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Washington Apple Pi

Journal of Washington Apple Pi, Ltd.

Volume 10 July 1988 Number 7

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- Win One for the Zipper
- AppleFest Adventures (pages 20 and 22)
- WordPerfect for the Apple IIGS
- Federal JobLink: A Review
- Reports: The Complete Report Generator for Hypercard
- In Search of a Little Number Crunching

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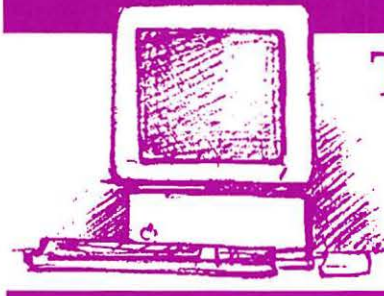

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This Lady Does Windows!

by Alyce Neukirk

Little did the President of Aldus, Paul Brainard, know that when he coined the phrase *Desktop Publishing*, that it would take its place in the latest edition of The Random House Dictionary along with the mouse (as in Macintosh).

Although people have been using their desktops for years to launch publications, the computer and most especially the Macintosh, have brought a whole new dimension to the creation of publications. The ability to write, edit, produce near-typeset-quality pages, and integrate graphics has given total document control to an in-house group and/or an individual.

It has not, however, made all users into designers and layout artists. Having a background in design as an Industrial Designer and freelance graphic artist, I can appreciate the need for quality design in computer publications. It is not enough to have a velvet cover for a soap box. Good communications require a pleasing layout that people want to read.

Using the computer to plan layouts and experiment with a design is a boon to any designer and, as an 'old timer' after three years in the industry, I could never return to the tedium of the drawing board, tracing paper and press type. Having a postscript printer like the LaserWriter gives me high-quality text and graphic output. The instant feedback increases my productivity enormously.

At Clinton, I have the opportunity to look at the latest DTP (desktop publishing) software, whether it be a page layout program, high end graphics or CAD (computer-aided drafting and design) and am able to evaluate them so that our customers can have a more informed view of the software.

Giving seminars is one very important way for our customers to determine whether the software will perform the tasks described on the box. The old adage 'seeing is believing' really applies when a complete demonstration of a program is given. As many powerful and expensive packages enter the field, it is wise to see them perform before buying them, especially when training will be an issue. Whether it's a seminar or a private demonstration at your site, it's important that your needs be addressed.

Since Macintosh users are notorious for not reading manuals, many software packages are under-utilized. It is fortunate that with very little training, a user can greatly expand his usage. In offering a wide variety of training at various levels, the beginner and the advanced user can move ahead quickly. It's nice to be able to offer consultative training for task-specific situations having to do with graphics and design. Along with advice on solutions both hardware and software, I feel it's helpful to recommend resources for output and design.

With the advent of DTP, a cottage industry has developed in wordprocessing, design and layout. One needs to choose these services wisely and asking to see a portfolio of previous work is a good idea. Also, shopping around for a good price in both scanning and output services is necessary as in the long run it may be less costly to own your own scanner and laserprinter.

Clinton Computer employee, Alyce Neukirk, is based in our Alexandria store. She conducts free seminars on desktop publishing (Macintosh and IBM) as well as desktop presentations and computer-aided design. She is also available to work with our individual customers who need assistance. Alyce has years of teaching experience.

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EDITORIAL

As reported last month, our DataFrame 60 failed after installing and using PageMaker 3.0. Since then, many thanks to Super Mac Technologies, we have a new DF60 in operation and have returned the old one to them. Hopefully, they can determine whether the problem was wear or due to something which may be in PM 3.0. We have learned from four other WAP members that either their hard drives have failed or that they have suffered major crashes necessitating reinitialization. The two that died were an Apple HD20 serial hard drive and a DataFrame 20. One of the others was a Bering with removeable media. We don't remember what the fourth one was. Coincidence? Maybe. But with the current epidemic of computer viruses, we can't help but wonder whether there may have been some flaw in the Install program provided by Aldus. It would be very useful for any of you experiencing similar difficulties to notify the office or Tom Piwowar, Chairman of the dPub SIG ((202) 223-6813). Interestingly enough, we installed the same master diskettes provided by Aldus onto our new DF60 and produced the Journal you are reading. An occasional strange occurrence was encountered, but no system bombs or I/O errors.

PRESIDENT'S CORNER

by Tom Warrick

This is my last *President's Corner*, as I am retiring on June 30 after three years as your president. These three years have been extremely interesting, and we have been able to accomplish a great deal of what I had hoped to do when I started in July of 1985. We have expanded our services and programs while continuing to provide one of the country's best computer user group *journals*. Our *Telecommunications System* ("TCS") is the most sophisticated of its kind in the country. We have had some very interesting *meetings* with some of the leaders of the microcomputer industry and some equally interesting people from right here at home. *Membership* is at an all-time high, and the club's *finances* are strong. The Pi has increased its nationwide influence as a *leader* in the national user group community. We have started to reach out to *dealers* in our area to establish relationships that can benefit us all.

There is still much that can and should be done. I regret that we have not been able to get *§501(c)(3) tax-exempt status* from the I.R.S., and I hope that, as someone with experience in this area, I will be able soon to devote more time to our effort. (Exemption under §501(c)(3) is effectively what would qualify us for significantly lower postage rates and would allow you to deduct from your income taxes any contributions you would make to the Pi.) We also need to do more to reach out to new members.

Thank You! There are a number of people I would like to take the opportunity to thank and recognize for all that they have done for the Pi while I have had the privilege of being president. Foremost among these are *Bernie* and *Gena Urban*, our Editors and Co-Office Managers. Bernie and Gena provide the glue that binds the Pi together. Bernie's dynamism and enthusiasm is what makes a lot of the Pi's new projects work. Our participation in national shows such as MacWorld and AppleFest have been successful largely because of Bernie's efforts. Gena, for her part, is the conscience of Washington Apple Pi. No one has her depth of knowledge of what is required to keep the organization going.

One of the great things about being president during these past few years has been having *Dave Weikert* and *Jim Little* running our public domain software library. The library is a source of great pleasure and learning for everyone who buys disks from it, and the amount of work that Dave, Jim and their stalwart library colleagues and disk copying staff—*Marty Milrod, Mike Hartman, John Bell, David Todd, Sherman Lewis, Rich Sanders, Ted Meyer, Nancy Little, Bob Johnson, Dave Benbennick, Rick Chapman, Hampton DeJarnette, John DeMarco, Garry Elliott, Ben Frank, Andy Gallant, John Gertsch, Gary Grey, Mary Hockmeyer, Bill Jones, Al Maloney, Ralph Mullendore, Mike Robinett, Fred Rodgers, Charles Sicard, Bob Soule, Joe Swick, Bob Vandegrift* and *Jessica Weissman*—is enormous. They all deserve our thanks and appreciation.

Another group that deserves a great deal of appreciation is the Telecommunications System Committee, led by *Lee Raesly*. It would be hard to calculate how many person-hours went into taking a good commercial bulletin board system package and converting it into a multi-line, multi-user system with far more features and capabilities than its original authors ever devised. I will always remember during one of the dark hours in the early days of the system, when it seemed that the bugs were overwhelming, I was able to cheer up Lee by observing that he had undertaken the equivalent of running a computer software company. The Pi would not have the system that we do if Lee and his colleagues, particularly ace programmers *Eric Rall* and *Rich Mlodoch*, had not dedicated so much volunteer time and effort.

Two other people it has been a pleasure to work with have been *Ed* and *Priscilla Myerson*. Ed is nominally the treasurer, but he and Priscilla, both of whom are Certified Public Accountants, have effectively shared the job for many years. Washington Apple Pi is too large to rely on non-professionals for this key role, and we have been extremely fortunate to have people as highly qualified as the Myersons. In addition, both have brought to the Board of Directors considerable practical business experience, an invaluable asset when dealing with the many issues that the Board addresses.

A continual source of sage counsel during my tenure as president has been *David Morganstein*, who served four years as president before me. I only hope I can be as valuable a resource to my successor as David has been to me. David's quiet strength and gentle spirit have carried the Pi through many crises, both during his presidency and mine as well.

Another person with whom I have enjoyed working is *Bruce Field*. Bruce and I for many years ran the Apple II question-and-answer sessions, although, as Bruce would join me in saying, the audience was able to answer as many questions as we could!

Peter Combes's British sense of humor has always been a welcome relief at long and tedious Board meetings. Fortunately, such meetings are rare... but seriously, Peter has always had an educator's insight into the Pi's primary purpose, which is to educate all of us, even those at the highest level, as to how we can get more out of ourselves and our computers.

The Pi has a number of members with justly deserved national reputations, and it has been a pleasure to get to know them well—people like *Rich Norling, Jon Hardis* and *Walt Mossberg*, to name a few. As you would expect, there are a number of other well-known names you would recognize among the Pi's membership rolls, but discretion compels me to identify only a few of those with a more active role in the Pi.

This year's Board of Directors has been a very good one, and, now that they are at the end of their term, they deserve everyone's

contd.

appreciation. The people I have not named elsewhere are ***Ray Hobbs***, ***Harvey Kaye***, ***Jay Thal*** and ***Lynn Trusal.*** Special recognition should also go to a group of people who attended Board meetings frequently (and participated fully, it should be noted, as can everyone who attends Pi Board meetings): ***Dana Schwartz***, ***Bob Golden***, ***Ted Meyer***, ***John Gertsch***, ***Brook Grayson***, ***Charles Calkins*** and ***Dan Dwyer.***

There are a host of other key people I would like to thank, but this is already sounding too much like an academy award speech, and it is not I who is being honored here—it is the people who *are* Washington Apple Pi. Working with Apple Pi volunteers has garnered me more friends than almost any other volunteer activity I think I could name. Everybody you see helping out at a Washington Apple Pi meeting deserves your thanks. If you're not such a volunteer, ***please join us!***

Finally, I must say a few words about ***Bob Platt***, who will be succeeding me. A few years ago, I formed the conclusion that the president of Washington Apple Pi must (a) be highly knowledgeable about Apple or Macintosh computers, preferably both; (b) be a good people person; (c) be well-organized; (d) write well; (e) be a good extemporaneous speaker, especially at a meeting when the cable connector turns up missing; (f) have a flexible job or a very understanding employer; and, last but not least, (g) be single—or have a spouse who is as interested in computers as the president is. Bob meets most of these requirements very well, and the Pi is fortunate to have someone such as Bob able to move into what has been for me a challenging and enjoyable job. ***Good luck, Bob!***

GENERAL INFORMATION

Apple user groups may reprint without prior permission any portion of the contents herein, provided proper author, title and publication credits are given.

Membership dues for Washington Apple Pi are $32.00 for the first year and $25.00 per year thereafter, beginning in the month joined. If you would like to join, please call the club office or write to the office address. A membership application will be mailed to you. Subscriptions to the Washington Apple Pi Journal are not available. The Journal is distributed as a benefit of membership.

Mailing Notice: Change of address must be postmarked at least 30 days prior to effective date of move. Journal issues missed due to non-receipt of change of address may be acquired via mail for $2.50 per issue.

