for homework), they could write a paper describing these differences, etc.

When learning is linked in such a multidisciplinary mode, students have a better chance of understanding how the bits relate to the pieces and how the pieces form the picture. Instead of learning disconnected facts with great difficulty, the interrelatedness makes learning easier by creating a "story". Students also learn how to relate isolated facts to other facts—which is what learning is all about.

Earth Explorer gives teachers "background notes". These consist of several paragraphs designed to help sort out the various aspects of a topic so the teacher stays anchored on the concept and doesn't get mired in details. By skillful use of language, *Earth Explorer* gently leads the less experienced teacher through the maze of facts and subtly suggests additional material the teacher may wish to review prior to class. At every step, *Earth Explorer* stands behind teacher and student, gently nudging them closer to knowledge and stimulating their minds to think of other connections to explore.

As I reviewed the software, I kept feeling a faint sadness, a slight loneliness or some emptiness. While I really liked the software, there was a nagging sense of something missing. Reading the teacher's manual helped me to clarify those feelings. Using *Earth Explorer* alone and unassisted is ok. But I really felt *Earth Explorer* was mostly about "discovery." Discovery feels best when someone else shares the excitement. *Earth Explorer* works with a single user. For children who are

bombarded daily with sounds and crowds—overstimulated—discovery in quiet can be a joy. But how much more wonderful discovery and learning become when they are shared. *Earth Explorer* is a great opportunity for kids, teachers and/or parents to share discovery, learning and joy.

The teacher's manual is the missing link—the part I felt was missing. The manual literally connects all the dots and draws the whole picture. It teaches teachers how to teach and children how to learn. The manual is the cake, the CD-ROM is the icing.

I would like to see more features from the teacher's manual in the "home user's" guide so that children using *Earth Explorer* alone could receive more of the global benefits possible from the more social classroom. *Earth Explorer* stimulates a child's ability to think and reason. The teacher's manual will give this new skill suggestions to pursue. If some of the elements from the teacher's manual were included in the home manual, older children could continue to use the program for a longer period of time and benefit greatly from the increased time spent becoming scientifically literate.

Note: The Software program is the same in both the Home and Education version. The only difference between the two is the Teacher's Manual and the additional enrichment it provides. ■

(**Editor's note:** please refer to pages 32-38 of the September / October journal to read Mary Keene's excellent review of *Earth Explorer*.)

Microsoft Works & Bookshelf '95, Multimedia Edition

review by Thomas Berens

WHEN I PURCHASED my Mac SE back in 1987, the first software application I bought was Microsoft Works version 1.0. That integrated software package served me well for several years, but I eventually shifted over to Symantec's GreatWorks and finally settled on ClarisWorks as my primary general purpose software package.

However, when I got the opportunity to review this product I jumped at the chance. With two kids in elementary school, I saw a definite need for some reference materials on the family computer (a IIvx). My wife also types occasionally, and my constant tweaking of our main computer (PowerMac 6100) drives her crazy. Now, with Works installed on the family computer, she and the kids can type, draw, and paint to their hearts' content on a machine with a relatively stable configuration.

Although in recent years, I've become less and less a fan of Microsoft, I have to admit that this version of Works is a pretty decent program for the price. But I don't plan on giving up ClarisWorks. Throughout this review, I'll be making comparisons between the two products.

Like most Microsoft products, Works and Bookshelf need a fair amount of memory. According to Microsoft, the following is required to use both products:
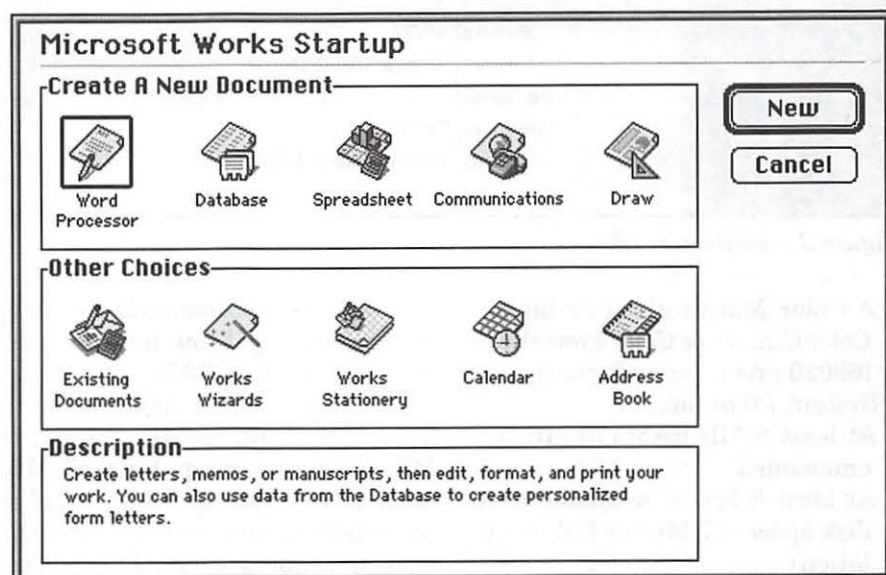
Figure 1 - Startup Dialog Box
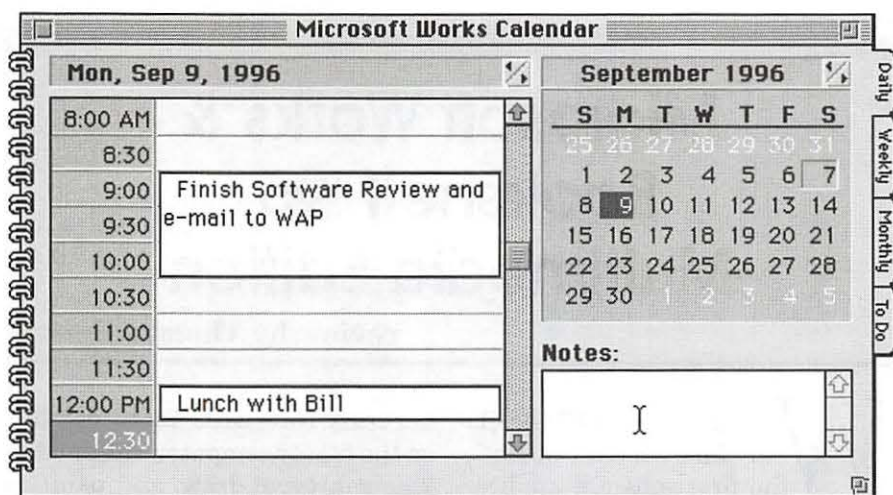
Figure 2 - Calendar
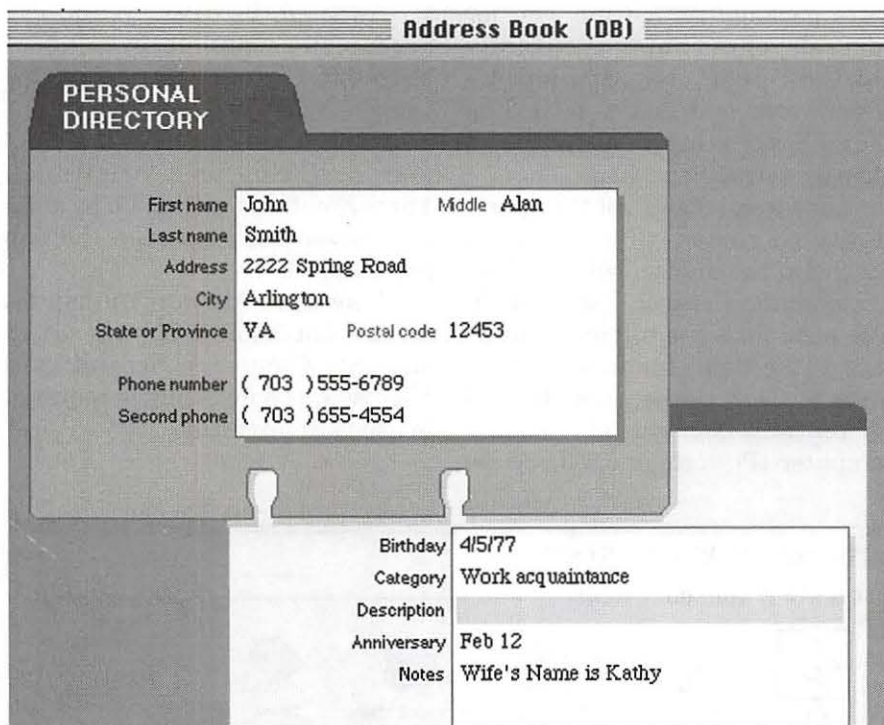
Figure 3 - Address Book

- A Color Macintosh II or higher, Color Classic, or Color PowerBook (68020 processor or higher)
- System 7.0 or later
- At least 8 MB RAM (10 MB recommended)
- At least 6 MB of available hard disk space (17 MB for full installation)
- A CD-ROM drive or access to the CD-ROM via a network connection

Microsoft recommends running virtual memory if your machine has less than 8 MB of RAM.

In my case, I used virtual memory to boost my IIvx up to 10 MB. Since my computer's 80 MB hard drive seems to fill up rapidly with kid's games and educational software, I opted to install the Works and Bookshelf applications on a Zip drive, which is normally about 70%

as fast as a hard drive. Because of this, and the fact that I run ClarisWorks on a PowerMac, I won't be making speed comparisons in this review.

Installation of both products was easy. I just double-clicked the two setup icons on the CD and told the Installer where to put everything.

For those of you with earlier versions of Works, it appears that version 4.0 will automatically convert your earlier word processing documents with relative ease. You just have to **Open...** the document, then **Save As...** a Works 4.0 file when you're done editing. Unfortunately, previous versions of database documents cannot be converted. For me, this was not a problem, since I rely on Claris FileMaker for all my database needs.

Once you launch Works, the dialog box in *Figure 1* appears (by the way, all of the figures that appear in this review were generated by taking screen shots with **Shift+Cmd+3** and editing the graphic with the paint and drawing tools in Works).

Improvements over my first Works product include a calendar (*Figure 2*), which also handles to-do lists, an address book (*Figure 3*), and four Works Wizards (intelligent helpers which talk you through the creation of newsletters, slide presentations, greeting cards, or certificates).

Figure 4 shows what a basic word processing document looks like. You have a choice of menu items, toolbar, or a floating tool palette for selecting most of your tools. The interface is fairly intuitive, and on-line help is always available if you need it. Don't expect a lot of paper documentation; the entire Works booklet fits inside the CD jewel case.

The spreadsheet module is also pretty intuitive. I was able to type in a series of numbers, generate a stacked barchart, and check my

chart for spelling errors in about five minutes. Works is no Excel, obviously, but it's more than adequate for my spreadsheet needs.

The database module was probably my least favorite. Again, I was able to set up a database, do some searches and sorts, and check the spelling of all my records in "record" time, but I found the whole experience less intuitive than the other Works modules. I'm afraid years of working with FileMaker has spoiled me.

I didn't put the communications module through its paces, since the family computer isn't wired (yet!), but I was pretty impressed with some of the features I came across. Among other things, you can track not just how much time you spend on-line, but also how much money it's costing you. And Works comes with a ZModem file transfer protocol, something which I believe is still missing in ClarisWorks.

As I mentioned earlier, I used the draw/paint module to edit my figures for this article. Next time, I'll go back to ClarisWorks for this job. For some reason, I had difficulty switching between paint and draw modes, and I really wish Works would enable you to scale objects, besides merely selecting and re-sizing them by the handles. Maybe with a little more time, I could better learn the nuances of this module.

I was most impressed with the Works Wizards, which are similar to ClarisWorks Assistants. I requested a newsletter, and the Works Wizards stepped me through the entire process. I was able to choose among four different newsletter styles, and was able to include issue numbers, page numbers, even a space for a mailing label on the back. Once I answered all the questions, the Wizards quickly generated a four-page newsletter and instructed me on how to replace the dummy text and pictures with my own. If you have to generate a newsletter in a hurry, I can't think of a faster way than using the Works Wizards.

By the way, if you need clip art for your newsletter, Works comes with 1100 pieces of clip art in its ClipArt Gallery. The trick is figuring out how to access them. After visiting the on-line help, I was able to view the Gallery by selecting **Object...** from the **Insert** menu and following the instructions. I much prefer the Library interface offered by ClarisWorks.

Now for the Bookshelf portion of this product. Bookshelf '95 contains editions of the following books:

The American Heritage Dictionary
The Original Roget's Thesaurus
The Columbia Dictionary of Quotations
The Concise Columbia Encyclopedia
Hammond World Atlas
The People's Chronology
The World Almanac and Book of Facts 1995
National Five-Digit Zip Code and Post Office Directory

When you launch Bookshelf, you can search by topic from all the references, or you can limit your searches to a particular reference.

For my first search, I decided to search for all references for the word *superman*. I figure that since the Man of Steel has been an American icon for more than 50 years, I would
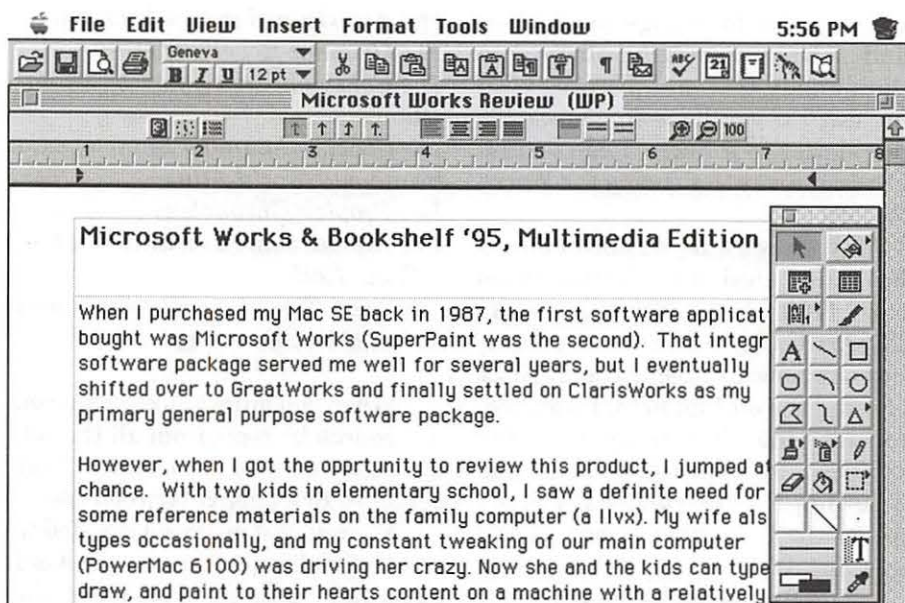
Figure 4 - Word Processor Document
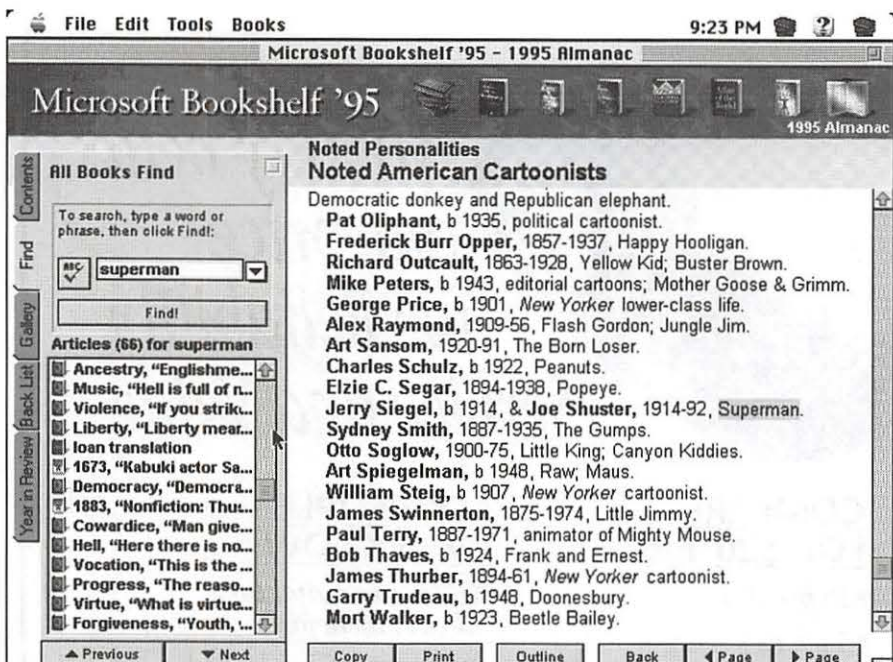
Figure 5 - Bookshelf Search

perman, was mentioned in the author's description for nearly all his quotations.

Next, I tried some quotations. You can search by author or by idea. Searching for *John F. Kennedy* turned up over 40 quotations, some of which included actual recordings from his more famous speeches. But my favorite *quotemeister*, Yogi Berra, turned up nary a hit. Maybe someday he'll make the Big League of notable quotables.

Finally, for my last search, I tried the word, *Microsoft*. I ended up with six hits, including a Bill Gates biography, a list of top selling CD ROM software for 1994 (Bookshelf was #7) and a list of companies with the most active common stocks for 1993 (Microsoft was list seventh under NASDAQ companies; Apple was listed eighth).

All in all, Bookshelf gives you just enough information to whet your appetite, but little else. The dictionary, thesaurus, and dictionary of quotations could prove useful to a writer, but don't expect a lot of in-depth information from the encyclopedia, nor from the atlas.

In summary, I think that Microsoft Works & Bookshelf, Multimedia Edition, provides a lot of value for less than $100. Although I probably won't give up ClarisWorks as my "Swiss army knife" of computer programs, I think my family will get a lot of good use out of this program in the next few years. ∎

Thomas Berens is a Macintosh computer consultant and Web site designer with Digital Mentor. Visit his WWW site at www.digmentor.com, or send e-mail to DigMentor@aol.com.

expect to find something other than one or two references to the German philosopher, Nietzsche. While in Works, I selected **Look in Refer-ence...** under the **Edit** menu and started my search. The search re-sulted in 66 hits (*Figure 5*). Unfortunately, almost all hits ended up being unrelated quotations by George Bernard Shaw, the Anglo-Irish playwright. The reason for all the hits was that Shaw's play, *Man and Su-*

Web Arranger 2.0

Everything But the Kitchen Sink for Web Fanatics

by Dennis R. Dimick, ©1996
for the Washington Apple Pi Journal

C E SOFTWARE, maker of venerable Mac macro program QuickKeys, has released a tool for capturing and managing information from the World Wide Web and any other documents you may have. Called Web Arranger 2.0, the program has been adapted from a PIM (personal information manager) called Arrange. There-in lies Web Arranger's power, and unfortunately for me, somewhat confusing interface and way of working.

That said, it appears if you are a Web-dependent worker who needs to collect, update, collate, organize, sort and use Web-generated information snippets, Web Arranger could be the tool for you.

Further, Web Arranger offers tools for monitoring changes in any Web pages you tell it to monitor, and offers tools for downloading to your Mac the full contents of Web sites so you may browse them while off-line.

In the Beginning

Web Arranger descends from Arrange, a PIM originally from Attain Software. Arrange, in its original form, attempted to give you complete computer-control over nearly any aspect of a scheduled or "filofaxed" life. Arrange was a per-
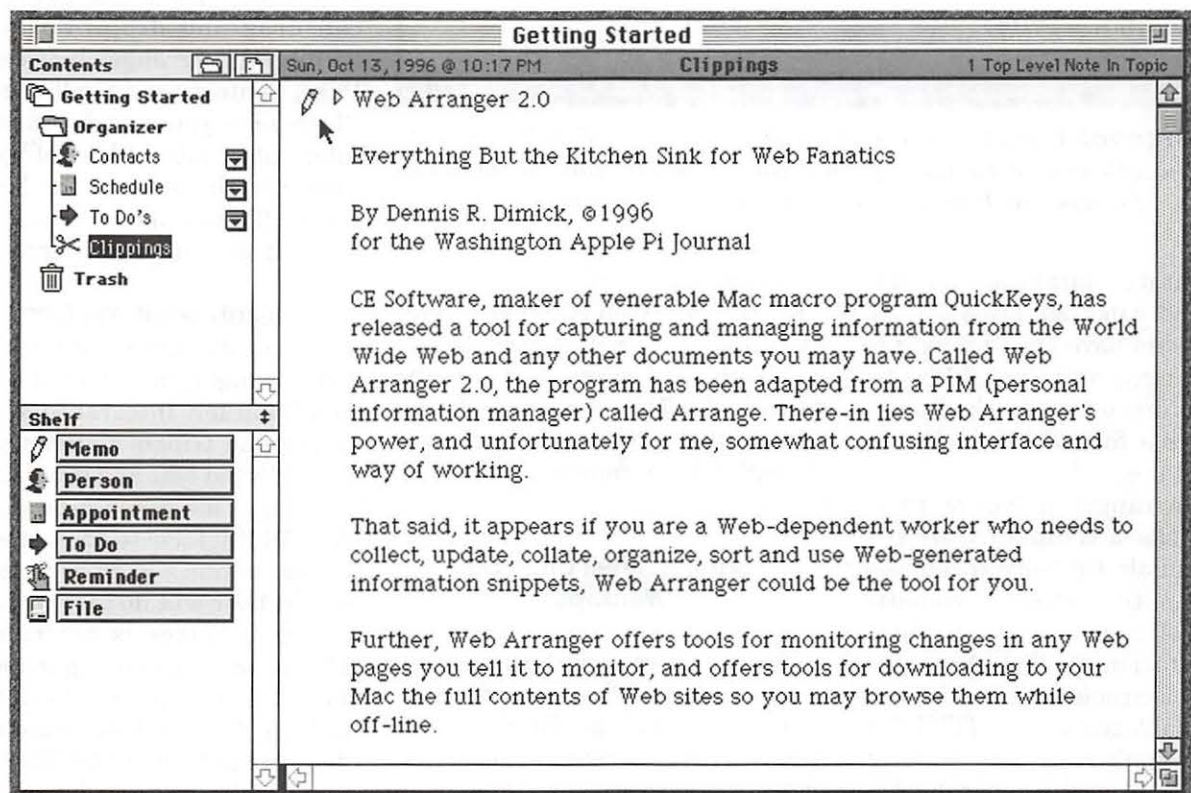
The Windows of Web Arranger: *Web Arranger presents three windows. Contents at top left provides global organization, the shelf at lower left offers file type options, and the main window at right is where you process incoming information clippings.*

```
▤▤▤▤▤▤▤▤▤▤▤▤▤▤▤  Netscape: intro.html  ▤▤▤▤▤▤▤▤▤▤▤▤▤▤▤
┌──────┬─────────┬──────┐  ┌────────┬────────┬──────┬───────┬──────┬──────┐       ┌───┐
│ Back │ Forward │ Home │  │ Reload │ Images │ Open │ Print │ Find │ Stop │       │ N │
└──────┴─────────┴──────┘  └────────┴────────┴──────┴───────┴──────┴──────┘       └───┘
Location: file:///snaps.mac/Desktop%20Folder/WA%20HTML/intro.html
```

Welcome to the User Guide for WebArranger 2.0!

As you go through it, please keep in mind you're *not* looking at something written in stone or on paper. We will appreciate your comments so we can make this guide as useful as possible. One of the benefits of hypertext technology is that changes are instant ... you don't have to wait for the next edition of a *book* to be printed!

Please talk to us at manuals@cesoft.com.

We have provided a search engine with the User Guide for your convenience. The search engine is available at .

The complete User Guide is available to download. However, the search engine stays here. The User Guide file is at .

Table of Contents

This file last updated on 06/11/96.

On-line Manual: If you want to get the detailed scoop on Web Arranger go to CE Software's website, www.cesoft.com, to download the full user manual. You will need a separate browser program to use Arranger's manual.

sonal contacts database, appointments and calendar program. All these talents have been brought to Web Arranger, and some Web-specific tools have been tacked on to make this a formidable toolset to learn and use.

Web Arranger arrives on three floppy disks accompanied by two small manuals. CE Software advises a trip to their website (www.cesoft.com) to get the in-depth documentation on Web Arranger. There in electronic form, is a 1.7 meg downloadable manual in HTML format. You can't read it in Web Arranger, you'll need a separate Web Browser to do that.

The package includes Internet Config., a shareware utility for configuring helper applications. This so,

for example, when you click on a URL in your Web Arranger database, your Mac will launch an appropriate web browser and go to the desired site. This also applies for ftp and mail functions you activate through Web Arranger via Internet Config.

Contents, Shelf and Page Windows

Web Arranger presents a working area on screen with three separate windows. They include Contents, Shelf, and Page. The three-window WebArranger environment completely takes over your Mac's monitor and takes some getting used to since it has a somewhat different look and feel from other Mac programs.

The Contents area looks like a

Mac finder window in "View by Name" with all folders open and showing their contents. Web Arranger's Contents window helps you keep track of activities, including personal data and information from and about the Internet. Everything in the Contents window comes as folder or item, and there is even a trash can for tossing items you don't want.

The Shelf window defines what types of information items you can work with. These include URLs, Headings, To-Do, Memo, People, Pictures, and Files. Once you create new folders and topics in the Contents window, you use the Shelf window to define what kind of item you want under each topic.

The largest window on screen is the Page. This is where all new items in the program show up, and it's the Page window where you begin organizing new information. You can drag and drop information within Web Arranger between the Page, Contents and Shelf windows. Please note, you can't drag and drop information into and out of Web Arranger in the manner the Mac OS allows. This is said to be coming in the next version of Web Arranger.

Grab What You Can

Two intriguing components of Web Arranger are the Grabber and Web Whacker. Integral to Web Arranger, the Grabber allows you to save selected text and graphics to a "clippings" file while browsing the Web. All you have to do is select the text or graphics to be grabbed and the Grabber will do just that, even if Web Arranger is not running. (That is, once you can figure out the needed key sequence to activate Grabber. Buried deep, somewhere, I found "Cmd-Cntrl-Opt-Shift-G.")

The idea is great but Grabber only allows one clippings file, at least from what I could discern. I must admit documentation for Web Arranger is so sparse it took me
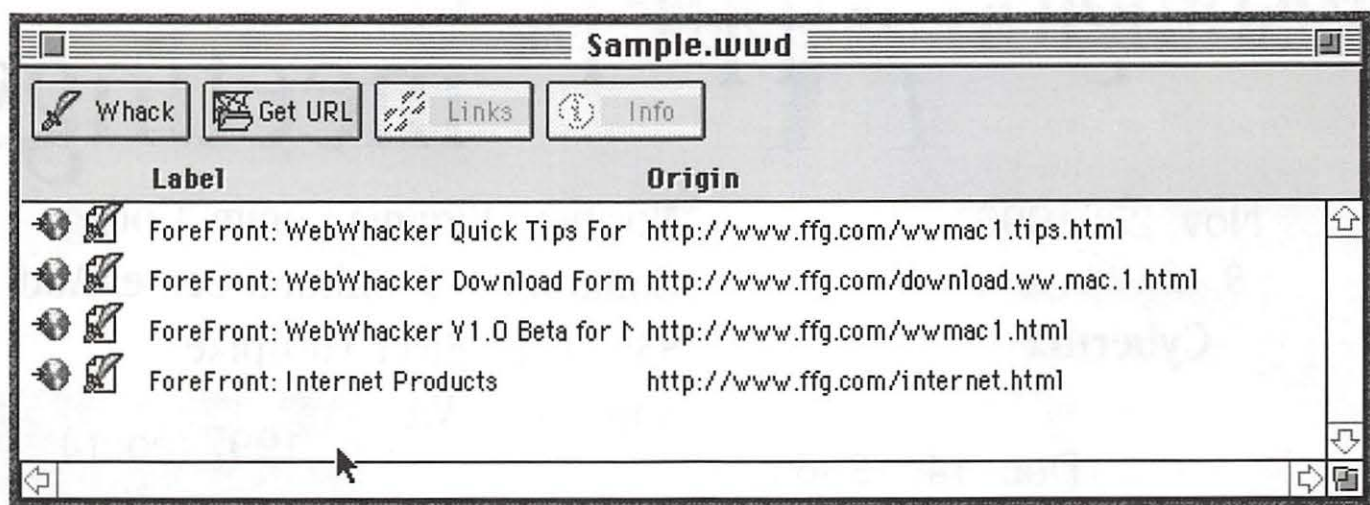
Download Now, Read Later: *Web Whacker from the ForeFront Group is an accessory program to Web Arranger. It allows you to download to your Mac for off-line viewing the contents of any web site you choose.*

nearly an hour of searching to determine if it's possible to create separate clippings files for discrete projects. Apparently not.

You must throw all web clippings into one pile then go back and separate them out to different projects. I'd rather be able to create separate clippings files in the beginning so grabbing and sorting can be a one-step process. But that's just the way I'd like to work and may not apply to how you might do it.

Mowing the Web

Web Whacker, created by the ForeFront Group, is an accessory program to Web Arranger that allows you to capture to your hard drive and later view off-line the contents of a web site. You can determine in advance how many layers deep you want to go. Just give it a URL to go after and Whacker will harvest the site automatically.

I tried Web Whacker on the www.adobemag.com site, going four levels deep. The resulting folder had 70 megs of data in it, and took about half an hour on a T1 connection. I must admit a bit of unease using Web Whacker. I can just imagine widespread web gridlock as surfers start using these high-speed robot data-parasites all at the same time. Programs like Web Whacker are becoming quite the rage in off-line Web browsing. Designed to avoid web gridlock, these automatic web harvesters may be partially responsible for the network slowdowns they are designed to surmount.

Like the Web, a Work in Progress

Web Arranger feels like a work under construction. Admirable in scope and prowess, yes, but it's an array of loosely aligned tools that don't yet necessarily add up to more than the sum of its parts. Web Arranger needs Mac OS drag and drop. Despite its focus on the Web, Web Arranger can't open HTML files. An integrated browser would help Web Arranger provide a one-stop Web management solution. Web Arranger imports Netscape bookmark lists, but cannot monitor the state of changes in your Netscape bookmark file.

The calendar and contact management tools are overkill if you already have other software on your Mac for doing this and don't need notification when to visit a site again. Web Arranger's tools for monitoring changes in web sites are fine, but I can't imagine using this on anything less than an always open TCP/IP link, not dial-up web connection.

Web Arranger is not a snap to grasp or master, and you need to spend time with what documentation exists. I'm of the school that the best Mac programs are the ones you just start using and along the way you get the drift of what needs to be done. I can't say that Web Arranger falls into this category.

I don't depend mainly on the Web for business, yet. Perhaps we all will, sooner than we think. If you already monitor and use the Web as an integral and important part of your business or research life, take a serious look at Web Arranger. It offers several useful tools for making the most of Web-based information.

Web Arranger 2.0
CE Software Inc.
1801 Industrial Circle
West Des Moines, IA 50265
http://www.cesoft.com

System Requirements: Macintosh computer with a Web Browser, 4 megs of free disk space and 12 megs of RAM installed. ■

(Editor's note: please see page 60 for another review of this software.)

washington Apple pi general meetings

Nov. 23, 1996
9 a.m.-11 a.m.
Cyberflix

Northern Virginia Comm. College
Community & Cultural Center Aud.
8333 Little River Turnpike
Annandale, VA

Dec. 14, 1996
9 a.m.-2 p.m.
**Computer Show
& Sale**

1997 Meetings
**January 25
February 22
March 22**

1997 (cont.)
**April 26
May 31
all 9 a.m.-11 a.m.**

**For schedule changes
check the TCS or the Pi's Web
site at http://www.wap.org/**
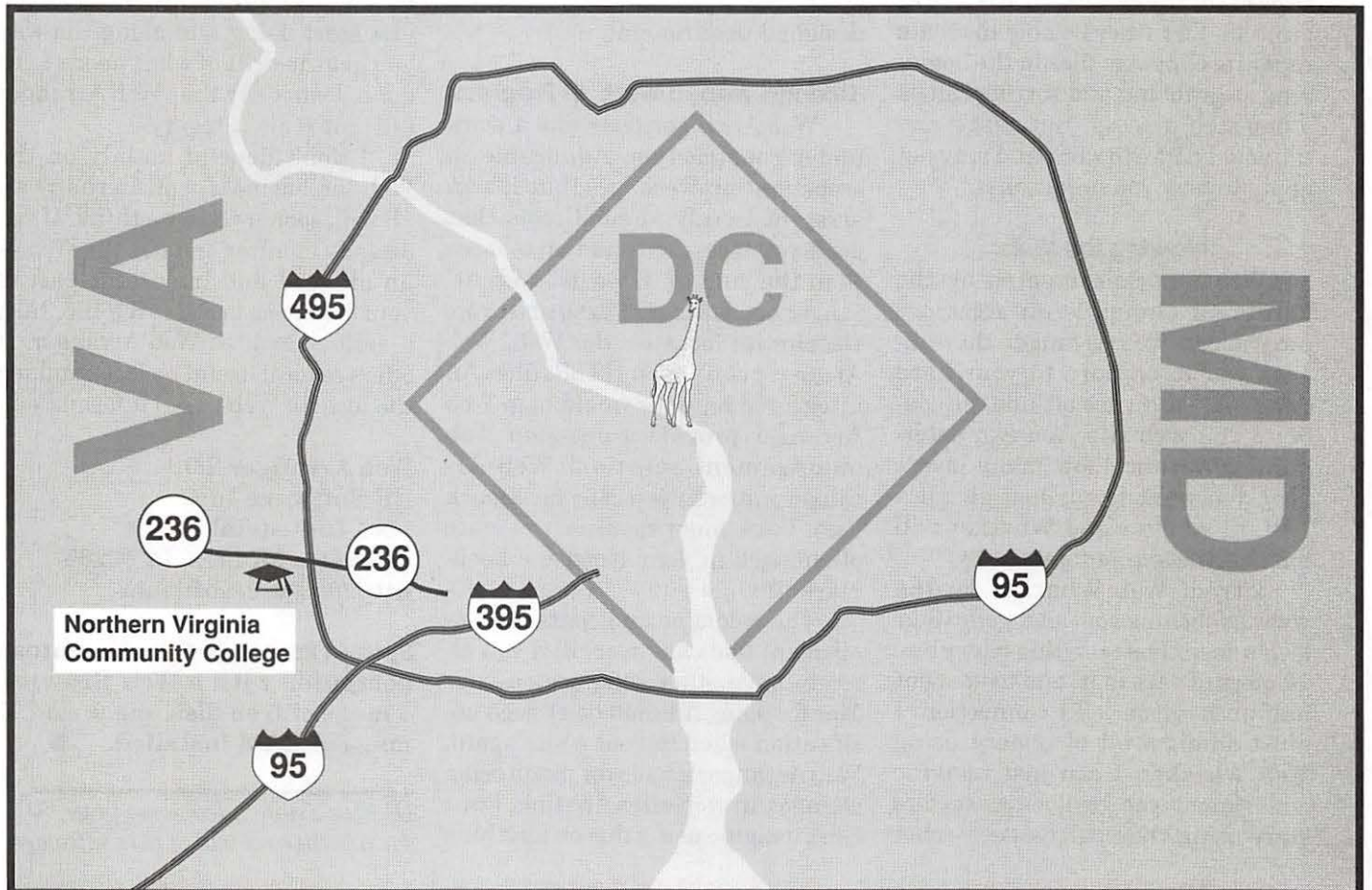
A Glut of Internet Books

© 1996 Lawrence I. Charters

AN OLD GAME among English-language literati is the Game of Collectives. While Japanese does not distinguish between singular nouns and plurals, English often creates entire new words: a group of cows are a herd, a group of geese are a gaggle, etc. In the Game of Collectives, you invent new words, such as "an execution of lawyers," "a poverty of tax collectors," and so on. When it comes to Internet books, the collective which immediately springs to mind is "glut."

Enter any bookstore with a computer section and you will find tons of books devoted to the Internet. In fact, it is hard to find computer books that *don't* mention the Internet; even word processing, graphics and computer games books seem to insist on some sort of Internet relevancy. Which is not quite the same as being relevant.

All the books reviewed here have something to do with the Internet, but they are divided into three categories: General (broadly based books not specific to a task, or even to the Mac), Starting Out (books for those getting their modems warm), and Internet Publishing (books for those wishing to warm up other people's modems). Some of them have an apparent MS-DOS/Windows/Windows 95 focus, but if you look a little deeper the real content is computer agnostic.

The impatient among you can just skip to the end. Books marked with three stars (★★★) are highly recommended.

General

One of the most useful books, especially for those involved with government, is Chris Casey's *The Hill on the Net: Congress Enters the Information Age*. Casey, a Washington Apple Pi member (the Pi is even mentioned in the book), was, and is, a leading proponent of linking the government to the people via computers. While working for Senator Edward Kennedy, he helped set up a computer bulletin board-based service in Massachusetts that published press releases from the Senator's office. This very quickly became something much more, evolving into an electronic meeting place for Massachusetts voters to ask questions, comment on events, and, inevitably, argue with one another. Press coverage (including a highly laudatory article in *MacWeek*) made it sound as if Casey was a technical wizard, kicking Capitol Hill into the computer age with the click of a mouse.

Casey discounts this, pointing out that he is neither an expert on the Internet nor a political expert. Instead, he was simply in the right place at the right time to get something done, and the vast majority of the book is devoted to both advocating closer links between government and the people, through computers, and reviewing available and forthcoming resources. In the process, Casey manages to educate the reader about what congressional staff members do, details successful and unsuccessful attempts to use "the Net" for political and governmental ends, and offers some truly hilarious stories of misadventures, Internet-spread rumors, and the uncomfortable clash of powerful people and powerful technology. Highly recommended if you are thinking about applying computer technology for political or governmental purposes, and for those who vote. And remember: if you don't vote, don't complain.

Alfred Glossbrenner has two books with a more general focus, *The Little Online Book* and *The Little Web Book*. A quick look at the screen shots suggests that *The Little Online Book* has a PC focus, which is not at all true; Glossbrenner occasionally reveals that he knows a bit more about PCs than Macs, but on the whole the book is an excellent general introduction to reaching out through your modem to the rest of the world, and what computer you use with the modem isn't that critical. This volume covers Internet topics, but often through the filter of a bulletin board, or a commercial on-line service (usually Delphi). Some parts of the book are definitely dated; GEnie is no more, and BITNET, a free, cooperative "Internet-like" service, has also died.

The Little Web Book, coauthored with Emily Glossbrenner, is obviously much more focused with the World Wide Web. There is a brief review of the Internet, and non-Web related Internet services (FTP, Telnet, E-mail). The bulk of the book, however, is devoted to explaining the World Wide Web, how to find things, and how the Web is constructed and how you can use

this knowledge to get around. Many specific Web sites and resources are examined, in mercifully brief form. Like the previous book, all the screen shots are obviously from a Windows machine, but most of the actual content is machine neutral.

Another general book is *The Underground Guide to Telecommuting*, by Woody Leonhard. This volume has a very specific purpose: it details how to operate a business via telecommunications. Leonhard is extremely biased against the Mac, so ignore those parts; the real value of the book is not his questionable tastes in hardware and software, but information on the economic benefits of doing business from home, the hows and whys of setting up an electronic presence through computer generated faxes and E-mail, the elements of a modern electronic office (from furniture and equipment to habits: smoking is bad for you and your electronics), implications of tax law, and even the evolution from employee to consultant to freelancer. It would be a much, much better book if it explicitly covered Macs, but this means the market is wide open for another book...

There are zillions of "Internet Directory" style books. *What's On The Internet*, by Eric Gagnon, is highly useful, but somewhat misleading, since the focus isn't so much the Internet but Usenet and ClariNet newsgroups. Issued on a periodic basis by Peachpit Press, these heavily illustrated volumes define what a newsgroup is, their conventions, quirks and limitations, and then give brief explanations of what particular newgroups cover. The coverage is impressive: thousands of newsgroups are sorted into a giant alphabetical listing at the end of a volume, while chapters in the volume tackle more general topics, such as business, travel, politics, computers, and sports. The illustra-

tions are all very appropriate, if somewhat peculiar: newsgroups are essentially collections of millions of messages, without any graphics, so the illustrations come from FTP or

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> "In fact, it is hard to find computer books that *don't* mention the Internet; even word processing, graphics and computer games books seem to insist on some sort of Internet relevancy. Which is not quite the same as being relevant."

Web servers, which really aren't covered. More than one person has purchased one of these volumes thinking it was a directory of pictures, but words — billions of them in 11,000 newsgroups — are the real topic.

Free Stuff From the Internet, by Patrick Vincent, doesn't really cover newsgroups, but does cover everything else. If you can get past the neon green and yellow cover, you'll see it is nicely divided into topical chapters (Arts and Culture, Health and Nutrition, Games, History, Business and Career, etc.). Within each chapter, a given subtopic usually merits a paragraph or two, and then lists specific FTP servers, Web servers, or E-mail addresses associated with that topic. Aside from the cover, you may also object to the slight Windows emphasis (the included CD-ROM has about a tenth as much Mac shareware as PC/Windows shareware), but the vast majority of the book is indifferent to particular computer operating sys-

tems. (And yes, the title is silly.)

A different approach is taken by Shannon R. Turlington in *Walking the World Wide Web*. Turlington's book is a general guide to the Web, covering many of the same subjects as Vincent's book. The difference: included with the book is a CD-ROM containing an electronic copy of the entire book. If you are connected to the Internet, and you have the CD-ROM mounted, you can both read the "book" and actually jump to whatever Web site is being discussed. You can read the book *and* see the movie, at the same time. The coverage isn't as broad as Vincent's book, but those with a CD-ROM might find it far more approachable.

Getting Started: Happiness is a Warm Modem

While the title is both offensive and alarming (do we really want people like this doing things like that?), *The Internet for Macs for Dummies*, by Charles Seiter, is a surprisingly good book. Entire sections have been "overcome by events" and are no longer relevant (GEnie, eWorld) or are still irrelevant (Prodigy, Delphi, CompuServe). Entire topics are also missing (Internet Service Providers, for example, merit just a couple pages, which say nothing useful). But it does cover the basics, in clear English, and with appropriate illustrations. The real treat, however, are the Richard Tennant "Fifth Wave" cartoons.

More technical, and for most people more useful, is *The Macintosh Web Browser Kit*, by Dan Meriwether. This book realistically expects the user to reach the Internet via a modem, and spends several chapters, and several appendices, on how to make PPP and SLIP connections from your Mac to the Internet. An extensive listing of recommended default modem strings

for hundreds of modems, a review of the popular "Hayes" AT modem command language, and even an annotated CCL (Connection Command Language) script set this volume apart. If the preceding sentence made no sense, grab this book: Meriwether does an excellent job of taming modem mysteries.

Once you are connected, Meriwether concentrates on explaining what a Web client does, and what types of information you might find. To aid in your search, the included CD-ROM has a very large collection of compression, graphics and sound utilities, matched up with an excellent appendix on UNIX, Mac, Windows and DOS extensions, and how these relate to Mac file types. There is also brief, but decent, coverage of HTML (HyperText Markup Language) syntax, and instructions on writing simple Web pages. The emphasis of the book, however, is on getting you connected and doing something useful with what you find once you're there.

Web Head: The Mac Guide to the World Wide Web., by Mary Jane Mara, at first glance appears too dated to be of use: it is a detailed examination of the MacWeb, Mosaic and Netscape Navigator (1.1) browsers. Since it was published, Navigator has all but crushed the other two browsers, and is challenged only by Microsoft's Internet Explorer and, approaching from over the hill, Apple's CyberDog suite, and these latter two aren't mentioned. But first impressions are wrong: Mara covers many features most users miss, and her comparison of the strengths and weaknesses of the browsers is enlightening. Good illustrations, a spare writing style, and a nice overview of HTML round out the book. If you own a Mac that doesn't have 80 bijillion bytes of memory to run the latest offerings from Netscape and Microsoft, definitely take a look at this book.

Pfaffenberger's *Netscape Navigator: Surfing the Web and Exploring the Internet*, covers the title quite well, but only up to Netscape Navigator 1.1. Pfaffenberger not only explains what all the various, and at times mysterious, settings and menus do, but also offers advice on how to set them and why you should take the time and effort. This level of detail fills a critical void: very few Navigator users have bothered to purchase the official Navigator manual, or even to read the available on-line guides. The included CD-ROM is of limited value, containing a decent, if outdated, selection of freeware and shareware (but not a copy of Navigator). If you don't have the resources to run the latest version of Navigator, by all means track this book down and buy it. Otherwise, you might want to wait for a new edition, promised any day now, which covers Navigator up to and including version 3.0.

"If you are connected to the Internet, and you have the CD-ROM mounted, you can both read the "book" and actually jump to whatever Web site is being discussed. You can read the book *and* see the movie, at the same time. The coverage isn't as broad as Vincent's book, but those with a CD-ROM might find it far more approachable."

Internet Publishing: Global Warming via the WWW

Mosaic and Netscape Navigator, in particular, have overwhelmed the Internet, in the public's eye, and most people probably don't know that there is much more to the Internet than the World Wide Web. The Web is where you can discover flash and dazzle, and it is the Web that inspires millions to try their hand at electronic publishing.

Before you start down this path, buy a copy of Elizabeth Castro's *Visual Quickstart Guide: HTML for the World Wide Web*. This deceptively thin volume will tell you almost everything you'd ever want to know about HTML. Using nothing more complex than your word processor, or even Apple's very simple SimpleText, and Castro's guide, you can be constructing simple Web pages in minutes, and more complex ones in, oh, an hour. The entire richly illustrated book is of the "to do this, do this" variety: direct, to the point, with no skipped steps. You probably won't need any other HTML documentation.

If typing HTML codes isn't your style, and you want to try something more sophisticated, there is always Adobe's *PageMill*. Touted as the "PageMaker of the World Wide Web," *PageMill* allows you to create both simple and complex Web pages without ever directly typing any HTML code. It also doesn't come with much in the way of documentation, but Maria Langer's *Visual Quickstart Guide: PageMill for Macintosh* will probably answer any questions you might have. Done in the same direct, "to do this, do this" style as Castro's book, every aspect of *PageMill* is explored in detail, and there are many details the average *PageMill* user may never discover without this book.

But the initial release of *PageMill* was plagued with some highly destructive bugs and per-

plexing oversights, and Langer's book only covers *PageMill 1.0*. With any luck, this excellent book on a mediocre program will be followed with a new edition devoted to (let us hope) a vastly improved and more capable *PageMill 2.0*.

After tackling basic HTML, you might be tempted by Dave Taylor's *MacWorld Creating Cool Pages with HTML*. The snazzy purple cover is probably more exciting than the book, which is mostly a rehash of "what is the Web" and "how do I find things." Detailed discussion of how to write Web pages occupies less than half the book, and that half isn't as well organized as Castro's slimmer volume. In fairness, Taylor does cover other topics, such as how to announce your Web pages. While this is useful information, it doesn't seem directly related to *creating*

pages, cool or otherwise.

Mary Jo Fahey, on the other hand, spends almost no time on basic subjects: *Web Publisher's Design Guide for Macintosh* is a heavy-hitting book aimed squarely at those wanting to go beyond simple pages and attempt true desktop publishing on the World Wide Web. For a variety of reasons, this isn't quite possible (for one thing, there is no way to control the size of an HTML page), but Fahey, together with a wide range of featured graphic artists, makes a game try. Want to know how to turn a Quark XPress page into a Web page? How to turn an Adobe Illustrator file into a Web graphic? How to convert a Pantone RGB value into something you can use on a Web page? She covers them all, including such common but mysterious tasks as creating "transparent GIFs," controlling text wrap around objects on a Web page, and using digital cameras to create images for Web sites.

Fahey's book would be of value to almost any Web desire, but be warned: in addition to a wealth of public domain and shareware tools included on the accompanying CD-ROM, the book draws heavily on the capabilities of Adobe *Photoshop*, *Quark XPress*, *DeBabelizer*, Adobe *Premiere*, and other high-end programs. This is Serious Stuff, superbly presented. The book suffers from two flaws, one trivial (a horrible cover), and one aggravating (the index looks like it was generated by a program, and is not too useful). These flaws do not prevent it from being highly recommended.

For those with the means (or the job description), the next step involves setting up your own Web server. Bob LeVitus and Jeff Evans tackle this in *WebMaster Macintosh: How to Build Your Own World Wide Web Server With-*

out Really Trying. Focusing on MacHTTP and WebStar (the most popular Mac-based Web servers), the book even includes a "personal" version of WebStar on the accompanying CD-ROM, together with a wide range of freeware and shareware tools for either extending WebStar or for creating HTML pages and accompanying graphics.

WebMaster Macintosh is cool, and hip, with a laid-back, conversational style. It is also infuriatingly incomplete, or outright wrong, and exhibits more evidence of padding (lengthy appendices of little value, transcripts of interviews of even less value) than careful writing, editing and research. For example, say you wanted to create a clickable image map, a common enough Webmaster task, and you've learned there are two different flavors, CERN and NCSA. What are the differences? According to *WebMaster Macintosh*,

"...you can chose CERN or NCSA format when you save; there's supposed to be a difference but we haven't noticed any...From what we can tell, the difference as far as the imagemap format goes still won't matter. (We choose NCSA because CERN is on the other side of the Atlantic and we like to buy American.)"

If either LeVitus or Evans had spent even five minutes on research (translation: actually trying this out), they would have discovered the NCSA and CERN formats don't even look alike. And if you try and run a WebStar server with an NCSA CGI (Common Gateway Interface), but supply it with a CERN imagemap (or vice-versa), the WebStar server will either freeze or crash.

Planning and Managing Web Sites on the Macintosh: The Complete Guide to WebStar and MacHTTP, by Jan Wiederspan and Chuck Shotton, lacks the breezy touch of the previous book, but it

makes up for it with technical competence. Only the briefest attention is spent giving an overview of the Internet and the Web before plunging right into WebStar. Shotton wrote both WebStar and MacHTTP, so the coverage is as thorough, detailed and authoritative as possible, ranging from basic planning (how to give a logical structure to a Web site *before* adding lots of files) to exotica (running multiple Web servers on a single machine, running multiple domains on a single machine).

Once the introductory topics are out of the way, the book then goes on to discuss CGIs, how they work, recommended commercial and non-commercial CGIs, and how to write your own, in AppleScript, C, or something else (often Perl or HyperCard). One of the last topics is how to set up a RAIC (Redundant Array of Inexpensive Computers) to make a number of inexpensive Macintosh Web servers look and act (over the Internet) as if they were some giant all-powerful fault-tolerant super server.

Included with the book is a CD-ROM filled with either full, limited or demo versions of virtually every software package mentioned by the authors, including a demo version of WebStar itself. About the only real criticism I can offer is a personal one: I wish I'd had this when I first started with MacHTTP and WebStar; it would have saved me from countless hours of experimentation, trial and error. Highly recommended.

★★★ Chris Casey, *The Hill on the Net: Congress Enters the Information Age*. AP Professional, 1996. ISBN 0-12-162870-1. xxii, 266 pp., $19.95 http://www.apnet.com

Alfred Glossbrenner, *The Little Online Book*. Peachpit Press, 1995. ISBN 1-56609-130-6. xiv, 426 pp. $17.96
Alfred Glossbrenner and Emily

Glossbrenner, *The Little Web Book*. Peachpit Press, 1996. ISBN 0-201-88367-8. viii, 244 pp. $14.95 800-283-9444 http://www.peachpit.com

Woody Leonhard, *The Underground Guide to Telecommuting: Slightly Askew Advice on Leaving the Rat Race Behind*. Addison-Wesley, 1995. ISBN 0-201-48343-2. xxii, 346 pp. $24.95. http://www.aw.com 800-822-6339

Eric Gagnon, *Whats On The Internet, Winter 1994/95*. Peachpit Press, 1994. 260 pp. $19.95 ("includes coupon for PC/Mac disk" but there is a $5.00 shipping fee) 800-283-9444 http://www.peachpit.com

Eric Gagnon, *Whats On the Internet, Summer/Fall 1995*. Peachpit Press, 1995. ISBN 1-56609-184-5. 366 pp., $19.95. 800-283-9444 http://www.peachpit.com

Patrick Vincent, *Free Stuff from the Internet, 2nd Ed.* Coriolis Group Books, 1996. ISBN 1-883577-79-9. xxxiv, 590 pp., $24.99 (includes CD-ROM). http://www.coriolis.com

Shannon R. Turlington, *Walking the World Wide Web: Your Personal Guide to the Best of the Web*. Ventana Press, 1995. ISBN 1-56604-208-9. xxii, 322 pp. $29.95 (includes CD-ROM) http://www.vmedia.com/shannon/shannon.html

Charles Seiter, *The Internet for Macs for Dummies*. IDG Books, 1994. ISBN 1-56884-184-1. xxiv, 291 pp. $19.95

★★★ Dan Meriwether, *The Macintosh Web Browser Kit*. John Wiley & Sons, 1995. ISBN 0-471-11818-4. x, 322 pp. $29.95 (includes CD-ROM)

Mary Jane Mara, *Web Head: The Mac Guide to the World Wide Web*.

Peachpit Press, 1995. ISBN 1-56609-176-1. xvi, 252 pp. $24.95

Bryan Pfaffenberger, *Netscape Navigator: Surfing the Web and Exploring the Internet*. AP Professional, 1995. ISBN 0-12-553130-3. xx, 314 pp., $29.95 (includes CD-ROM) http://www.apnet.com

★★★ Elizabeth Castro, *Visual Quickstart Guide: HTML for the World Wide Web*. Peachpit, 1996. ISBN 0-201-88448-8. xvi, 176 pp., $17.95 800-283-9444 http://www.peachpit.com

Maria Langer, *Visual Quickstart Guide: PageMill for Macintosh*. Peachpit Press, 1996. ISBN 0-201-88661-8. xx, 148 pp. $15.95. 800-283-9444 http://www.peachpit.com

Dave Taylor, *MacWorld Creating Cool Pages with HTML*. IDG Books, 1995. ISBN 1-56884-705-X. xx, 280 pp. $19.95 (includes floppy disk) http://www.idgbooks.com 800-762-2974

★★★ Mary Jo Fahey, *Web Publisher's Design Guide for Macintosh*. Coriolis Group Books, 1995. ISBN 1-883577-63-2. x, 406 pp. $34.99 (includes CD-ROM)

Bob LeVitus, Jeff Evans, *WebMaster Macintosh: How to Build Your Own World Wide Web Server Without Really Trying*. AP Professional, 1995. ISBN 0-12-445574-3. xxii, 299 pp. $29.95 (includes CD-ROM) http://www.apnet.com

★★★ Jan Wiederspan, Chuck Shotton, *Planning and Managing Web Sites on the Macintosh: The Complete Guide to WebSTAR and MacHTTP*. Addison-Wesley, 1996. ISBN 0-201-47957-5. xvi, 368 pp. $39.95 (includes CD-ROM) ∎

Artists on exhibit

by Ann Aiken

Artist Info: Carolyn Robel studied art and received her B.A. at Norwich Art School in England. She initially worked in medical advertising and then in publishing for Warner Brothers where she worked on several magazines including "Buying Antiques". She worked briefly in Iran for Iran Air Magazine before coming to the Washington area. Here she was with CACI and Omnicom where she started their graphics department using the Luminar Time Arts System. For the past two years, she has operated her own design firm, Aspen Design,Inc., with such notable clients as Cable and Wireless, The Water Environment Federation, Alcatel, PRC, and Perrier.

Tools: Mac Quadra 650, Super Mac 21" monitor, QuarkXPress, FreeHand, PhotoShop

This *Dragon Image* was developed as a phone card. Carolyn first drew a rough by hand, scanned and traced it, refining the image, and applied colors and blends in FreeHand.

The *Morph Image* was drawn for a series of twelve phonecards of sports figures. She used a morph program to generate a video of 124 frames and then selected a sequence of it and used PhotoShop to change the Pict RGB file to a CMYK Tiff.

These *Florida Cards* are more phone cards for Cable and Wireless and depict the State of Florida. They're all developed in FreeHand starting with pencil roughs, scanned, traced and adding selected clip art.

This is a sampling of the logos Carolyn did as part of the complete corporate identity for *Puma Systems*. She generally likes to work straight in the computer for logo designs, especially for high-tech companies like this. Here geometric shapes work well.

Adobe Acrobat v2.1— For the Common Man Who Uses a Macintosh

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Introduction

ADOBE ACROBAT version 2.1 no longer exists on the market and will be soon replaced by Adobe Acrobat Pro version 3.0; however, all of the components found in Adobe Acrobat 2.1 are a part of Adobe Acrobat Pro version 3.0; therefore, comments I make concerning Adobe Acrobat 2.1 may have some bearing on one's understanding of, or purchasing of Adobe Acrobat 3.0. Certainly you may purchase Adobe Acrobat 3.0 and use it just as I use it as a low-end user; or, you may hook up Acrobat Distiller and go to town on image processing (which I know little about). In fact, unlike its newer brother (version 3.0 containing Acrobat Distiller), Adobe Acrobat 2.1 has but modest goals concerning the distribution of electronic information "This product includes everything most business users need to create, use, and distribute electronic documents," and later, "Acrobat Reader enables Windows (and Windows NT), Macintosh, DOS, and UNIX users to view, navigate through, and print any PDF document," states the documentation on its first page.

Adobe Acrobat is basically used to create a portable digital document that is, one that may be displayed on the screen of other computers and that may be printed on other computers or platforms. There are, however, two other ways to create these cross-platform documents that one should be aware of (1) using a competing application entitled Commonground, or (2) creating a document in the Hyper Text Markup Language (HTML), a rich language file format which is commonly found on the World Wide Web and which contains text, pictures, sound, and movies.

The Rudiments of Creating a Portable Document
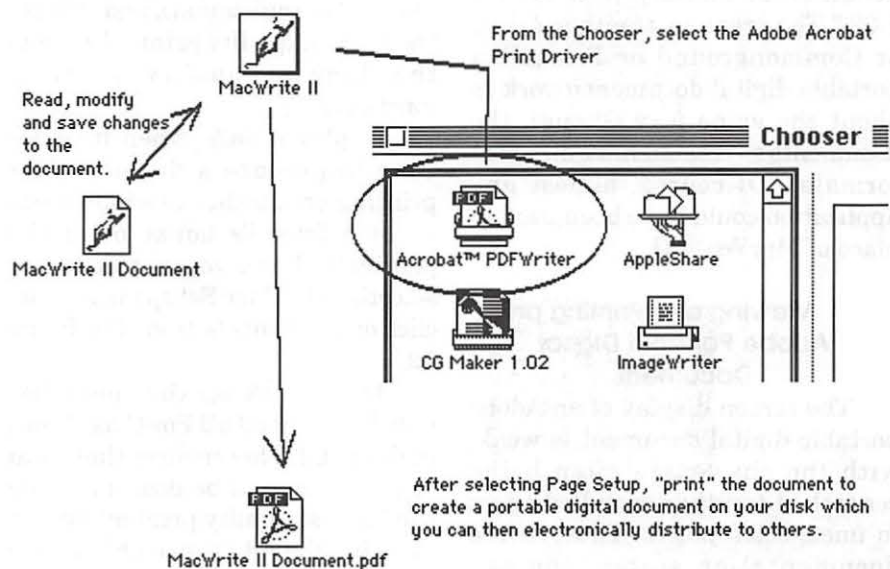
Portable digital documents like those created by Adobe Acrobat and Commonground are created by "printing" to a printer driver. A printer driver is something you select within the Chooser. Usually you select a printer driver which connects you to an actual printer such as a StyleWriter II printer. A printer driver which creates portable digital documents is used just like a regular printer you select it, you setup your page, and then you print to the driver which then in turn creates the portable digital document on your disk. You then acquire the necessary software to read the portable digital document such as Adobe Acrobat Reader version 2.1. It's that simple, and it is potentially an extremely powerful tool. For now a Macintosh user, the user that is often on a hardware island, can literally communicate with the world through these portable digital documents which any individual on most hardware and software platforms can read, review, perhaps modify, and certainly print.

An outline of how to create a portable digital document is given

Read, modify and save changes to the document.

MacWrite II

MacWrite II Document

From the Chooser, select the Adobe Acrobat Print Driver

≣☐≣ **Chooser** ≣

Acrobat™ PDFWriter   AppleShare

CG Maker 1.02   ImageWriter

MacWrite II Document.pdf

After selecting Page Setup, "print" the document to create a portable digital document on your disk which you can then electronically distribute to others.

figure 01

```
┌─────────────────────────────────────────────────────────────────┐
│ [PDF] Acrobat™ PDFWriter Font Embedding          2.0    ( OK )    │
│                                                                   │
│ ☒ Embed All Fonts        ☐ Always Embed List:         ( Cancel )  │
│                          ┌──────────────────┐                     │
│ Available Fonts:         │                  │         ( Add )     │
│ ┌──────────────────┐     │                  │                     │
│ │ Arwen          ⇧ │     │                  │         ( Remove )  │
│ │ AvantGarde-Book  │     │                  │                     │
│ │ AvantGarde-BookOblique │└──────────────────┘                   │
│ │ AvantGarde-Demi  │                                              │
│ │ AvantGarde-DemiOblique │ ☐ Never Embed List:                   │
│ │ BalletEngraved   │     ┌──────────────────┐                     │
│ │ BarnbrookGothicThree │ │                  │                     │
│ │ Bookman-Demi     │     │                  │         ( Add )     │
│ │ Bookman-DemiItalic │   │                  │                     │
│ │ Bookman-Light    │     │                  │         ( Remove )  │
│ │ Bookman-LightItalic │  │                  │                     │
│ │ Buccaneer      ⇩ │     └──────────────────┘                     │
│ └──────────────────┘                                              │
│ Items can be dragged from one list to the other                   │
└─────────────────────────────────────────────────────────────────┘
```

figure 02

in figure 01.

In this example, Adobe Acrobat was selected as the printer driver from the Chooser. When the print command was issued from within the MacWrite II application, this resulted in the creation of the portable digital document. Notice how at this high conceptual level, I could also have selected the printer driver for creating Commonground documents, namely "CG Maker 1.02." The creation of either Adobe or Commonground or Print2Pict portable digital documents work in about the same way (though the documents so created have different formats). Of course, almost any application could have been used in place of MacWrite II.

Viewing and Printing an Adobe Portable Digital Document

The screen display of an Adobe portable digital document is weak, with the characters often being scrunched together or pulled apart in unexpected places. Thus, as the documentation states, one can "view" and "navigate" through the majority of documents, but one would not want to read them at the terminal screen (unless the font was of a simple type like Geneva).

However, the Adobe portable digital document was born to print, and to print well. As such, it contains all the information it needs to print within the portable digital document itself. I could literally throw away all my fonts (except those that were installed by Adobe which are those used by the Adobe portable digital file reader application), and still get the highest quality printout if I had the highest quality printing hardware.

To play it safe, when it comes time to prepare a document for printing on another machine (such as at a friend's house or at the printer's shop), you should, after selecting the Page Setup menu item, click on the Fonts button. (See figure 02.)

Then, click on the check box entitled "Embed all Font" as shown in figure 02. This ensures that what can be done will be done to create the highest quality printout on any machine the Adobe portable digital document resides on.

Further Features of the Adobe Acrobat Package

Essentially, if you are a single person communicating with many in a one-way direction, many features of the Adobe Acrobat package are not required. If, however, you are part of a working group, or expect portable digital documents to be returned to you with comments embedded within the portable digital document itself, or you want to perhaps do things beyond just creating reports that others may read, then this section covers these additional features.

One neat, and simple idea, is to put portable digital documents out on one's internet site. I have placed both Commonground and Adobe portable digital documents on the web, and I have had standard HTML pages link to these documents. This is a great way to communicate and a fast way to get documents off your desktop and out into the world so that everyone can read them.

One feature you may add to your Adobe portable documents once they are on your internet site, is to add internet links to them. This is, however, rather tedious, since the links are not built into the original document you add them after the fact to the Adobe Acrobat portable digital document. Nevertheless, this facility exists for those who might require it.

The Acrobat Exchange application is a fancy portable digital document reader and editor. It allows one to add comments to a portable document, to read and review notes made by others, to add hypertext links which allow the reader to jump to different parts of the document, to link to other portable documents (either on the hard drive or on the internet site) using hypertext links, to create

bookmarks, to copy a page from one portable document to another, to create a presentation, and to set document security levels.

If you are part of a large organization, or if someone has sent you the complete plays of Shakespeare on CD ROM in Adobe portable digital format, and these files have previously been indexed with the Acrobat Catalog program, then you can also use the Adobe search mechanism to search for key words across many portable documents (the product that actually creates the searchable information is sold separately).

System Requirements

A Macintosh computer with a 68020 processor or later running System 7.0 or later is required. The Adobe Type Manager control panel uses 256k of memory by default (though smaller memory sizes may be chosen with a subsequent slowing in processing speed). The Adobe Acrobat application (which is used to read and edit Adobe portable digital documents) has a preferred memory size of 3,600 kilobytes.