Current office hours are:

Monday - Friday	- 10 AM to 2:30 PM
Tuesday *	- 7 PM to 9:00 PM
Saturday	- 12 Noon to 3:00 PM

Please note that the office is closed on all U.S. Government holidays. Members are asked to place phone calls to the office during the day hours Monday - Friday whenever possible, since only one person staffs the office during evening hours and on Saturday.

*** The office will not be open on Thursday evenings during June, July and August.**

APPLE TEAS

Apple Tea in Silver Spring, MD
Sunday July 10, 3:00 - 5:00 PM
Attention: All Mac Microsoft Works Users
(Are there enough of us to start a SIG?)
Tip Sharing on Microsoft Works,
AppleWorks 3-in-1 Type Program for the Mac
at Amy Billingsley's
501 Hawkesbury Ln, Silver Spring MD 20904

RSVP 622-2203 (leave message). Refreshments. Directions: Take 495 (Beltway) to New Hampshire Ave North exit. Drive north 4 miles to Randolph Road. Turn left. Proceed to first traffic light, Locksley Lane. Turn right. Go about 1/2 mile to Hawkesbury Lane. Turn left (away from address sign "13333"). You will be turning in front of Westover Elementary School. Street sign is hard to see. Proceed to 501, on right corner, after the first street on right. From west of DC, take Connecticut (about 4 miles) or Georgia Avenue (2 miles) to Randolph Road, turning left at Locksley Lane.

See how easy it is to HOST AN APPLE TEA! Would you like to gather some Apple users from near and far to discuss a topic you're interested in, or one that you'd like to know more about? Apple Teas are opportunies for Apple users to get together in small groups (from 3 to 12) to learn more about a specific area of Apple computing, expand each other's knowledge, ask questions and share tips.

To host an Apple Tea...

1. Pick a topic—one that interests you and one that you think might interest others.
2. Obtain a resource person, if you like. The WAP Hotline is a good place to start searching for a knowledeable and helpful person.
3. Pick a date a month or two in advance to allow for Journal publication and distribution. Pick a suitable time.
4. Plan to host your Tea with refreshments at your home or another suitable location, e.g. school or church.
5. Any questions, call Amy Billingsley at 622- 2203, or George Sall at 768-0212. If you mind is made up, be prepared to give topic, resource person, date and time, place and directions.

Start working on your Apple Tea today. It is a great way to share information and learn more about one of your own areas of interest.

RETURN TO USUHS

Beginning in July our monthly meetings will be held in the auditorium at USUHS (Uniformed Services University of the Health Sciences), 4301 Jones Bridge Road, Bethesda, MD. USUHS is located on the campus of the Bethesda Naval Medical Command. The entrance is on Jones Bridge Road between Connecticut Avenue and Wisconsin Avenue (Rockville Pike).

We can only schedule use of USUHS 90 days in advance, and there may be an occasional month that will not be available to us. Please watch your Journal each month for any changes.

ANNAPOLIS APPLE SLICE NEWS
by Katherine M. Cave

The May 14 meeting presented Desktop Publishing with Casey Kester showing us the intricacies of PageMaker and ReadySetGo. A video presentation created by Aldus, the manufacturer of PageMaker, was shown. The Apple II group met after the main presentation, and Jurij Solovij demonstrated Graphic Writer 2.0 and MultiScribe GS.

The September meeting is scheduled to have a presentation by Lou Aymard on Laptop Publishing. July and August meetings, which will be held at the Herald Harbor Club on the second Saturday, do not have definite programs yet. One is thought to be a Question & Answer session only.

A WAP tutorial workshop is planned for the third Saturday in June. The eight individuals who signed up for it will be notified by phone as to time and place.

Annapolis Apple Slice has grown to amost 100 paying members with a mailing list of about 300. General attendance at the metings has been about 30 - 40. Members are about evenly divided as to computer use between Macs and Apples.

CRABBS (Chesapeake Region Apple Bulletin Board Service) has been very popular since it started in January, necessitating the purchase of a 60-80 meg hard drive. Kudos to Barry Conner, who is the dedicated, hard working SYSOP.

CLASSIFIEDS

WANTED: Imagewriter II, Macintosh or Apple //c for daughter going off to grad school (hardship case). Leave message any time for Amy Billingsley at 622-2203.

FOR SALE: Gemini Carrying case (for //e) 24" x 24" x 11". Heavy duty. Silver w/foam interior. New, originally $250. Sell at $100. Call Ray at 301-694-0681.

FOR SALE: Apple //e, 1 meg, 2 floppy drives, hard drive, Prism color printer, clock, mouse, serial card, lots of software, manuals, books. $2700. 703-378-0750.

FOR SALE: Apple //e, disk drive, and color monitor. Near "new" condition. Very little use. $795. Call 434-2283.

FOR SALE: LaserWriter Plus (platinum), 1 yr old, 3100 copies run, includes letter and legal cassettes and 2 refilled toner cartridges, $3,000. AppleTalk connectors available for $30 each. PakeMaker 2.0a with original documentation, $250. WordPerfect 1.0 with original documentation, $195. Ashton-Tale FullWrite Professional 1.0 (shrink wrapped), $175. HyperDrive FX-20 external SCSI hard disk with new power supply (formatted as an Apple HD), $450. Call Lynn Trusal, 301-845-2651 (Frederick) evenings before 10 PM.

FOR SALE: Mac Plus with Radius accelerator board, 2.5 mb Ram, DataFrame 20XP Hard disk, Imagewriter II. Also selected software, including Helix, Double Helix II, Wetpaint and OverVue. Call Ken at (301) 530-7307 evenings before 10 PM.

FOR SALE: Simply Perfect. Classic word processing, database and mail list program. Never used. Best offer. 622-2203

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FOR SALE: Apple ///, RGB monitor, printer, external drive, modem, software. $750/offer. Call 471-5065 after 6 PM.

JOB MART

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Programmer/Systems Analyst. Experienced with PCs, minis, and mainframes, many languages. Most expertise in Basic and dBaseIII. Also, experience with Fortran, Pascal, and C. Have held positions of senior programmer and project systems analyst. Willing to accept a lesser position not in the main area of my expertise. Charles M. Vining 301-268-5862.

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Help Wanted

Local **"Exclusively Macintosh"** training center is seeking **writer/educator** for development of software training materials. Individual must have heavy software/hardware experience. Projects could be done on a freelance basis. Call 926-8922 for further information.

Gestalt Systems, Inc., a young and dynamic professional services firm, providing Macintosh training and related support services to both government and private industry, is looking for individuals seeking full-time and part-time positions as **Macintosh trainers.** Various growth opportunities available. Please forward your resume in confidence to: Gestalt Systems, Inc., 470 Spring Park Place, Suite 600, Herndon VA 22070, or call us at 471-6842.

EVENT QUEUE

Washington Apple Pi meets on the 4th Saturday of each month (except December) at 9:00 AM. **Beginning in July our monthly meetings will be at the Uniformed Services University of the Health Sciences (USUHS)** at 4301 Jones Bridge Road, on the campus of the Bethesda Naval Command.

A sign interpreter and reserved seating can be provided for the hearing impaired, but we need 5 business days notice. Call the office.

Following are dates and topics for upcoming months:

July 23 - Apple II (to be announced)
Mac: Demo of NuBus card by Creative Solutions

August 27 - GameSIG Extravaganza

The Executive Board of Washington Apple Pi meets on the second Wednesday of each month at 7:30 PM at the office.

* July 1988 *

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3 Deadline for Journal articles is Wednesday July 6 ---->	4 Happy 4th of July! Office claosed	5 Apple IIgs Beginning Tutorial #1 7:30-9PM Office	6 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	7 GameSIG 7:30 PM Office	8	9 Advanced HyperTalk Tutorial 9-12 AM Office
10	11 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	2 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	13 Executive Board 7:30 PM Office	14 Stock SIG 8:00 PM Office	15	16 MIDI Music Tutorial 10am-Office
17	18 Intermediate Mac Sills Tutorial - Office 7:15 - 10 PM	19 Apple IIgs Beginning Tutorial #3 7:30-9PM Office	20 Excel SIG 7:00 PM Office	21 Pascal SIG 8:00 PM Office	22	23 WAP Meeting 9:00 AM USUHS
24	25 Productivity on Your Mac Tutorial - Office 7:15 10 PM	26 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	27 Apple /// SIG 7:30 PM Office	28 Please Note: Office is closed on Thurs., eves. June, July, Aug.	29	30 Introduction to Excel Tutorial 9-12 AM Office
31						

* August 1988 *

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 PI-SIG 7:30 PM Office	2 Apple IIgs Beginning Tutorial #1 7:30-9PM Office	3 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	4 GameSIG 7:30 PM Office	5	6
7 Deadline for Journal articles is Tuesday August 9 --->	8 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	9 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	10 Executive Board 7:30 PM Office	11 Stock SIG 8:00 PM Office	12	13
14	15 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	16 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	17 Excel SIG 7:00 PM Office	18 Pascal SIG 8:00 PM Office	19	20
21	22 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	23 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	24 No Apple /// SIG Meeting in August	25 Please Note: Office is closed on Thurs. eves. June, July, Aug.	26	27 WAP Meeting 9:00 AM USUHS
28	29	30 MacDraw Tutr 7:30 PM Office	31			

SIGNEWS

Apple IIGS SIG meets on the Monday after the regular WAP meeting. See IIGS SIG Meeting Report elsewhere in this Journal or call Ted Meyer at (703) 893-6845 eves., 7 - 8 PM.

Apple /// SIG meets on the 4th Wednesday at 7:30 PM in the WAP office. The next meeting is July 27. No Aug. mtg.

AppleWorks SIG offers two meeting options: 8:00AM before the regular WAP meeting and 12 Noon after the meeting. Attend either or both.

AV-SIG is the new SIG for arts and video. Call Jay Williams at 728-1009.

dPub SIG (Desktop Publishing) meets on the 1st Wednesday of the month at 7:30 PM in the PEPCO Auditorium at 1900 Penn. Ave., NW. The next meeting is on July 6.

EDSIG is the education special interest group. For information, call Peter Combes at 251-6369.

Excel SIG meets on the 3rd Wednesday of the month at 7:00 PM at the office. See their news elsewhere in this issue.

Fed(eral) SIG - See their news elsewhere in this issue.

GameSIG meets on the 1st Thursday of the month at the office, 7:30 PM. The next meeting will be on July 7.

HyperCard SIG meets after the WAP monthly meeting.

Mac Programmers meet on the 1st Wednesday of the month at the office, 7:30 PM. Next meeting is July 6.

MusicSIG meets on the 2nd Saturday of each month. Call Bill Bittle (301) 236-9898 for details.

PIG, the Pascal Interest Group, meets on the 3rd Thursday of each month at 8:00 PM at the office. The next meeting will be on July 21.

PI-SIG (Program Interface) meets on the 1st Monday of the month, 7:30 PM at the office.

Stock SIG meetings are on the second Thursday of each month at the office, 8 PM. The next meeting is July 14.