Conclusion

Adobe Acrobat is a fine product, but think ahead if you really expect your audience to read long documents from the terminal screen. Claris, a company who prides itself on creating simple yet powerful software, has put some of its documentation into Adobe Acrobat format on the internet. These are usually short documents-but a few pages-which one can quickly print out and then read.

One powerful feature of Adobe Acrobat is its ability to compress both the text and the images stored in a portable digital document. There are many options and strategies available to the user so that he may choose a method which maximizes the communication of information while minimizing the document's footprint on one's internet provider's hard drive.

Contact Information

You may visit Adobe on the world wide web at the location http//www.adobe.com/acrobat/. Their address is Adobe Systems Incorporated, 1585 Charleston road, P.O. Box 7900, Mountain View, CA 94039. Commonground may be visited at http//www.commonground.com and you may contact their sales department via email by sending to sales@commonground.com. The program, rtftohtml, may be found at http//www.sunpack.com/RTF and the author, Chris Hector, may be contacted at chris@sunpack.com. Finally, Print2Pict, a Macintosh Chooser printer extension, may be found at internet sites that carry Macintosh software. Finally, for a short time at least, this MacWrite II document (in its extended 30-plus page edition), with all its text and diagrams, may be found in its portable digital document form at my internet site http//www.his.com/~esoteric. ■

Craig Shoemaker
electronically resides at
    http//www.his.com/~esoteric
    or
craig.shoemaker@tcs.wap.org
    or (703) 534-5884

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WorldWrite 3.01— A Review

by Dan Wages

WorldWrite, a new entry in the Macintosh word processing field, has the most misleading description I have ever seen on a software box. In addition, I have never tried a software program with so many bugs. Only occasionally was I able to work in WorldWrite for more than 30 minutes at a time without a crash sending me back to the desktop to start over again.

WorldWrite not only bills itself as a powerful word processor written specifically for the Macintosh, it also claims to be *the* word processor for foreign languages. A note on the box proclaims "WorldWrite offers the most comprehensive WorldScript support of any word processor. This allows you to type text in multiple languages and in multiple directions—all in a single document." Above this statement on the box is what appears to be a Macintosh pull-down menu listing 24 languages, including Flemish, French, French Canadian, Norwegian, Russian, Arabic, Chinese, and Hebrew—with one of those little scrolling arrows indicating there are even more languages listed. Next to the pull-down menu—if that's what it's supposed to be—the text window has English, Hebrew, Arabic, Cyrillic, Japanese, and Chinese characters.

It was the foreign language aspect that made me want to try WorldWrite. Most of my writing is, of course, in English, but with reasonable regularity I write in French and Dutch; and sometimes—mostly as bibliographic entries or in footnotes—I have occasion to write in Serbo-Croatian, using a Cyrillic

> *WorldWrite* not only bills itself as a powerful word processor written specifically for the Macintosh, it also claims to be *the* word processor for foreign languages. A note on the box proclaims "*WorldWrite* offers the most comprehensive WorldScript support of any word processor.

font. These European languages, which read left to right, I can do perfectly well in *MSWord* or any other Mac word processor. Most intriguing, however, was the promise of writing in Arabic—a language which reads right to left; and one in which most of the 28 letters have three forms, depending on whether the letter appears at the beginning, middle, or end of a word. My Arabic is pretty rusty now, and the truth is that I really have no occasion to write it; but since at one point I had an Arabic typewriter and was fairly proficient in using it, I thought it would be fun to try on a Macintosh.

What comes out of the *WorldWrite* box, however, is a plain vanilla word processing program—no menu commands to make it write right to left or top to bottom, and no fonts of any kind. On one of the early pages of the manual it is casually mentioned that "*WorldWrite* is fully multilingual, allowing you to work in any language supported by a Mac OS or Macintosh Language Kit." In short, to write in any of the esoteric languages which go in directions other than left to right, you have to buy an Apple Language Kit at more than $100 a pop. It's probably worth it if it works, and it seems unlikely to me that anyone would require more than one or two of these language kits—but one would think that a statement that this additional software is necessary would appear on the box.

Since I felt no proper review could be written without trying the feature that WorldWrite touts as its main claim for Macintosh users' attention, I sent an e-mail letter to WorldSoft's support staff asking if they could lend me an Arabic language kit to test the program. I also asked half a dozen support type questions which had occurred to me during my first hour or so of using the program. My letter was never answered, which perhaps is indicative of the quality of technical support one can expect from WorldSoft. My review must, therefore, be limited to *WorldWrite's* performance simply as a word processor. (I might note here that from WorldSoft's web page I downloaded reviews from *MacWeek* and *MacUser*, and neither reviewer tested *WorldWrite* with a language kit. The review in *MacWorld*—which WorldSoft understandably did not post on its web site—did not reflect use of a language kit either.)

The information on the box is

WorldWrite 3.0

Font Size 20

00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

拼林哄
English
עברית
مانتوش
Русская
水平淡

せ を が タ て 今
ん 目 、 ル い 回
。 的 決 技 る の
あ と し 術 音 リ
く し て な を サ
ま た 新 と 出 イ
で も 旧 も す タ
もの の 使 た ル
" で 技 う め で
良 は 術 予 に は
い あ の 定 、 、
音 り 融 で デ 求
" ま 合 す ジ メ

Pure Elegance

Fast, easy to use, and loaded with power!

Only 1 MB - What they can never be.

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also misleading about *WorldWrite* as a straight word processor. Under "system requirements" the box indicates that it is suitable for Mac Plus or above, System 7.1 or later, 2MB RAM, and 3.5 MB hard disk space for "full installation." Full installation actually requires almost 8MB on the hard disk, and while the application will run with 2MB of RAM it really needs about 3MB to run reasonably well. It seems highly unlikely that a 4MB Mac Plus, with System 7.1 loaded, would actually run *WorldWrite* efficiently; and can you imagine trying to add an Apple Language Kit on top of that? In addition, the program is not available on 800k disks, and there must be very few Mac Pluses with 1.4 MB drives.

My testing of WorldWrite was done, however, on my PowerBook with 8MB RAM, and I had no memory problems. It does operate quite slowly—it takes over one minute to open a new file, in comparison to about 20 seconds for *MSWord 5.1*—and most editing operations, such as cut and paste, seem to take an unconscionably long time.

Those who have read this far may be surprised to learn that I feel that if the bugs can be eliminated *WorldWrite* would be quite a good program, one that has a number of attractive features. It handles footnotes in very much the same manner as *MSWord,* and by using my *EndNote* desk accessory I can put the footnotes in automatically from my *EndNote* bibliography. It has two levels of indexing capability, which is a useful feature. Its separate graphic and text layers print together seamlessly, and it is capable of wrapping text around graphics— even irregular ones—much more easily than *MSWord.* In short, *WorldWrite* can accomplish all the things I normally do in *MSWord*— with the understanding that there

are a lot of features in *MSWord* I have never even tried. For most people, even those whose requirements go far beyond simple letter writing, *WorldWrite* could be a good choice—if the bugs can be eliminated.

And there are bugs. It is not so much that operations do not work as they are supposed to as that things just inexplicably stop working at all. As noted above, seldom did I work in *WorldWrite* for more than 30 minutes without the screen

Foreign Language Word Processing

For those interested in foreign language word processing, in getting information for this review I checked out some other possibilities of using the esoteric scripts on the Mackintosh. I cannot vouch for the accuracy of this information, but I report what I was told.

According to Apple Computer, their language kits can be used not only with *WorldWrite,* but also with *ClarisWorks, Nisus,* and *PageMaker.* The kits cannot be used with *MSWord.* Apple suggested that I get in touch with Linguist Software if I were interested in the Arabic language kit.

Linguist Software (PO Box 580, Edmonds WA 98020, tel. 206–293–1130) said that what they recommend for use with the language kits is *Nisus 4.1.* They supply a package consisting of *Nisus 4.1* with language kit and 7 Arabic fonts, 7 Hebrew fonts, 6 Farsi fonts, and 6 Cyrillic fonts for $299.95, with a special price of $249.95 for students. Japanese and Chinese kits are sold separately for $189 each. (As noted in the review, I occasionally use a Cyrillic font with *MSWord,* but apparently you need the language kit if you are going to do sorting or other manipulative operations.)

freezing or a dialog box telling me that "The application unknown has unexpectedly quit." These stoppages can occur randomly after almost any operation—cutting and pasting, changing fonts, or checking spelling. After two of these stoppages I had to trash the entire program and reinstall it before I could get *WorldWrite* to open again.

Presumably, sooner or later the people at WorldSoft will eliminate the bugs in the program. When they do, one hopes they will be more honest in their claims, clearly indicating that additional software is required for such languages as Arabic, Hebrew, and Japanese; and one hopes also that they will avoid implying that Flemish and Canadian French are languages that *WorldWrite* is especially adept at handling. Flemish is simply a variety of Dutch, and as such it uses exactly the same alphabet we use in English—no accents, no diacritical marks; and it could be written on my old Underwood portable. Canadian French, as far as I know, has no typographical requirements that are different from regular French, which any Macintosh word processor can handle.

When WorldSoft has eliminated the bugs and developed a little more truth in advertising, *WorldWrite* may deserve reconsideration. Until then, I will stick to *MSWord*. ■

WorldWrite 3.01, $149 list price, WorldSoft Software Corporation, 775 N 1570 W Pleasant Grove, UT 84062, 1–800–225–9299.

Dan Wages, a WAP member since 1984, is a retired U.S. Government employee, interested these days in medieval history and medieval illuminated manuscripts.

Jim Kelly's opinionated directory of Mac parts & repair businesses

by Jim Kelly,
globedc@aol.com

HOW MANY TIMES have you rooted around for some obscure part for a beloved 8-year old Mac to no avail? Has the thought "how can I upgrade my Mac to run software written after 1989" ever crossed your mind? Well I've recently been faced with that problem in refurbishing a Mac IIci. I've compiled a list of some suppliers you might check. Whenever possible I've tried to include their e-mail addresses.

General Suggestions:

1. Make Washington Apple Pi, Tuesday nights 7-9pm your first stop. Speak to Lorin Evans. He is THE man, hardware techie, guru and fixit god extraordinaire. He can evaluate your Mac and suggest the parts you need. He can test stuff out to see if it's working. Just tell him "chief" sent ya.

2. When you are trying to find a particularly hard-to-find part, what I'd suggest is to write up a form e-mail message and gang e-mail a bunch of these people. An e-mail program like Claris e-mailer might help here. You could set up an e-mail address book and do the e-mail equivalent of mail merge. In the world of the internet, this is called spamming. If you sign on to AOL and you get an unsolicited message offering to sell you waterfront land in Florida...you have been spammed. If your conscience bothers you, repeat after me "if Mac people do it, it's not spamming, it's spammacing, yea that's it."

3. Call up UPS (800)742-5877 and get them to send you one of their current rate cards. That way if a supplier tries to charge you $50 for 3-day ground you can say "well according to the latest UPS rate chart it should cost $5."

4. Always thank them for responding....we all need a little positive reinforcement from time to time.

5. I usually mail a money order (cheapest place to get them is Giant Food) for items under $100 and try to get them to send items over $100 COD.

6. Check out America OnLine under Marketplace (Main Menu), then Classifieds on line, then Macintosh computers. This is by far the best way to troll for leads on what you need.

7. I would appreciate it if any members who know any good suppliers e-mail their address, phone, e-mail and description of their "stuff," to me at globedc@aol.com and I will include it in my list and make it available to all. I'd be interested in anyone who can repair hard drives.

8. Run out and buy the book *Upgrading and Fixing Macs for Dummies* by Kearney Rietmann and Frank Higgins, IDG books. It will give you the complete run down on just how you can add on to or fix your mac. (Sorry no info on Apple II's).

These are in no particular order.

Cyber Exchange
Federal Plaza
12274-C Rockville Pike
Rockville, MD 20852
(301)984-1446
e-mail: wbarker@erols.com
Bill Barker is the owner of this small franchise. He is actively looking to buy and trade Mac software. He is quickly accumulating alot of Mac stuff. How does a like-new copy of Microsoft Word v. 4.0 with manuals for $20 sound? He also has a huge pile of Apple II games and software for very reasonable $3 to $4 apiece.

Uptime Computer Support Service
23633 Via Primero
Valencia, CA 91355
(805) 254-3384
THE place to get old floppy drives repaired, cleaned and brought back to life. From this area he charges $40 to repair, plus $5 for UPS return plus $12 for "rush" service. Call him and he has a service where he will send you a working floppy drive when he receives your non-working drive...so you minimize down-time, cost $85.

Timco Computers
3407 SW Dakota St.
Seattle, WA 98126
Lancerlot@aol.com
Good supplier for parts like hard drive mounting bracket for IIci $15, restart buttons $4 each, various other assorted chatchkas.

Jersey Technical
503 SW 6th Ave.
Fort Lauderdale, FL 33315

(954)462-8121
MemX@aol.com
They sell an Apple brand 256K L2 cache memory PCI card for $60 shipped. The owner is an Scottish guy, with an English accent named Mallone, go figure.

Chip Merchant
(800)808-2447
they also have a web page you can consult for current prices
http://www.thechipmerchant.com
They have to be one of the largest traders in new and used memory, though their prices for 30 pin 4 meg simms was more the going price of $50 each when last I checked. Check your manual (oh my god Andy he used the M word) to see what kind of memory it requires, SIMMs or DIMMs (for latest 7500, 8500 or 9500 powermacs). Tell 'em what you need.

APS, (800) 677-3294
The Hard Drive experts. Very nice people to deal with...additionally they have all the mounting hardware you'll need. Last time I checked they had a Quantam 800meg hard drive with mounting brackets for $199. They also sometimes have used or demo drives....but ask cuz they won't volunteer this info.

HARD DRIVE BUYING TIPS: as an aside, keep the following in mind when buying a hard drive from APS or anyone else.
1. Only buy SCSI (pronounced "scuzzi") drives. Don't let anyone sell you an IDE drive (these are only for PCs).
2. Try to get one formatted for Mac WITH the mounting hardware.

Bethesda Computer Repairs
(301)652-5108
As the name implies, they repair Macs, they usually have parts for some old Macs as well. I think they had IIci mounting brackets for $10

Practical Consignments
Port Royal Road
Springfield VA
(703)321-3003
Mainly trade in used computers, but also sometimes have loose parts lying around. They sometimes take a while to call back....but bug 'em.

Compass Marketing, Inc.
Boca Raton, FL
Compmarket@aol.com or
sales@compmarket.com
http://www.compmarket.com/
(561)391-3500 or fax (561)391-3444
They deal in mostly used Macs, you can get a deal on keyboards, cables, going price on used multiscan monitors.

Chipheads Unlimited
Irving TX
(214)717-4304, (214)717-4304 fax
e-mail: ChipheadsU@aol.com
The owner J.D. Holland is a salt-of-the-earth Texas boy and very very nice. Looking for a switcher box to run one monitor off two computers? How about one keyboard and one mouse off two computers? Need to run a multiscan monitor off a IIci (15 pin Mac) and need a converter whatchamacallit? J.D. is your man.

MC Price Breakers
14415 SE Mill Plain Blvd.
Suite 105B-219
Vancouver, WA 98684
(360)837-3042
(360)837-2057 fax
Owner Jeff Smith is very helpful, he has complete Mac IIci systems 8/80 with 13 inch rgb monitor, keyboard, mouse for $750 all with 180 day warranty. If you want a laugh check out the original list price on these computers $6,000 in 1989! I think that costed more than the car I was driving in 1989! ∎

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
—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
—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

Hard Disks
—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
—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

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
—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
—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
—Multiscribe GS
Ray Settle   (301) 647-9192

■ Telecommunicatons ■ (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

—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

November 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	**2** Columbia Slice
3	**4**	**5**	**6** Mac Programmers' SIG	**7** Stock SIG	**8**	**9** Frederick Slice
10	**11** *Intro to the Mac–Part 1*	**12** QuickTime SIG	**13** WAP BoD	**14** PI SIG	**15**	**16** *Intro to ClarisWorks* Annapolis Slice *Intermediate ClarisWorks*
17	**18** *Intro to the Mac–Part 2*	**19**	**20** Retired SIG Excel SIG *Introduction to PageMaker*	**21** Women's SIG	**22**	**23** *NoVa ComCol* WAP General Meeting
24	**25** *Intro to the Mac–Part 3*	**26** *ClarisWorks DataBase*	**27**	**28** *Office Closed*	**29**	**30**

December 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	**2**	**3**	**4** Mac Programmers' SIG	**5** Columbia Slice	**6**	**7**
8	**9** *Intro to the Mac–Part 1*	**10** QuickTime SIG	**11** WAP BoD	**12** Stock SIG	**13**	**14** *NoVa ComCol* WAP Garage Sale
15	**16** *Intro to the Mac–Part 2*	**17**	**18** Retired SIG Excel SIG	**19** PI SIG	**20**	**21** *Intro to ClarisWorks* Annapolis Slice *Intermediate ClarisWorks*
22	**23** *Intro to the Mac–Part 3*	**24** *Office Closed*	**25** *Office Closed*	**26**	**27**	**28**
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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
Volunteers needed to restart this SIG

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.

Mac Programmers' SIG
1st Wednesday; 7:30 PM; WAP office.

Newton Developers' SIG
Call Ed Palaszynski for meeting news—
301-963-5841

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
2nd Tuesday of each month; 7:30 PM; WAP office.

Retired SIG
4th Wednesday of each month; 11 AM to 2 PM; each meeting will have a topic, but be run informally. 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 *(see inside front cover for December date and details)*

WAP General Meeting
4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium. December is the Garage Sale.

Women's SIG
Upcoming date: Nov. 21. At the Pi Office at 6:00 PM dinner ($2) followed by 7:00 PM meeting/presentation. 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

—FoxPro
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

Graphics
—General
Bill Baldridge	(301) 779-8271
Jay Rohr	(301) 655-0875

—Adobe Illustrator
Ling Wong	(703) 803-9109

—Aldus FreeHand
Nancy Seferian	(202) 333-0126

—Canvas
Bill Baldridge	(301) 779-8271
Tom Parrish	(301) 654-8784

—MacDraw
Tom Parrish	(301) 654-8784

—Image Studio
Mort Greene	(703) 522-8743

—Studio/1
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 Cavanuagh	(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
—IIe 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 Harnerstrom (Severna Park)	647-1720	Mac, HS	Will DeKroney (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 IIci, 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
<B> ...... 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
<B> ...... 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 Down-
    loading
<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 Tempo-
    rary 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 Confer-
    ence
<6> ...... Global Apple II Confer-
    ence
<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
<B> ...... 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
<B> ...... 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

Macintosh Tutorials

V OLUNTEERS 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.

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 #M111196 for November) (Course #M120996 for December)

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

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:** $35.00 per class for members and $50 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. Students will be supplied with computers in the classroom.

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

November & December Tutorials are the 3 basic ones as well as many others!!!

The 3-part class must be taken as a 3-part class. All 3 parts must be taken in one month.

—**Intro to Mac 1** 11/11/96 (M111196) or 12/09/96 (M120996)

—**Intro to Mac 2** 11/18/96 (M111896) or 12/16/96 (M121696)

—**Intro to Mac 3** 11/25/96 (M112596) or 12/23/96 (M122396)

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: Nov. 11, 7-10 p.m,
    Dec. 9, 7-10 p.m.

Introduction to the Macintosh, Part II (Course #M111896 for November) (Course #M121696 for December)

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: Nov. 18, 7-10 p.m,
    Dec. 16, 7-10 p.m.

Introduction to the Macintosh, Part III (Course #M112596 for November) (Course #M122396 for December)

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: Nov. 25, 7-10 p.m,
    Dec. 23, 7-10 p.m. ∎

Basic Adobe Illustrator Techniques

This is an introductory class covering fundamental material, but the class will deliver enough glitzy stuff to let the student get a decent little early-portfolio started. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Illustrator goodies, including reviews of some material presented in this class.

Date: Call office for dates.

Advanced Photoshop Techniques

This is an advanced class. Subjects covered will include working with layers and channels. Reading and manipulating histograms, levels controls and other delicate global controls to enhance your image. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including tips about using filters for special effects.

Date: Call office for dates

Washington Apple Pi
Tutorial Registration Form

Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852
301-984-0300

Name _____

Address _____

City/State/Zip _____

Phone (day)_____ (evening)_____

Member Number _____ Non-member _____

Number of Classes____ x Class Fee $_____ = Total Fee $ _____

☐ Check/Money Order   ☐ Credit Card

Card Number _____

Card Expiration_____ Signature_____

Can you bring your own computer to the class? ☐ Yes ☐ No

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

Class #1_____

Class #2_____

Class #3_____

Class #4_____

Class #5_____

Class #6_____

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

Advanced Adobe Illustrator Techniques

This is an advanced class. Subjects covered will include working with layers and using a wide range of filters. Learn to use some special type techniques. Understand Pathfinder and make masks and complex gradients. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including review of some material presented in this class.

Date: Call office for dates ■

Introduction to ClarisWorks

This class will introduce the student to the integrated modules of ClarisWorks. The course will begin with an introduction to the fundamentals of the ClarisWorks environment: the window layout, the help menu, and the universal commands. Each of the six modules: Text, Draw, Paint, Spreadsheet, Database, & Communications will be treated separately but the emphasis will be on text and draw documents. The course will conclude with an examination of some basic integrated applications. Students should come with a basic familiarity with the Macintosh environment.

Dates: Nov. 16, 9am to noon, Dec. 21, 9am until noon.

Intermediate ClarisWorks

A class for those who have some experience with ClarisWorks. This class will focus on the word processor and integrating the other tools into the word processor. Integrating the elements together: combining the parts in multi-column documents and documents with multiple elements, for example: newsletters, tables, bulleted lists, outlines, mail merge, etc.

Dates: Nov. 16, 12:30-3:30pm, Dec. 21, 12:30-3:30pm.

ClarisWorks Database

Basic principles of using a database to organize information; defining fields; discussion of field types; how to use multiple Layouts; entering data into fields; use of online Help function; and searching for information in the database. The class is appropriate for versions 2, 3, and 4 of ClarisWorks. Prerequisite: Introduction to Macintosh, Parts 1, 2 and 3 or a thorough understanding of the Macintosh computer.

Date: Nov. 26, 7-10 p.m.

Introduction to PageMaker

This course is for new users of PageMaker. It will cover use of the various tools in the tools palette, the commands in the pull-down menus, and the control palette. You will learn how to create pages, bring in various text and graphics and do page layout. Before coming to this class students should have some experience using the Macintosh.

Date: November 20, from 7-10p.m.

Internet Tutorials

There are no materials required for these classes, however you are welcome to bring your computer if you like. Pi members with Explorer level service will be given preference when signing up for Explorer classes. The Internet Basics class is open to all.

Introduction to Internet

A light introduction to the Internet with emphasis on how to use the Netscape Web browser and the Eudora Light e-mailer.

Date: Call office for dates

Internet

A thorough introduction to the features and services of the Internet. Detailed demonstrations of the major Internet applications for the Macintosh. (2 parts)

Date: Call office for dates

HTML Part 1—The basics

Internet; What it is and how it works; What you need to worry about (i.e. bandwidth, standards); What you need from ISP; FTP Tools (Fetch & Anarchic) Documents (Format & Content); Images (Colors on different platforms & How to make smaller—GIF / JPEG / Transparency); HTML (What it is—Tags & Browsers & Endless change—striving to include formatting information and action, HTML editors, testing, how to learn more from others, Web sources for more information).

Date: Call office for dates

HTML Part 2—Beyond the basics

Prior to class student must make and submit 2 sample Web pages for class review.

HTML (document layout, file management issues, Using CGI scripts, Testing, Getting noticed); Using enhanced functions (Sound, Animation GIFS, Movies, other bells and whistles).

Date: Call office for dates ■

Learn how to use the TCS!

Learn how to configure ZTerm, long on to the TCS and send / receive Internet e-mail. You'll also learn how to navigate around the TCS's conference system, read / enter messages and download files.

Space is limited—call the Pi office for details at (301) 984-0300.

Adobe PhotoDeluxe 1.0

review by Stuart Bonwit

Broad Brush

AFTER LOOKING at the first five pages of the Adobe PhotoDeluxe User Guide and seeing the stunning examples of what could be done, my first reaction was to rush out and shoot a roll of pictures, send them off to be a Kodak PhotoCD (for which a discount coupon is included!), and play with them! (Adobe PhotoDeluxe is a very junior-grade version of Adobe Photoshop which I have not used but have seen in action.)

The User Guide tells you to begin in the Guided Activities area. However, I couldn't stand seeing all those folders without knowing what was in them. So, I started poking around. I found a wonderful three minute non-interactive QuickTime movie (6.9 MB) that describes many of the things PhotoDeluxe does. I think this ought to be the first thing to be presented to the new user. This movie is not in the PhotoDeluxe folder installed on the hard drive; it is back on the CD-ROM inside the "Extras" folder. As near as I can tell, it is not mentioned anywhere.

The Guided Activities area is an excellent on-screen lead-by-the-hand tutorial which plays off the PhotoDeluxe 591MB CD-ROM. (See the Screen Shot. Unfortunately, the screen shot you see is monochrome and this is all about color.) Each step is clearly explained down to which button to push. It is uncanny how fast you can go through the steps producing spectacular effects. For this part of the process you can forget the User Guide!

The rest of the User Guide tells you how to begin working on your own, how to get photos into, and out of, PhotoDeluxe, how to make collages, and tips and troubleshooting.
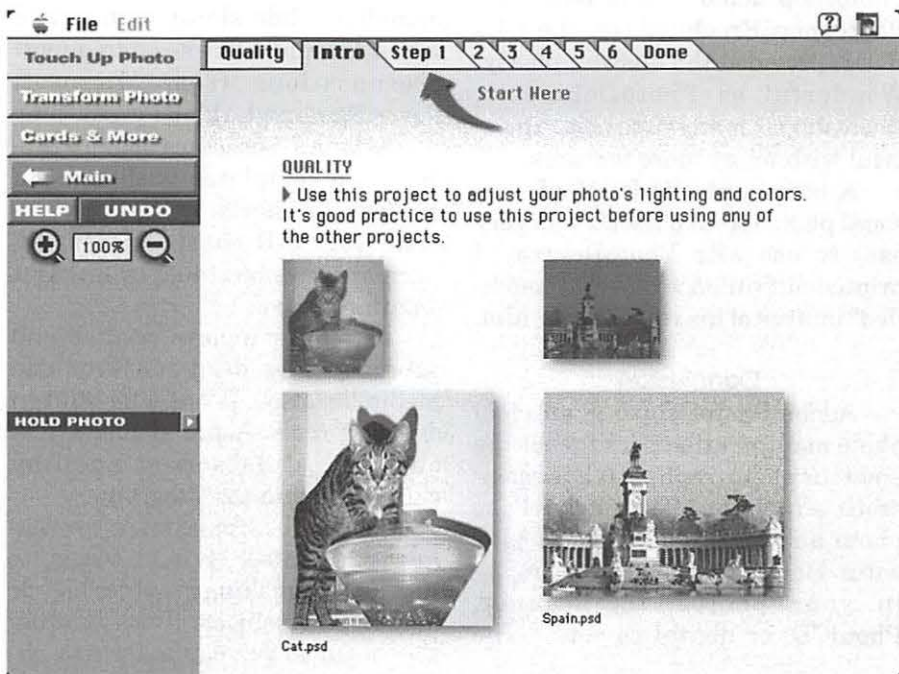
This package is OK!

Details

The Main screen is divided into Guided Activities and On Your Own. A dazzling array of photo manipulation operations are available. In the Guided Activities area these manipulations are divided into three main categories: Touch Up Photo; Transform Photo; and Cards and More. A section explains how to get digital photos via scanner, PhotoCD, or digital camera. However, 140 sample photos of animals, backgrounds, people, props, scenes, and things are available to play with.

Under Touch Up Photo there are Size/Orientation; Quality; and Remove Red Eye. If Quality is chosen the result is seen in the Screen Shot. When you follow instructions to "Start Here" and click on the Step 1 tab, you are invited to get a picture. Then you are advised to click on tab "Step 2." You are led by the hand! Under "Quality" you can control brightness, contrast, and color balance. All options allow you to save and print. (Gotta buy a color printer!) "Remove Red Eye" is a simple painting feature that allows changing colors pixel by pixel.

Under Transform Photo there are Collage, Fun, Art, and Cool. "Collage" allows you to take pieces of different photos and combine them to your taste. "Fun" allows spherical, twirl, and ripple distortion, motion blur, text coloring, perspective distortion, and coloring book (finds edges for large area col-

oring). "Art" allows changing photo to be a pencil sketch, an old faded photo, be posterized, made impressionist, be hand colored or block tinted. "Cool" allows page curl, vortex (produces a fractal-like image), charcoal sketch, and "Glass Lens" (appears to be reflected in spherical mirror).

Under Cards and More there are Calendar, (greeting) Cards, (picture) Frames, (book) Covers, Flyers and Signs (including certicates and labels).

From the Main screen the On Your Own area is divided into Get Photo, Modify, Save and Print. The Modify area is where you can let your imagination go wild. Areas of the photo can be selected and modified in a myriad ways: copied, colored, pasted, duplicated. A neat tool is the Color Wand that allows selection of an irregularly shaped area of more or less constant color.

The CD-ROM has tryout demos of Adobe Photoshop, Illustrator, and Premiere. I was particularly anxious to see what Photoshop did that PhotoDeluxe did not. It was not even necessary to install the Photoshop demo to find out! The Photoshop Brochure (on the CD-ROM) provided the answer: plenty! Wonderful as PhotoDeluxe is, Photoshop is many times more powerful with many more features.

A borrowed CD-ROM of personal photos from a friend was very easy to use with PhotoDeluxe. I printed out (in b&w) several "modified" images of his relatives for him.

Conclusion

Adobe PhotoDeluxe is an ideal photo manipulation package for the amateur photographer. It has a generous supply of effects as well as photo and sketch samples to play with. Help is provided for bringing in your photos via scanner, PhotoCD, or digital camera. The

screen page layouts make each step of the manipulations very easy to follow. I recommend it.

System requirements:

Macintosh 68040 or greater processor including Power Macintosh
System 7.0 or later
8 MB of RAM; 12 MB for Power Macintosh
45 MB of available hard disk space
Color monitor with 256 or more colors
CD-ROM

PhotoDeluxe is a product of:
Adobe Systems Incorporated
1585 Charleston Road, P.O. Box 7900
Mountain View CA 94039-7900
$85.95

Review: Astound 2.0

by Paul Gerstenbluth

IMAGINE MAKING your business or club presentation effortless. Imagine distributing your multimedia presentations and having your clients and club members view them on Astound's Macintosh or Windows 95 viewers. Just one more reason, why Astound is the "Number One" way to make incredible slide shows, demos and more. Astound allows you to import presentations from Microsoft PowerPoint and Aldus Persuasion.

Astound possesses over 70 predesigned templates with built-in multimedia effects. With a click animate your 3-D charts and tables. Animate any object just by giving it a path to follow.

Astound supports publish and subscribe plus drag and drop clip media libraries. It has a 20 built-in drawing tools. Astound has a text outliner, slide sorter, spelling checker within the program.

Astound is maximize for the Power Macintosh. It has a tweening function for making graphics blends between two objects. With interactive buttons, you can make any ob-

ject appear or disappear. It allows you to jump to any point in a slide, or control a QuickTime movie. In addition, Astound gives you continuous sound across slides.

You can improve Astound's performance by ensuring that there is at least 250K free for the system to use. To do this, with no applications running, choose About This Macintosh from the Apple menu. This will show you how much memory is available in the Largest Unused Block. Set Astound's heap size to no more than 250K less than this amount by selecting the Astound application in the finder, and choosing File/Get Info..., then entering the correct number in the Memory Requirements' Preferred Size field.

Photo CD. In order to obtain the best quality when printing Photo CD images, you should import the 16 or 24-bit image rather than the 8-bit (256 color) image. When you import a Photo CD image, the Photo Format dialog box appears. This dialog box allows you to specify the size, color, and view of the image. The

Image Size pop-up menu displays all the available sizes for the selected image. When you select a size, the image's dimensions are displayed in pixels below the pop-up menu. You can specify the image size by selecting it from the pop-up menu, or by typing the dimensions (in pixels) in the edit boxes.

You can also flip your image horizontally or vertically, and rotate it using the Flip X, Flip Y and Rotate buttons. The image preview will change to reflect your chosen view. Clicking on the Default button returns the image to its original view.

Create a new color scheme instead of directly editing the original allows you to have more than one modification saved with the current presentation. If you later decide that your current edits are not suitable, you can select one of the previously edited versions from the Current Scheme pop-up menu.