Telecom SIG - Call the Chairman for details.

WAP HOTLINE For Use by WAP Members Only

Have a problem? The following club members have agreed to help other members. PLEASE, keep in mind that the people listed are VOLUNTEERS. Respect all telephone restrictions, where listed, and no calls after 10:00 PM except where indicated. Users of the Hotline users are reminded that calls regarding commercial software packages should be limited to those you have purchased. Please do not call about copied software for which you have no documentation. Telephone numbers are home phones unless otherwise specified. When requests are made to return calls, long distance will be collect.

Apple II

General	Dave Harvey	(703) 578-4621
Accounting Packages		
BPI Programs	Jaxon Brown	(301) 350-3283
BPI & Howardsoft (Tax)	Otis Greever	(615) 638-1525
Dollars & $ense	Barry Fox	(717) 652-4328
Home Accountant	Leon Raesly	(301) 439-1799
APPLE SSC	Bernie Benson	(301) 951-5294
AppleWorks	Ken DeVito	(703) 960-0787
	Bob Martz	(301) 795-5689
	Ray Settle	(301) 647-9192
	Ken Black	(703) 369-3366
	Harry Erwin	(703) 391-0295
AppleWorks Data Base	Morgan Jopling	(301) 261-3886
Communications Packages		
ASCII Express	Dave Harvey	(703) 578-4621
ProTerm	Allan Levy	(703) 340-7839
Talk is Cheap/Pt. to Pt.	Barry Fox	(717) 652-4328
Data Bases		
dBase II	John Staples	(703) 255-6955
dBase II & III	Ray Hobbs (BBS)	(301) 490-7484
dBase II&III,Data Perfect	Leon Raesly	(301) 439-1799
Profiler 3.0	Barry Fox	(717) 652-4328
Dvorak Keyboard	Ginny Spevak	(202) 362-3887
Hard Disks		
CMC (not CMS)	Barry Fox	(717) 652-4328
Corvus & Omninet	Tom Vier (BBS)	(301) 986-8085
Corvus	Leon Raesly	(301) 439-1799
Sider	Jaxon Brown	(301) 350-3283
	Otis Greever	(615) 638-1525
Languages (A=Applesoft, I=Integer, P=Pascal, M=Machine)		
A	Louis Biggie	(301) 967-3977
A	Peter Combes	(301) 251-6369
A	Leon Raesly	(301) 439-1799
A,I,M	John Love	(703) 569-2294
M	Ray Hobbs (BBS)	(301) 490-7484
P	Michael Hartman	(301) 445-1583
C and TML Pascal	Harry Erwin	(703) 391-0295
Operating Systems		
Apple DOS	Adam Robie	(301) 460-6537
CP/M	Art Wilson	(301) 774-8043
ProDOS	Leon Raesly	(301) 439-1799
	John Love	(703) 569-2294
	Eric Rall	(301) 596-0004
ProDOS 8 and 16	Barry Fox	(717) 652-4328
Print Shop	Thomas O'Hagan	(301) 593-9683
Newsroom		
Spreadsheets	Walt Francis	(202) 966-5742
MagicCalc&SuperCalc2.0	Leon Raesly	(301) 439-1799
	Terry Prudden	(301) 933-3065
Telecommunications	Allan Levy	(301) 340-7839
TimeOut Series	Morgan Jopling	(301) 261-3886
Utilities: ProSel	Barry Fox	(717) 652-4328
Word Processors	Walt Francis	(202) 966-5742
Apple Writer II	Dianne Lorenz	(301) 530-7881
	Leon Raesly	(301) 439-1799
Letter & Simply Perfect	Leon Raesly	(301) 439-1799
Mouse Write	Barry Fox	(717) 652-4328
ScreenWriter II	Peter Combes	(301) 251-6369
	Gene Carter	(202) 363-2342
Word Handler	Jon Vaupel	(301) 593-3316
Word Perfect	James Edwards	(301) 585-3002
	Henry Donahoe	(202) 298-9107
Word Star	Art Wilson	(301) 774-8043
	Dana Riel	(301) 350-3283

Apple IIgs

General	Barry Fox	(717) 652-4328
General/Monitor	Neil Walter	(301) 946-4526
General/Paintworks Plus	Paul Tarantino	(703) 455-7670
//e Upgrade	Morgan Jopling	(301) 261-3886
APW	Andy Gavin	(703) 734-3049
	Jim Frison	(703) 525-9395
Deluxe Paint II	Rich Sanders	(703) 450-4371
GS-BASIC	Barry Fox	(717) 652-4328
Multiscribe GS	Ray Settle	(301) 647-9192
Newsroom/Pinpoint	Chuck Ward (til 9 pm)	(703) 830-3720
Telecommunications	Dale Smith	(301) 762-5158
	Allan Levy	(301) 340-7839
TimeOut Series	Chuck Ward (til 9 pm)	(703) 830-3720
& Utilities: ProSel	Barry Fox	(717) 652-4328
VIP-Pro/Multiscribe	Jim Frison	(703) 525-9395
816 Paint/Writr's Ch. El.	Andy Gavin	(703) 734-3049

Macintosh

General	Jeff Alpher	*	(301) 630-2036
	Bob Wilbur		(703) 379-2960
	Donald Schmitt		(717) 334-3265
Art and Video	Jay Williams		(202) 728-5932
Borland Products	Doug Ferris	(day)	(800) 826-4768
Data Bases			
4th Dimension	Bob Pulgino		(202) 797-0879
FileMaker Plus	Tom Parrish		(301) 654-8784
Helix	Jim Berry	*	(703) 662-0640
	Harvey Levine		(301) 299-9380
MS-File	John Love		(703) 569-2294
	John Spencer		(301) 730-1084
Omnis 3 and 3+	Paul Tabler		(703) 278-8657
	Jeff Alpher	*	(301) 630-2036
OverVue	J.T.(Tom) DeMay Jr.		(301) 461-1798
	Tom Parrish		(301) 654-8784
Desktop Publishing			
& Graphics	Jay Rohr		(301) 655-0875
PageMaker	Kate Burton		(301) 621-6351
	Eleanor Sontag		(301) 251-0695
ReadySetGo	Jim Graham		(703) 370-5737
	Marty Milrod		(301) 464-5981
Graphics	Bill Baldridge		(301) 779-8271
Adobe Illustrator	Ling Wong		(703) 378-5102
Canvas	Bill Baldridge		(301) 779-8271
	Tom Parrish		(301) 654-8784
Full Paint & SuperPaint	Bill Baldridge		(301) 779-8271
HyperCard	John Love		(703) 569-2294
	Holger Sommer		(301) 474-3467
	Rick Chapman		(301) 989-9708
Inside Mac	Jon Hardis		(301) 330-1422
Languages			
Pascal	Michael Hartman		(301) 445-1583
Machine	Ray Hobbs (BBS)		(301) 490-7484
MacDraft	Bob Wilbur		(703) 379-2960
MacDraw	Tom Berilla		(301) 434-3256
	Tom Parrish		(301) 654-8784
	John Spencer		(301) 730-1084
MacMoney	Chuck Sicard		(301) 963-2879
MacProject	Jay Lucas		(703) 751-3332
MacTerminal	Jon Hardis		(301) 330-1422
Programming, MS-BASIC	John Love		(703) 569-2294
Spreadsheets	David Morganstein		(301) 972-4263
& Graphics	Bob Pulgino		(202) 797-0879
Excel	David Morganstein		(301) 972-4263
	Mark Pankin		(703) 524-0937
	Jim Graham		(703) 370-5737
	Dick & Nancy Byrd		(703) 978-3440
Multiplan	John Boblitz		(301) 356-9384
	John Love		(703) 569-2294
Sidekick	Ray Hobbs (BBS)		(301) 490-7484
Telecommunications	Eric Rall		(301) 596-0004
	Allan Levy		(301) 340-7839
ThinkTank/More	Jim Graham		(703) 370-5737
	Tom Parrish		(301) 654-8784
Word Processors			
Word	Marty Milrod		(301) 464-5981
	Harris Silverstone		(301) 435-3582
WriteNow	Bill Baldridge		(301) 779-8271

General

Franklin & Laser 128	Bob Martz	(301) 795-5689
Games - Apple II	Charles Don Hall	(301) 864-2715
Games - Mac	Perri Mongan	(301) 572-5459
IBM	Ray Hobbs (BBS)	(301) 490-7484
	Leon Raesly	(301) 439-1799
Math/OR Applns.	Mark Pankin	(703) 524-0937
Modems - General	Allan Levy	(301) 340-7839
Hayes Smartmodem	Bernie Benson	(301) 951-5294
Practical Peripherals	Allan Levy	(301) 340-7839
Music Systems	Ray Hobbs (BBS)	(301) 490-7484
Printers - General	Walt Francis	(202) 966-5742
	Leon Raesly	(301) 439-1799
MX-80	Jeff Dillon	(301) 662-2070
Stat. Packages	David Morganstein	(301) 972-4263
Stock Market	Robert Wood	(703) 893-9591
TCS	Eric Rall	(301) 596-0004
Time-Sharing	Dave Harvey	(703) 578-5621

* Calls until midnight are ok.

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Q & A

by Robert C. Platt and Bruce F. Field

Disks

Q. The DOS 3.2 Manual states that after you are through using your machine, you should remove the floppy disk from the drive, but this advice was omitted from the DOS 3.3 Manual. What is Apple's official position on this issue?

A. Apple does not take an official position on issues of this magnitude. However, most users agree that you should remove the floppy from your drive or at least open the disk door. Otherwise, the disk head will put pressure on the disk and warp it over time.

Q. The UniDisk 3.5 and the Apple 3.5 disk drives come with a funny yellow plastic part which is shaped like a 3.5" disk. What is it and should I throw it away?

A. The yellow square is a retainer which prevents the disk heads from knocking into each other when the disk is shipped. You should keep it. (It fits into any disk storage box or cabinet.) Whenever you move your Apple, you should insert the yellow retainer to prevent damage to your disk heads.

Q. How do I test the speed of my disk drive? If the speed is wrong, how do I adjust it?

A. There are many public domain programs for testing the speed of your 5 1/4" disk drives. Adjusting the Disk][drives involves removing the case and carefully turning the small adjustment screw in the back with a jeweler's screwdriver (like the one used for tightening eyeglass frames.)

Adjusting a 3.5" drive is far more complex. In order to get a full 800K recorded on each disk, the drive must operate at three different speeds. However, the 3.5" drives control their speeds more accurately than the old Apple Disk][units and do not appear to need speed adjustments as commonly as the Disk][. If your 3.5" drives are giving you persistent errors, check with your Apple Dealer.

Random Numbers

Q. What is a random number generator?

A. A random number generator is a subroutine built into many programing languages which will generate a series of numbers which do not repeat and are more-or-less evenly distributed. Because the Apple and other computers represent numbers as a fixed number of binary digits, it is impossible to develop a random number generator which does not repeat the sequence of numbers eventually. However, a good random number generator will avoid repetition for a long time. Random numbers are useful in writing game programs or simulations where you want the computer to behave in unpredictable or changing ways.

Q. What is a random number seed?

A. Each random number is based upon the previous number in the series. The number you use to start the sequence is called the "seed." If you use the same seed each time you begin your program, it will generate the same sequence of random numbers (which is not good for an interesting game.) Therefore, a seed which is based upon the time of day or the amount of time which the Apple has been waiting for a keypress makes a better seed. In general, it is better to use a seed which is an odd number than an even number. (This is because most random number generators use multiplication, and an even seed could result in a sequence containing only even numbers.) (Ed note: some algorithms truncate the product and avoid this problem.)

Q. How do I set the random number seed in Applesoft?

A. Call RND with a negative argument, e.g. RND(-391)

Q. I'm using TML Pascal on the IIgs. How do I generate random numbers?

A. Unlike other implementations of Pascal, TML does not have its own random number generator. Instead, you can call the IIgs toolbox. File QDIntf defines: *Function Random: Integer; Tool 4,134;* and *Procedure SetRandSeed (Seed: LongInt); Tool 4,135;* Be sure to call QDStartUp and QDShutDown before using either routine, and also include a *Uses QDIntf* statement so that these routines will be defined.

Flashing or Inverse File Names

Q. I listed a CATALOG of a DOS 3.3 disk and some of its entries were in flashing and inverse characters. Is this legal and how do I make file entries like that?

A. File entries with flashing or inverse characters are useful for dressing up a CATALOG listing on a screen, but are not practical for use because you can't access them from programs. Such files can only be referenced in Applesoft "Immediate mode." The easiest way to create a CATALOG entry with such characters is to first create a file (let's call it MYFILE) and then type a BASIC line such as:

```
PRINT"RENAME MYFILE,";:FLASH:
PRINT"ZAPPER":NORMAL
```

When you press return, a line of output appears on the screen saying RENAME MYFILE,ZAPPER. Press ESC, I and J to move the cursor to the start of this line. Press space to leave escape mode. Then trace over the command with the right arrow key and press return. You can use this technique to create a white bar in your CATALOGs, because although a filename may not begin with a blank, it can begin with an inverse or flashing blank.

AppleWorks 2.0 on the IIgs

Q. When I run my copy of AppleWorks 2.0 from a floppy, it works fine. But I bought a hard disk for my IIgs and AppleWorks doesn't want to boot! What is wrong?

A. AppleWorks 2.0 runs under ProDOS 8. However, it tries to startup new desk accessories (NDAs) which if finds in the DESK.ACCS subdirectory of the SYSTEM directory. If those NDAs use ProDOS 16, AppleWorks will bomb. You have two choices: 1) You can remove the NDA's from your

contd.

hard disk (in which case they will not be handy for use when you are not running AppleWorks. Or 2) use Block Warden or another Disk zap program to edit a copy of AppleWorks:

In SEG.M1 search for $A2 05 03 22 00 00 E1 and change it to $EA EA EA EA EA EA. In APLWORKS.SYSTEM seach for $A2 05 02 22 00 E1 and change it to $EA EA EA EA EA EA. This will bypass the starting up and shutting down of the NDAs.

IIgs Finder

Q. How do you name or rename folders in the IIgs Finder?

A. Click on the folder once to select it. (Double clicking will open it.) Next, pull down the File menu and select Rename. Type the new name for the folder and press return.

Pascal

Q. Thomas Scott of Mattapan, MA uses a database program called Datafax which runs under Pascal 1.1. He wants to use 3.5" drives and RAM cards with it. Link Systems the author of Datafax no longer supports the product. Is there anyway to upgrade it to Pascal 1.3?

A. There are only minor differences between Pascal 1.1 and 1.3. Two p-Codes were removed by 1.3 involving Treesearch and IDsearch. Also, some of the system global variables changed location. Any code file which does not access those globals or use those p-Codes should work. The only way to find out is to try running Datafax under 1.3. To convert to 1.3 follow these steps. First, make a copy of your PASCAL1: disk, with the 1.3 version of the key files, including SYSTEM.APPLE, SYSTEM.PASCAL, SYSTEM.LIBRARY and SYSTEM.MISCINFO, etc. Second, use the filer to copy the code files from the Datafax program disk onto your new disk. This will probably include a file called SYSTEM.STARTUP. Without the source code, it is impossible to know for sure whether this will work.

Q. I have an Apple IIgs and ran Pascal 1.3 successfully on it. Later, I upgraded to the new ROMs and my Pascal 1.3 will no longer boot. What is wrong?

A. I have used Pascal 1.3 successfully on a IIgs with new ROMs. There are several possible sources for your problem. First, check the IIgs control panel (by pressing open-apple-control-escape) to see what slot is designated for booting. Try the slot number of your boot disk rather than leaving the slot set to SCAN. Second, check your other control panel settings to be sure that they are in their default positions (indicated with check marks.) Third, was the SYSTEM.MISCINFO file configured for 40 columns? If so, use a different computer (including a //e or //c) to set it for 80 columns. Finally, while at the other machine, test your copy of Pascal 1.3 to make sure it works correctly.

Several items will *not* be factors in whether Pascal 1.3 can run on the IIgs. First, Pascal 1.3 appears to work even when the cpu speed is set to fast. (The machine automatically slows down for disk operations.) Second, because Pascal 1.3 uses the same input/output protocols as ProDOS, it will use the same routines to access the 3.5" disks. Therefore, it is unlikely that a change in the IIgs ROMs would cause problems with Pascal 1.3 but not ProDOS as well.

Staying in Touch With PC Technology

by Bud Stolker

If you've been watching this space, you know by now that we build very special IBM-compatible personal computers. We custom-tailor systems for you, our clients, right down to the chip level, and we provide a blockbuster battery of software to make you immediately productive.

We take pride in our nontraditional, innovative, client-oriented approach to supplying personal computing power. But rather than describe yet again in this space what's so special about our Generic PCs, we focus this time on some current directions we're pursuing in the hope that you'll find something of interest to your own situation.

Desktop Publishing: Until now being your own Gutenberg meant shelling out lots of cash for hardware upgrades, fancy software, a laser printer, possibly a scanner, and lots of books and training. Now we have a delightful solution for those of you who want to dabble with personal publishing without spending big bucks or conquering a huge learning curve. Take the world's best-selling publishing program and try your hand at *WYSIWYG* (What You See Is What You Get) page processing with built-in text editing, font control, automatic multi-page text flow and graphics blocking and editing. Our basic publishing package includes a smooth-running mouse and a separate mouse-driven word processing program. Total price: *less than $150*, and the package uses your existing hardware. Oh, and our new Imaging Support Package gives you access to Landmark's video and page scanner systems for great graphics input.

System support by remote control: On-line service and support lets us make "house calls" to your computer by telephone. We can share control with you at your keyboard, or—with your permission—we can take full control: to install and update software, boost your system's performance, and even diagnose your PC without the need for an in-person visit. Our software includes high-speed file transfer capabilities using data compression. We can even feed your computer new files as a background task. That way you can keep working as your system chats with our computer. Absolutely *no technical expertise* is required; you don't even need to know how to operate a modem. We can set up your computer so that it autodials us late at night; we'll do the maintenance as you sleep.

80386 technology: Those of you with an interest in leading-edge technology will find our 20 MHz. System 386 to be the *ne plus ultra* of personal computing. Rather than a warmed-over 286-type machine, the System 386 is engineered to be a 32-bit powerhouse with its 25ns static RAM, 1:1 interleaving, and zero wait state operation. (You want buzz words? We got 'em.) Yet it still handles AT-style expansion cards. It's comparable in speed to the Compaq Deskpro 386/20, but with a far more palatable sticker price. For the Rest of Us there's still Landmark's 13 MHz. zero-wait-state AT, which provides all the processor speed most power users need. It's plenty fast and plenty affordable.

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RAM-STAR: A RAM DISK FOR CP/M

by Art Wilson

If you have a PCPI Applicard (also know as the Starcard) and a memory expansion card, you owe it to yourself to get RAM-STAR (according to the developer, that rhymes with hamster). RAM-STAR is a driver that allows you to use your memory expansion card as a RAM disk under CP/M. This product doesn't only provide a fast, quiet, large disk drive—you'd expect that from any RAM disk product—it comes with an excellent manual that makes it a cinch to install and provides many useful hints for Applicard users.

Those of you who have some experience with the Applicard know that you have to install drivers to use devices on the Apple —disk drives, printer, even the screen. The documentation that PCPI provided with the card was adequate for installation, but the RAM-STAR manual explains more clearly how to install drivers so the system is configured just how you want it to be.

The RAM-STAR package comes with several drivers, depending on the memory card the version supports. For the Ramworks card (the version I used for this review) there are two, one of which uses all the memory available (RS-MAX), and another (RS-STD) which leaves the lower 64K available for other applications, such as the PCPI printer buffer or ProDOS' / RAM drive (more on ProDOS later). RS-STD requires at least 128K on the Ramworks card, and supports up to 3 Megabytes. RS-MAX requires at least 64K on the Ramworks card and also supports up to 3 Megabytes.

Although I haven't seen the manuals for the other versions of RAM-STAR, if they meet the standards set by the Ramworks version, then they provide plenty of help for choosing and installing the appropriate driver. Each version has a manual tailored to it, although much of the information is the same.

Step-by-step instructions walk you through the installation procedure and plenty of help is included to aid you in deciding which driver to use. PCPI provides a complete description of what a RAM disk is and thorough warnings about the volatile nature of data stored on a RAM disk. The manual is written in a conversational style which is easy to read and understand.

The RAM disk may be installed as any drive you choose—the most common choices for a system with two floppy drives would probably be C: or A:. I have mine installed as drive A:, which eliminates the need to keep a formatted floppy in a drive during warm reboots (which can be performed fairly frequently while using CP/M), and allows most application software to work without reconfiguring the default drive it expects. Once the RAM drive is installed, it functions just like any other disk in the system—only much faster. The RAM-STAR driver also provides the equivalent of an in-use light on the lower right corner of the screen: an inverse I for initializing, R for reading, and W for writing. At first it took some getting used to, but I soon became dependent on it, and miss it in other operating systems that don't provide such a feature.

One additional goodie included in the RAM-STAR package for enhanced Apple //e users is a patch program that fixes the FAST2E80 driver. As shipped by PCPI, this driver, which provides faster screen updates for //e owners, has a problem with enhanced //e's: inverse characters appear as mousetext. The patch included with RAM-STAR fixes this problem.

The RAM-STAR manual describes potential problems with software compatibility—essentially any program that can run from a floppy will run from the RAM disk. The only limitations are inherent to RAM disks, not RAM-STAR in particular. These include programs that try to format the RAM-DISK (other than RAM-STAR, of course!), programs that may have a limit on the drive letter, and CP/M programs specific to a system other than the PCPI.