Exporting a Self-Running Presentation. When you are exporting self-running presentations, the resulting directory dialog box includes a pop-up menu. This gives you the option of saving the presentation for playback on all Macintosh machines, 68K Macs only, Power Macs only or PCs running Microsoft Windows 3.1 or higher.

Choosing All Macs creates the largest file. This allows you to play your presentations on both 68K and Power Macs at the optimal performance level for each type of system. Choosing 68K Macintosh Only creates the smallest file allowing you to play your presentations back on both types of systems. Note that your presentations will not play back as smoothly on Power Macs as they would if you choose Power Macs Only.

Pro

Bitmap Images. In Astound when you import foreign graphic files (such as BMP, PCD and GIF

files) and save them with your presentation, they are automatically saved self-contained. You do not need to enable the Make Self-Contained option in the Save As dialog box.

For PC Window computers. The Astound Windows Player is available free of charge by contacting customer service at: (800) 982-9888 or (408) 982-0200.

Astound has a well-written Tutorial User's Guide containing easy to follow tutorials:
Tutorial 1. Templates and Text.
Tutorial 2. Drawing and filling objects.
Tutorial 3. Charting.
Tutorial 4. Animation.
Tutorial 5. Interactively
Tutorial 6. Adding Sound
Tutorial 7. Quick Time Movies
Tutorial 8. Playing Presentations.

Con

Unsupported File Formats. Not all versions of picture file formats are supported by Astound. An error mes-

sage will appear if you try to load compressed or greater than 8-bit TGA files and some types of compressed TIFF files into Astound. If you want to use these images in Astound, you must convert them to a PICT format in another program and then open them in Astound.

System Requirements

Run on any Mac or Power Mac running System 7.1 or higher. CD ROM required to access clip Media. File Formats Supported. Graphics: JPEG, TIFF, PICT, EPS, BMP, PCX, TGA and PhotoCD graphic files. Data File Imported: Microsoft Excel, Lotus 1-2-3, Text files. Finally, Astound imports MS PowerPoint and Aldus Persuasion. ■

Available from:
Gold Disk Astound
P.O. Box 59
Santa Clara, CA 95052
Cost: $169.95 and competitive upgrades $89.95 by mail order

Review: Microsoft Bookshelf CD ROM

by Paul Gerstenbluth

T HE CHALLENGE. My brother challenged me to find information on unemployment from 1940 -1970. I could use the various on line services such as aol, the Internet and CD ROM encyclopedias. After spending hours and days meandering the Web and CD ROM encyclopedias, the only unem-

ployment information available was from 1995 -1996. The historical information I needed was not available to complete my task. The problem was solved when I used Microsoft Bookshelf. I had all information that my brother requested in less than two minutes by using Bookshelf.

What does Microsoft Bookshelf reference source contain?

Dictionary — The American Heritage Dictionary of the English Language has more than 350,000 entries and meanings.

Thesaurus — The Original Roget's Thesaurus of English Words and Phrases Allows you to find the right word, phrase or expression from more than 250,000 entries.

Quotations — The Columbia Dictionary of Quotations has 18,000 intriguing remarks, witticisms and observations.

Encyclopedia — The Concise Columbia Encyclopedia helps you learn learn new and exciting things from more than 17,000 entries.

Atlas — The Concise Encarta World Atlas has more than 50 political and topographic maps.

Chronology — The People's Chronology helps you discover the events that shaped our world.

Almanac — The World Almanac® and Book of Facts 1996 give us the opportunity to learn the latest stats, facts and figures.

Internet — The Microsoft Bookshelf Internet Directory 96-97 allows you to access 5,000 World Wide Web, Gopher and FTP sites. Monthly updates on line through June 1997.

You can run Bookshelf directly from the CD. However, to play the movies and hear the sounds, QuickTime 2.0 or later must be installed in your System Folder. Although installing the application to your hard drive occupies about 7 MB of free space, it makes the program launch and run faster. The text, sounds, and images remain on the Bookshelf 1996-97 CD, so you will still need to insert the CD to run Bookshelf.

Bookshelf will run on any 256-color, 640x480 (13-inch) or higher resolution Macintosh compatible monitor, although Bookshelf's video clips and still images look best in 16-bit color (thousands of colors) or 24-bit color (millions of colors).

Running in 24-bit color (millions of colors) will slow performance and cause Bookshelf to consume memory more quickly. If you normally run in this color mode and experience out-of-memory conditions, you can increase the amount of memory Bookshelf requests.

You can use Microsoft Bookshelf to look up and define words from Apple Script, QuicKeys, Userland Frontier or any OSA-compliant scripting environment.

In some instances when Bookshelf's Address Builder can not suggest a zip code based on a street address alone. Try using a specific city name (spelled correctly) or a state name to narrow down zip code information.

Depending on your Internet connection, it may take up to several minutes for the browser to connect with a site that you have launched from the Internet Directory. You should wait to see if the connection is successful before returning to the Internet Directory and attempting to initiate another link. I do not recommend connecting with multiple Internet sites simultaneously .

When Virtual Memory was used on my Macintosh, I found that sounds were choppy. When Virtual Memory is turned on, sounds are sometimes placed on the hard disk rather than in physical RAM. For best performance, Virtual Memory should be turned off.

Pro

When your in the Bookshelf's Chronology, you can choice all media, audio, animation and Images.

It's easy to change the font size from normal to larger and finally to largest in Preference pull down menu. The National Five-Digit Zip Code and Post Office directory helps you locate any U.S. ZIP Code by simply entering a street address. Using Microsoft Bookshelf CD ROM is fun and makes you want to learn more. It's not the usual rote memorizing process that we used to using for repetition, often without full attention or comprehension. Personally, I like the ease Bookshelf helps me in learning how to properly pronounce new words that I read and finally learn.

Con

Bookshelf is not designed to run in black and white, in 16 colors, or on monitors displaying less than 640x480 pixels (e.g., Color Classics, most PowerBooks and all 12" Apple monitors). Year in review must be clicked on again and again to move back and forth from graphics to text information. ■

SYSTEM REQUIREMENTS FOR RUNNING MICROSOFT BOOKSHELF

To install and run Bookshelf 1996-97 you need:
• Any Macintosh computer that supports a 256-color, 640x480 (13-inch) or higher resolution monitor
• System 7.1 or later
• 8 MB of random-access memory (RAM)
• CD-ROM drive (double-speed recommended)

Cost: $39.99 by mail order.

WebArranger 2.0

by David L. Harris

MANY MACINTOSH applications when launched (by double-clicking) come up with a new, untitled document. This can range from a familiar word processor doc with ruler, title bar, maybe buttons, and a blinking cursor in an empty page, to something like CompuServe Navigator's unusual set of "tiles." WebArranger's new document is on the unfamiliar side, and it takes some getting used to. The basic structure is two windows on the left side, with a larger one to the right. (All of these may be resized.) The top left Contents window holds folder and file icons; when single clicked these open or highlight and the contents of the Topic clicked on appears enlarged in the right Page, or Topic, window. Thus the Contents window is a kind of outline for what is expanded in the Page window. Items in the Page window can be further expanded by clicking on Finder-like triangles or on text headers. There are many ways of reorganizing and searching material in the right window, depending on which Topic is there. One of the most unusual is

Figure 1.

by Schedule. If you do this to your URLs, for instance, a calendar is presented on which you can see what day you visited each site, and even what time of day. This can be very useful to track down poorly remembered Web sites. The calendar can also be used as a complete scheduler and event reminder.

The bottom left Shelf window contains a supply of new Note and folder icon tools. The Notes are of several types and can be dragged into a Page to start new Notes. As you drag a Note a gray bar shows where it will be inserted. Note order, and the order of entry fields within Notes, can be changed by simply dragging. You can enter information of various kinds (text, URLs, graphics, etc.) into Notes, and make subNotes. A new WebArranger "template" document contains many supplied Content and Shelf tools (you can create new ones) plus explanatory text, graphics, and URLs that CE Software thinks will interest you.

What is WebArranger?

WebArranger is a flexible data organizer and database. CE Software took an existing technology and adapted it to include access to and organizing information from the World Wide Web. It still includes the ability to organize general information, but the Web is today's cool item and it's the reason I was interested in WebArranger. I had been playing with CE's free ver-
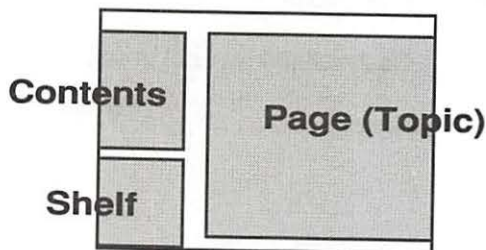
sion 1.0 to help organize my collection of user group Web sites for the Pi's own Web pages. I jumped at the chance to test version 2.0 (for free). WebArranger 2.0 has several functions not included in 1.0, such as the URL Validator (to see if Web site URLs are still valid) and it includes the Forefront Group's WebWhacker application (to capture whole Web sites for later examination offline) in the package.

Installation and starting

WebArranger comes on three high-density floppy disks and requires 4 MB (5.7 for Power Macs) of hard disk space. System requirements are System 7.1 or later and 12 MB of RAM to run WebArranger and a Web browser. You must have an Internet connection (and software) to take advantage of its Web features. A ReadMe tells where all the many files go that the Installer creates. With my package there was a Jump Start booklet and a slim 24 page manual. WebArranger is generally acknowledged to have a somewhat steep "learning curve" and the two documents barely touch on many of its capabilities. There is online help within the application, and more help from CE's Web pages.

Features

WebArranger is an object-oriented database. It can organize quantities of text and graphics data and establish connections between different information types within its Notes. There is a forms editor for creating and printing labels and templates of all kinds (but you'll have to design most of them yourself). Data may be exported in a number of formats for use in other programs. Besides the very flexible database functions, WebArranger includes a number of Internet features, some of which have been mentioned above. Go to Web sites starting from WebArranger itself. Import

and export Netscape 2.0 (and Anarchie) bookmarks and history, monitor Web pages for changes with URL Agent, monitor URL links with URL Validator, retrace your Web browsing path with WWW Foot Steps, get entire Web sites for later offline perusal with WebWhacker, and download files automatically with FTP Download Agent (using Anarchie). The Grabber is said to enable you to "grab" anything that can be selected in any document, or online, for inclusion in WebArranger notes, even when WA is not itself running. You can also easily share your URL collections with other WebArranger users. New plug-ins for WA are reportedly in the works.

In the real world

With over 300 groups listed in the user group document for the Pi Web page I hoped that I could use URL Notes I had already entered in a version 1.0 document to include in 2.0, rather than having to copy and paste all the URLs individually. Version 2.0 indeed opens 1.0 files, although they then apparently retain only the functions of the earlier version. I was able to drag the old URL Notes from the open 1.0 window to a new 2.0 History window. The URL Validator operates on all http URLs contained in the History Topic. History comes with a set of URLs supplied by CE, and you can import Netscape 2.0's history of URLs it has visited in order to augment them. Although the WebArranger documentation indicates that this history includes all the sites Netscape has ever visited I found it limited to about the last month's sites-maybe due to a recent Netscape crash? In any case I did not want the Validator to check all the History URLs, but to do only the user group ones. I was able to drag the pre-existing URLs from the History window to WebArranger's Trash and enter only the user group Web site URLs. I
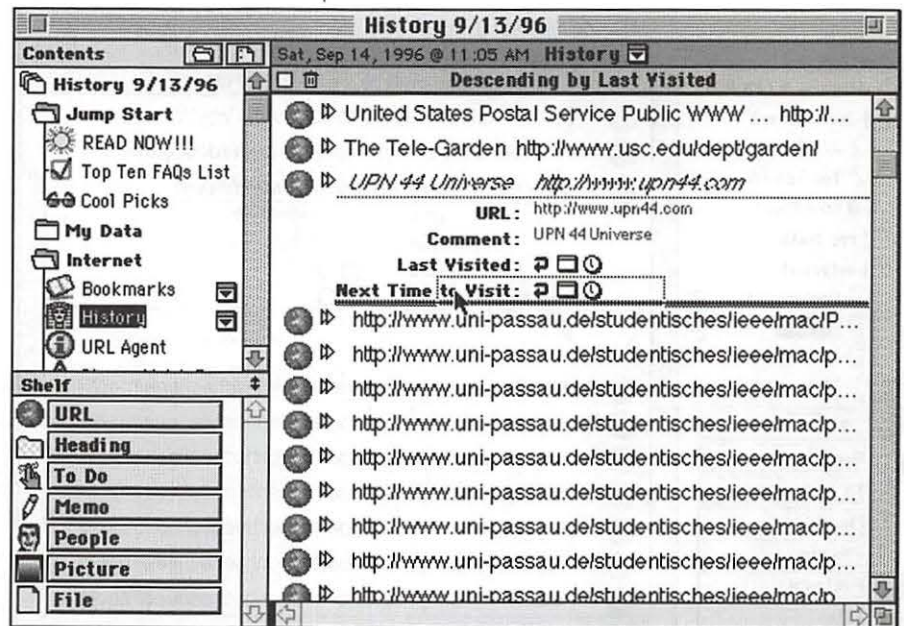

Figure 2. "History" is selected in the Contents window, so it displays on the right. I am dragging a new Memo note from the Shelf into the expanded UPN 44 Universe URL Note in this window.

then saved the document as "User Groups;" other documents with different Histories and other items can be created and saved too.

WebArranger documentation does not mention Virtual Memory. I normally use Virtual Memory (System 7.5.3) to augment the 12 MB of physical RAM on my Performa 475. I found the installed Arrange Backgrounder extension produced a Finder bomb ("stack collision with heap") when trying to telnet using the TCS Explorer service, even when WebArranger was not running. Removing the Backgrounder eliminated this problem, but then the Grabber did not work correctly. URL Validator Agent does work without the extension even when another application is in the foreground. I found 12 MB without Virtual Memory to be too constricting for my established pattern of online navigation.

My primary use so far of WebArranger has been to use URL Validator to check whether URLs are valid. This is done by WA while connected to an Internet provider

(TCS Explorer), but your Web browser does not have to be open. The Validator goes out over the Internet by itself to check the URLs. When it finds a suspect site it puts a copy of that URL Note into an Invalid URLs Topic, with an error message included, then goes on to the next URL in the History list. (The URLs have to be in History's "root" level, not in folders within History.) There are several types of error messages, some inscrutable, and I found no completely reliable correlation with problems connecting to the same URLs when I tried those sites with Netscape directly. URL Validator will return error messages for sites that Netscape can connect to, so it is not by itself a reliable indicator of invalidity.

It seems to err on the conservative side, and will return many more error messages than there are actually invalid sites. On the other hand, running the Validator I found several truly invalid sites I wouldn't have thought to check immediately because I recently found them to be valid-they had changed in the few
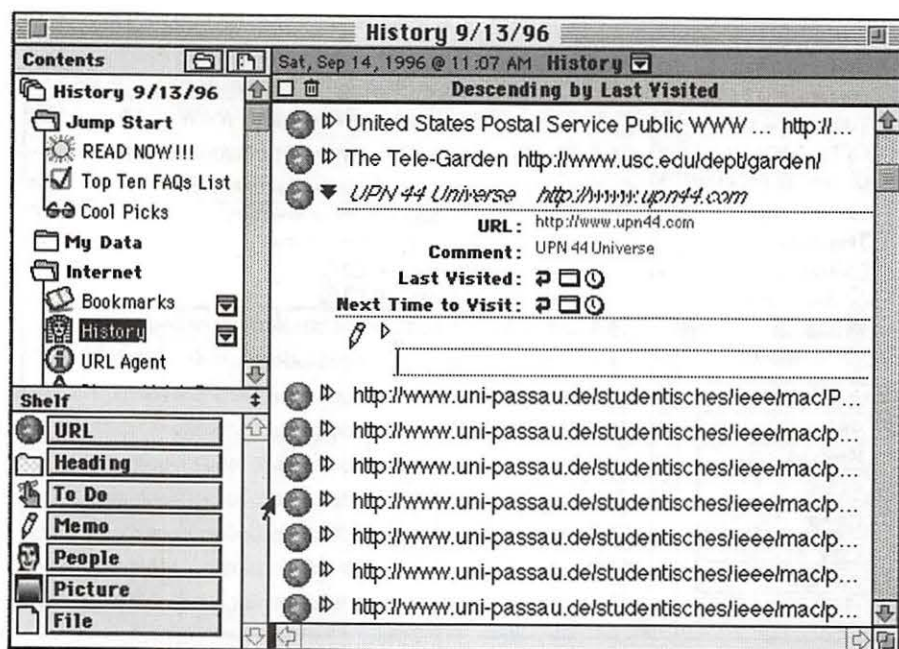
Figure 3. The new Memo note has been inserted, ready for text to be entered.

days since I had visited. A more serious problem would be if Validator did not find truly invalid links. I found at least one case where this seemed to be true: URL Validator did not post an error message, but Netscape found the site was no longer there, and I determined through e-mail contacts that it has a new address. The Validator is supposed to update a URL address if someone has taken the trouble to place a link from the old one to the new, but often this is not the case-Web sites seem to vanish and are found somewhere else later (or not). Sometimes when the old URL leads not to the old page, but to a page announcing the new URL address, Validator will not detect anything wrong, since the URL itself is still valid.

With more than 300 links, with my 14.4 bps modem, and in early morning hours (when Web access might be expected to be faster), URL Validator takes about 40 minutes to do a complete check. WebArranger documentation says URL Agent, which looks for changed Web sites, looks at the "last modified" field in a Web page's http header; if that field is not there, the Agent does not correctly detect changes. The Agent indicates in each URL Note when it last monitored the site and, if the information is there, when the site was last changed. I used the Agent to check the online WAP user group page and it returned a modification date that was later than that which I included in the page itself (with meta tags), so I'm not sure exactly what information it uses. (It may have been the date that Lawrence Charters installed the page on our Web site.) In practice the Agent reports modification dates with some pages and not with others. You can set how often URL Agent checks for changes (e.g. hourly, daily, weekly), and just leave it on all the time (it only checks when WebArranger is actually running, though). WWW Foot Steps is the part of WebArranger that you can turn on so that later you can retrace steps taken with your Web browser, in case you have forgotten how you got somewhere and need to know. It seems to me, though, that having to turn it on for it to work largely defeats its purpose. It is likely you will only discover after the fact that you needed it. I suppose you could keep it on constantly; who knows how big a file it would create then.

Summary

After a somewhat prolonged learning process, begun with WebArranger 1.0, I found version 2.0 to be a useful program to help me manage my Web contacts. I have not explored its more conventional data (e.g. contact list, address, telephone number, detailed planning) functions in much depth. It looks as though they might be quite useful in business settings, and the flexible way WebArranger handles the "conventional" data is not at all conventional.

All this data can be integrated with information retrieved over the Internet (via e-mail, file transfer, and from the Web). WebArranger's hard-copy documentation is sparse, and it has trouble with Virtual Memory. It remains to be seen how the advent of new technologies such as OpenDoc will affect the longevity of the WebArranger technology.

WebArranger 2.0 requires:
4 MB of hard disk space (5.7 for Power Macs)
12 MB RAM (for use with a with a Web browser)
TCP/IP connection to Internet
System 7.1 or later
Internet Config 1.2 (provided)
Floppy drive for installation
Street price about $80

CE Software, Inc.
PO Box 65580
1801 Industrial Circle
West Des Moines, IA 50265
800-523-7638
Tech Support 515-221-1803
Web: http://www.cesoft.com

Happy Birthday Apple IIGS

Here are some birthday greetings recently found on-line.

From: lroathe@ifd.com (Lane Roathe)

<happy birthday song here, way out of key & some wrong words to boot>

One IIgs is still up and running, another is in storage (still works though), and I hope to be able to do IIgs stuff on my Mac soon.

A toast to those great memories, for the Apple IIgs was part of one of the best times of my life (like KansasFest)!

Sigh.   -- Lane Roathe

From: JOHN ENGBERG@tcs.wap.org

I still use mine - I really can't bring myself to part with it, even though I spend more time on my Mac. The IIGS is certainly an interesting machine.   --John

From: l.middleton3@genie.com

The Apple IIgs, 10 years old and still kicking butt! Let's face it the GS is the master of its domain. How many computer today will still be around in 10 years? Hardly any!

While it can't do what some of the others can, we users still manage to get by. We can do more now than we could possibly dreamed of in the mid to late '80s. Not bad for a machine that should have dropped off the planet 4 or 5 years ago.

Happy B-day IIgs!

--Andy

From: Bill <billtr@sunspot.tiac.net>

Happy 10th Birthday Apple IIGS!!!! (And many, many more!). The father of the MAC and still a workhorse. "You've been like a son to me" Keep on computing!!!!!

From: stephen   e   buggie <buggie@unm.edu>

HAPPY BIRTHDAY, IIGS!

When I began with my IIe (July 1990), I expected that it would be 2000 or so before I could afford a real IIgs, but now I have two IIgs ROM 01, and even, this year, a ROM 3! At KFest this year I was self-actualized to see, with my own two eyes, the legendary Rom 4 "Mark Twain" and the GUS IIgs emulator. Happy birthday ---- many more years of life left in the great IIgs!

From: Daniel   Webster <dwebster@monmouth.com>

Add my voice to those wishing the Apple][GS a very happy 10th Birthday. Over the last ten years I've owned a][C,][e, Several powerbooks, a couple of desktop Macs and half a dozen PC clones. As I'm buying and selling to keep up with the latest hardware one thing stays constant; the original GS that I bought in 1988. Here's to a great ten years, and many happy returns.

From: Edhel   Iaur <drsmooth@relex.com>

Here's to another slew of decennial anniversaries for the computer that lives in our hearts and on our desks from now, until about 37 days after the end of time. Happy birthday, IIGS!!

From: "Charles T. Turley" <cturley@wco.com>

Of all the computers I've ever used (and I've used a lot of them) the IIGS is the VERY BEST! It fun and easy to use. It really has come a long way during these past 10 years and has so many goodies for it now, (software & hardware) that nobody could have conceived it could handle and perform so well with, when it first arrived on the Apple II scene in 1986. It's given me a lot of pleasure over the past 10 years that I've owned it and had the pleasure of using it, with so many varied needs.

The GS has some amazing abilities - yet to be presented to the users. I sure hope I can help bring them to everybody during the next few years that I'm able to. It's still got a great deal to offer everybody and even if nobody is making it any more, it's still got more life left in it and still loved and used by more people than anybody could possibly imagine. I don't think I could name any other computer that has been around this long, that still has this much going for it on a commercial basis of development, with so many labor-of-love development and with so many happy users. I fully expect to be able to wish the Apple IIGS a 'Happy 20th Birthday' (if I'm still around to do it). The best is YET to come for it!

Thanks for all the joy, good times and great memories you given me IIGS. You're the greatest!

Cheers to the IIGS,

—Tom ■

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Frequently Asked Questions
Apple II, III and IIGS

Note to Readers: Washington Apple Pi has decided to devote the next several issues of the Journal to printing of the most frequently asked questions about Apple II, III and IIGS computers. Nate Mates maintains, with the help of the Apple II community, a Frequently Asked Questions (FAQ) on the comp.sys.apple2 newsgroup. For many of you, it is not possible to access this on-line resource. So, for the next few months, the Journal will reprint the the complete text in a form which you can extract from the Journal and save.

Apple II Frequently Asked Questions (FAQ)

HI! WELCOME TO the comp.sys.apple2 newsgroup! As the major usenet group for discussing all models of the Apple I, II and /// family, we get lots of questions that are asked fairly often. This document is an attempt to collect the most common questions and provide everyone with answers. . . .

I, Nathan Mates, took over the maintenance of this FAQ in mid July 1996. Big thanks to Dan DeMaggio (dmag@umich.edu), the previous maintainer of the comp.sys.apple2 FAQ, and all the others who took up that mantle before him.

There are still probably some sections that have fallen out of date and I haven't noticed or verified them yet. There are also some sections I'd like to rewrite as soon as I get the time. Please feel free to email me comments, criticisms, or reminders to post it. I hope this FAQ becomes a valuable resource. If not, please tell me what is missing. I can be reached at: <nathan@visi.com>

Disclaimer: I've tried to make this FAQ as accurate as possible, but there's the chance that it's not per-

fect. I apologize in advance for any slipups. Until I am confident that all information is 100% accurate, you are advised that you are following all info at your own risk. I will fix any problems found with this FAQ, but will not be held liable for the results of problems.

- Nathan Mates

Table of Contents (ver 5.0.5)
(for WAP n / d issue)

There are a lot more questions with answers not included directly in this FAQ; please see http://www.visi.com/~nathan/a2/faq/index.html for more of them.

Q#1 What's a FAQ? 8/30/96
(see introduction)

Q#2 How do I get to comp.sys.apple2 and what is it? 8/30/96

comp.sys.apple2 (commonly abbreviated 'c.s.a2' or 'csa2') is a USENET newsgroup. Usenet is a service for transferring messages, called articles, in many different groups and hierarchies. USENET posts can originate from your local newsreader and spread to hundreds of thousands of machines throughout the the world. You normally need some sort of internet connection on your machine or a connection to one to access usenet. The best way to get help is ask for help from a friend with a clue or from the support staff at wherever you get your internet connection.

Usenet has its own set of FAQs and guidelines; please read the

group news.announce.newusers for a good introduction. While the following list is not intended as a substitute for reading that group, this is a short list of guidelines culled from those lists:

1. Be relevant. Each newsgroup was formed to contain messages for a set of topics, so please try to respect that. Especially, do not post questions to a newsgroup for binaries (programs), and vice versa.
2. Be respectful of content size. If you are quoting a large article, please try and trim it down to only what is needed to respond to. Adding only a few lines to a few hundred quoted lines is annoying.
3. Keep your lines to a manageable length. Although modern newsreaders can use pretty fonts, most of usenet is still carried and read over terminals with 80 columns on the screen. Making sure your lines have a return every 70 or so characters lets your posts be quoted neatly.
4. Be terse with a .signature. Certain newsreaders let you attach a file automatically to the bottom of your posts. Anything over 4 lines and 80 columns per line is considered excessive.
5. Chain letters (especially those promising lots of money by sending a small amount to a few people, and adding your name to a list) are very much illegal and a quick way to get the IRS (or the local equivalent) to audit you. Do NOT participate in them.
6. Although news is something internet wide, everyone's connection is maintained by a local administrator. Ask them first if you are experiencing problems.

Back to the subject at hand, the Apple II newsgroups. There are several of them; here is a list of what they are and general guidelines for what is relevant on them.

comp.sys.apple2   General dis-cussion and questions relating to all Apple II's comp.sys.apple2.comm - Communications and networking related issues comp.sys.apple2.gno - Discussion of program GNO/ME for the Apple IIGS (UNIX for the Apple IIGS) comp.sys.apple2.marketplace - Buying, selling and promoting Apple II related products comp.sys.apple2.programmer - Discussion relating to any aspect of programming the Apple II series comp.sys.apple2.usergroups - Discussion relating to Apple II usergroups comp.binaries.apple2 - Public Domain/Shareware Software for allApple II's.

Only programs should be posted here comp.sources.apple2 - A moderated newsgroup for the posting of Apple // related source code comp.emulators.apple2 - Discussion relating to the use of Apple II emulation software/hardware on non-Apple II compatible system alt.emulators.ibmpc.apple2 - Mostly obsoleted version of comp.emulators.apple2

If you only have e-mail access to the Internet, you will find the following addresses helpful. Make sure you have a large mailbox and the time to sift through lots of messages per day. Consider getting better connected to the Internet; http://www.thelist.com has a list of internet service providers worldwide. (For an alternate set of Bitnet addresses reachable from VMS systems, please see the obsoleted section of this FAQ at http://www.visi.com/~nathan/a2/faq/csa2.old.html)

For this: Send a message body of "help" to:

Subscribe to C.S.A2 (internet)
LISTSERV@vm1.nodak.edu
APPLE2-L archives   (internet)
LISTSERV@brownvm.brown.edu
Games from APPLE2-L (internet)
LISTSERV@utarlvm1.uta.edu
More files via E-Mail (i-net)

archive-server@plains.nodak.edu
Kermit file transfer program
KERMSRV@cuvmb.cc.columbia.edu
uk o.Apple /// files   (internet)
A   P   P   L   E   3   -
L@WVNVM.WVNET.EDU

Once you are getting c.s.a2 in your mailbox, you may want to post. Just use the addresses listed below. People with direct access to the newsgroups do not need these, as they can use their news software to post. (These services may have been discontinued; I haven't tried verifying them as of 8/30/96)

Post   to   any   newsgroup
group.name@news.demon.co.uk
               OR
group.name@news.cs.indiana.edu
       OR   group-name@pws.bull.com
       OR   group-name@ucbvax.berkeley.edu
Post to comp.sys.apple2   info-apple@apple.com

Comp.binaries.apple2   is   a newsgroup used for ONLY non-commercial Apple II software. Questions and answers should be asked in comp.sys.apple2. Programs posted there may be Public Domain (may be used and copied freely), Freeware (similar to Public Domain except that the original owner retains the Copyright) or Shareware (the author expects you to pay for using it if you use for longer than some specified period of time).

Software   distributed   on comp.binaries.apple2 is expected to be a BinSCII text file containing a ShrinkIt archive. Please post a text description of your program and what it requires to run so people can tell if they want to download it or not. You may cross-post the description (only) to comp.sys.apple2. Remember, distribution of commercial software is illegal.

⚫ & ⚫
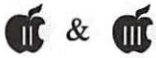
Comp.sources.apple2 is a newsgroup used to distribute Apple II source code. The posts in comp.sources.apple2 should be in Apple Archive Format. Contact jac@openix.com for details; an archive of all postings to it is at http://www.openix.com/~jac

Discussions concerning the software posted in these groups, or the methods of locating, decoding, or accessing this software, or questions on locating archive sites of this software, or any OTHER discussions are to be held in comp.sys.apple2. If someone DOES either intentionally or accidentally post to the binary/source groups, please respond only in E-mail - do not compound the problem!

What is an Apple II? 9/29/96

Q#3 The Apple I

The original Apple was not much more than a board; only 200 were made. With only one expansion 'slot', you had to supply your own keyboard, monitor and case. It sold for $666.66, but now they are worth many thousand dollars apiece as a collector's item.

Q#4 The Apple][and Apple][+

The computers that started the Apple II line; the Apple][debuted in April 1977, and the][+ in 1979. They were sold with 1 Mhz 6502 processors, a NTSC or PAL video out connector with ability to do 40x24 text (uppercase letters and punctuation only), High (roughly 280x192, 4 (only early][s) or 6 fixed colors) and Low (40x48, 16 fixed colors) resolution color graphics, sound, plus they have 8 expansion slots to add peripherals. (Slot 0 was essentially reserved for RAM/ROM upgrades, though.) The][and][+ were sold with anywhere from 4-48K of RAM. The first versions had Steve Wozniak's Integer Basic built into ROM, while later versions had the

more powerful Applesoft Basic. Although a cassette tape interface was provided, most systems used the external 140K per side (manually flipping the disk to access the other side was extremely common) 5.25" Disk][drive. Common upgrades included adding joysticks or paddles, 80-column video cards (not the same as a //e 80-column card), more memory or faster processors (Transwarp, Zipchip, Rocketchip).

With 48 to 64K of ram, a][or][+ can run most of the Apple II game classics, as well as thousands of pieces of software. Early versions of Appleworks (integrated Word Processor, Database, Spreadsheet) could be run on a][or][+ with 128K and a program called PlusWorks.

Recommended configuration: 16K language card (in slot 0 with a ribbon cable running to the RAM) which extends the system to 64K RAM, an 80-column video card, shift key modification (allows the shift keys to be used), and modified character ROMs to do lower case. Early external hard drives, such as the Sider or Corvus can also be added. You can add memory in various ways, but 95% of Apple II programs that require 128K probably will not work in a][or][+, no matter how much RAM you have— they tend to require a //e or better.

Q#5 The Apple //e

Released in January 1983, the //e ('e' for enhanced) became the mainstay of the Apple II line, being manufactured and sold into the 1990s. While it still had the 1Mhz 6502 when first released (mostly for compatability reasons with software such as games and the Disk][hardware), it had uppercase and lowercase text display built in, with working shift and capslock keys. (Early versions didn't have the shft key modification that was standard on the][+, but it was standard in later versions.) The motherboard was also

simpler due to custom chips, and had 64K RAM built in, and inherited all of the graphics modes from the][+. Slot 0 was replaced by an 'Auxiliary' slot for an 80 column card with optional extra ram. (The 'Extended 80 Column card' provided 80 display columns plus 64K more ram for a total of 128K; other vendors sold cards with more RAM, up to several megabytes of ram).