Besides being easy to install, RAM-STAR is a joy to use, particularly if you are upgrading from a floppy-only system. There is a chapter in the manual devoted to the three most popular CP/M application programs: WordStar, dBase][, and Turbo Pascal. I have exercised the RAM disk with WordStar Release 4, Turbo Pascal, Mix C, MEX, DataStar, and a host of utility programs. The two primary advantages are increased storage and increased speed. If you are currently working with only two floppies, the improvement is staggering! The developer claims a 10:1 speed improvement over 5-1/4" floppies, and nearly that over a Unidisk. RAM-STAR is faster than a hard disk, too, by about 1.5:1. I have verified the improvement with 5-1/4" floppies, but don't have the facilities to check the others. However, the improvement is typical of RAM disks over the other media.

If you do a substantial amount of writing, the improvement in performance of WordStar (WS) alone is sufficient to justify getting RAM-STAR. (If you do a lot of writing with WordStar, and don't have a memory expansion card, then buying a card and RAM-STAR would be a good move.) WS does a lot of disk access, particularly with large files. With RAM-STAR, the access time is almost negligible.

WS Release 4 has a speller that can only be run from within the program if it is on the same drive. Because of the program size, this is impossible with only floppy drives, so to spell check a document you have to exit the program, swap the disks, then run the speller. To get back into WS, you have to swap the disks again, then run WS, which can take several seconds to start up from floppies. With RAM-STAR and a half-megabyte RAM card, I can just copy all the files to the RAM disk, then do everything from there without ever leaving WS.

Similar performance improvements occur with other applications; the more disk access a program does, the more noticeable the improvement. And, since CP/M floppies on the Apple only hold 126K, disk swapping (accompanied by warm boots) occurs frequently without more capacity.

There are some tasks that just can't be done in Apple CP/M without a large capacity disk. Many files on bulletin board systems are libraries that exceed the 126K limit on Apple floppies in CP/M. With a larger capacity disk, you can download these files to the RAM disk and "un-library" them on to floppies for storage. If you already have the memory card then RAM-STAR provides the least expensive way to get this additional capacity.

Earlier I mentioned ProDOS using the lower portion of the RAM card for the /RAM drive. RAM-STAR configures the

contd. on pg 13

MANAGING YOUR MONEY: A Review (Apple II)

by Bob Oringel

"Managing Your Money", by Andrew Tobias, is an application program whose purpose is, like "Smart Money", which I reviewed recently, to provide perspective on your monetary assets and liabilities. "Managing your Money" performs this task even better, and in clearer fashion, in my estimation.

One must separate the program from its software house, MECA Ventures of Westport, CT for this discussion. It is necessary in this case because, while the program is very good, its purveyors seem to be very strange, to this reviewer, and I can't help but wonder how they treat customers? The review copy arrived at my office with a cover letter and my original letter of request attached. On the bottom of my letter was scrawled, and then whited out, "evaluation copy, back in 90 days or else". An odd approach to a review of the product, a challenge to a reviewer's objectivity, and a very petty comment.

Managing Your Money arrives with an impressive 9 disk-sides on 5.25" disks, and additionally on two 3.5" disks, all unprotected, and with an excellently written guide (docs). The guide is a bound book, 3/4" thick, but fully half of it consists of numbered explanations of the hundreds of help screens found in the program.

The Managing Your Money program is actually seven integrated programs. They are:

The Reminder Pad - which, if you check into the program at regular short intervals, say every day, will keep you in touch with your daily schedule, your payments due, birthdays, to-do lists, appointments, and the like.

Budget and Checkbook - wherein your entered check to your doctor or to your mortgage holder automatically notifies your budget, your cash flow projection, Schedule A of your tax return, and your net worth. It also tracks your loans, does five-year budgeting, and prints checks, if you have the inclination and the forms.

Tax Estimator - prepares your federal tax Schedules A, B, C, D, E, F, SE, 2106, and the Alternative Minimum Tax. It does not do your form 1040.

Insurance - has an actuarial calculator and helps you decide how much life insurance you need, and what it might cost. It organizes all of your insurance policies.

Financial Calculator - figures mortgage payments, calculates bond yields to maturity, with subsections on college and retirement planning, investment and rental property analysis, and other financial decisions.

Portfolio Manager - knows the difference between taxable, non-taxable and hypothetical portfolios, and it can handle several of each variety.

Net Worth - takes what it knows about you from the other parts of the program, and allows you to add details, to track your net worth.

Two other facilities included in the program are a Cardfile which stores the vital statistics of your family, your friends, your clients, associates, fellow alumni, and yourself, and a Report Generator, which provides printed copies of many of the above, as required. The program creates database and archive files, and renews itself on a yearly basis. It sorts files and "scrunches" data to save disk space

Managing Your Money, in contrast to the other program mentioned earlier has a relatively short learning curve, and is useable in its parts as well as in whole. I judge Managing Your Money to be an excellent program.

RAM-Star contd. from pg 12

RAM disk upon boot-up of the CP/M system. The RAM drive will retain its contents until the computer is turned off or the RAM card is reconfigured by another program. You can leave CP/M and boot ProDOS (or any other operating system or application that doesn't use more than the lower 64K of the RAM card), do some work there, then return to CP/M and find all the files you previously had placed on the RAM disk still intact.

The manual, in addition to the information described above, has a chapter on tips for RAM-STAR usage, another called "'Top Ten' Questions and Answers", and an unbiased discussion of the advantages and disadvantages of a hard drive, large capacity floppy (Unidisk), and RAM disk. The manual includes a phone number for support and from experience I can assure you the help is competent and courteous.

RAM-STAR requires a PCPI Applicard (StarCard) and any of the following memory expansion cards (or compatibles): Ramworks, Multiram //e, Apple //e extended 80 column card, Titan 128k card, or an Apple Memory][Expansion card (Slinky). It costs $28 and is available from Empathy Software, P.O. Box 785, College Park, MD 20740.

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TWO MORE DESKTOP PUBLISHERS FOR THE APPLE II

by Ray Settle

Well, after nearly a year of anticipatory advertising and hype, **Springboard Publisher** is now available. This latest entry in the Apple II desktop publishing race will soon be followed by GEOPublish to give Apple II users a choice of four programs (Personal Newsletter and Publish It! being the other two). The first two programs were reviewed in the May issue and will be referred to in this article only in passing.

Was Springboard Publisher worth the wait? Well, yes and no. It is definitely a powerful desktop publisher, but therein lies its weakness; it is slow. It seems that every keystroke causes the program to access the disk. Springboard Publisher uses a section of the disk to store a drawing of the page (called the scratch file). Every time the screen is changed (by scrolling or toggling from text to graphic mode) the new section of the page must be accessed from the disk and the present section written to it. It takes time to save a graphic screen to disk.

Springboard Publisher is only available off the shelf in the 3.5 inch format, and Apple //e and c owners should take the hint that while this program will run on their computers, it is really better on a GS with a RAM disk of 800K or more. Copying the program to RAM5 on a GS attained greater speed but did not solve the annoying interruptions as the pages were drawn and redrawn. One can only imagine the amount of disk swapping required in the 5.25 format.

The documentation for Springboard Publisher is perhaps the most helpful and professionally done of any program. The two manuals are well organized and effectively presented. Along with the manuals come several hard laminated quick reference cards quite helpful to the beginner and experienced user alike.

Springboard Publisher is copy-protected but allows the user to make working copies with the original as a key disk. The program can thus be installed on a hard or RAM drive as long as the original is in a drive on bootup.

The program comes with about six art files and a coupon to send away for a free Art Disk. The art is of normal quality for an Apple II desktop publisher but not spectacular. For more art work the user must purchase additional art disks. Newsroom Clip ART can also be imported along with some double hires graphics. Print Shop graphics are not compatible. Handling graphics is this program's forte since it has the most powerful graphics capabilities of any Apple II DTP. Besides the normal drawing tools, Springboard Publisher also offers scale, perspective, and mirror tools. Text can be set up to flow around the graphic images, and this feature is implemented quite well.

Text can be imported from most popular word processors, and importing is probably the user's best choice to save time. The program only offers three fonts (gothic, serif, and sans serif) but eleven style options (more when combined) and point sizes from 9 to 72. The text is easy to read although the print is a little light and obviously dot-matrix. Springboard Publisher allows the user a wide range of page numbering and setup options with variable frame border designs and gauges. Columns do not need to be drawn but can be specified in the page setup options—a real handy implementation. Most of the options are presented via pull down menus ala Multiscribe and IIgs programs; therefore, a mouse is definitely an advantage even though there are keyboard equivalents for almost all commands.

The ability to specify point size is a must in designing headlines. Some programs that simply enlarge the font by factors of 2, 3, or 4 produce rather raggy looking headlines. Point sizes, however, produce the best non-Laserprinter printouts. While Springboard Publisher's headlines are not the best of the Apple II DTP, they are quite good and acceptable. Making a headline is a daunting task in Springboard Publisher. Simply typing across the width of the page in graphic mode takes a lot of time and can be quite frustrating until the technique is mastered.

Springboard Publisher supports most dot-matrix printers and even a Laser printer with the purchase of an add on driver. To sum up, Springboard Publisher is a powerful, full-featured DTP for the Apple II, but the user must be patient and must REALLY need to do DTP on a IIe or IIc. The IIGS user will find Springboard Publisher much more manageable but still slower than desirable. Given the choice, Publish It! would be a more manageable package for IIe and IIc users.

Another DTP is coming down the pipeline and should be available by the time this review is published—**GEOPublish.** In addition to its normal word processor which functions remarkably like a DTP itself, Berkeley Software will produce a DTP package for its GEOS. This DTP in beta form at Applefest looked promising with such added features as smoothing to produce a higher quality print for headlines and a built in Laser printer driver. Combined with the other modules in GEOS, GEOPublish should be quite capable and is worthy of consideration.

Desktop publishing for the Apple II is real and available. The potential user, however, has some serious comparing to do before purchasing any of the four currently available packages. Below is an evaluation that shows what this reviewer sees as strengths and weaknesses of each package:

PERSONAL NEWSLETTER:

Strengths—Price, Ease of use, Print Shop and Newsroom graphic compatibility, Speed

Weaknesses—Poor quality headline print, Poor art work, No multi-page capability, Importing text (ASCII only), Non-standard user interface

PUBLISH IT!

Strengths—Price, Ease of Use, Speed, Quality printout of headlines and text, Imports Appleworks files among others, Double strike printing

Weaknesses—Memory limitations, Art work compatibility

SPRINGBOARD PUBLISHER

Strengths—Powerful graphics tools, Imports Appleworks files, Documentation, Keyboard equivalents

Weaknesses—Price, Copy-protected, Speed (slowness), Print quality, Font selection, Art work compatibility

GEOPUBLISH

Strengths—Smoothing for quality printouts, Speed, Operating environment (GEOS), Integrated modules, Graphics capabilities via GEOPaint, Ease of use

Weaknesses—Price (including GEOS package, Copy-protected (key disk).

SPRINGBOARD PUBLISHER(APPLE II): A Review

by Bob Oringel

Springboard Publisher, by Springboard Software of Minneapolis, MN is a three-fold applications program. It combines page layout, word processing, and graphics creation. Before we start to describe what it has to offer, three points must be made:

1. While the program is not copy-protected, and in fact encourages your use of a backup, it will stop and ask that you remove the backup and insert the original disk as a key to unlock the program, and then replace the original with the backup, midway into each time that you begin the startup procedure.