Several versions of the //e were released; the very first motherboard revision (written on the motherboard in the back, by the power-on led) as version 820-0064-A. The first change to this was one to the motherboard to allow 'Double Hires' (560x192 in black and white mode; 140x192 in 16 fixed colors mode) graphics display if an extended 80 Column board was installed. You will need a motherboard which is not revision 820-0064-A to do this.

The other main change, released in March 1985, and which can be done independently, such as to an original motherboard, was the ability to 'Enhance' the 'enhanced' Apple II. This was done to bring the //e's processor and ROMs up to the level that the Apple //c which had come out in April 84. This enhancement was accomplished by swapping 4 socketed chips on the motherboard: the CPU (6502 to 65C02, which provided more instructions, but the system speed remained the same), character generator (replaced a normally unused set of uppercase inverse characters by 32 graphical symbols useful for doing a GUI on the 40 or 80 column screen) ROM, and 2 ROM chips (Monitor/Applesoft). This upgrade could be done by a user; Apple (and later Alltech electronics) sold the 4 chips. Most current Apple II software requires an Enhanced //e, and sometimes 128K too.

The easiest way to check if a //e has been enhanced is to look at the top line of the screen when it is pow-

ered up or rebooted. If it says "Apple][", it is not enhanced. The enhanced computers will say "Apple //e". These enhancements were built into all subsequent releases of the Apple II, such as the IIc+, and IIGS; the //c was "enhanced" before the //e. (It is technically possible to swap some but not all of the 4 chips to get a partially enhanced system, but that is very rare, and should be avoided).

In 1987, a third major revision of the //e came out. This one has the Double Hires capable motherboard and is Enhanced, and is easily identifiable by the numeric keypad built into the platinum-colored case, which previous //es,][+s, and][s lacked. The motherboard also had some changes: one 16K ROM IC which replaced the two 8K Monitor ROM ICs (the CD and EF ROMs), two 64Kx4 RAM ICs replaced the eight 64Kx1 RAM ICs, the single-wire shift-key mod, and a minituzired version of the Extended 80 Column Card.

The above description of //e models is for the NTSC variants (video standard used by US, Canada, Japan), while there were also some PAL (Australia, Europe, etc) variants. Most of the time, you will find the variants in countries using the video standards, but one way to be sure is if the AUX slot is on the side of the motherboard near the power supply, you have an NTSC model, whereas if it is in line with slot 3, you have a PAL model. Thanks to Steve Leahy for this one) The PAL revisions are: [Thanks to Dave Wilson for this]

week 26 1983: 820-0073-A (c) 1982 / B-607-0664 Color killer switch soldered to vacant oscillator position on PCB.

week 38 1983: 820-0073-B (c) 1982 / B-607-0264 Color killer switch near RHS of PCB. All chips socketed.

week 7 1985: 820-0073 (c) 1984 / B-607-0264 PCB marked for enhanced ROMs & 65C02 (may have old ROMs and 6502). RAM & some TTL soldered in. Layout same as above.

The Apple //e is still useful for three major reasons: 1) It runs AppleWorks, a simple to use, yet sophisticated Spreadsheet/Word Processor/Database. 2) There are many Apples in schools, so there is a ton of educational software for it. 3) It is was and will always be a _Personal_ computer. You can learn as little or as much as you want, and nothing stops you from learning about every nook and cranny in it. Ask any big name programmer in MS/DOS or Mac where they learned to program. Most of them taught themselves on a good ol' Apple //.

Good programs for an Apple //e: AppleWorks (Spreadsheet/Word Processor/Database from Scantron Quality Computers) 3.0 (with 128K RAM), 4.x (with 256K RAM) or 5.x (with 256-512K RAM and drives larger than 140K),][+ (file utility from Central Point), ProSEL 8 (disk and file utilities from Glen Bredon/Charlie's Appleseeds) ProTerm 3.0 (communications/terminal emulator from InSync), Print Shop or The New Print Shop (sign/card/banner printer from Broderbund). With an enhanced //e, other good programs are Publish It!4 (desktop publishing), and Dazzle Draw (drawing program).

Recommended configuration: an enhanced //e with extended 80 Column card (gives you 128K) or Applied Engineering's RamWorks (512K to 1MB RAM). RGB video out could be provided with some third party cards. A Hard Drive is recommended if you use a lot of different programs. You can also speed it up with an accelerator (like the 5 or 10 Mhz Rocket Chip (rare), 4 or 8 Mhz Zip Chip (common) or TransWarp (common)).

Q#6 The Apple //c and IIc+

The //c (released April 24th, 1984) and //c+ (released September 1988) are 'luggable' versions of an Enhanced //e, with many built-in 'cards'. Included are 2 serial ports, a mouse port, a disk port and 128K of RAM. The IIc+ has a built-in accelerator that runs at either 1 or 4Mhz (switch built into case), an internal power supply vs the 'brick on a rope' design of the //c, and a built in 800K 3.5" drive vs the 140K 5.25" drive of the //c. Even though they don't have slots, you can still add extra memory (there's room under the keyboard) and a hard drive (through the disk port—a bit slow by ordinary standards, but usable. (Hard to find though— was made by Chinook, but Sequential Systems later bought out the design). The //c and IIc+ run just about everything that an Enhanced //e runs. The //c and IIc+ cannot connect to an AppleTalk network.

The //c had a number of internal revisions; the best way to check is to go into Basic and type "PRINT PEEK (64447)" and press return (no quotes). If it says 255, you have a very old //c; most of those motherboards had problems that prevented most //cs from getting reliable serial communications on faster than somewhere in the 300-2400 baud ranges. See your dealer about getting an upgrade, which is apparently no longer free (tell them that the Apple authorization number is ODL660, and try anyhow). If it says 0, you can connect a 3.5" drive, but you don't have the internal memory expansion connector. If it says 3, you have the internal memory expansion connector— extra RAM can be added with certain cards. If it says 4, you have the latest model of the //c. If it says 5, you have a //c+.

Recommended configuration: 1 MB RAM, 3.5" drive, maybe a Hard drive.

Q#7 The Laser 128EX

While not made by Apple, this clone is a cross between the //c and an Enhanced //e. It is as luggable as a //c and has built-in 'cards', and an accelerator. It also has a slot to expand. If you want to add a card, you may have to disable the internal UDC (Universal Drive Controller, for 3.5" inch drives) or the internal 1MB memory expansion. Runs almost everything that the //c and //e runs, except for the odd program requiring an undocumented entry point in a geniune Apple ROM.

Q#8 The Apple IIGS

The GS represents a giant leap in the Apple II line. It can still run //e software, but has a better processor (16-bit 2.5Mhz 65816; can be slowed to 1Mhz for compatability with older Apple II programs, especially games), more ram (256K built in to the first releases), a new super-hires graphics mode (320x200, 16 colors per line colors picked from 4096 colors, or 640x200, 16 dithered (4 true) colors per line from 4096 colors), a large set of commonly used routines called the toolbox in ROM (just like the Mac, though it is not identical) and a 32 oscillator Ensoniq sound chip. Despite having 7 main slots like a //e, plus a RAM card (different from the //e's AUX slot), the GS has 2 serial ports, appletalk support, a 3.5" and 5.25" disk port, and RGB monitor connector built in, but using those ports required that one of the 7 main slots in it be mostly given up. (Accelerators and video boards didn't require that.) The IIGS can not only run ProDOS, but it can also run GS/OS, a sophisticated operating system with the better features from the Macintosh OS.

With the new processor, video modes, and the like, IIGS software tends to run only on the IIGS and no previous Apple II models, but pretty much all software that runs on a //e or //c will run on a GS.

Released in September 1986, the original GS ROM 00 (which tended to have the Woz signature on the front case, though that is no guarantee) must have two chips (ROM and Video graphics controller) upgraded to become a ROM 01 machine and boot/run current software. A later revision of the motherboard, known as the ROM 3 had a number of significant changes: more ROM (256K vs 128K) on the motherboard, more (1MB vs 256K) RAM on the motherboard, different capabilities for the internal slots, better support for the disabled, and a cleaner motherboard which can result in quieter sound support. The extra ROM allows more parts of the system software to be accessed from there, which allows a ROM 3 to boot and run GS/OS and GS/OS programs slightly faster than a ROM 01. (The two have identical toolbox functionality from the programmer's standpoint, however.)

To determine which ROM version you're using, when you power it up, it should say "Apple IIGS" at the top of the text screen for a second or so, and possibly some text at the bottom, which states either ROM 01 or ROM 3. If it does not say either, you have a ROM 00, the original version. You must upgrade a ROM 00 to an 01 (easy— swap 2 chips), or a ROM 3 (much harder— a motherboard swap is required, and you might as well purchase a ROM 3 system outright) it in order to run current system software.

The current system software works to make a ROM 01 and a ROM 3 two systems appear almost identical to the software, except for the obvious such as the amount of RAM built in. Certain games and other copy protected software that used undocumented entry points on the ROM 01 will not work on the ROM 3.

Recommended configuration:

1.25 MB lets you boot up GS/OS and use most smaller programs, though it may be tight. With 2 MB, you will have room for Desk Accessories. Go for 4 MB if you want a RAM disk (useful if you don't have a hard drive) or do a lot of graphics work. Adding a hard drive is highly recommended for speed and System 6, otherwise you'll be doing a lot of disk swapping. You can also speed it up with a TransWarp GS or Zip GS, which can speed a GS up to around 14Mhz. A separate FAQ for upgrading ZIP or TransWarp GS accelerators is available at http://www.visi.com/~nathan/a2/faq/zip.html.

Q#9 The Apple)(e Emulation Card

This is a card that fits in certain Macs that lets one run Apple //e software. It is actually more like a //c because the card is not expandable like a //e. There is a place on the back of the card to plug in a UniDisk 5.25" and a joystick. Because the graphics are handled by the Mac, animation may be slow if you don't have a decent Mac.

According to Jim Nichol (jnichol@tso.cin.ix.net), the supported Macs for such a card are:

The 630 Macs _do_ have LC-style PDS slots. However, the 630's cannot use a IIe Card because you cannot turn off 32-bit addressing in a 630. The IIe Card _will_ work in all other Macs with an LC-style PDS slot, including:

Mac LC, LCII, LCIII, Quadra 605, LC475, Performa 475, Performa 550, Performa 575-8, Color Classic, LC520 (I think), and several other Performas that are the equivalents of the LC's above.

What can you do with an Apple)(? 9/29/96

Q#10 What can you hook up to an Apple)(?

A: Hard drives, scanners, video digitizers, laser printers, video overlay cards, tape backups, inkjet Printers, 24 pin Dot Matrix printers, EPROM burners, AppleTalk networks, high density 3.5" drives, serial cards, parallel cards, audio digitizers, VGA monitors, FAX and regular modems, CP/M boards (Z-80 processor), an IBM-on-a-card, D/A and A/D cards, joysticks, mice, graphics tablets, touch screens, extended keyboards, track balls, several megabytes of RAM, real-time clocks, (cheap) IBM disk drives and of course, users!

This list is by no means exhaustive: This is just what many have done. All of it is available NOW, and can be done on any Apple //e or GS. In the very near future, you may be able to hook up: EtherTalk or Ethernet Networks, DSP boards.

Q#11 What can you do with an Apple)[(?

A: As if the above weren't impressive, how about: Optical Character recognition, Desktop publishing, Integrated Spread sheet, Database and Word Processing, Interactive fiction adventure games, Arcade quality games, Educational games, Programming, Telecommunications, Inventory, Accounting, Money Management, and that's not even scratching the surface.

Q#12 What can the //e can "borrow" from other computers?

A: GS bitmapped fonts, Mac Disks, MacPaint pictures, GIF pictures, just about any Mac/PC SCSI device (Hard Drives, Tape backup), Mac sounds with IISound (sounds are stored in the resource fork), many archive formats (like uudecode), any serial device (EPROM burners, FAX modems, 14.4 and 28.8 modems, etc.

More info is available in the section on using transferred files from other systems.

Q#13 What can the GS can "borrow" from other computers?

A: Mac bitmapped fonts, Mac Icons, Mac TrueType fonts (Windows fonts require converting to Mac format first; the conversion programs require a Mac or IBM to do that), Mac Disks, Amiga Mod songs, MacPaint pictures, MacWrite documents, GIF pictures, WordPerfect documents, just about any Mac SCSI and most ADB devices (including Hard Drives, Pen Mice, etc), Mac sounds, Many archive formats (.uu, .zip, .arc, .sit, .hqx, etc), any serial device (EPROM burners, FAX modems, 14.4 to 33.6 modems), IDE hard drives (check out a card called "Turbo IDE". See http://users.ids.net/~kerwood/shh.html, or email jlange@tasha.muc.de for details)

More info is available in the section on using transferred files from other systems.

Adding Hardware:

Q#14 Can the Apple II connect to 3.5" drives or flopticals for other platforms?

A: For 400K or 800K Mac 3.5" drives, in general, no. Apple's 3.5" drive that was sold with Apple IIGSs has logic to sense which machine it is hooked up to (Apple II or Macintosh) and it works accordingly. Most 3rd party drives don't bother to put in Apple II support in their drives. Some may work if you hook them up to a UDC instead of an Apple 3.5" inch card. Old style Mac 800k drives are very slow.

Mac 1.44MB (High Density) 3.5" drives can be used if you have both both the High Density 3.5" drive and the new Apple 3.5" superdrive controller card. If you don't have both, you will only be able to do regular density (800K). Of course, you will also need High Density Disks. ProDOS 8 programs not only recognize the 1.44MB disks, but most programs format and recognize HD

disks just fine. You can even boot off of a HD disk, allowing plenty of room for GS/OS Desk Accessories and such. There are a few drawbacks: you cannot boot copy-protected software or some FTA demos. Also, you can't daisy-chain a 5.25" off a HD card. Also, it takes up a slot, even on the GS.

Unfortunately, Apple never seemed to have sold very many of the Superdrive controller card, while used superdrives are apparently plentiful, so you may have a hard time getting your hands on a superdrive controller card.

The SCSI Floptical drive (also rare, but may be a bit easier to find) can also read and write 1.44MB and 720K disks, as well as its special 21MB disks, but not 400K or 800K Apple II disks. You'd need a SCSI controller card, and special drivers with an Apple High Speed SCSI board or a recent ROM version with the RamFAST board. For more information, please see the Apple II & Floptical FAQ at http://www.visi.com/~nathan/a2/faq/floptical.html, and this FAQ's section on SCSI.

IBM PC 3.5" drives (as well as all sorts of low and high density 5.25" drives) can be connected only with the (discontinued) Applied Engineering PC Transporter card, or the Bluedisk card from SHH Systems (See the section on dealers and hardware addons of this FAQ for their address and WWW page).

There are also reports that the "CTI Drive" allows you to hook up IBM 3.5" and 5.25" disk drives (no High Density support yet) to your Apple II. [IBM drives are cheaper] Some software is included to read MS/DOS disks on your Apple. Otherwise, ProDOS and GS/OS recognize them like normal drives. Unfortunately, information on this "CTI drive" is minimal at best, and nobody's responded to my requests for more information on them.

Q#15 Can the Apple II connect to keyboards, mice, etc. from other platforms?

A: IBM PC keyboards are almost impossible to connect to any Apple II; the only possibility is to buy a device used to connect such a keyboard to a Macintosh, and try that with your GS.

IBM PC Serial Mice (usually have 9-pin serial connectors) can be connected to Apple //es with Sequential System's board. Although the connector is shaped identically, the //c, //e, and GS's joystick port in back is not a serial port; serial mice just won't work if connected to it. (If you have a GS, just buy a Mac ADB mouse and use that)

Most Macintosh (except for the ones with the phone jack connector, such as the original Mac and Mac 512) keyboards and mice are Apple Desktop Bus (ADB) devices. ADB made its debut on the Apple IIGS; it was later adopted by the Mac SE and other computers in the line. This means that most Mac ADB mice and keyboards will work on the GS. There are no reported incompatabilities with Mac mice that I've heard about, though multibutton mice may only have one button work on the GS.

Macintosh keyboards may not work; here is a list of ones known to work and not, compiled by Bradley P. Von Haden (bpvh@primenet.com)

Work:

Apple ADB Keyboards I and II AppleDesign Keyboard ($85 - MacMall(66s), Mac Zone(47b)) +Apple Extended Keyboard (original) Apple Extended Keyboard II ($155 - MacMall(66s), Mac Zone(47b)) Adesso 105 Extended Keyboard ($80 - Mac's Place, Mac Zone, Tiger SW) Adesso 102 Wxtended Keyboard w/ Trackball [Trackball does NOT work]

($100 - Mac's Place, Mac Zone, Tiger Software) Arriva Extended ($40 - MacMall(66s)) Interex 105

Extended ($55 - MacMall, Syex Express; $34 - Computer City) Key Tronic MacPro Plus ($130 - Mac Zone, APS Tech.) OptiMac Extended Keyboard (???) PowerUser 105E Extended Keyboard ($50 - MacWarehouse(59)) SIIG, Inc MacTouch Model 1905 (~$100.00) Sun OmniMac Ultra [extended, ADB type] (???) Suntouch ADB Extended Keyboard ($75 - Syex Express) VividKey Extended Keyboard ($60 - MacMall)

Do not work:

Apple Adjustable Keyboard MacALLY Peripherals Extended Keyboard MicroSpeed Keyboard Deluxe MAC

???:

+Adesso Easy Touch ext kb ($44 - Mac Zone(47b)) +Adesso ProPoint ext kb w/ thinkpad ($60 - MacMall(66s)) +Alps GlidePoint kb ($110 - Mac Zone(47b)) ClubMac Extended Keyboard ($39 - ClubMac(13)) Datadesk MAC 101 E ($100 - MacWarehouse, Mac Zone) Datadesk TrackBoard ($100 - MacWarehouse, Mac Zone) Key Tronic Trak Pro Plus ($230 - APS Tech.) Performance Soft Touch Extended Keyboard ($49 - Mac Zone(47b)) Spring Sun Tech MacPride 97 ($90 - MacMall) Spring Sun Tech MacPride 105 ($59 - MacMall) Spring Sun Tech MacPride 110 ($80 - MacMall) [MAC/IBM switchable] Spring Sun Tech MacPride KidBoard ($100 - MacMall)

????:

+Adesso NUForm Ergonomic ext kb ($60 - MacMall(66s)) +Adesso NUForm Ergomomic ext kb w/ pointer ($70 - MacMall (66s)) +Adesso NUForm Ergonomic ext kb w/ touch pad ($90 - MacMall (66s), Mac Zone (47B)) Adesso Tru-From Ergonomic ext kb

($79 - Mac Zone(47b)) Adesso Tru-Form Ergonomic ext kb w/ pointer ($90 - MacMall(66s))

Q#16 Can I use Macintosh RGB or IBM VGA/SVGA Monitors with my)(?

A: Not normally. Even with the GS's RGB monitor connector, the GS puts out a 15Khz horizontal refresh signal. Most modern monitors (notable exceptions are the old NEC Multisync 1 and 2 monitors) require the signal to be at least 30Khz, and thus won't display the picture. If you have a question on whether a given monitor will work, check the manual for it or contact the manufacturer to see if it'll support 15Khz horizontal syncs. Older Apple II RGB cards (such as those to extend AE Ramworks cards) should have the same problem.

The one way to bridge the "use Apple II monitors with Apple IIs" rule of thumb is to purchase the Second Sight (tm) VGA display board from Sequential Systems. (See the dealers section of this FAQ for their address and WWW page). The Second Sight mirrors Apple II video modes fairly well onto the VGA display, as well as supplying some VGA modes that programmers have begun to tap into. With it, you can connect VGA/SVGA monitors to your // e or GS

If you are desperate for a monitor, the Apple II line puts out a video signal from the back port that can be hooked into the 'line in' port of a NTSC VCR or modern TVs— just use a male-male RCA phono jack, which electronics shops should carry. Alternatively, a 'RF Converter' (try your local Radio Shack or the equivalent) can be used to connect that signal to a TV without a 'line in' connector.

Q#17 Can I hook up a modem to my Apple II?

A: Yes, most external serial modems should work great with an

Apple II. Models such as the //c, IIc+ and IIGS have a serial port built in; the][,][+ and //e do not and will need to have one added.

An Apple][,][+ or //e with Apple's Super Serial Card and an external modem that's fast enough can connect at 9600baud fine; 19200 may be iffy. (Past 19200 pretty much requires an accelerated Apple II). There is an addon to the Super Serial Card called the Turbo ASP that has a theoretical maximum of 230,400; see the entry for Lightning Systems in the dealer's section of this FAQ.

The very first revision of the //c motherboard had a faulty serial setup that prevented most machines from reliable serial communications faster than 2400 baud. See the section on the //c in this FAQ for information on how to determine if a system is likely to be affected. Various companies sell cables for the Apple //c; check out Atlaz Computer Supply (516-239-1854) or LYBEN Computer Systems at (800) 493-5777.

The GS (and probably the IIc+) and the appropriate software (such as ProTERM, Spectrum or ANSITerm) can connect at up to 57600 baud. (Once again, an accelerator is recommended for the higher speeds).

For any Apple II, speeds past 9600 pretty much require you to get a 'Hardware Handshaking' modem cable. This is a cable with connections between the handshaking pins (cheapo cables may only have the 3 wires necessary to do simple serial) and thus allows the computer to tell the modem that it is temporarily too busy to receive data, so the modem doesn't send more data until the computer's ready.

Internal modems for Apple IIs only seem to have gone up to 2400 baud, which was fast for the time the boards were made, but is now fairly outdated. You cannot use internal PC modems in Apple IIs.

Q#18 Can I hook up a LaserWriter, DeskJet, etc to my Apple //e?

A: A number of them. The best bet is probably the HP DeskJet series.

Most supported printers have either regular serial or parallel connections. The tricky part is getting the software to do what you want. The DeskJet, for example will print very nice-looking text with regular old "PR#1". But if you want to change the font or print graphics, you may have to purchase some software. One excellent program for these types of printers is PublishIt 4.

For AppleWorks fans, there is the program called SuperPatch. Among it's patches is a cool DeskJet 500 (most DeskJet 6xx printers should be compatible, but check the documentation) printer driver. You can print sideways, and change fonts with normal AppleWorks commands. The DeskJet driver is built in to AW 4.0 and later.

The Apple Stylewriter family is not supported by any //e program to my knowledge.

Q#19 Can I hook up a Laser printer, ink jet, or bubble jet printer to my Apple IIGS?

A: In short: a number of them, but not all. Please look through the following list to check if a particular model you're looking at is supported. Also, the following applies to all programs which support the GS system toolbox methods for talking to printers through drivers. Most GS programs support this; Print Shop GS is an exception— it'll pretty much only work with the printers listed in the program, and then only at its printing resolutions.

On the GS, you can hook up most LaserWriters made by Apple via AppleTalk— if it supports Postscript and Appletalk, it should work. [Apple's Quickdraw printers are not usable.] A GS program can typically print to a LaserWriter if it's connected to the GS via AppleTalk; just install the LaserWriter drivers from the System 6 disks. Note that some LaserWriters from Apple may be 'Quickdraw,' not true Postscript printers, so they won't work from the GS. The Laserwriter, Laserwriter II, LW IINT, LW IINTX are all known to work fine.

Of the Apple Stylewriter family, ONLY the original Stylewriter will work on the GS, and then only from GS/OS with the System 6 drivers. As Apple has not written drivers or released the specifications so that drivers could be written by third parties, none of the rest of the Stylewriter models works when connected to a GS.

The HP DeskWriter family is mostly only for Macintoshes; the DeskJet 3xx, 5xx or 6xx (xx= any 2 numbers, plus some optional letters) printer families is much more friendly to all models of the Apple II. If you get a DeskJet, or PaintJet, etc, you can hook them up via a parallel printer card or serial cable depending on what ports the printer has. The exceptions to this are HP's recent 'Windows Only' printers, such as the HP DJ 820C models, which don't work at all with Apple IIs.

But, in order to use pretty much any inkjet or bubblejet printer that the GS can talk to effectively, you will need Harmonie from Vitesse (better— supports color printing on HP inkjets that have such support built in) or Independence (cheaper, but only black & white printing) from Seven Hills. They are new printer drivers for GS/OS programs only. These two programs extend the ranges of printers supported by the GS. If you want to print from an 8-bit program, see the previous question.

FAQs will continue in Jan./Feb. with the full answer to #19

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Apple Disketeria

In the /Kermit.v3.88/ folder:

Apple II Kermit version 3.88. Kermit-65 is a program that implements the Kermit file transfer protocol for the Motorola 6502 processor family (hence the name, Kermit-65) on the Apple II microcomputer system. Kermit features file transfers and VT52/VT100 terminal emulation.

In the /LineFeed.IR/ folder:

Linefeed IR (Linefeed Inserter/Remover) by Karl Bunker inserts and removes linefeed characters from ASCII text files, and converts AppleWorks (Classic) files into ASCII text files with linefeeds inserted. When text files are shared between Apple II users and users of other computers (notably MS-DOS machines), linefeed characters can be troublesome. Linefeed.IR is Freeware.

In the /Mac.Down/ folder:

Macdown is a program that will convert MacBinary and Packit files to ProDOS format. It should work on any Apple // that can run ProDOS. It also will convert MacPaint pictures to Hires. Docs included.

In the /Mac.To.GS/ folder:

This is a set of programs to convert MacPaint pictures to GS $C1 format. It includes the MacTransGS program which will copy the files of your choice from a 400K Mac disk onto a Prodos disk! If you want to read documents from MacWrite you must have saved them as a Text file. If you have problems with this program recognizing your prodos data

disk, try quitting and setting the prefix to your data disk.

The program, MacPaint.To.GS, reads a Macpaint file and allows sections to be converted to SHR format. Requires the MacPaint file to be on a Prodos disk. Vertical distortion! This program is overshadowed by SHR Convert but it does allow you to strip the headers from Macpaint files if you download them from a Mac board. Run.MacPaint.GS is used to launch MacPaint.To.GS.

In the /NuFX.Messenger/ folder:

NuFX Messenger allows you to read and write NuFX messages. "NuFX" is the name given to the file format used by ShrinkIt. One of the features of the NuFX format is that it supports "messages" contained within the archive file. NuFX Messenger can only display a single message per archive, the one attached to the first file (or "item") in the archive. Freeware by Karl Bunker.

In the /Patch.TIC.Ed/ folder:

This is a patch program for the v3.01 editor that shipped with the early copies of TIC 3.10. Do not apply the patch to any other version. The program does check for the version. Also, remember to always patch a copy of the TIC 3.10 disk and never the original disk!

In the /PT.RAM.Patch/ folder:

This program allows you to use ProTERM 2.1 with Glen Bredon's ProSel RAM disk driver for auxiliary slot memory cards. Complete instructions are included for making the patch.

In the /ShrinkIt.v3.4/ folder:

This is a file and disk archieving program by Andy Nicholas. This folder includes ShrinkIt together with its docs & the launcher file, ShrinkIt.System, needed to run it from BASIC or to make it boot from a disk with ProDOS 8 v1.8 [due to a bug in the latter].

This new version of ShrinkIt fixes a problem with the Copy function and corrects the problem previous versions had with the UDC disk controller card. This is a bug fix to correct a problem with the unsqueeze routines introduced when 3.2.1 was being created. It has a number of new features and fixes a number of bugs that existed in previous versions. This is considered a mandatory update by its author.

This version of ShrinkIt is a bugfix update to deal with a problem in the extraction routines that caused extraction to fail sometimes. A number of other lesser bugs have also been fixed.

The main enhancement is the ability to handle archive that have been created off an AppleShare system... and bug fixes too. This ShrinkIt makes archives in a slightly different format NOT backward compatible with older versions, but it will unpack all older archives. Docs and a README file concerning the changes are included. This version will unpack .SHK files that have been created with GSHK, the GS version of ShrinkIt.

In the /YankIt.v1.2/ folder:

YankIt v1.2 is a //gs shell EXEcutable for extracting NuFX files from a library (like Shrinkit, only it only works with NuFx files). It permits you to see whats in the library without extraction, and also will do a "verify" without extraction. Works great from the ProSel 16 shell. This is a very fast SHK file extractor written by Andy

McFadden. It has all the benefits of being a GS/OS shell utility, though it can be automated by scripts, and it can run in the background under GNO/ME. This version fixes bugs that were found in versions 1.0 and 1.01. Ver 1.1 also has a new 'f' flag (force overwrite of existing files, as in "rm -f *"). Docs included.

In the /ZLink/ folder:

Z-Link is a Telecommunications program for the Apple // by David Whitney. It includes everything you'd expect from a good modem program including a text capture buffer, robust terminal emulation, and split-screen person to person chat mode.

Z-Link can transmit and receive files using several protocols including XMODEM/Checksum, XMODEM/CRC-16, YMODEM/CRC-16, and YMODEM/Batch and it is compatable with Ascii Express: The Professional and MouseTalk. The program runs on an Apple //c, //c+, enhanced //e, or //GS under ProDOS 8. Apple //GS users can now push the baud rate up as high as 57,600 baud. Z-Link is shareware, $25 fee.

Disk #GSCM-02C

GSCM-02C - SnowTerm

In the /GSHK.v1.1/ folder:

This is version 1.1 of the IIgs file archiving utility, GSHK (GS/ShrinkIt). This is the complete update pack including GSHK, its docs, Icons, and a form for bug reports. GSHK will handle SIT, ARC, ZOO, and compress (unix) files as well as all the kinds of Apple II archives. GSHK v1.1 can make Self-Extracting Archives (.SEA files), it's faster compressing, faster decompressing, and easier to use.

This is a MUST HAVE bug fix update (with some additional features) to GSHK. There was a MA-

JOR archive corrupting bug in prior versions of GS/ShrinkIt which would strike under certain circumstances and make archives you created inaccessible. For this reason, this is a MUST HAVE!! This version is an update to address a problem with the extraction routines that caused extraction to fail sometimes. A number of other lesser bugs have also been fixed, including some System 6 issues. This is also a fix for a serious bug in v1.0.5 that could affect archives of extended files with option lists made from a ProDOS volume. The archives would be untouchable.

In the /GSVT.1.0/ folder:

GSVT Version 1.00 is a communications program (VT100 Emulator) for the Apple IIgs. The emulator incorporates a subset of the VT100/ANSI control sequences and is useful for communicating with VAX computers or other mainframes that can drive a VT100 terminal. GSVT maps the GS numeric keypad to emulate the VT100 keypad for editing using EDT or other special functions. Uses the super high resolution screen for displaying its characters.

In the /NuPak.IIGS.2.0/ folder:

This is the first GS-specific archive program and supports NuFX, BLU and Macintosh .SIT files. $15 shareware fee. This program is not fully functional. While it will unpack ShrinkIt, BLU/ACU, and StuffIt files, the file packing features are very limited. Main attraction: it is the first Apple II program to unStuff Mac files.

In the /Resource.Spy/ folder:

This is a program to examine and convert Macintosh resource files into IIGS format. The Mac files have to be converted to a ProDOS disk with AFE before they can be read by the program. You can capture

icons, fonts, etc. and save them in one of several formats for the GS.

In the /SnowTerm.v2.05/ folder:

This is version 2.05 of the shareware VT100, VT52 communications program for the Apple IIGS computer. SnowTerm emulates the Digital Equipment (DEC) VT100 and VT52 terminals. SnowTerm runs in the super high resolution graphics mode of the Apple IIGS. It uses the graphics and color capabilities of the Apple IIGS to accurately emulate the VT100 terminal including: bold and blinking character attributes, the line drawing character set, and double high and double wide characters. Fixes a bug that would cause Snowterm to hang occassionally.

In the /UnZIP.2.0/ folder:

UnZip is a small Zipfile extract utility. It will only work with the APW or ORCA/M shells. It is written to be as small and portable as possible; ideal as a starting point for handling .ZIP files in non-IBM environments. A STRIP program is included which makes porting MSDOS source easier. It replaces carriage-return/linefeed combinations with a single carriage-return, expands TABs to every 4th column, & gobbles the Ctrl-Zs that pad some MSDOS text files.

Disk #GSCM-03B

GSCM-03B - MegaTerm v1.3

In the /a2fx.8/ folder:

A2FX (Apple II File Exchange) is a program that will read an 800k Macintosh disk (HFS) on an Apple IIgs, IIe, IIc and convert them to a Prodos format as an Apple Single, Apple Double, or BIN file. You can convert files for use with Steve Chick's Resource Spy without needing a MAC! This program is still in beta but seems to be pretty solid.

Fixes the infamous any slot as long as it's five bug.

In the /Agate.069/ folder:

AGATE by Tony Marques is a basic telecommunications program. AGATE requires an enhanced Apple II computer with 128k. AGATE has not been provided with dialing facilities and acts as a dumb terminal. Consequently, dialing and other modem commands must be issued by users using the basic 'AT' commands. AGATE's ANSI (DEC VT100) emulation has been further refined and now also supports ANSI Music (which may someday be tuned for all computers). AGATE supports unZIPing and is capable of unSTOREing, unSHRINKing, EXPLODING members of .ZIP archives. Currently, only YMODEM and ZMODEM downloading has been implemented. ShareWare.

In the /DeARC.IIe/ folder:

DeARC IIe lets you decode & unsqueeze files saved in the ARC format. ARC is used on the Amiga, IBM PC, Atari ST, and 8-bit Atari. It is a ProDOS 8 application.

In the /DeARC.v1.2/ folder:

DeARC v1.2 lets you decode & unsqueeze files saved in the ARC format. ARC is used on the Amiga, IBM PC, Atari ST, and 8-bit Atari. Includes documentation.

In the /DigiPak/ folder:

DigiPack IIgs is a new disk packing and unpacking program with some general utility functions thrown in for good measure. It support the Mouse, runs under Prodos 8, uses Mousetext, uses IIgs Memory, and is Shareware. It supports both the traditional DDD type file and a new "optimized" format.

In the /Fixer.v1.21/ folder:

High-Res mode utility that you can use to clean up files downloaded from an information service. To operate File Fixer, first select a file to fix and then decide just how it should be modified. For example, if you just received a text file via XMODEM from an MS-DOS computer, you'll want to remove the linefeeds (required by MS-DOS) that are not needed by ProDOS. This is public domain software.

The following options available to you: add linefeeds, strip linefeeds, or "just don't do anything with linefeeds"); clear high-bits or set high-bits; expand tabs or unexpand spaces; strip nulls from end of file; filter most control characters; keep a backup copy of the file.

In the /gmail1.1/ folder:

gmail/OL (gmail Off-Line) brings true Off-Line electronic mail reading, replying, and posting to your Apple //gs computer. By Omega Software Solutions. Shareware, $35.00 fee.

Integrated into version 1.1 are:

Message header view and select for quick and easy navigation.

Quick keys for common functions.

Full screen message viewing.

View full or limited headers, YOU decide!

Email address aliasing!

Reply to, forward, save, and send new messages.

- Must have GNO/ME or Orca Shell (2.0+) to launch a shell editor.

Hands-off modem communications and file exchange. Everything is built in, login and transfer are totally automatic.

Connectivity:

Source code for mail exchange server protocol (GORP) on UNIX systems is included and is public domain.

FrEdMail BBS systems currently are running as GORP servers.

ProLine BBS soon to have GORP server component...

- bug Morgan Davis if you would like to see this REAL   soon!

GORP protocol easy to write for most BBS systems...

- how about Metal and Warp 6 authors?

In the /HFS.Link.v1.0/ folder:

HFSLink version 1.0 by Scott Blackman converts files from a Macintosh HFS volume into two ProDOS files: one for the data fork and one for the resource fork. Multiple file selection and directory conversion are supported. Conversion is supported for all HFS volumes from 800K 3.5" disks to 40 megabyte hard disks. Files and Directories selected undergo filename translation: all non-alphanumeric characters are replaced with periods ("."), and all lowercase characters are replaced with uppercase. Filenames are truncated at 15 characters if necessary. This program is FreeWare.

In the /MegaTerm.v1.3/ folder:

MegaTerm is an ANSI terminal emulator program for ProDOS 8 which takes advantage of the Super Hi-Res screen to emulate color ANSI implementation of MS-DOS color text. Includes a font editor and instructions on fine-tuning the colors. Version 1.3 is much faster than previous versions, but doesn't contain any new features.

In the /Shar/ folder:

This is a quick'n'dirty port of a shar utility that was originally ported to the Amiga, now available on the Apple //GS also. Shar puts readable text files together in a package from which they are easy to extract. Includes sopurce code.

In the /Unshar.EXE/ folder:

to be continued in Jan. / Feb. Journal

APPLE II - 3-1/2" DISKS:

System Disk
___2APS-01
#6

Apple Disk Catalog
___2ADC-01A   #7
___2ADC-02A   #7

Appleworks
___2AWK-01

Communications
___2COM-01
___2COM-02
___2COM-03

Education
___2EDU-01

Utilities
___2UTL-01
___2UTL-02A

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

Note: Some disks may contain Shareware. Please send a remittance to the author of

5-1/4" DISKS:

System Software
___APSD-01   #1
___APSD-02   #2

Apple Disk Catalog (DOS 3.3)
___3 disk set   #3

Apple Disk Catalog (PRODOS)
___4 disk set   #4

Appleworks
___2 disk set = $3.00

___APWK-01
___APWK-02

Communications
___10 disk set = $15.00
___COMM-01
___COMM-02
___COMM-03
___COMM-04
___COMM-05
___COMM-06
___COMM-07A
___COMM-08
___COMM-09
___COMM-10A

CP/M
___11 disk set = $16.50
___CP/M-01
___CP/M-02
___CP/M-03
___CP/M-04
___CP/M-05
___CP/M-06
___CP/M-07
___CP/M-08
___CP/M-09
___CP/M-10
___CP/M-11

Eamon Adventures
___24 disk set = $36.00
___EAMN-01
___EAMN-02   #5
___EAMN-03
Eamon Master
___EAMN-04   #5
___EAMN-05   #5
___EAMN-06   #5
___EAMN-07   #5
___EAMN-08   #5
___EAMN-09   #5
___EAMN-10   #5
___EAMN-11   #5
___EAMN-12   #5
___EAMN-13   #5
___EAMN-14   #5
___EAMN-15   #5
___EAMN-16   #5
___EAMN-17   #5
___EAMN-18   #5
___EAMN-19   #5
___EAMN-20   #5
___EAMN-21   #5
___EAMN-22   #5

___EAMN-23   #5
___EAMN-24   #5

Education
___20 disk set = $30.00
___EDUC-01
___EDUC-02
___EDUC-03
___EDUC-04
___EDUC-05
___EDUC-06
___EDUC-07
___EDUC-08
___EDUC-09
___EDUC-10
___EDUC-11
___EDUC-12
___EDUC-13
___EDUC-14
___EDUC-15
___EDUC-16
___EDUC-17
___EDUC-18
___EDUC-19
___EDUC-20

Forth
___3 disk set = $4.50
___FRTH-01
___FRTH-02
___FRTH-03

Games
___13 disk set = $19.50
___GAME-01
___GAME-02
___GAME-03
___GAME-04
___GAME-05
___GAME-06
___GAME-07
___GAME-08
___GAME-09
___GAME-10
___GAME-11
___GAME-12
___GAME-13

Internet
___15 disk set = $22.50
___INTE-01
___INTE-02
___INTE-03

___INTE-04
___INTE-05
___INTE-06
___INTE-07
___INTE-08
___INTE-09
___INTE-10
___INTE-11
___INTE-12
___INTE-13
___INTE-14
___INTE-15

Logo
___2 disk set = $3.00
___LOGO-01
___LOGO-02

Miscellaneous
___25 disk set = $37.50
___MISC-01
___MISC-02
___MISC-03
___MISC-04
___MISC-05
___MISC-06
___MISC-07
___MISC-08
___MISC-09
___MISC-10
___MISC-11
___MISC-12
___MISC-13
___MISC-14
___MISC-15
___MISC-16
___MISC-17
___MISC-18
___MISC-19
___MISC-20
___MISC-21
___MISC-22
___MISC-23
___MISC-24
___MISC-25

New Print Shop
___31 disk set = $46.50
___NWPS-01 Graphics
___NWPS-02 Graphics
___NWPS-03 Graphics
___NWPS-04 Graphics

___NWPS-05 Graphics
___NWPS-06 Graphics
___NWPS-07 Graphics
___NWPS-08 Graphics
___NWPS-09 Graphics
___NWPS-10 Graphics
___NWPS-11 Graphics
___NWPS-12 Graphics
___NWPS-13 Graphics
___NWPS-14 Graphics
___NWPS-15 Graphics
___NWPS-16 Graphics
___NWPS-17 Graphics
___NWPS-18 Graphics
___NWPS-19 Graphics
___NWPS-20 Graphics
___NWPS-21 Graphics
___NWPS-22 Graphics
___NWPS-23 Graphics
___NWPS-24 Graphics
___NWPS-25 Graphics
___NWPS-26 Graphics
___NWPS-27 Graphics
___NWPS-28 Graphics
___NWPS-29 Borders
___NWPS-30 Borders
___NWPS-31 Fonts

Pascal
___8 disk set $12.00
___PASC-01

___PASC-02
___PASC-03
___PASC-04
___PASC-05
___PASC-06
___PASC-07
___PASC-08

Pilot
___PILT-01

Utilities
___24 disk set = $36.00
___UTIL-01
___UTIL-02
___UTIL-03
___UTIL-04
___UTIL-05
___UTIL-06
___UTIL-07
___UTIL-08
___UTIL-09
___UTIL-10
___UTIL-11
___UTIL-12
___UTIL-13
___UTIL-14
___UTIL-15
___UTIL-16
___UTIL-17
___UTIL-18
___UTIL-19
___UTIL-20
___UTIL-21
___UTIL-22
___UTIL-23
___UTIL-24

(#1)   System Disk V. 4.0.2 - $1.50
(#2)   DOS 3.3 System Master - $1.50
(#3)   Apple Disk Catalog (A) (DOS 3.3) - 3 disk set - $3.00
(#4)   Apple Disk Catalog (A) (ProDos) - 4 disk set - $4.00
(#5)   Requires EAMN-03

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
___ 27 disk set = 40.50
___ 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
___ 3BLM-27

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)
___ 3 disk set = $3 or $1 per disk
___ 3CAT-05 - Disk 1
___ 3CAT-06 - Disk 2
___ 3CAT-07 - Disk 3

DA - Datasystems
___ 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

Internet
___ 15 disk set = $22.50
___ 3INT-01
___ 3INT-02
___ 3INT-03
___ 3INT-04
___ 3INT-05
___ 3INT-06
___ 3INT-07
___ 3INT-08
___ 3INT-09
___ 3INT-10
___ 3INT-11
___ 3INT-12
___ 3INT-13
___ 3INT-14
___ 3INT-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
___ 20 disk set = $30

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

PCL
___ 3PCL-01
___ 3PCL-02
___ 3PCL-03
___ 3PCL-04
___ 3PCL-05
___ 3PCL-06
___ 3PCL-07
___ 3PCL-08
___ 3PCL-09
___ 3PCL-10
___ 3PCL-11
___ 3PCL-12
___ 3PCL-13
___ 3PCL-14
___ 3PCL-15
___ 3PCL-16
___ 3PCL-17
___ 3PCL-18
___ 3PCL-19
___ 3PCL-20

___ 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.

Apple //gs Disk Order Form

			Sounds		Best of Sounds
__ GSHS-17	__ GSHS-76	__ GSMU-26A		__ GSUT-08D	__ 2 disk set =
__ GSHS-18		__ GSMU-27A	__ 20 disk set =	__ GSUT-09B	$5.00
__ GSHS-19	**Icons**	__ GSMU-28A	$60	__ GSUT-10B	
__ GSHS-20	__ 12 disk set=$36	__ GSMU-29A	__ GSSN-01A	__ GSUT-11B	
__ GSHS-21A	__ GSIC-01B	__ GSMU-30A	__ GSSN-02A	__ GSUT-12	**Best of True**
__ GSHS-22	__ GSIC-02B	__ GSMU-31A	__ GSSN-03	__ GSUT-13B	**Type Fonts**
__ GSHS-23	__ GSIC-03B	__ GSMU-32A	__ GSSN-04	__ GSUT-14	__ 5 disk set =
__ GSHS-24	__ GSIC-04B	__ GSMU-33A	__ GSSN-05	__ GSUT-15B	$12.50
__ GSHS-25	__ GSIC-05B	__ GSMU-34A	__ GSSN-06	__ GSUT-16	
__ GSHS-26	__ GSIC-06B	__ GSMU-35A	__ GSSN-07	__ GSUT-17	**Best of Utilities**
__ GSHS-27	__ GSIC-07B	__ GSMU-36A	__ GSSN-08	__ GSUT-18	__ 2 disk set =
__ GSHS-28	__ GSIC-08A	__ GSMU-37A	__ GSSN-09		$5.00
__ GSHS-29	__ GSIC-09A	__ GSMU-38A	__ GSSN-10	**Best of The**	
__ GSHS-30	__ GSIC-10A	__ GSMU-39A	__ GSSN-11	**Apple IIGS**	The Best of the
__ GSHS-31	__ GSIC-11A	__ GSMU-40A	__ GSSN-12	__ 25 disk set =	Apple IIGs may be
__ GSHS-32	__ GSIC-12A	__ GSMU-41A	__ GSSN-13	$56.25	purchased as a 25
__ GSHS-33		__ GSMU-42	__ GSSN-14	(save $6.25 -	disk set or as
__ GSHS-34	**Internet**	__ GSMU-43A	__ GSSN-15	normally $62.50)	individual sets as
__ GSHS-35	__ 8 disk set =$24	__ GSMU-44A	__ GSSN-16		listed above.
__ GSHS-36	__ GSIN-01	__ GSMU-45	__ GSSN-36	**Best of The**	
__ GSHS-37	__ GSIN-02	__ GSMU-46	__ GSSN-37	**Apple IIGS Disk**	(*1) System 5.0.4 -
__ GSHS-38	__ GSIN-03	__ GSMU-47	__ GSSN-38	**Catalog**	2 Disk Set = $6.00
__ GSHS-39	__ GSIN-04	__ GSMU-48	__ GSSN-39	__ 1 disk set =	(*2) Hyper Mover
__ GSHS-40	__ GSIN-05	__ GSMU-49		$2.00 (free w/	v1.1 -(Macintosh &
__ GSHS-41	__ GSIN-06	__ GSMU-50	**Sounds - CDev**	Purchase of 25	IIGS) 2 Disk Set =
__ GSHS-42	__ GSIN-07	__ GSMU-51	**rSounds**	Disk Set)	$6.00
__ GSHS-43	__ GSIN-08	__ GSMU-52A	__ 20 Disk Set		(*3) GS Bug &
__ GSHS-44		__ GSMU-53A	= $60	**Best of Commu-**	Debug Tools v1.6 =
__ GSHS-45	**Miscellaneous**	__ GSMU-54A	__ GSSN-17A	**nications**	$3.00
__ GSHS-46	__ GSMS-01A	__ GSMU-55A	__ GSSN-18	__ 1 disk set =	(*4) System 6.0.1 -
__ GSHS-47		__ GSMU-56A	__ GSSN-19	$2.50	6 Disk Set =
__ GSHS-48	**Music**	__ GSMU-57A	__ GSSN-20		$18.00
__ GSHS-49	__ 83 disk set =	__ GSMU-58A	__ GSSN-21	**Best of DA's,**	(*5) HyperCard
__ GSHS-50	$249	__ GSMU-59	__ GSSN-22	**CDevs, FExts,**	IIGS - 6 Disk Set =
__ GSHS-51	__ GSMU-01C	__ GSMU-60	__ GSSN-23	**Dvrs, & Inits**	$18.00
__ GSHS-52	__ GSMU-02	__ GSMU-61	__ GSSN-24	__ 1 disk set =	(*6) Astronomer -
__ GSHS-53	__ GSMU-03	__ GSMU-62	__ GSSN-25	$2.50	7 disk set (GSED-
__ GSHS-54	__ GSMU-04	__ GSMU-63A	__ GSSN-26		01 to GSED-07)
__ GSHS-55	__ GSMU-05	__ GSMU-64	__ GSSN-27	**Best of Bit-**	$21.00
__ GSHS-56	__ GSMU-06	__ GSMU-65	__ GSSN-28	**Mapped Fonts**	
__ GSHS-57	__ GSMU-07	__ GSMU-66	__ GSSN-29	__ 2 disk set =	*Note: Some disks*
__ GSHS-58	__ GSMU-08	__ GSMU-67	__ GSSN-30	$5.00	*may contain*
__ GSHS-59	__ GSMU-09	__ GSMU-68	__ GSSN-31		*Shareware. Please*
__ GSHS-60	__ GSMU-10	__ GSMU-69	__ GSSN-32	**Best of Games**	*send the requested*
__ GSHS-61	__ GSMU-11	__ GSMU-70	__ GSSN-33	__ 5 disk set =	*remittance to the*
__ GSHS-62	__ GSMU-12	__ GSMU-71	__ GSSN-34	$12.50	*author if you use the*
__ GSHS-63	__ GSMU-13C	__ GSMU-72	__ GSSN-35		*program. Most of*
__ GSHS-64	__ GSMU-14	__ GSMU-73	__ GSSN-40	**Best of Graphics**	*the programs on*
__ GSHS-65	__ GSMU-15	__ GSMU-74		__ 2 disk set	*these library disks*
__ GSHS-66	__ GSMU-16A	__ GSMU-75A	**Utilities**	=$5.00	*may require a IIGS*
__ GSHS-67	__ GSMU-17	__ GSMU-76	__ 18 disk set=		*with a minimum of*
__ GSHS-68	__ GSMU-18A	__ GSMU-77	$54	**Best of Icons**	*1.25 megs of*
__ GSHS-69	__ GSMU-19A	__ GSMU-78	__ GSUT-01C	**(Finder)**	*memory.*
__ GSHS-70	__ GSMU-20A	__ GSMU-79	__ GSUT-02	__ 1 disk set =	
__ GSHS-71	__ GSMU-21A	__ GSMU-80	__ GSUT-03C	2.50	
__ GSHS-72	__ GSMU-22	__ GSMU-81	__ GSUT-04B		
__ GSHS-73	__ GSMU-23A	__ GSMU-82	__ GSUT-05C	**Best of Music**	
__ GSHS-74	__ GSMU-24A	__ GSMU-83	__ GSUT-06A	__ 4 disk set =	
__ GSHS-75	__ GSMU-25A		__ GSUT-07B	$10.00	

Apple //gs Disk Order Form

3-1/2 DISKS:

System Software
___ GSAS-01 (*1)
___ GSAS-02 (*2)
___ GSAS-03 (*3)
___ GSAS-04 (*4)
___ GSAS-05 (*5)

Communications
___7 disk set = $21
___ GSCM-01E
___ GSCM-02C
___ GSCM-03B
___ GSCM-04C
___ GSCM-05B
___ GSCM-06
___ GSCM-07

DAs, CDevs, FExts, Dvrs, and Inits
___16 disk set=$48
___ GSDA-01C
___ GSDA-02D
___ GSDA-03E
___ GSDA-04C
___ GSDA-05C
___ GSDA-06B
___ GSDA-07C
___ GSDA-08B
___ GSDA-09A
___ GSDA-10A
___ GSDA-11A
___ GSDA-12A
___ GSDA-13A
___ GSDA-14A
___ GSDA-15B
___ GSDA-16B

Demos
___ 35 disk set = $35 or $1 per disk
___ GSDM-01
___ GSDM-02
___ GSDM-03
___ GSDM-04
___ GSDM-05
___ GSDM-06
___ GSDM-07
___ GSDM-08
___ GSDM-09
___ GSDM-10
___ GSDM-11
___ GSDM-12
___ GSDM-13A
___ GSDM-14
___ GSDM-15
___ GSDM-16

___ GSDM-17A
___ GSDM-18
___ GSDM-19
___ GSDM-20A
___ GSDM-21A
___ GSDM-22
___ GSDM-23
___ GSDM-24
___ GSDM-25
___ GSDM-26
___ GSDM-27
___ GSDM-28
___ GSDM-29
___ GSDM-30
___ GSDM-31
___ GSDM-32
___ GSDM-33
___ GSDM-34
___ GSDM-35

Developer
___20 disk set=$60
___ GSDV-01
___ GSDV-02
___ GSDV-03
___ GSDV-04
___ GSDV-05A
___ GSDV-06A
___ GSDV-07
___ GSDV-08A
___ GSDV-09
___ GSDV-10A
___ GSDV-11A
___ GSDV-12A
___ GSDV-13
___ GSDV-14A
___ GSDV-15A
___ GSDV-16
___ GSDV-17A
___ GSDV-18
___ GSDV-19
___ GSDV-20

Disk Catalog
___ 2 disk set = $5
___ GSDC-01L
___ GSDC-02L

Education
___10 disk set=$30
___7 disk set = $21 (*6)
___GSED-01A (*6)
___GSED-02A (*6)
___GSED-03A (*6)
___GSED-04A (*6)
___GSED-05A (*6)
___GSED-06A (*6)
___GSED-07A (*6)

___ GSED-08A
___ GSED-09
___ GSED-10

Fonts BitMapped
___27 disk set=$81
___ GSFT-01
___ GSFT-02
___ GSFT-03
___ GSFT-04
___ GSFT-05
___ GSFT-06
___ GSFT-07
___ GSFT-08
___ GSFT-09
___ GSFT-10
___ GSFT-11
___ GSFT-12
___ GSFT-13
___ GSFT-14
___ GSFT-15
___ GSFT-16
___ GSFT-17
___ GSFT-18
___ GSFT-19
___ GSFT-20
___ GSFT-21
___ GSFT-22
___ GSFT-23
___ GSFT-24
___ GSFT-25
___ GSFT-26
___ GSFT-27

Fonts - TrueType
___30 disk set=$90
___ GSTT-01
___ GSTT-02
___ GSTT-03
___ GSTT-04
___ GSTT-05
___ GSTT-06
___ GSTT-07
___ GSTT-08
___ GSTT-09
___ GSTT-10
___ GSTT-11
___ GSTT-12
___ GSTT-13
___ GSTT-14
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___ GSTT-21
___ GSTT-22

___ GSTT-23
___ GSTT-24
___ GSTT-25
___ GSTT-26
___ GSTT-27
___ GSTT-28
___ GSTT-29
___ GSTT-30

Games
___ 64 disk set = $192
___ GSGM-01B
___ GSGM-02B
___ GSGM-03
___ GSGM-04
___ GSGM-05
___ GSGM-06A
___ GSGM-07A
___ GSGM-08
___ GSGM-09A
___ GSGM-10
___ GSGM-11
___ GSGM-12A
___ GSGM-13
___ GSGM-14
___ GSGM-15
___ GSGM-16
___ GSGM-17A
___ GSGM-18A
___ GSGM-19A
___ GSGM-20
___ GSGM-21
___ GSGM-22
___ GSGM-23A
___ GSGM-24B
___ GSGM-25B
___ GSGM-26A
___ GSGM-27
___ GSGM-28
___ GSGM-29
___ GSGM-30
___ GSGM-31
___ GSGM-32
___ GSGM-33
___ GSGM-34
___ GSGM-35A
___ GSGM-36
___ GSGM-37A
___ GSGM-38
___ GSGM-39
___ GSGM-40
___ GSGM-41
___ GSGM-42A
___ GSGM-43
___ GSGM-44
___ GSGM-45
___ GSGM-46
___ GSGM-47
___ GSGM-48

___ GSGM-49
___ GSGM-50
___ GSGM-51
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___ GSGM-54
___ GSGM-55
___ GSGM-56
___ GSGM-57
___ GSGM-58
___ GSGM-59A
___ GSGM-60
___ GSGM-61
___ GSGM-62
___ GSGM-63
___ GSGM-64

Graphics
___ 68 disk set = $204
___ GSGX-01
___ GSGX-02
___ GSGX-03
___ GSGX-04
___ GSGX-05
___ GSGX-06
___ GSGX-07A
___ GSGX-08A
___ GSGX-09B
___ GSGX-10A
___ GSGX-11
___ GSGX-12
___ GSGX-13A
___ GSGX-14
___ GSGX-15
___ GSGX-16
___ GSGX-17
___ GSGX-18
___ GSGX-19
___ GSGX-20
___ GSGX-21C
___ GSGX-22B
___ GSGX-23
___ GSGX-24
___ GSGX-25
___ GSGX-26
___ GSGX-27
___ GSGX-28A
___ GSGX-29
___ GSGX-30
___ GSGX-31A
___ GSGX-32A
___ GSGX-33
___ GSGX-34
___ GSGX-35
___ GSGX-36
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___ GSGX-38
___ GSGX-39
___ GSGX-40

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___ GSGX-42
___ GSGX-43
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___ GSGX-45
___ GSGX-46
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___ GSGX-62
___ GSGX-63
___ GSGX-64
___ GSGX-65
___ GSGX-66
___ GSGX-67
___ GSGX-68

HyperCard
___6 disk set = $18
___ GSHC-01
___ GSHC-02
___ GSHC-03
___ GSHC-04
___ GSHC-05
___ GSHC-06

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

___ 66 disk set (11-76) = $198
___ GSHS-11
___ GSHS-12
___ GSHS-13
___ GSHS-14
___ GSHS-15
___ GSHS-16

Macintosh Disketeria

by Dave Weikert

New Disks

WE FEATURE 24 disks this month including an update of the Disketeria Catalog, a reprise of the PostScript Fonts series and an important Apple Systems software update. 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).

PostScript Fonts Reprise

It has been quite some time since I last issued the PostScript Font Series and many new members are not aware of our collection of fonts. To alleviate this situation, I have reprised the current collection of PostScript fonts.

The PostScript (PS) printer has brought an amazing variety of fonts to the Macintosh computer user. This series of disks contain a wide assortment of freeware, public domain and shareware fonts. All of the fonts in this collection except one are provided in the Adobe Type 1 format. Type 1 PostScript language outline fonts are interpreted by Adobe Type Manager (ATM) and smoothly reproduced on your screen and on the printed page regardless of size. ATM also enables inexpensive printers to print PostScript language fonts that appear crisp and smooth.

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

For System 6.0.8 and earlier, place the printer file in the System folder. Install the screen font file in your System file using the Font/DA mover.

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

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

FREE Guide to the Macintosh

The **FREE Guide to the Macintosh** (that is it's title, there is still a $4 duplication fee for the disk) is a well done guide to how to operate the Mac. Part I includes sections on Organising Files (the author is British, you know), Using the Keyboard, Diskettes, Hard Disks, Optical Disks, Printing, Networking and Memory. Part II has sections on the Mac System, Files, Documents, Folders and Disks, the Apple Menu, Control Panels, Extensions, Fonts and Resources. Part III contains reference in1formation including a Software Guide, Technical Notes and Computer Interfaces. Available on 800K or 1.44M disks.

Apple System Software

System 7.5.5 Update is a mandatory update for computers running System 7.5.3 (AKA System 7.5 Update 2.0). The prime purpose of the update is to bring much needed stability to the Mac Operating System. The update improves the reliability and performance of the OS. The update includes fixes to many of the problems that have been encountered with earlier versions. How many fixes are in this package and what are they? Well, it takes seven pages of the SimpleText ReadMe file just to describe them all. Because of the length of this file I won't even try to summarize what is changed.

You must have System 7.5.3 (System 7.5 Update 2.0) installed before you can install 7.5.5. You do not need to install the two disk Revision 2 update to 7.5.3 before you install 7.5.5 Update. is a set of system software enhancements that improves the reliability and performance for the computers described above. It has no advantage for any other configurations. This 3 disk set is available for $12.

About Shareware Requests

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

DISK #6.01B — PS 1 POSTSCRIPT T1 FONTS

Read Me First: A text document that provides a brief introduction to Washington Apple Pi, Ltd. and explains how to extract the archived files in this disk series.

Easy View 2.32 *f*.sit: An application for intelligent browsing of collections of structured text files, large or small. It allows very fast access by recognizing the internal structure. We have included the Program Notes for this disk series in the Simple text format within the Washington Apple Pi *f*. Just double click the **WAP Disketeria** document to read our Program Notes and information about Washington Apple Pi, Ltd. and our Mac Disketeria (You may have to select Word Wrap under the Style menu to facilitate viewing). **Easy View Introduction** and **Easy View Notes** are in text format. **Easy View - Read Me** is in Easy View format.

UnStuffIt™ 3.0.6.sea: By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with StuffIt Classic, Stuffit Lite and StuffIt Deluxe programs. Easy to install, just double click and follow the directions. **Read Me First** is in text format.

Aarcover PS *f*.sit: By David Rakowski. A Type 1, all caps font, plus numbers and punctuation, whose characters "look like" static electricity or limp lightning. **Read me Aarcover Type 1** is in text format. *Shareware – see the terms in the program notes*.

AdineKirnberg-Script PS *f*.sit: By David Rakowski. A German Art Nouveau script Type 1 font containing a full alphabet and most punctuation. It is a beautiful, rounded script with very striking caps and relatively small lower-case characters. It is modeled on a face called Romana. **Read me AdineKirnberg-Script** is in text format. *Shareware – $7.49 to Columbia University*.

Albatross PS *f*.sit: By LORVAD (formerly Printers Devil). A text body font with a moderately short x-height. The relative point size is a bit small (i.e. 14 point is closer to what most people would consider 12 point). It contains all the regular characters and many special characters. **Read Me First-LORVAD.txt** is in text format. *Shareware – $10*.

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

Ambrosia Cap PS *f*.sit: : By Sam Wang. A Type 1 graceful Art Nouveau display font. The lower case letters are reduced sized duplicates of their upper case counterparts. **ReadMe** is in text format. *Free but $5 donation cheerfully accepted*.

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

Andesite PS *f*.sit: By James M. Harris. A beautiful Type 1 display typeface based on Letraset's PLAZA (formerly PLAYBOY). This font has uppercase characters, numerals, punctuation, and accent marks only. **Read Me—Andesite** is in text format. *Shareware – $25*.

Animal Dingbats PS *f*.sit: By Michael Boyle. A collection of Type 1 animal dingbats, all solid black (except for the zebra). Animal Dingbats Manual is in double clickable DOCMaker format. **Font Conversion Information** is in text format. *Shareware – $5; $3 for the conversion to TrueType*.

Ann-Stone PS *f*.sit: By David Rakowski. A drop caps woodcut Type 1 font from the late nineteenth century. Germany, to be exact. Each letter is black, surrounded by a box drawn in thin lines and curvy, curtain-like, stained glass patterns filling in the space. **Read me Ann-Stone** is in text format.

Appleencode PS *f*.sit: By Adobe Systems Incorporated. Adobe PostScript code (apple-encode) for the apple character, which is not printable by some PostScript printers/typesetters. **apple.encode.memo.readme** is in text format.

DISK #6.02B — PS 2 POSTSCRIPT T1 FONTS

Architect 1.3 PS *f*.sit: By Hank Gillette. A Type 1 font, Architect simulates hand printing of the type typically done by architects. It was inspired by Adobe's font Tekton. It has a full set of letters, numbers, and punctuation, and quite a few extra characters. **Architect Read Me** is in MacWrite format.

Arctic 2.0 PS *f*.sit: By Sam Wang. A Type 1 brushscript font from the Dover book on Solotype fonts. It is complete with upper and lower-case letters, as well as numbers, punctuation etc. **ReadMe** is in text format. *Shareware – $10*.

Ashley PS *f*.sit: By Peter Jensen. A Type 1 font that mimics a sophisticated, probably female, print handwriting. It includes nicely rounded letterforms. **Please Read Me — Ashley** is in TeachText format. *Shareware – $10*.

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

Author PS *f*.sit: By FontBank, Inc. A classic cursive script in a heavy weight for headline use. This is a commercial Type 1 font (not shareware or public domain) that is offered without cost as a sample. See the **Special Offer 10/19** in text format for details on ordering the collection at a reduced price.

Averoigne PS *f*.sit: By Dave Nalle. A curvy Type 1 decorative or display font that contains only upper-case characters. **READ ME!** and **catalog.asc** are in text format. *Shareware – $5*.

Beffle PS *f*.sit: By David Rakowski. A Type 1 titling display font the author made for his wife Beth (sometimes, although rarely, known as Beffle) from the font called Fry's Ornamented, an engraved all-caps font. It contains a full alphabetic set (upper case and lower case are identical) and some punctuation (no exclamation point

or question mark) and no numbers. **Read me Beffle** is in text format. *Shareware – $3 tax deductible contribution to Columbia University*.

Benjamin Caps PS *f*.sit: By David Rakowski. A Type 1 font in the Art Nouveau style; it has a woodcarved feel to it. All 26 capital letters are in the font, and the tail of the capital 'Q' is amazingly long. Read me Benjamin Caps is in text format.

Bill's Dearborn Initials PS *f*.sit: By Bill Tchakirides and U-Design Type Foundry. A Type 1 font designed as a companion piece for Bill's Victorian Ornaments. It consists of 26 swash initials and 7 fleurons. The characters are based on Dearborn Initials from the Barnhart Brothers and Spindler spec book of 1908. The fleurons are adapted from border elements in the same volume. **Read Me First** and **Read Me Second** are in text format. *Shareware – $10*.

Bizarro PS *f*.sit: By David Rakowski. A display caps-only Type 1 font with bizarre (hence the name) silhouetted characters in the shape of people, animals, sprites, and various sorts of harlequins and demon like creatures. The character outlines are from an old 17th or 18th century source. **Read me Bizarro** is in text format.

Black Chancery PS *f*.sit: A Type 1 font that has an Old World look. This one was missing any author information; can anybody out there help identify the author and shareware fee if any?

BlackForest PS *f*.sit: By Printers Devil. A Type 1 font with an old world German feel with intricate upper case letters. It is designed without any curves. Best at larger sizes. **Read Me First!!** is in text format. *Shareware – $10*.

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

Bodidly Bold PS *f*.sit: By Printers Devil. A Type 1 font that looks great in small or large sizes. This

one can readily pass for Poster Bodoni at a fraction of the cost. **Read Me First!** is in text format. *Shareware – $10*.

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

Braille PS *f*.sit: By Partners In Design. A Type 1 font of the Braille characters. **Notes-Braille Grade1** is in text format.

CableDingbats PS *f*.sit: By Gene Cowan. A Type 1 font that contains logos from many popular US Cable Television and Broadcast networks including our local Washington, DC channels. Please remember that they are copyrighted by those networks. These logos are provided for your private use only. **Cable Dingbats Docs Text** is in text format. *Shareware – $25*.

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

Carrick Caps PS *f*.sit: By David Rakowski. A Type 1 PostScript font which contains all 26 capital letters. The I and the J, however, look exactly alike. The letters are drawn in black in a Gothic style, on top of a stained-glass window kind of pattern. **Read me Carrick Caps** is in text format.

DISK #6.03B — PS 3 POSTSCRIPT T1 FONTS

Caraway Bold PS *f*.sit: By Peter Jensen. A Type 1 san-serif calligraphic face in an informal but very attractive style. This is an extensively kerned font that looks best in larger sizes. **Please Read Me-Caraway Bold 2.0** is in TeachText format. *Shareware – $10*.

CartWright PS *f*.sit: By Printers Devil. A Type 1 font inspired by the Adobe wood type Ponderosa font. Just the font for designing those old west wanted posters. **Read Me First!!** is in text format. *Shareware – $10*.

Castigliont PS *f*.sit: By Dave Nalle. A calligraphic Type 1 font with elegantly curved characters. **READ**

ME! and **SFL Catalog** are in text format. *Shareware – $5*.

ClassDing 2.0 PS *f*.sit: By Bruce Shanker. Small graphics that may be used to delineate different categories of classified ads. Available in normal black on white and "reversed" white on black formats. **Fonts docs** is in text format and describes all of the fonts available as a collection. *Shareware – $20 for complete collection*.

Classica PS *f*.sit: By Francis X. "Butch" Mahoney, Jr. A somewhat 'old fashioned' looking but attractive serif font. This font was converted to Type 1 by Design To Print RoundTable on GEnie. **Read Me, Please!** is in text format. *Shareware – $15 per font*.

Columbus PS *f*.sit: By Sam Wang. An interesting Type 1 serif font that appears most useful as a display font. **ReadMe** is in text format. *Shareware – $5*.

Crackling Fire PS *f*.sit: By David Rakowski. Crackling Fire is a Type 1 PostScript font. It is an all-caps font, plus period, comma, exclamation point and question mark. It looks like Dom Casual letters beginning to go up in flames. **Read me Crackling Fire** is in text format.

Crillee PS *f*.sit: By Gene Cowan. A Type 1 version of the typeface Crillee, which is the face used for the credits of Star Trek: The Next Generation.

DavysDingbats PS *f*.sit: By David Rakowski. A Type 1 font full of really cool pictorial characters. There are around 200 pictorial characters of varying use. Check the option keyboard for ballerina dancers in various poses, and the option-shift keyboard for some really wonderful Art Nouveau images. Experiment—find the images that best suit you. You should use the font in moderation, and not use too many other downloadable fonts in conjunction with it. A whole page of DavysDingbats characters just may cause your printer to reset due to memory limitations and the page won't print. **Read me DavysDingbats** is in text format. *Shareware – donate $12 or more to Columbia University*.

DavysOtherDingbats PS *f*.sit: By

David Rakowski. Another Type 1 font full of really cool pictorial characters including Calvin, Hobbes, Schroder and Snoopy and other pictures of interest. **Read me DavysOtherDingbats** is in text format.

DISK #6.04B — PS 4
POSTSCRIPT T1 FONTS

Davys Ribbons PS *f*.sit: By David Rakowski. A Type 1 font that looks like a long, unfurled banner or ribbon displaying the letters. **Read Me DavysRibbons** is in TeachText format and includes a sample picture of the font. *Shareware - $7.49 to Columbia University*.

DavysBigKeyCaps PS *f*.sit: By David Rakowski. A Type 1 font of characters meant to reproduce the "look" of keys on the IBM and Macintosh extended keyboards. It is intended primarily to aid in software documentation. The "big" version sacrifices geometric integrity for legibility at small sizes. **Read me DavysBigKeyCaps** is in text format.

DavysKeyCaps PS *f*.sit: By David Rakowski. A Type 1 font of characters meant to reproduce the "look" of keys on the IBM and Macintosh extended keyboards. It is intended primarily to aid in software documentation. **Read me DavysKeyCaps** is in text format.

Diner PS *f*.sit: By David Rakowski. The Diner family of Type 1 fonts comes in four weights: Skinny, Regular, Fat and Obese. They have an all-caps set of characters, numbers and punctuation, and extra alternate shapes in the lowercase a, k, m, w and y slots. The Diner-Regular font is based on a tall, thin, rounded Art Deco font called Huxley Vertical. **Read me diner fonts** is in text format. *Shareware – donate $9.50 to Columbia University Music Dept*.

Dobkin PS *f*.sit: By David Rakowski. An Art Nouveau era script Type 1 font. It contains a full alphabetic set, numbers and punctuation. It's pretty frilly, but still readable –the caps are not as frilly. Best at sizes greater than 36 points on a 300-dpi printer. **Read me Dobkin-Script** is in text format. *Shareware – $end tax de-*

ductible contribution (see formula in read me file) to Columbia University.

DotsRight PS *f*.sit: By Clinton D. Trefethen. A Type 1 novelty font with dots where the serifs and intersecting lines should be. READ ME DOTS is in text format. *Shareware – $5 to $10*.

DownWind PS *f*.sit: By LORVAD (formerly Printers Devil). . A semi-psychedelic unkerned calligraphic Type 1 font. It contains upper & lower case and numbers and looks best at larger sizes. **Read Me. LORVAD TT** is in text format. *Shareware – $10*.

Dragonwick PS *f*.sit: By David Rakowski. A Type 1 hinted PostScript font. The bitmaps are in sizes 24, 36 and 48 points. Since the font is detailed, it is not recommended that you use it in a size smaller than 24 points. **Read me Dragonwick** is in text format.

Dubiel PS *f*.sit: By David Rakowski. These fonts are modeled on the Torino and Torino Italic fonts which are similar to a condensed Bodoni except with lighter strokes. They work well as either text or display fonts. Since the FOND resources have not been merged you must select the italic font from the font menu rather than selecting the Dubiel font and giving it an italic style. **Read me Dubiel fonts/PS** is in TeachText format and includes samples of the font. *Shareware - $14.99 to Columbia University*.

Dupuy PS *f*.sit: By David Rakowski. A Type 1 font family in three weights: Regular, Thin and Heavy. It contains a full kerned alphabet, numbers and punctuation. Upper- and lower-case letters are identical. The letters look rather like cartoon lettering; it most closely resembles the lettering in comics that originated in the '40's and '50's. **Read me Dupuy** is in text format. *Shareware – $5 tax deductible contribution to Columbia University*.

Edda PS *f*.sit: By Sam Wang. A Type 1 Art Nouveau display font. The lower case is same as upper case except smaller. **ReadMe** is in text format. *Free but $5 donation cheerfully accepted*.

Electric PS *f*.sit: By Detlef Reimers. A font that may be used to draw

(type) electronic circuit diagrams. The double clickable **Info** file kept quitting due to a type 1 error before I could scroll to the end. The **Info.text** file is exported from **Info** and shows a number of circuits when the Electric font is selected. Many of the circuit symbols are the same a in the Analog PS *f*.

DISK #6.05B — PS 5
POSTSCRIPT T1 FONTS

EileenCaps PS *f*.sit: By David Rakowski. Two related Type 1 DropCaps fonts drawn in an elegant and complex Art Nouveau style. The characters of EileenCaps are all surrounded by a black box and are drawn in white over that box; the characters of EileenCaps-Black are the same as in EileenCaps with the boxes cut out — which means the characters and vinery are black. Only an alphabet of capital letters is in this font. Recommended minimum size for 300 dpi printers is 72 points. **Read me EileenCaps** is in text format. *Shareware – donate $7.50 to Columbia University Music Dept*.

ElizAnn PS *f*.sit: By David Rakowski. A serif display Type 1 font with thinly etched white lines drawn through the characters. Includes a full alphabet, numbers and punctuation. Use at sizes above 48 points. **Read me Elizabeth-Ann** is in text format.

EraserDust PS *f*.sit: By David Rakowski. A large and detailed display Type 1 font that looks like letters written in thick chalk on a blackboard. A full alphabet, punctuation and numbers are included. Use at sizes above 48 points. **Read me EraserDust** is in text format.

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

FoxScript PS *f*.sit: By Sam Wang. A Type 1 script font with a very bold and flowing stroke that is most appropriate for display use.

ReadMe is in text format. *Shareware – $5*.

FoxTrotMedium PS *f*.sit: By Tom C. Lai. An excellent quasi-sans-serif Type 1 font that has most of the 'extras' that big commercial font companies have. Primarily a display typeface, it was derived in part from the shareware font U p p e r W e s t S i d e . **FoxTrotMedium ReadMe** is in text format. *Shareware – $25*.

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

Gallaudet PS *f*.sit: By David Rakowski. The full alphabet and number keys contain graphic representations of the corresponding American Sign Language alphabet for the deaf. **Read me Gallaudet** is in text format. *Shareware – please make a substantial contribution to the charity of your choice*.

Garton PS *f*.sit: A Type 1 semi-script serif display font with a full set of characters, numbers, punctuation, a few ligatures, and a helping of upper- and lower-case swash characters. **Read me Garton** is in text format. *Shareware - $6 to Columbia University*.

DISK #6.06B — PS 6 POSTSCRIPT T1 FONTS

Gessele-Script PS *f*.sit: By David Rakowski. An elegant script Type 1 font from the Art Nouveau period. The characters are unslanted and are drawn as if with a quill pen, with thick down strokes and thin up strokes. There's a complete alphabet in the font, as well as punctuation and numbers. **Read me Gessele-Script** is in text format. *Shareware – donate $6.49 to Columbia University Music Dept*.

Gismonda PS *f*.sit: By Sam Wang. An unusual Type 1 sans serif font for display use. **ReadMe** is in text format. *Shareware – Accolades, $$ contributions, suggestions, or complaints*.

Goudy Medieval PS *f*.sit: By MentorFonts. A Type 1 font with an old fashioned look. This is mystery font that came without any author or shareware information. The AFM file included the reference to Mentor Fonts. Please give us a call if you have any additional information.

Graphic Light PS *f*.sit: By Richard Mitchell. A Type 1 font patterned after a metal type from the Baltimore Type Foundry. It has an unusual "ft" ligature and a small x-height. If you use it for blocks of text, always try it first set solid, that is, with a line spacing equal to its size, 12 on 12, for instance. The face, because of its small x-height, is very small on the body, and the lines will fly apart with too much leading. **Please Read...** and **Generic READ ME - TrueType font** are in text format.

Green Caps PS *f*.sit: By David Rakowski. A Type 1 font. It is in the Art Nouveau style, consisting of all the capital letters plus numbers and a period. Each letter is an outline letter on the top half, a black letter on the bottom half, so each looks like it is "half full" of ink. **Read me Green Caps** is in text format. *Shareware – donate $.99 or more to Columbia University*.

Griffin Dingbats PS *f*.sit: By David Rakowski. A Type 1 font that contains about 155 picture characters and a rather ornate Gothic drop caps font. The images range from Art Nouveau printer ornaments, Renaissance printer ornaments and woodcut printer ornaments to smiling, walking vegetables; the drop caps letters are based on a Gothic typeface called Celebration. **Read me Griffin Dingbats split** is in text format. *Shareware – a tax deductible contribution of $12 or more*.

Handwriting PS *f*.sit: By Sam Wang. A Type 1 script-like font that replicates handwriting. This one has some nice flourishes and has a mixture of cursive and printed letters that works well. **ReadMe** is in text format. *Shareware – $10*.

Harquil PS *f*.sit: Another mystery Type 1 font with author and shareware fee (if any) unknown. This display font appears best suited to playbills and similar applications. Call us if you know who the author is.

Harrington PS *f*.sit: By Sam Wang. A Type 1 flamboyant Art Nouveau font that's full of curls and curves; perfect for love letters. It's complete with upper and lower case and numbers. **ReadMe** is in text format. *Free but $5 donation cheerfully accepted*.

Harting II PS *f*.sit: By David Rakowski. A Type 1 font with a full character set that mimics a typewriter which has a ribbon that is running out of ink. (This version straightens most of the more crooked letters of the original version) The characters are monospaced, as on a typewriter, and at low resolutions (300 dpi or lower) the smaller sizes of the fonts will appear merely crooked or a little jaggy, somewhat like a mimeograph; larger sizes or greater resolutions will approach the look of a typewriter that needs a new ribbon, as well. **Read me Harting II** is in text format. *Shareware – tax deductible contribution (see formula in read me file) to Columbia University*.

Headhunter PS *f*.sit: By David Rakowski. A Type 1 font made of bones. All alphabetic characters and some punctuation can be found in the font. There are no numbers. **Read me Headhunter** is in text format.

Holtzschue PS *f*.sit: By David Rakowski. A Type 1 font derived from a 19th century Victorian source. It is a caps and numbers only font and the tops of each character are white and the bottom black, with some little stripes in between. There is no punctuation. **Read me Holtzschue** is in text format.

HorstCaps PS *f*.sit: By David Rakowski. A Type 1 font in the Art Nouveau style that consists of a set of script capital letters with fairly substantial curly-Q's. This version supplants an earlier version that lacked I, X and Y. **Read me Horst Caps** is in text format. *Shareware - $2.99 to Columbia University*.

Informal Oblique PS *f*.sit: By Phil Noguchi. A Type 1 update of **Informal Oblique**, which replaces Slant Informal in public distribution. (Slant was originally designed for informal correspondence and general every-day printing.) **Docs for Informal Oblique** is in text format.

InkaBod PS *f*.sit: By Printers Devil. A Type 1 font designed without any curves and based on the

bitmapped font Nordic. **Read Me First!!** is in text format. *Shareware – $10.*

Disk #6.07B — PS 7
PostScript T1 Fonts

Ian-Bent PS f.sit: By David Rakowski. A very pretty drop caps Type 1 font patterned after a German Art Nouveau font drawn by Otto Eckmann. You'll find a full all-caps alphabet here of characters surrounded by stained glass-patterns. Use it sparingly as it requires a large amount of printer memory. **Readme Ian-Bent** is in text format.

Inkwell PS f.sit: By Sam Wang. A Type 1 font with the lower portions of characters widened much like an old fashioned inkwell. **ReadMe** is in text format. *Shareware – $10.*

InstantLogos PS f.sit: By Jonathan Macagba. A Type 1 font designed to help you create logos simply by pressing a combination of keys on your keyboard. It works with most word processors and drawing programs. To fully take advantage of this font, use it in Illustrator, Canvas, or Freehand. These programs have an option to convert characters to paths. This allows you to type out your logo, convert it to paths, and fine-tune it further. **AboutInstantLogos.txt** is in text format. *Shareware – $25.*

International Symbols PS f.sit: By Gary L. Ratay, conversion from Type 3 by Uncle Dave. A collection of some (but by no means all) of international symbols. Freeware but donations accepted. **READ ME** is in text format.

Isadora PS f.sit: By Sam Wang. A very classy looking Type 1 Art Nouveau font. The upper and lower cases are the same, with numbers, etc. **ReadMe** is in text format. **Please Read Me First!** is in text format. *Free but $5 donation cheerfully accepted.*

Judas PS f.sit: By LORVAD (formerly Printers Devil). A Type 1 display font patterned on Adobe wood type Ironwood. It contains only caps, numbers, and a few special characters and seems to look best at 16 points or larger. Very interesting negative space. **Read Me First-LORVAD.txt** is in text format. *Shareware – $10.*

Jumble PS f.sit: By David Rakowski. A Type 1 font using the author's Dubiel face but the characters are rearranged so that they make no sense when typed. The italic version slants down instead of to the right. Folks, this is a real nonsense font, just the gift to someone you would like to really bug. **Read me Jumble** is in text format.

Kastellar PS f.sit: James M. Harris. A Type 1 (ATM-compatible) display typeface in uppercase characters only (no lowercase or numerals) created with Letraset's FontStudio. It is a very elegant open-face-styled design that until this offering, was only available in hot metal. **READ ME FIRST!** is in text format. *Shareware – $20.*

Kinigstein Kaps PS f.sit: By David Rakowski. A Type 1 font that consists of 23 capital letters (Q, X and Y are missing). It is drawn in a decorative Art Nouveau style such that each cap is drawn in black and looks somewhat as if it's been pressed onto a square of foil. **Read me Kinigstein Kaps** is in text format. *Shareware – donate $4.99 or more to Columbia University.*

Konanur Kaps PS f.sit: By David Rakowski. A Type 1 font. It consists of all 26 capital letters drawn in an Art Nouveau style such that each cap is drawn in black and surrounded with some simple, round pen strokes. Read me Konanur Kaps is in text format. *Shareware – donate $4.99 or more to Columbia University.*

Koshgarian-Light PS f.sit: By David Rakowski. A Type 1 font modeled on Handel Gothic Light, the font used on Pepsi Cola cans. The full character set is available, as well as punctuation and numbers. The font is a square sans serif font, like a more rounded Eurostile. **Read me Koshgarian-Light** is in text format. *Shareware – $10 to Columbia University.*

Kramer PS f.sit: By David Rakowski. A Type 1 font that consists of a full alphabet of drop caps, each of which is a white character surrounded by a box and stained glass patterns. The lower-case characters are simply the upper-case character shapes extracted from the patterns and filled in black. **Read me Kramer** is in text

format.

LampoonBrush 2.0 PS f.sit: By Sam Wang. A Type 1 script font that appears to be created with a brush. Although the documentation indicates multiple bit mapped font sizes, only 24 point size is available so use this one with Adobe Type Manager. **ReadMe** is in text format. *Shareware – $10.*

Larcombe Caps PS f.sit: By David Rakowski. A set of three PostScript fonts that contain all 26 alphabetic characters as drop caps. Each character is drawn very ornately, and consists of a white, outlined letter held up by or in front of a muse or nymph wearing a long white dress and plenty of detail of vines and vegetation surrounding it. The bitmaps show nearly none of the detail of the fonts: the screen versions will give no clues as to the real beauty of every single character in the font — you need to print them on a PostScript printer to see their full glory. Not recommended fro use at sizes smaller than 96 points on a 300-dpi output device because much of the exquisite detail will be lost. **Read me Larcombe Caps** is in text format.

Disk #6.08B — PS 8
PostScript T1 Fonts

LaserLondon PS f.sit: By Bill Ware. This Type 1 old English style font is based on the bit-mapped London font. LaserLondon.doc is in text format. Shareware – $10 or 20.

Lassus PS f.sit: By David Rakowski. A Type 1 font that is modeled on the first music printing with moveable type, circa 1500 by Petrucci. Each character has a length of a five-line musical staff with a particular music symbol placed onto it. The font is not intended for serious musical notation, but is intended for quick-and-dirty, simple musical examples to be placed in a word-processed document so that going back and forth between a word processing program and a drawing or music notation program is unnecessary. Read me Lassus is in text format.

Lee Caps PS f.sit: By David Rakowski. A Type 1 font that contains all 26 capital letters, numbers, and punctuation. The characters look somewhat 3-dimen-

sional. Read me Lee Caps is in text format.

Lefty Casual PS f.sit: By Ted Alspach. This is a script-like font that has a number of characters with a "backward" slant as if written by a left hander. Casual is another way to describe the somewhat spastic look of this font. Read Me!!! is in text format.

Lemiesz & Salter PS f.sit: By David Rakowski. Lemiesz is a Type 1 font modeled on Publicity Gothic that looks like a very bold sans serif font with rough edges. Salter is a Type 1 font that is based on a font called Perspective which features black sans serif characters with a very long, striped shadow which goes off above and to the right of each character. They are both display fonts. Readme Lemiesz&Salter is in TeachText format and includes samples of the fonts.

LibbyScript 2.0 PS f.sit: By Sam Wang. A very graceful brush script typeface in Type 1 format. ReadMe is in text format. Shareware – $10.

Lilith-Heavy PS f.sit: By David Rakowski. A Type 1 font that is bold and semi-calligraphic with strokes that lighten on the way down, like in Lilith-Light. The x-height is quite small (about 40 percent of the caps height). You'll find a complete alphabet, numbers and punctuation in the font. Read me Lilith-Heavy is in text format. Shareware – $3.01 tax deductible contribution to Columbia University.

Lilith-Light PS f.sit: By David Rakowski. A Type 1 semi-calligraphic serif font. Long vertical strokes tend to be thicker at the top than at the bottom. The x-height of the font is quite short. A full alphabetic set, numbers and punctuation are available in the font. It is meant to be a display font, and is not recommend for printing to a 300-dpi device at sizes smaller than 18 points. Read me Lilith-Light is in text format. Shareware – $3 to Columbia University.

Lintsec PS f.sit: By David Rakowski. A Type 1 stencil font with a full alphabet, numbers and punctuation. The author notes "There are no kerning pairs — hey, do YOU kern your stencils?" Read

me Lintsec is in text format.

LiquidCrystal PS f.sit: By Peter Jensen. A Type 1 font that duplicates the classic 7-segment digits that appear in a Liquid Crystal Display (LCD). Please Read Me — LiquidCrystal is in TeachText format.

Logger TT PS f.sit: By David Rakowski. A Type 1 font shaped like logs; there are capital letters and punctuation only. Read me Logger Type 1 is in text format.

Lower East Side PS f.sit: By David Rakowski. A Type 1 PostScript font modeled on an Art Deco typeface called Astur. It looks like bold, 3-D brush strokes forming the characters with deep shadows — it also tends to look like bent pieces of plywood with shadows. It is kerned, and ought to be used for display text only at sizes 72 points and larger. Read me Lower East Side is in text format.

Lower West Side PS f.sit: By David Rakowski. A Type 1 PostScript font created with Fontographer 3.1. It contains a full upper- and lower-case alphabet, numbers and punctuation — no diacritics. It is based on the typeface "Shatter" and looks much like the famous signs saying things like "STRESSED OUT?" or "ARE YOUR EYES BAD??" Obviously the typeface is of limited use, except for calculated irritation. Read me Lower West Side is in text format. Shareware – donate $2.49 (vot a bargain!!) to Columbia University.

Lumparsky PS f.sit: By Walter Kafton-Minkel. A Type 1 font with unusual bold forties-style hand-lettering typeface based on a partial font found in an old lettering manual. Lumparsky Read Me is in text format.

MachineBlock PS f.sit: By Gary Hagestead. A bold headline Type 1 font consisting of upper case letters and most of the commonly used symbols. It is patterned after the "Machine" type style. MachineBlock.docs is in MacWrite format. Shareware – $15.

Maginot PS f.sit: By Dave Nalle. A Type 1 decorative or display font that contains only upper-case characters. READ ME! and catalog.asc are in text format. Shareware – $5.

Maidstone Script PS f.sit: By Sam Wang. A Type 1 script font, just what you need to simulate handwriting. This one has a large X-height and is nicely done. ReadMe is in text format. Shareware – $10.

Mira PS f.sit: By Sam Wang. A Type 1 Art Nouveau font that contains both upper and lower case. ReadMe is in text format. Free but $5 donation cheerfully accepted.

Muriel PS f.sit: By FontBank, Inc. A Type 1 display script font. EPS files are also provided for use with Illustrator and FreeHand. FontBank is a commercial distributor of fonts and is providing these without charge as a sample of their work; see the details about an "Online Special" in the Read Me First! document which is in text format.

Disk #6.09B — PS 9 PostScript T1 Fonts

Medusa PS f.sit: By LORVAD (formerly Printers Devil). A Type 1 display font based on the familiar Art Nouveau font Broklin. It has a large number of kerning pairs. It looks good at sizes 12 and larger. **Read Me First-LORVAD.txt** is in text format. *Shareware – $10*.

Multiform PS f.sit: By David Rakowski. A Type 1 hand-drawn Art Nouveau font. **Read me Multiform** is in text format.

MusicFontsDemo PS f.sit: By Aron Konanur. Two specialized Type 1 fonts for users of Finale and Composer music software. These versions are missing half the characters from the postscript files. *Demoware – $30 for the full featured font*.

NatashaCaps1.0 PS f.sit: By Raj Singh. A all caps Type 1 font consisting of top-heavy letters that was designed with the Addams Family in mind — kind of funny/creepy. **Read Me** is in text format.

Nauert PS f.sit: By David Rakowski. A Type 1 chiseled serif font from a mid-nineteenth century source. It is a display font that, due to its detail inside each letter, looks best above 48 points on a 300-dpi printer. It is generously kerned and contains a full character set, minus diacritics, minus brackets and parentheses. **Read me Nauert** is in text format. *Shareware – tax deduct-*

ible contribution (see formula in read me file) to Columbia University.

NeuSansBlack PS *f*.sit: By Jim Pearson. A sans-serif typeface designed for almost every phase of font use. It's handy for emphasizing text, headlines, special announcements, etc. **About NeuSansBlack** is in text format. *Shareware – $5.*

Neuvarese Bold Italic PS *f*.sit: By David Teich. This Type 1 font is derived from "Novarese Bold Italic" but has Italic capitals, additional ligatures, dingbats and fractions. **!Read Me First** is in text format.

NewRixFancy PS *f*.sit: By RIX Font Foundry. A Type 1 sans-serif font. **NewRixFancy READ ME** is in text format. *Shareware – $15.*

NixonInChina PS *f*.sit: By David Rakowski. A Type 1 font designed to look like display printing on many Chinese restaurant menus. It has a complete upper- and lower-case alphabet and punctuation: no numbers or diacritics and is based on a font called Chopstick. **Read me NixonInChina** is in text format.

Notepad PS *f*.sit: By Jonathan Stampf. A Type 1 font intended to emulate casual handwriting; it has a somewhat spastic appearance. This one is free but the author has a version that has additional character variations that is available for $35. **Read Me First** is in text format.

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

Octavian PS *f*.sit: By Dave Nalle. A Type 1 serif body text font that contains lower- and upper-case characters; it has somewhat a calligraphic flair. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

OxNard PS *f*.sit: By LORVAD (formerly Printers Devil). An Type 1 outline shadow font with irregular sizing and erratic baselines. This is a caps only display font

that works best in sizes above 25 points. **Read Me. Lorvad .txt** is in text format. *Shareware – $10.*

DISK #6.10B — PS 10 POSTSCRIPT T1 FONTS

Ornaments PS *f*.sit: By Nigel Yeoh. A Type 1 font that consists of a collection of ornaments, which go along rather nicely with Adobe's Wood Type Package. All of the characters were digitized from an enlarged photocopy of Roy Kelly's American Wood Types, and most of ornaments, flourishes and pointers come from Hamilton's 1906 catalogue. **ornaments.comments** is in text format.

OswaldBlack PS *f*.sit: By Printers Devil. A Type 1 font that looks great in small or large sizes. Very similar to the Cooper Bold commercial font from Altsys but check out the non commercial shareware fee. **Read Me First!** is in text format. *Shareware – $10.*

ParisMetro PS *f*.sit: By David Rakowski. A Type 1 PostScript font that is modeled on the font used on some of the old Art Nouveau Metro stations in Paris. It is also a rather black font. In this font is a full set of upper-case characters — no lower-case characters — as well as full punctuation and numbers. **Read me ParisMetro** is in text format.

Patriot PS *f*.sit: By Jim O'Bryan, Aartvark Design Studios. A Type 1 font based on the missiles used during Desert Storm, including the Patriot, Hellfire 1, Hellfire 2, Tow, Seasparrow, I/Hawk, and Harpoon. It is a display face with Upper Case, and Small Caps for the Lower Case, Numerals are also included. Dedicated to the men and women who served, or helped in the recent Gulf Crisis.

Pepita PS *f*.sit: By Sam Wang. Another Type 1 script-like font that replicates handwriting. This one has a mixture of cursive and printed letters like the author's Handwriting font but the strokes are bolder and more masculine. **ReadMe** is in text format. *Shareware – $10.*

Phonetic-Alphabet PS *f*.sit: By David Rakowski. A Type 1 serif font of the International Phonetic Alphabet (I.P.A.). If you don't un-

derstand that sentence, you don't need this font. **Read me Phonetic-Alphabet** is in text format.

Pixie PS *f*.sit: By David Rakowski. A Type 1 PostScript display font that roughly looks like Bodoni must look like after ten or more beers — an uneven, hand-drawn serif font with a wide variation of thicks and thins. It makes a good specialty font for advertisements when an informal feel is desired or when you want to recreate generic 1950's advertisements from Boys Life or Mechanix Illustrated. **Read me Pixie** is in text format. *Shareware – donate $4.99 to Columbia University.*

Pointage PS *f*.sit: By David Rakowski. A Type 1 all-caps font resembling Torino that has had Victorian-type pointing fingers, pointing right, superimposed so that the hands look like they are grasping the letters as well as pointing rightward. *Shareware – donate $3.03 to Columbia University Music Dept.*

Polo Semiscript PS *f*.sit: By David Rakowski. A Type 1 PostScript display brush stroke font with plenty of swashes. It makes a good specialty font for advertisements when an informal feel is desired. **Read me Polo Semiscript** is in text format. *Shareware – donate $3.41 to Columbia University.*

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

Premium Thin 2.0 PS *f*.sit: By James M. Harris. This Type 1 decorative typeface is based upon a very famous display typeface called Premier Lightline. It contains the lower case characters as well as upper case. There are also many alternate characters, punctuation marks, and numbers 0-9, and there are nearly 300 kerning pairs. **Read Me—PremiumThin** is in text format. *Shareware – $25.*

RabbitEars PS *f*.sit: By David Rakowski. A Type 1 round, bold '40's type of advertising display font whose letters slightly resemble Cooper Black. Uppercase and lowercase characters are identical in this font, except for B, H, F, K and L, which are far taller

than the other characters, forming "rabbit ear" loops at the top (hence the name). All the characters look like lower-case characters. Also in the font is a complete set of numbers and punctuation. **Read me RabbitEars** is in text format. *Shareware – tax deductible contribution (see amount in read me file) to Columbia University.*

Ransom Note PS f.sit: By Ted Alspach. A Type 1 font which incorporates a different type style for each character, in addition to a slight rotation, possibly a background, maybe a skewing or two, and an occasional horizontal or vertical scaling. **Read me or Else!** is in text format. *Shareware – $5.*

Rechtman PS f.sit: By David Rakowski. A Type 1 chiseled script font with a complete character, number, and punctuation set. The "chiseled" features of the font may disappear below sizes of 36 point when printed on a 300-dpi device; however, the font will still look nice, sort of like a bold script font with a short x-height. Read me Rechtman is in text format. *Shareware – $end tax deductible contribution (see formula in read me file) to Columbia University.*

Recycle PS f.sit: By Clark T. Riley. A Type 1 font which has the five General class and seven plastic class recycle symbols. **Recycle symbols** is an MS Word document including all the symbols; install the font in your system before viewing or printing the document.

Relief Deco PS f.sit: By David Rakowski. A Type 1 caps and numbers font, no punctuation; lowercase letters are identical to uppercase letters. It is generously kerned. The letter images are of a heavy slab serif typeface, but of the shadows only, making it a "kind of cool" (sic) display font, unsuitable for text applications, and not so good looking below 18 points. **Read me ReliefDecois** in text format. *Shareware – $2.99 to Columbia University.*

Reynolds Caps PS f.sit: By David Rakowski. A caps-only Type 1 PostScript display font in an Art Nouveau style. **Read me Reynolds Caps** is in text format.

ReliefPak PS f.sit: By David Rakowski. Three Type 1 sans serif display fonts drawn in relief: WhatARelief, ReliefInReverse, and RoundedRelief. WhatARelief and ReliefInReverse use the same lettershapes — a squarish sans serif relief alphabet. ReliefInReverse prints a black strip with white shadows, or the "negative" of WhatARelief. RoundedRelief is a rounder, more condensed relief font. **Read me ReliefPak** is in text format. *Shareware – $4.99 or greater tax deductible contribution to Columbia University.*

Rhyolite PS f.sit: By James M. Harris. A Type 1 display typeface (based on Huxley Vertical) in uppercase characters, numerals, and punctuation only. There are alternate characters for the letters A, K, M, N, W, and Y, and they can be found using their lowercase equivalents. Created entirely with Letraset's FontStudio . It is a display face that looks elegant and distinguished. **READ ME FIRST!** is in text format. *Shareware – $20.*

Rossbauer Caps PS f.sit: By David Rakowski. A set of five really big PostScript fonts that contain very ornate early 20th century German woodcut drop caps. Each image is of an outlined serif capital letter with a backdrop of a person and some sort of landscape. Don't use more than one drop cap at a time, and use "Unlimited Downloadable Fonts" from the Page Setup command if you plan to use the font with another downloadable font. Rossbauer Caps is not compatible with Adobe Type Manager. **Read Me Rossbauer Caps** is in text format.

Rothman PS f.sit: By David Rakowski. A Type 1 Art Deco font that includes all alphabetic and numeric characters and punctuation. This is a very condensed font that is based on the font "Empire." The lower case letters are one half the height of the upper case letters and the same character width. **Read me Rothman TrueType** is in TeachText format.

Rudelsberg 2 PS f.sit: By David

Rakowski. This Type 1 font is in the Art Nouveau vein (turn of the century Germany in this case) and may be thought of as a second cousin to Adobe's Arnold Boecklin font, in that the lower case letters are a little similar, although the upper case characters lack the swashes of Adobe's font. Rudelsberg contains the full set of upper- and lower-case characters, numbers, and some punctuation, but no diacritics. **Read me Rudelsberg Type 1** is in text format.

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

Saint Francis PS f.sit: By Hank Gillette. Saint Francis is a Postscript version of Apple Computer's venerable San Francisco font. It has the full character set that San Francisco has, plus some alternate characters (try Option e, Option g, and Option W), and some visual puns included for the author's amusement. **St. Francis Read Me** is in MacWrite format.

SarahCaps PS f.sit: By Sam Wang. A Type 1 Art Nouveau display font. **ReadMe** is in text format. *Shareware – $10.*

SchwarzWald PS f.sit: By Peter Jensen. A Type 1 display font. It is very bold and striking with a bit of a woodcut look. It emulates Glummie. **Please Read Me - SchwarzWald** is in TeachText format. *Shareware – $10.*

Sharktooth 2.0 PS f.sit: By Peter S. Bryant. A Type 1 typeface. Since Sharktooth is a display font, it is generally not acceptable for body text. Sharktooth is also hinted to optimize output on 300-dpi or less printers. **Sharktooth Read Me** is in text format. *Shareware – $10.*

Shohl-Fold PS f.sit: By David Rakowski. The letters look like they are on a continuous fanfold— some facing left, some facing right. To get the visual effect of a continuous fanfold, then, a left-facing letter should follow a right-facing letter should follow a left—facing

letter, etc. To wit, there are two versions of each character in the font–the left-facing version and the right-facing version. **Read me Shohl-Fold** is in text format.

Shorai 2.0 PS *f*.sit: By Lawrence M. Schoen. A Type 1 hiragana (Japanese) font. The name means "whisperings of the wind through pine trees" as well as "the future." Shorai Doc is in double clickable application format. The author requests a $5 donation to Lake Forest College Font Project.

DISK #6.12B — PS 12 POSTSCRIPT T1 FONTS

Showboat PS *f*.sit: By David Rakowski. A Type 1 font created with Fontographer 3.1 in an old nineteenth century marquee style. It includes all 26 capital letters plus rudimentary punctuation. **Read me Showboat** is in TeachText format.

Shpfltnat 2.3 PS *f*.sit: By David Rakowski. A Type 1 PostScript font. Used to print musical characters that can be inserted in text, as in a word processor — not for musical notation. Adobe's SONATA font has beautifully drawn characters, but since they are scaled to relative sizes, using them in text changes the line spacing drastically; for instance, to use the "natural" sign at the correct size in a line of text, the spacing gets changed to quintuple spacing (the character has a ton of white space above and below it). The notes in shpfltnat have deliberately large noteheads so that they will print large enough to read in a block of 12-point text. **About Shpfltnat 2.3** is the documentation in double-clickable application format. *Shareware – donate $10.01 to Columbia University*.

Shrapnel PS *f*.sit: By David Rakowski. A Type 1 font with full alphabet, numbers and punctuation. The edges of the letters of the alphabet look like they are exploding, hence the name Shrapnel. **Read me Shrapnel** is in text format.

SillyconValley PS *f*.sit: By Jim Ratliff. A font patterned after the magnetic coding type you see at the bottom of bank checks. **SillyconValleyFont Note** is in text format.

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

SlabFace/Aartvark PS *f*.sit: By Jim O'Bryan. A Type 1 font that is perfect for ads, flyers or posters. **Bet You Don't Read This!** is in text format.

SnyderSpeed PS *f*.sit: By Pat Snyder. A Type 1 font that offers a bold (all caps) typeface duplicating the spontaneous, hand-lettered, brush-stroke used by commercial artists and sign painters to create eye-catching copy for signs, banners, posters, window display cards etc. **About SnyderSpeed, text** is in text format. *Shareware – $15*.

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

SpellingError PS *f*.sit: A Type 1 font with some characters rearranged so that they make no sense when typed. The author and shareware fee (if any) for this font are unknown.

Star Trek Fonts PS *f*.sit: By James Sharer. A package of five Star Trek Type 1 fonts; **Star Trek Classic** (roman and italic), **Star Trek Classic Movies, Star Trek TNG Crille** and **Star Trek TNG Titles**. The documentation **Star Trek Fonts READ ME** is in text format. *Shareware – $20*.

StarBurst PS *f*.sit: By David Rakowski. A Type 1 display font with caps, numbers and punctuation only. Each character is drawn as a black sans serif character with what looks like a bright light cut into its middle with many rays emanating from the light. **Read me Starburst** is in text format. *Shareware - $4.99 to Columbia University*.

Stencil Cut PS *f*.sit: By Gary Hagestead. A Type 1 bold display font consisting of upper case letters, and most of the commonly used symbols. It is patterned af-

ter Adobe's "STENCIL" type style. **StencilCut.docs** is in MacWrite format. *Shareware – $15*.

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

Swifty PS *f*.sit: By Christopher Bird. Swifty is a Type 1 font. It is not a conventional alphabet, but a collection of symbols of a human figure walking, running, jumping, etc. The characters are arranged in such a way that the keyboard will type a series of movements when a row of keys is pressed from left to right, such as "12345..." or "qwerty..." Swifty is based on the work of Edweard Muybridge, a photographer who lived during the late 1800's. **About Swifty** is in text format.

Sydney PS *f*.sit: By Paul W. Glomski. A san-serif decorative font that has a somewhat angular and squashed appearance.

DISK #6.13B — PS 13 POSTSCRIPT T1 FONTS

TechPhonetic PS *f*.sit: By Rob Kassel. This is a self extracting archive (.sea) file; move it to your hard disk or a blank floppy and double click to expand it to a usable file. An IPA (phonetic symbol) Type 1 font based on GoudyOldstyle. It is designed to represent anything the IPA can, but not necessarily in all the ways IPA can. **Read Me!** is in text format.

TempoFonts PS *f*.sit: By David Rakowski. A Type 1 PostScript font. A full serif character set is included, along with musical symbols on the option and shift-option keyboards. The point is to be able to mix text and musical symbols in text blocks in programs that don't allow multiple fonts in text blocks. ReadMe TempoFonts is in text format.

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

Thalia PS *f*.sit: By Sam Wang. Another Type 1 Art Nouveau display font. A little different from most of the other Art Nouveau fonts that you may have come across. ***Free but $5 donation cheerfully accepted.***

ThTimesBold PS *f*.sit: A thin, bold, version of the Times font.

TNG Monitors PS *f*.sit: By Michael J. Perkins. A Type 1 font inspired by the tall, thin font used on the monitors for U.S.S. Enterprise NCC-1701-D on Star Trek: the Next Generation. TNG Monitos.doc is in text format. ***Shareware – $5.***

ToneAndDebs PS *f*.sit: By David Rakowski. A Type 1 font with black sans serif characters topped with a layer of snow. **Read me ToneAndDebs** is in text format. ***Shareware - $3 to Columbia University.***

Trains PS *f*.sit: By Uncle Dave's Oakstand Enterprises. A variety of freight and passenger cars that may be pulled by either steam or diesel engines. The engines may be either left or right facing. **Read Me - I'm a Paint file** may be opened with many paint programs.

Tribeca PS *f*.sit: By David Rakowski. A Type 1 font containing a full character, number and punctuation character set. It is modeled on "Newton Inline," an Art Deco font often used for titles on paperback editions of mysteries. **Read me Tribeca (Teach Text)** is the documentation.

Uechi-Gothic PS *f*.sit: By David Rakowski. A Type 1 font with an old world look. The upper case letters are ornate. **Read me Uechi-Gothic** is in text format. ***Shareware – donate $3.02 to Columbia University Music Dept.***

UltraBlack PS *f*.sit: By Gary Hagestead. A bold headline Type 1 font consisting of upper and lower case letters and most of the commonly used symbols. It is patterned after the "HelveticaBlack" type style. **UltraBlack.docs** is in MacWrite format. ***Shareware – $15.***

Upper East Side PS *f*.sit: By David Rakowski. A Type 1 font in an art deco style that works well in both text and display applications. It contains a full set of characters, including diacritics, and has 477 kerning pairs. It resembles the well known Parisian display font. **Read me UpperEastSide** is in TeachText format.

Varah Caps PS *f*.sit: By David Rakowski. A Type 1 PostScript font. The font consists of all 26 upper-case alphabetic characters drawn as black characters on what looks like rectangular stained glass windows in the background. It is extremely detailed and ornate. Because it is so detailed, it is not recommended for use in sizes smaller than 48 points on a 300-dpi printer, not smaller than 120 points on an ImageWriter. **Read me VarahCaps** is in text format. ***Shareware – donate $4.99 or more to Columbia University.***

DISK #6.14B — PS 14 POSTSCRIPT T1 FONTS

Upper West Side 1.1 PS *f*.sit: By David Rakowski. A Type 1 PostScript font. This font is the font which is used for the logo of the NEW YORKER magazine and which is also used for headings throughout each issue. It contains a full set of upper- and lower-case characters, punctuation, and numbers. And several characters are filled with the image of the New Yorker's famous FOP. **About UpperWestSide** is in double-clickable application format. ***Shareware – donate $6.41 or more to Columbia University.***

Vireo PS *f*.sit: By Christopher Bird. A Type 1 novelty font with a semi-calligraphic printed look. best used at 14 points and above. **Read Me** is in text format. ***Shareware – $10.***

Visage PS *f*.sit: By Dave Nalle. An uppercase specialty or decorative Type 1 font. **READ . ME** and **CATALOG2.ASC** are in text format. ***Shareware – $5.***

Walrod Initials 1.1 PS *f*.sit: By Jonathan Hodges. A Type 1 display font that includes only the initial caps. It is a fairly accurate knockoff of Geometrica. Geometrica, and its two sister fonts Champ Fleury and Melencolia, are stylized renderings of the work of 16th century artists Geofroy Tory and Albrecht Dürer. **READ.ME** is in Word format.

Wedgie PS *f*.sit: By David Rakowski. A three dimensional outline Type 1 font that looks like it is on wedges. Includes a full alphabet with identical upper and lower case letters and numbers and punctuation. **Read me Wedgie (Teach Text)** is in TeachText format.

Wharmby PS *f*.sit: By David Rakowski. A Type 1 display font that contains capitals, letters and numbers only and looks like it has a shadow, lit from behind and on the left. **Read me Wharmby** is in text format.

Will-Harris PS *f*.sit: By David Rakowski. A Type 1 font patterned after the display font 'Skyline.' It is a special-effect font wherein the characters look like views through Venetian blinds of a city skyline. A headline set in this font will appear to have been cut from a continuous city skyline. There is a full set of alphabetic, numeric and punctuation characters in this font. **Read me Will-Harris** is in text format.

Windsor Demi PS *f*.sit: Another Type 1 mystery font; author and shareware fee (if any) are unknown. Anybody out there care to help us identify this one?

Woodcut Drop Caps PS *f*.sit: By David Rakowski. This is a self extracting archive (.sea) file; move it to your hard disk or a blank floppy and double click to expand it to a usable file. This font was created by scanning figures from a late nineteenth century children's book, tracing the result with Adobe Streamline and then using Art Import to create the font. All characters are images of quite ornate capital letters. **Read me Woodcut fonts** is in text format. ***Shareware – donate $.99 to Columbia University.***

Zaleski Caps PS *f*.sit: By David Rakowski. A Type 1 PostScript font named for Jean Zaleski, the New York painter who is, among other things, short. It is modeled on an Art Deco typeface called Ashley Crawford. It is bold and brash and serifed. Numbers and punctuation are also in the font. **Read me Zaleski Caps** is in text

format.

Zallman Caps PS f.sit: By David Rakowsk. A Type 1 font with intricate drop caps font whose letters are solid, bold serif characters surrounded by tasteful vines, leaves and flowers. All capital letters are in the font except X and Y, whose letters print an apology for their omission. **Read me Zallman Caps** is in text format.

Disk #6.15B — PS 15
PostScript Fonts

UnStuffIt™ 3.0.7.sea: By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with StuffIt Classic, Stuffit Lite and StuffIt Deluxe programs. Easy to install, just double click and follow the directions. **Read Me First** is in text format.

Adrielle E-Light PS f.sit: By Jason Vance. A Type 1 san-serif display font consisting of a full set of capital and small capital letters. No punctuation or numbers, but there are numerous kerned pairs. **Read ME** is in text format.

Adventurer PS f.sit: By Rob Birnholz. This Type 1 all caps display font was inspired by "Raiders of the Lost Ark." **Adventurer Font-Read Me!** is in text format.

Aneirin PS f.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of all cap with a medieval look. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

Athletic PS f.sit: By Edward A. Leach. A Type 1 specialty font with very bold letters with fat square serifs. It looks best in larger point sizes and is great for the 'college sweatshirt look.' This font is all caps only, with a few other characters (period, comma, hyphen, quotes, etc.). **Athletic ReadMe** is in text format. *Shareware – $10.*

BannAReg PS f.sit: By Douglas W. St.Clair. A Type 1 display typeface that creates banners (BannA — Banner with a Bawston accent). It includes the capital letters A to Z, an apostrophe S ('S), and the left and right ends of the banner. **READ ME - BannA V1.0** is in text format. *Shareware – $5.*

Black Chancery Extended PS f.sit: A medieval-looking Type 1 font

with a full set of upper and lower case characters. No author or shareware information on this download from Sumex.

BlackHawk PS f.sit: By John Singer. A Type 1 all caps display font that evokes the image of an old west 'wanted poster.' The typeface also includes numbers and some punctuation. **BlackHawk - READ ME!** and **Comments about BlackHawk Type 1** are in TeachText format. *Shareware – $5.*

CableDingbats 4.0 PS f.sit: By Prografx. A Type 1 font that contains logos from many popular US Cable Television and Broadcast networks including our local Washington, DC channels. Please remember that they are copyrighted by those networks. These logos are provided for your private use only. **About Cable Dingbats 4.0** is in text format. *Postcardware.*

Cairo PS f.sit: By Clark T. Riley. A Type 1 version of the original whimsical 'picture' font that came with the original 128K Macs and was dropped somewhere along the line as Apple grew up. You can create trains and city skylines and other neat things using individual or multiple characters from this font. Looks best in 24 point size. **Read Me - Cairo** is in text format.

Caliph PS f.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of a full set of upper and lower case letters with a medieval or mid-eastern look. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

Chaillot PS f.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that includes only upper case letters with a medieval look. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

Circular/Weimar/Eden PS f.sit: By Josh Feldman. All are Type 1 specialty fonts. Circular has a funky, modern look that works well in larger sizes. Eden is an angular serif face from the 1920's that replicates the original metal type including its imperfections. Weimar is inspired by letter forms from the early expressionistic period of the Bauhaus. The Bauhaus lowercase letter set contains slight varia-

tions from the uppercase set—this is a very spastic looking face. **Fonts Read Me** is in PICT format—who knows why—you may open it from within TeachText. *Shareware – $15.*

Disk #6.16B — PS 16
PostScript Fonts
UnStuffIt™ 3.0.7.sea:

Cheneau PS f.sit: By Dan Carr. A Type 1 roman font with a number of f ligatures. This one looks good set as body text or display. **Documentation for Cheneau** is in text format. *Shareware – $15.*

ChessWriter 4.1 PS/TT f.sit: By William R. Orton, III. The ChessWriter application permits you to easily create chess board configurations and move notation. Four Type 1 fonts showing all the chess pieces are included. The shareware package expires 12/31/93 and appeared to conflict with at least one of my installed extensions. *Shareware – $40.*

Comp PS f.sit: By Jason Vance. This Type 1 font may be used to create 'comps' or design concepts where you want the viewer to see the design and not be distracted by specific text. **Read ME** is in text format.

EclecticOne PS f.sit: By Brian Sooy. A Type 1 font designed to give easy access to a number of commonly used elements, including right and left horizontal "pyramid" arrows; recycled and recyclable windows, some alternative trademark, copyright and registered symbols; and different elements to create a variety of borders. It also includes clock faces showing all the different hours in quarter-hour segments. **Eclectic Read me** is in text format. *Shareware – $11.95.*

Espheres v2.0 PS f.sit: By Eclipse Publishing, Limited. A Type 1 Upper and Lower Caps font with some symbols, punctuation and numbers. It is a mod, 1950s, 'Jetsons' style font—kind of bubble-shaped—intended as a display font only. **ESpheres 2.0 Documentation.TT** is in text format. *Shareware – $3 to $7.*

FineLine v3.1 PS f.sit: By Eclipse Publishing, Limited. A Type 1 with upper and lower cases, all punctuation marks, composite characters and numbers. It also includes

some symbols and mathematical signs. As the name implies, the FineLine characters are very lightweight. **FineLine 3.1 Documentation.TT** is in text format. *Shareware – $3 to $7.*

Floydian PS *f*.sit: By Jeff Tesch. A Type 1 font based on the style in which the title of Pink Floyd's "The Wall" was written on the cover of the album. Read Me is in text format. *Shareware – $10.*

DISK #6.17B — PS 17
POSTSCRIPT FONTS
UnStuffIt™ 3.0.7.sea:

Enochia PS *f*.sit: By AUM Publications. A Type 1 specialty font in the language used by the entities of Dr. John Dee as dictated to him by Sir Edward Kelly in the 1500's. **Read Me Pees, Pees, Read Me!** is in Word format. *Shareware – $10.*

Fiorenza PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of upper and lower case letters with a medieval handwritten look. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

Futhark PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font with a non-English alphabet. Please don't ask how you would use this—I don't speak or write Futhark. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

Gadzoox PS *f*.sit: By Marty Robinson and Chuck Crews. A Type 1 all capitals display font with no kerning. **Comments about Gadzoox** and **Gadzoox! Read This!** are in TeachText format.

Genoa PS *f*.sit: By Alan Townsend. A Type 1 whimsical display font in both Roman and Italic faces. It is similar to the Venice font that came with the Mac. **GenoaItalic Read Me** and **GenoaRoman Read Me** are in text format.

German Rune PS *f*.sit: By AUM Publications. A Type 1 specialty font which depicts ancient Germanic Runes of which many have been studying and wearing of late. The runes correspond with their English keyboard equivalents and are all in the Caps mode. **Read Me Germanrune** documents are in Word format. *Shareware –*

$10.

GoudyMedieval PS *f*.sit: A Type 1 whimsical font of unknown origin from the Info-Mac archives. This one has an old world appearance.

Gravicon PS *f*.sit: By Tom C. Lai. A Type 1 heavy weight modern display font, based on a stencil theme. It is fairly futuristic looking (think of those sci-fi wall stencils). **Gravicon™ Readme** is in text format. *Shareware – $15.*

GREEK PS *f*.sit: By David Lumerman. A Type 1 specialty font for 'greeking' text for use in 'comps' or design layouts. Use it where you want the viewer to pay attention to the design concept rather than the words. **greek read me** is in text format. *Shareware – $5.*

Heidelberg PS *f*.sit: By Bill Horton. A Type 1 calligraphic style font that simulates actual pen or quill hand writing. The letter forms are rather open and wide and look good in body and display use. **READ ME.txt** is in text format.

Herald PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of medieval heraldry characters—you know, the shields or coats-of-arms with animals and other symbols of family geneology. **READ ME** is in text format. *Shareware – $5.*

JacksonvilleOldStyle PS *f*.sit: A Type 1 slightly cursive serif font that may be used for body or display. From the Info-Mac archives, original author unknown.

Jongeleur PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of illuminated letters available on the caps keys only . **READ ME** is in double clickable application format. *Shareware – $5.*

DISK #6.18B — PS 18
POSTSCRIPT FONTS
UnStuffIt™ 3.0.7.sea:

HiraGana PS *f*.sit: By Kevin Hartig. A Type 1 Japanese Hiragana font with characters in a calligraphic style. **README** is in text format. *Shareware – $10 (for both HiraGana and KataKana.*

Hotshot PS *f*.sit: By Walter Kafton-Minkel. A Type 1 display

font based on scans from a 1930s sign-painting manual. This bold san-serif typeface looks best at 18 points and larger. **HotshotReadme** is in text format.

Jugend PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of illuminated letters available on the caps keys only . **READ ME** is in text format. *Shareware – $5.*

Karate PS *f*.sit: A Type 1 display font that has a bold brush stroke oriental look.

KataKana PS *f*.sit: By Kevin Hartig. A Type 1 Japanese Katakana font with characters in a calligraphic style. **README** is in text format. *Shareware – $10 (for both HiraGana and KataKana).*

Katherine PS *f*.sit: By Don Miller. A Type 1 font fashioned after the printing in the comic strip CATHY by Cathy Guisewite. All characters are uppercase and if you press the shift key the characters become bold. There are no numbers and not all characters are present in this typeface. **READ ME** is in text format.

Kelmscott PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 specialty font that consists of upper and lower case letters with a medieval handwritten look. **READ ME!** and **SFL Catalog** are in text format. *Shareware – $5.*

MarkerFeltThin v2 PS *f*.sit: By Pat Snyder. A Type 1 display font with the appearance of a thin felt-tip marker. The font includes upper and lower case characters as well as number, punctuation and special symbols. **ReadMe...MarkerFeltThin** is in text format. *Shareware – $10.*

MarkerFeltWide v2 PS *f*.sit: By Pat Snyder. A font with the appearance of a wide felt-tip marker. The font includes upper and lower case characters as well as number, punctuation and special symbols. **ReadMe...MarkerFeltWide** is in text format. *Shareware – $11.*

MarkerFinePoint PS *f*.sit: By Pat Snyder. A font with the appearance of a fine-tip marker. The font includes upper and lower case characters as well as number, punctuation and special symbols.

ReadMe...MarkerFinePoint is in text format. *Shareware – $12.*

Marydale PS *f*.sit: By Brian Willson. A Type 1 informal display font based on hand-lettering as in Adobe Tekton with personality. The extensively kerned character set includes upper- and lowercase, numerals, punctuation, and a few s u r p r i s e s . **Marydale<T1>.ReadMe** is in text format. *Shareware – $10.*

ParkHaven PS *f*.sit: By Francis X. 'Butch' Mahoney, Jr. A script font usable for display or body text. Not Type 1. *Shareware – $20.*

PostNet! v2.0 PS *f*.sit: By Computer Freelance. A Type 1 font that lets you print POSTNET bar coding on your mail. Bar coded bulk mail is eligible for postage discounts and is processed more quickly. You may use this font with any database; a FileMaker Pro template is included with this package. PostNet! User Docs is in double clickable DOCMaker application format. *Shareware – $30.*

Publius PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 font with a medieval look. It appears suitable for display or body text. **catalog.asc** and **READ ME!** are in text format. *Shareware – $5.*

Ravenna PS *f*.sit: By Dave Nalle, Ragnarok. A Type 1 font with a medieval look. A relatively bold letter form, it appears more suitable for display than for body text. **READ ME!** is in text format. *Shareware – $5.*

DISK #6.19B — PS 19
POSTSCRIPT FONTS

UnStuffIt™ 3.0.7.sea:

PigNose PS *f*.sit: A Type 1 modern san-serif font with thin lines and small caps. From the Info-Mac archives, author unknown.

RedLetter PS *f*.sit: By Robert Schenk. A Type 1 novelty font made of hammers and sickles, which will really impress your Congressman the next time you want to express your opinion. **readme.txt** is in text format.

Rockmaker PS *f*.sit: By David Rakowski. A Type 1 font with characters that look like they consist of rough, broad paintbrush strokes such as you might find on a sign painted on a piece of wood in a Western frontier town. The font it is based on is called 'Trading Post.' This font is all caps, plus numbers and punctuation. **Read me Rockmaker** is in text format.

RupertoCarola PS *f*.sit: By Ramón G Castañeda. A Type 1 decorative non-flowing script font that is a further development of the "Heidelberg" typeface . This face works best when used sparingly, not for long texts. **Heidelberg read me.txt** and **Read Me First RuperCar.txt** are in text format.

SaloonExt PS *f*.sit: By Robert Schenk. A Type 1 font Saloon is a Western style, all-cap, semi-brush sans-serif font. **readme.txt** is in text format.

Samson PS *f*.sit: By Patricia Lillie. A Type 1 narrow, bold display face with upper and lower case letters, punctuation, basic symbols and some upper case alternates. The letters are rectangular and tightly spaced. **Read Me** is in TeachText

format. *Shareware – $8.*

Sassy PS *f*.sit: By Scott K. Yoshinaga. A Type 1 handwriting type font that may be used to simulate handwriting in body text or as a display face. **READ ME!** is in Word format.

Styletto v2.2 PS *f*.sit: By Eclipse Publishing, Limited. A Type 1 font reminiscent of ITC Novarese. A blend of an Optima-like base with finely pointed serifs. Includes upper and lower cases, all punctuation marks, composite characters, numbers and some symbols. **Styletto, 2.2 Documentation.TT** is in text format. *Shareware – $3 to $7.*

SycamoreSans PS *f*.sit: By Sam Wang. A Type 1 face based on a 1930s draftsman's typeface. Demoware that is complete except for the boxed-in caps, fractions and most punctuation marks. **SycamoreSans ReadMe** is in TeachText format. *Shareware – $10.*

WoolyBully PS *f*.sit: By Russell G. Taber. A Type 1 display face with heavy, fuzzy and wavy letter forms. Includes upper land lowercase letters, numbers and punctuation and many kerning pairs. **READ ME (WoolyBully)** is in TeachText format. *Shareware – $10.*

Zachary PS *f*.sit: By Edward A. Leach. A Type 1 font designed to look as if it were written by a small child. Includes a complete double set of each capital letter, each lower case letter, and each number so you may make documents looks more like hand printing. **Zachary ReadMe** is in text format. *Shareware – $10.* ∎

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

Mail this form with your check to:	Are you a member of Washington Apple Pi, Ltd.?
Disk Library, Washington Apple Pi	Y/N___ If yes, member number _____.
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Macintosh Library Order Form

New disks in this issue!
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___ FREE Mac Guide - 1 disk; $4‡
___ FREE Mac Guide - 1 disk; $4
___ PostScript Fonts - 19 disks; $4‡

Disketeria ValuPaks†
___ PostScript Fonts 1, 14 disks; $30
___ PostScript Fonts 2, 5 disks; $10
___ TrueType Fonts 1, 9 disks; $20
___ TrueType Fonts 2, 4 disks; $10
___ Calc/Clock Utils, 5 disks; $15
___ Pers Management Utils, 5 disks; $15
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___ Fun/Games 3, 11 disks; $25‡

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___ System 6.0.8 - 4 disks; $15
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___ System 7.0.1 - 6 disks; $20‡
___ System 7/7.0.1 Tune-Up $4
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___ System 7.1 Update 3.0 (800K); $4
___ System 7.5 Update 1.0 - 4 disks; $15‡
___ System 7.5 Update 2.0 - 14 disks; $15‡
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___ QuickDraw GX 1.1.3- 4 disks; $15‡
___ QuickDraw 3D 1.0.6 - 4 disks; $15‡
___ QuickTime 2.5 - 2 disks; $8‡
___ Movie Player 2.5; $4‡
___ LaserWriter 8.4 - 5 disks; $15‡
___ Apple Telecomm 2.3.3 - 2 disks; $8‡
___ Network Software Installer 1.5.1; $4‡
___ TrueType Fonts & Software; $8
___ CD ROM Setup 5.1.1; $4
___ StyleWriter II; 4 disks; $15
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00.XX – Pi Library†
___ .01 Mac Disketeria Catalog
___ .02 New Member Sampler & Catalog

1.XX – Anti-Virus Utilities†
___ .02M ___ .03M

2.XX – Desk Accessories†
___ 8 disk set; $24
___ .01E ___ .02E ___ .03E ___ .04E
___ .05E ___ .06E ___ .07E ___ .08E

3.XX Education‡
___ .01A‡ ___ .02(3)‡ ___ .03(2)‡ ___ .04(3)‡
___ .05(3)‡

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
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___ .05

12.XX – Digitized Sounds†
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___ .05B ___ .06B ___ .07B ___ .08B
___ .09B

13.XX – Telecommunications†
___ .01D ___ .02D ___ .03D ___ .04D
___ .05D ___ .06D ___ .07D ___ .08D

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†
___ .01F ___ .02F ___ .03F ___ .04F
___ .05F ___ .06F ___ .07F ___ .08F
___ .09F ___ .10F ___ .11F ___ .12F
___ .13F

17.XX – Word Processing Utils†
___ 7 disk set; $21
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18.XX – Internet Series†
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___ .09A‡

19.XX – QuickTime Series†
___ .01‡ ___ .02‡ ___ .03‡ ___ .04‡

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___ .01B ___ .02B

21.XX – LAN Tools†
___ .01 ___ .02 ___ .03

22.XX – Fun & Games Series†
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___ .09 ___ .10 ___ .11‡ ___ .12‡
___ .13‡ ___ .14‡ ___ .15‡ ___ .16‡
___ .17‡ ___ .18‡ ___ .19‡ ___ .20‡
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___ .29‡ ___ .30‡ ___ .31‡

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
___ .13C - ClarisWorks 4.0v4, 2 disks; $8
___ .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 Update, 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

† all files compressed
‡ on 1.44 Meg diskette(s)
(#) number of disks in set

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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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For Sale

—**Apple CD Model 300** with 19 CD caddies; Apple Powerbook 100. Call Bob at 703-450-0712 after 5:30 pm.

Help Offered

—If there are any charitable organizations in the metro area seeking to set up a web page, I'd be happy to offer advice and assistance for free. Good things can flow from having a web presence, methinks.

It's best to reach me via email, but I can also be reached at my home/office at: (202) 686-5465. If there is a charitable organization in your neighborhood that you support, I'd appreciate if you could pass along this message to them.

Also, when calling by phone, please keep in mind that I live in a shared house and my house mates may not have a clue of how to answer your html questions. :-)

Phil Shapiro
pshapiro@his.com

Washington Apple Pi, Ltd. 12022 Parklawn Drive, Rockville, MD 20852

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Please print or type:

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Please answer a few questions for us regarding your computer use. Check the computers/equipment that you use on a regular basis.

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☐ Other _____

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☐ Mac IIci, cx
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J=Join Group, V=Volunteer
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Indicate desired New Member kit (1 only)
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2. Please leave my name on the Pi mailing list. (The list never leaves the office and all mailings are supervised by the Pi staff.)
   Yes   No

*Please enclose photocopy of current student ID.
** Access to the TCS is contingent on WAP having a current home telephone number for the member.

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Applicant signature and date

Washington Apple Pi, Ltd
12022 Parklawn Drive
Rockville, MD 20852

November / December 1996