2. The Springboard Publisher program operates the computer in graphics mode, and thus is incredibly, unbelieveably slow in creating each screen, and in moving from screen to screen. This is as much Apple's fault, and cannot be totally blamed on the software. Oh, accelerator card/chip where are you! In all fairness to the software house, Springboard promises to send version 1.1 free to all who return the registration card. And version 1.1 is promised to have improved speed and performance.

3. I really hate to be in a position where I must pan a program. With the realization that new programs are the lifeblood of Apple II's, and, that to say the least, a great deal of expense and effort goes into any program, it is really uncomfortable.

Having said those three things, let me now describe Springboard Publisher, version 1.0. It arrives in a plastic box with either a 3.5" or with 5.25" disks, but not both. The box also contains two spiral bound manuals, one a tutorial, called Getting Started, the other called Reference, and sundry printed materials including an addendum sheet to the manuals.

Approaching the tutorial eagerly, one is slowed by both the software and the awkwardly written tutorial. Awkward perhaps because reference must be made in every instance to the same procedure done with a mouse, and with the keyboard. One proceeds through a one-time setup procedure, then Page Layout, slow screen after slow screen. And I mean minutes, folks! At this point the reviewer begins to believe that perhaps desktop publishing is not really for the Apple II, and should be left to the Mac.

Page Layout provides up to 9 columns per page, with individually sized columns and gutters; support of both legal and letter sized pages, pagination, and graphics positioning anywhere on the page.

On then to Word Processing, and when I read that word processing could be imported from AppleWorks, and other processors, my enthusiasm jumped, and I skipped right on to Graphics. Word processing supports multiple fonts, styles and sizes; line and paragraph spacing, automatic indents and tabs, left, right, center and full justification, and cut, copy, paste.

Graphics provides a full set of Mac-like tools, such as brushes, pencils, erasers. You can set vertical and horizontal text, re-size, flip, mirror, crop, rotate, distort, and change perspective. Graphics is the best part of this package. It compares favorably with Printrix, which I liked but also found to be slow. After creating a one-page document, with Springboard Publisher, it was on to the printer. My Toshiba was so slow in printing out the page, resting intolerably long between lines, that I began to feel that it was in actual pain, and must rest between lines of print.

I believe that desktop publishing's time has yet not come for the Apple II, and perhaps it never will until Apple's graphics mode is able to catch up in speed with text mode.

BIT IMAGE GRAPHICS: Update by Ray Settle

In the April issue of the Journal I described how to set up a custom Appleworks printer to do bit image graphics, color, and foreign languages. The codes for foreign languages work best if added to the interface card codes in the printer setup routine. These codes can be found in the reference card included in the Imagewriter II manual. To enter the codes, simply call up the "Specify information about your printer" menu and select your printer. Then select "interface cards". Answer no to the next question about whether the codes are OK. Retype the interface codes followed immediately by the foreign language codes. Use the SHIFT 6 command (^) to exit. Your custom printer will now print using the characters of the language you entered. No, it will not translate for you.

To include these codes it will also be necessary to patch Appleworks to accept the @ symbol as part of a printer code. Jem Software and The National Appleworks Users group have published this patch, I can provide if anyone needs it.

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WIN ONE FOR THE ZIPPER

by Leon H. Raesly, LCSW

Have you got one? Did yours come in yet? Is it real? Does it work? Can I get one? What is it? "IT" is the Zip Chip! And I have one! And it does work! It is real! And YOU can get one too!

Let's look at the Zipper. It is a replacement chip for the 65C02 in your Apple //e or //c. To install, simply carefully remove the old 65C02, and plug the Zip Chip in. If you have a //e, just replace the cover. If you have a //c, you have to do a little more work to remove the screws in the back, pop the case apart, and then remove the 65C02. If you have the Apple RAM Board installed, you have to remove that. If you use any of AE's Z-RAMs, you do not have to remove that, just the 65C02. Now, simply reverse the process, and re-assemble your //c.

When you have done that, what have you got? A 3 MHz screamer! And does it scream! Even the beep sounds different! And with the software that accompanied it, you can change the rate of speed to almost anything you want, even way below 1 MHz.

But now let's talk about performance. For testing purposes, I decided the usual technical timed tests would not be really indicative of performance, so I divided the test into four parts.

The Four Parts

The first part would be the usual Sieve of Eratosthenes, but doing two different things. 1. Run the Sieve test for numbers to 1000, and announce when finished. This would cover the actual ability to compute. 2. Run the Sieve, then print all the Primes found up to the same 1000. This led to quite a discussion, since those who had been to school about 30 years ago, said that the convention was that the numeral 2 would was not be included, since it was the only even Prime number. Those of "current school vintage", argued that it should be included. The younger group won, not that they were right, there were just more of them!

The second part would be a series of straightforward mathematical calculations. One would divide, and the other would add. The count would be printed to the screen on one test, and not on the other. This led to some interesting results, which I will share later.

The third part would be to run some graphics tests. I would use both Lo-Res and Hi-Res graphics. These were interesting to watch.

The fourth part would be to load AppleWorks, and run a number of operations within AppleWorks. These would include a move, a replace, and a find. Also, simply moving from one screen to another.

Testing

Assisting in the testing were four other members: Jon Thomason, Dale Smith, Paul Schlosser, and David Page. We placed an Apple IIgs, an un-Zipped //c, and the Zipped //c side-by-side on a long table. The IIgs was connected to an Apple Computer, Inc. Analog Color Monitor, and the two //c's to Apple /// Green Screen monitors. Whether there would have been performance differences if they had been connected to regular Apple //c monitors, or not, I do not know.

Each of the //c's had a 1 MEG Applied Engineering's Z-RAM. The Zipped machine Z-RAM 2, and the un-Zipped one a Z-RAM Ultra 2. The IIgs had an AE's 1.5 MEG board, fully populated.

We timed the tests with one person using the stopwatch, and three depressing the keys on a count of 1-2-3-GO. However, these are not the time reported, as they were done later on the same three machines by myself, in a more typical manner!

For the actual timing tests, one machine was used at a time, and the programs, etc. were run four times. The first time was to get the approximate time, so I would know when to expect the test to finish. The results of this test were then discarded, and the next three recorded. The average of these is the results shown. Since the particular stopwatch recorded in 1/100ths of a second, the results should be accurate with 1/10th of a second.

Visuals

The most dramatic part of the testing was to see the visual results. Each machine was started at essentially the same time, and always (with 1 exception) finished in the same order. First the Zipped //c, next the IIgs, than slooowwlly coming in last was the un-Zipped //c!

When running the graphics, it was exciting to watch the process of drawing on the screen of each machine. In fact, we also did several tests to see the difference (if any) in the three machines in AW updating the screen. It was extremely fast on all three machines (less than a second for all), and we were unable to devise a simple method that would allow us to get reliable timing.

However, we all agreed that it was quite evident visually that the Zipped //c was the fastest, with the IIgs about 25% longer, and the un-Zipped //c about 50% longer than the Zipped //c. Visually, the results were impressive. We tried this from several places. 1. Main Menu to Word Processor file (and back again, of course), and from Main Menu to SpreadSheet.

While we did no formal timing of the results, accessing Beagle Brother's TimeOut series from /RAM or /RAM5 was significantly faster, as was the use of TimeOut QuickSpell and TimeOut Thesaurus.

The Tests

All of the tests were written in BASIC, and I will reproduce them with an explanation of each, so that if you wish to try them on your own machine to get comparative times, you can. This would give you a clearer idea of how much the Zip Chip would enhance your Apple //.

Each of the tests, as you will see, always ended with a Bell, as it was easier to time from the bell, than waiting for the visual end, evidenced by the BASIC prompt.

The Sieve test without printing was not really very elegant, but worked fine. It was:

```
 8  = SIEVE.TEST.PRINT.TEXT
10  MAX% = 1000
20  DIM I%(MAX%)
30  FOR X = 2 TO MAX% / 2
40  K% = X
50  K% = K% + X
60  IF K% < = MAX% THEN I%(K%) = K%:
```

contd.

—— Operant Systems ——

—— HARDWARE ——

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- QMS-PS 800 Plus (8 ppm, LaserWriter compatible)..... (call)
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- Smartmodem 2400 / 1200 / 300..... 429/295/145
- Anchor Automation Express (1200/300 loaded w/ features) 139
- Lightning 24 (2400/1200/300, RS-232). 179
- Prometheus Promodem 1200G (1200/300 baud, RS-232)..... 179
- Promodem 1200A (1200/300 card w/ software).. 209
- Applied Engineering DataLink (1200/300 card w/software) 175
- US Robotics Courier 2400 (2400/1200/300 baud, RS-232).. 375
- Courier 1200 (1200/300, autodial/ans)..... 219
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- ZoomModem IIe Plus (300 baud card w/adv software)..... 119

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- Controller for 2 drives..... 55

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- Thomson 4120 (14" composite/RGB/analog color)..... 259

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- Printerface (par w/o graphics).... 59
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- ProGrappler printer interface (parallel w/ graphics).... 85
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—— SOFTWARE ——

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- SuperCalc 3a (super spreadsheet/graphics for IIe/c) 125
- VIP Professional (IIe & c / gs spreadsheet)..... 159/195
- Multiplan (best spreadsheet for IIC+)..... 70

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- dBASE II (the best Apple database, requires CP/M).. 299
- pfs: File w/Report..... 69

BUSINESS & ACCOUNTING—
- Dollars & Sense (accounting w/graphics)..... 79
- Managing Your Money (accounting + investment mgmt).. 99
- DAC-Easy Accounting..... 69
- Peachtree Back to Basics Accounting (GL/AR/AP)..... 149

COMMUNICATIONS—
- Ascii Express Professional (best DOS/PRODOS program) 79
- MouseTalk (new, w/pull-downs for e/c). 69
- CompuServe Starter Kit (password & 25 dollar credit) 25

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- Newsroom/Clip Art Collections..... 42/19
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- Spelling Checker (pops up in Appleworks)... 42
- Typing Tutor IV..... 35
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- CH Mach III or Kraft 3-button joystick..... 39
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```
    GOTO 50
 80 NEXT X
```

To use it as the printing Sieve, the following lines were added:

```
 90 FOR X = 2 TO MAX%
100 IF I%(X) = 0 THEN  PRINT X" ";
110 NEXT X
120 PRINT  CHR$ (7)
```

The Hi-Res graphics drew a circle. These were quite demonstrative results with the three machines side-by-side. The formula was:

```
  6  =CIRC.TEST.TEXT
 10  HGR : POKE  - 16302,0
 20  HCOLOR= 3
 30  FOR R = 0 TO 3.14159 * 2 STEP .0314
 40  HPLOT 140,96 TO 140 +  COS (R) * 120,96 +
     SIN (R) * 90
 50 NEXT R
 60  PRINT  CHR$ (7)
```

The other Hi-Res test was an outline, and appeared in color only on the //gs. It's program looked like this:

```
  3  = HGR.TEST.TEXT
  5  D$ =  CHR$ (4)
 10  HGR : POKE  - 16302,0
 20  FOR X = 0 TO 191
 22  HCOLOR= 3: HPLOT 0,X TO 279,X
 30  HCOLOR= 1: HPLOT 0,X TO X,X
 40  HCOLOR= 2: HPLOT 279,X TO 88 + X,X
 50  NEXT X
 60  PRINT  CHR$ (7)
```

The final Graphics program test was:

```
  1  = GR.TEST.TEXT
 10  D$ =  CHR$ (4)
 15  PRINT D$"pr#3"
 20  FOR I = 1 TO 5000
 30  X = X + 1
 50  NEXT I
 60  PRINT  CHR$ (7)
```

The Adding program, both with printing and without, was extremely simple. Here it is:

```
  2  = BASIC.TEST.TEXT
 10  D$ =  CHR$ (4)
 15  PRINT D$"pr#3"
 20  FOR I = 1 TO 1000
 30  X = X + 1
 50  NEXT I
 60  PRINT  CHR$ (7)
```

And to have it print the count, a line was added within the loop:

```
 40  PRINT X
```

This test was the only one to produce surprising results. It did not finish first! In fact, it finished substantially AFTER the Apple IIgs. When we first wrote it (actually at AppleFest in Boston, when we first got the Zip Chip), we thought that something was wrong with the Zip Chip. We then removed the Print statement, and it performed as expected.

Apparently, the scrolling of the screen is significantly better on the IIgs, and this is what made the difference. It was this factor that led us to add the additional BASIC tests, and especially the graphics tests. We then decided to carry it one step further, and added the practical use timing tests of AppleWorks.

The Divide test was just a simple recursive division. It's program was:

```
  4  = DIV.TEST.TEXT
 10  D$ =  CHR$ (4)
 15  PRINT D$"pr#3"
 20  FOR I = 1 TO 5000
 30  X = X + 1
 50  NEXT I
 60  PRINT  CHR$ (7)
```

AppleWorks Tests

We loaded a Word Processor file, and an AW SpreadSheet. The WP file was 44K, and was a manuscript (not this one!) repeated several time to get the length. The SpreadSheet file was one I actually use in my Mental Health Clinic, which maintains for a year substantial data about the financial status of the Agency. It contains all of the data from last year. It had 40 columns (though Column AW) and 73 rows (obviously through Row 73!). It had 8 columns of calculations, with each column containing 54 cells. This made a total of 432 Calculations. The formulas were quite impressive, being 150 characters long each, with @IF statements drawing from different cells for each one! The RE-CALCULATE timing was just that. Re-calculating this large spreadsheet. Timing was done in the usual way, four times, throwing out the first timing.

For the MOVE test, I moved 8 rows from the very top of the SS, to the end. I timed them each way, and started the test only AFTER the area to be moved was Marked. A simple Open-Apple 9 (or 1, if going to the top) was then made, and the stopwatch started when the final <RETURN> was pressed.

Would I order one based on the results I saw? The answer is a clear yes! I have to turn over the one we used for testing to the Club, as it was donated for this review, and then to be given to the Club, but I will purchase one.

What should you do? Well, if any of the tests we did relate in some way to your use of your Apple //, then you might wish to consider one for yourself. It will certainly give you the fastest Apple // on the block!

Combined Results
(All Time in Seconds)

Test	Zip //c	IIgs	NO Zip c
Sieve w/ Print	24.32	26.09	69.62
Sieve NO Print	21.81	22.86	61.22
Circle-Graphics	4.88	6.63	17.04
HGR	3.97	5.23	13.38
Lo-Res	5.41	6.45	15.65
Basic-Divide	4.06	4.77	12.19
Basic-Add-No Prnt	7.50	8.25	21.39
Basic-Add PRINT	34.20	20.22	47.35
AW Move	1.93	2.80	4.59
AW Recalculate	5.03	6.95	15.80

contd.

Zip Speed Tests
(All times shown in Seconds)

Zip //c Test

Count	Sieve/pri	Sieve-NPr	Circ.Test	HGR	GR	Div	Add	Add w/Prt	AW Move	AW Calcu
1	24.32	21.82	4.87	3.97	5.41	4.07	7.50	34.10	1.90	5.05
2	24.31	21.81	4.88	3.97	5.45	4.07	7.50	34.25	1.93	5.03
2	24.34	21.81	4.89	3.97	5.38	4.03	7.50	34.25	1.97	5.01
Average	24.32	21.81	4.88	3.97	5.41	4.06	7.50	34.20	1.93	5.03

IIgs Test

Count	Sieve/pri	Sieve-NPr	Circ.Test	HGR	GR	Div	Add	Add w/Prt	AW Move	AW Calcu
1	26.06	22.87	6.59	5.22	6.47	4.78	8.28	20.20	2.75	6.90
2	26.09	22.88	6.65	5.25	6.40	4.75	8.26	20.25	2.80	6.94
2	26.13	22.84	6.66	5.22	6.47	4.78	8.22	20.21	2.84	7.00
Average	26.09	22.86	6.63	5.23	6.45	4.77	8.25	20.22	2.80	6.95

No-Zip //c Test

Count	Sieve/pri	Sieve-NPr	Circ.Test	HGR	GR	Div	Add	Add w/Prt	AW Move	AW Calcu
1	69.63	61.25	17.06	13.43	15.63	12.20	21.47	47.37	4.60	15.91
2	69.59	61.23	17.00	13.38	15.61	12.16	21.35	47.31	4.55	15.75
2	69.63	61.19	17.06	13.34	15.72	12.20	21.34	47.36	4.61	15.75
Average	69.62	61.22	17.04	13.38	15.65	12.19	21.39	47.35	4.59	15.80

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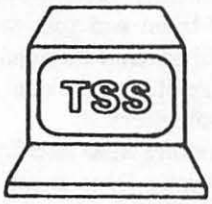

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IIGS STUFF: AppleFest

by Ted Meyer

WAP went to AppleFest and loved it. Attendance was great, both by developers and the public, and WAP benefitted by picking up new members, selling old copies of the Journal, and impressing a lot of people in the Apple II community with our commitment to Apple II users. Yours truly took part in a panel discussion with Paul Statt of inCider, and Jackie Whiting and Ellen Leanse of Apple Computer, covering help and resources for information in using computers. I believe that, between comments by Ellen, who is Apple's user group evangelist, and myself, user groups were shown to be the most effective source of help with computing. WAP members were invited to numerous after-hours parties thrown by the likes of Apple Computer, Boston Computer Society, and inCider, and we met a lot of luminaries in the Apple II world including Steve Wozniak. (Take a look at the WAP's new IIGS in the club office... It has a personalized Woz signature.)

The big announcement at AppleFest was the launching of AppleLink, Personal Edition (ALPE). AppleLink, a telecommunications system for Apple dealers and developers, has been around for quite some time. But, now a very easy-to-use version for all Apple computer users will be available starting in early July. AppleLink is a dial-up service like CompuServe or GEnie that requires a modem. AppleLink is different from other professional on-line systems in that it requires that users have special software provided by AppleLink. This software makes navigating through the various functions and areas available on the system much less imposing, and easier to use and remember than most on-line systems. Quite a few WAP members have been beta testers for this system and have had ample opportunity to try it out and test its capabilities. As a beta tester, I have been very pleased with the ease of use, but not impressed with the depth and breadth of its content yet. It will grow as more users start linking up. I'm sure the club will have a demonstration of ALPE at one of the main meetings before too long.

In the AppleWorks arena, we were able to see GS Works from Styleware in action. It looks like it has a lot going for it; however, there were bugs to be worked out before its August 1st release date. Also, from discussions with the Claris people, I'm not convinced that they will not eventually release a GS version of AppleWorks.

Sounds like Apple will be releasing a new version of an operating system for the GS later this year. This new operating system, I'm told will be able to read Macintosh and MS-DOS 3.5 inch disks. Now, THAT will be helpful.

Although Apple says it isn't going to announce any new hardware products this fiscal year, there are a lot of rumors flying around about possible new products. The Apple IIGS+ was big in the discussions with rumored features such as 640 by 400 screen resolution, software switchable slots, 8 - 10 MHz clock, SCSI ports, and any other wonderful feature you can think of. A new truly portable IIc with an internal 3.5 inch drive, internal battery, flat LCD backlit screen, and faster clock speed or 65816 chip rose from the rumor mill. And the Mac emulator board for the IIGS was also neither confirmed nor denied by Apple. Hard as they try, whatever Apple might eventually release can't possibly fulfill our wishful imaginations.

Bill Mensch, the designer of the 65816 chip that powers our IIGSs, has several real products coming down the line, though. Whether Apple uses them or not, they will affect the Apple II market in some way or another. One of the chips is the 65832, which will expand the number of instructions, have 32 bit floating point operations, and, if used with the right hardware, allow a computer to access much more than 16 Mbytes of memory. Another product is the 65652 chip which is an entire microcomputer on a chip. Not a microprocessor, but a microcomputer. Mensch is considering this for use in a system which would have speeds closer to a supercomputer than a microcomputer.

Mike Westerfield of The Byte Work showed me a math co-processor card for the IIGS which made use of the 68881 chip which is also used by the Mac as a co-processor. By doing math functions with this card, programs that are math intensive might be sped up by a factor of 100. This is VERY interesting to engineering types like myself. I'll tell you more about this card in a future Journal article.

I could describe some of the antics of myself and other WAP members at AppleFest (just what was Lee Raesly doing in China Town at that time of night, anyway?), but I'll leave that to be discussed in quiet corners at the Garage Sale.

Next AppleFest is in San Francisco in September. I recommend it to any WAP members interested in keeping up with the latest in the Apple II world.

WE NEED A VOLUNTEER FOR THE INVISIBLE HARP

by Ted Meyer

I've been the Chairman of the Apple IIGS Special Interest Group for about a year now. In that year, I've heard about a lot of really interesting software being developed that made use of the IIGS's special features. Last week, though, I found out about a really exciting project. And it's being developed right here in Washington. And it needs a volunteer with some IIGS programming experience.

The Capital Children's Museum in Northeast Washington is making an invisible harp. The 32 strings will be made of beams of light and fingers passing through the beams will create beautiful music—if they can find a programmer. Electric eyes will detect the interruption of the light beam and pass this information to an Apple IIGS. The GS will generate the appropriate notes, alter the scale, and allow switching instruments at the touch of a button—if a programmer volunteers.

Apple has provided the IIGS and is working on an interface board. The University of Maryland's Physics Department is supplying the expertise to design the infrared light system. John

contd. on pg 21

IIGS SIG MEETING REPORT

by Ted Meyer

Sometimes our SIG meetings turns into more of an adventure than a typical user group meeting. May's meeting required the 25 attendees fight through a really torrential downpour to get to it, and then having arrived, deal with an ever-expanding lake of flood water which was threatening to engulf the Thomas Pyle Intermediate School cafeteria. The water pouring from the cafeteria's slowly collapsing ceiling was loud enough to make it difficult to hear the speakers. We began to fear for our electrical equipment. Finally though, the rain abated and the lake was stemmed by an industrious facilities engineering employee with a water vacuum cleaner. The meeting continued relatively unaffected.

The meeting's subjects were Paintworks Gold and AppleFest. We started the meeting by demonstrating some of the capabilities of Activision's new paint program and, with help from the members, answered various questions on paint programs in general.

Sam Knutson and I then reported on what we found at AppleFest. A+, inCider, and Nibble magazines all provided 20 to 30 copies of their latest issues to distribute at the meeting. So almost every attendee walked away with those. We also distributed information from dozens of vendors on their latest and greatest products. We showed off the club's new Apple IIGS, which Steve Wozniak personally signed for us at AppleFest. And then Sam and I quickly demonstrated a variety of products that we got at AppleFest, including Bill Basham's Diversi-Tune, AC-BASIC, Sierra On-line games, Alien Mind, and many others.

Our weather-abbreviated meeting ended with a quick Q&A session, an unstructured discussion period, and a rush through the rain to get to our cars.

Upcoming Meetings

June's meeting will be at the Dolley Madison Library in McLean, Virginia on June 27th from 7:00 to 9:00pm. From the Beltway, take Dolley Madison Boulevard (Rt 123) east towards McLean. Continue to the stoplight at Old Dominion Road. (Charley's Place Restaurant is at the corner.) Go straight through this light and make the first left onto Ingleside Road. Go straight for two blocks and the library will be on your left. We'll be in the downstairs meeting room. This month we'll demonstrate two BASICs for the IIGS and go on a tour of the IIGS Disk Library.

July's meeting will be on the 25th, from 7:00 pm to 9:30pm, at Thomas Pyle Intermediate School in Bethesda. From the Beltway, take River Road (Rt 190) east for about 1 mile to Wilson Lane (Rt 188). Turn left on Wilson and go about 1/2 mile to Thomas Pyle on the left. Park in the back. We'll be in the cafeteria.

It looks like we will be alternating meeting sites between the Maryland and Virginia locations above from now on. Keep an eye on the Journal for any changes, but with some luck we may be on a regular schedule now.

That's it for this month. Hope to see you at upcoming meetings!

PROGRAM INTERFACE SIG (PI-SIG) MEETING

by Robert Golden

Our meeting was again in the classroom at WAP, and was the first for which the Apple IIGS was ready and waiting. No more packing up and hauling everything in each time! Many thanks for everyone who made this possible.

Early on, we started to put into the computer and analyze a simple TML Pascal program written by one of the members.

Jim Winter presented the printout of a H-P Deskjet Printer (H-P 2276A), which competed very well with the laser printers, and had all the appearances of a typeset print. At a price of $1,000 or less if discounted, it can be an alternative to the laser printers, except for one slight problem. It needs driver programs for use with the Apple computers.

The Q & A session ranged over a wide variety of questions—covering "Applelink", backup on the ramdisks, the great pressure for computer speed pushing engineering to increasing complexity and cost, vs. the need (?) for that speed, and ability of the operator to take advantage of the added speed and quality, to name a few. One question is whether there is being developed a IIGS library of books and articles, whether expensive, in-depth books could be maintained without their growing legs, and how may this material, which could be purchased by PiSIG alloted funds, be safeguarded?

Moving on to speculation—we wondered aloud about what possible combination of peripherals could be attached to the Apple IIGS to obtain the maximum useful amount of memory? Also, could a HyperCard be converted to run on the IIGS? Finally, when will AppleWorks be able to fully use the capabilities of the IIGS, or will there be a similar product with enhancements?

Formal adjournment was about 10 PM, when we closed up the conference room; however we continued a rump meeting in the center of the parking garage for another half hour.

Volunteer for Invisible Harp contd. from pg 20

Worthington, who was largely responsible for the IIGS's sound toolkit, has already designed core modules for note synthesizing and is willing to be a telephone consultant for a programming volunteer.

So all that's needed is that volunteer. Are you interested? If you program in Assembly Language, C, or Pascal on the IIGS, and are interested in using your skills on a fun and educational project, this will be your opportunity to write software that will be used daily by hundreds of people. Also, Apple is interested in the Invisible Harp. The programmer will be making contacts and increasing his or her visibility within Apple. So call and help make music on the Invisible Harp! Give me a call between 7 and 8 any evening. My number is 893-6845.

ADVENTURES AT APPLEFEST

by Harvey Kaye, Allan Levy, David Page & Leon Raesly

This article is about AppleFest, and some of the people, events, happenings and companies there. It was written by four different people, plus several anonymous ones (these are captured messages from AppleLink—Personal Edition or Genie (both are commercial Services), or even the TCS! Where one of us is speaking directly, I will introduce them, and then use quotes. Where it is me (Raesly) who is writing, I will simply say I.

For instance, the introduction of who was there is by Harvey Kaye. So: Harvey:

"The people from the Pi who attended the show and worked at the WAP booth each day were: Allan Levy, Ted Meyer, David Page, Jon Thomason, Jon South, Sam Knutson, Gena & Bernie Urban, Harvey Kaye, Lee Raesly."

Perhaps it would be better to give an overview of the events and personalities portion of the article. I will turn to Harvey Kaye for that also. Harvey:

"AppleFest in Boston on May 20-22 was fascinating; problem is I don't know whether the fascinating part was the computers or the people. Be sure to read about the show and the various software on exhibit in the later part of this article."

The topics include:

1. The elusive Zip Chip and the rumors about what happened.
2. AppleLink - Personal Edition.
3. The Apple functions.
4. The reactions of many people to our group and our Journal and TCS and the many new members who joined during the show.
5. The story of two of our members who shared a room which had only one bed (no, this is not an X-rated story).
6. Our members pictures on the cover of A+?
7. Sales of copies of our Journal and of our public domain disks.
8. How we actually saw with our own eyeballs the Zip Chip and watched it perform.
9. Our antique hotel.
10. The state of construction of the Hynes Convention Center where the AppleFest actually took place.
11. The fire marshals and how our booth was almost shut down.
12. Our member who was a speaker.
13. One of our members (who is married) was taken to a party with 5 women on his arms, and other exciting stories.

Next, we will present some personal experiences of some of those who planned to go to AppleFest. Most are humorous, and dry. I hope you like them, and I am sure you will get a chuckle, or learn some new information, from each of them.

For this one, I will turn to Allan Levy, a member of the Crew. (The Crew is the Nom de Plume for a group of about ten people who dedicate many hours of their time to maintaining and improving the TCS, the Pi's Bulletin Board System.)

Allan is a total, true New Yorker, in speech, mannerisms and expressions. I am delighted to find that Allan writes as he speaks! So picture, if you will, this short, balding (sorry Allan!) middle-aged man speaking in his staccato, wry speech, explaining the events of his trip, his arms swinging and moving with each expression. Allan:

"I had planned to go to AppleFest on the same plane as Harvey so that we could drive together. So Harvey had the tickets at his place, since he was nice enough to pick them up. The night before the flight, Harvey called and said he might be delayed by business, so I said call me and we would make plans. Little did I know that after I got off the phone, the phone system in Gaithersburg went out (and stayed out for about two days) due to the rain. Harvey called me, but just got a ring. I called Harvey on my car phone and got his answering machine and told him my phones were out. Not wanting to sit in the car all night he could not call me back (it is now past 11PM). Harvey called me and checked with the operator—no problem known to us, he was told.

"Finally, I reached Harvey from the car at 8am. He left the tickets at his house. I drove over there, headed for National and found the lots full, so headed to satellite parking B. The bus driver on the shuttle said, you were lucky, yesterday there was a hour wait to get a spot.

"Arrived in Boston, took underground. Found Hotel (Elliot Suites), needed to check Harvey's and Lee's reservation. Was told one room only had one bed, no problem I said. Got funny look from clerk, young girl. Explained that Lee sleeps on floor. Got funnier look, gave up.

"Tried to find convention—found building under construction. Did I mention it was raining all of the time? Store owner assured me you could get in. Found other lost souls and found entrance. Risking life and limb, found way in, said hello to construction workers. Needed outlet extension cords—Richard Bloom, director of Apple section of Boston Computer Society obtained same.

"At AppleFest gave out journals to other booths; many had not heard of the Pi. The next evening went to dinner with unnamed WAP personality. As Ted gave directions we were cut off by a Boston driver—the next thing that happened is that we were driving through fruit boxes to get around him.

"The next evening, we were going to the inCider reception at the Harvard club. We were short some invitations, which I was told were unobtainable. Editor of inCider gave me four more. (Turned out they were not checked.)

"Later we went to the Apple extravaganza at the World Trade Center—this time they checked tickets. We had two tickets, each good for 2 people, and there were 5 of us. Unable to get past guard. So sent the rest of the contingent in to the party. Saw 5 ladies and figured that they were either short or had an extra invitation (since each was good for 2), made some sort of promise about supplying a WAP judge for something and they agreed to take me in. (Later someone in WAP kept promise.) Sat at table with group from Pelican—I thought they were Penguin. Got ride home with Boston Computer Society.

"On airplane (Eastern) on way home, luggage fell from overhead, including Harvey's //c. Stewardess was annoyed, but

contd.

I caught computer. Spoke to head stewardess—said the stewardess did not say "Boo" while luggage fell. She said she would instruct her to say "Boo" next time.

"All in all an interesting journey."

Harvey Kaye is a man of quiet demeanor, an unassuming individual. However, somehow, when he agrees to do something, it gets done! A patent attorney by profession, with a national reputation (and several books to his credit), his propensity for organization comes through in his writing. So let's turn to Harvey for his view of AppleFest. Harvey:

"1. The elusive Zip Chip and the rumors about what happened. As you already know the Zip Chip was announced at the September 87 AppleFest in San Francisco. However, there have been delays so that those who ordered the chip in Sept and Oct 1987 have been sent their chips in May 88, and the company is now shipping later orders. At the Zip Chip booth there were many interesting conversations about why the chip which had been ordered so long ago, was still not yet shipped to customers. However, we were able to obtain a chip for testing purposes and Lee Raesly will have an article soon about the Zip Chip and how it performs, including tests between the Apple //c, an Apple IIgs and a Zip "Chipped" Apple //c.

"Apparently one of the people from Rocket Chip and one from Zip Chip had previously worked together and there was a problem so they separated and the two companies pursued the speed-up chip idea at about the same time. Rocket Chip also had a booth at the show and extolled the virtues of their chip vs. the Zip Chip. As soon as the Rocket Chip is available we will be testing it and reporting to you about it.

"Zip Chip has filed a legal action against Rocket Chip for copyright infringement, and rocket Chip states that it is not infringing but rather is using material in the public domain for its chip. As soon as we have seen the court papers we will provide more information about the law suit.

"2. AppleLink - personal service. This has been beta tested by some of our members for a while but all of us were under a confidentiality agreement and could not discuss it. However, Apple announced this service at the show, so we can tell you about it. It is an on-line service similar to Genie, The Source and CompuServe, which costs $39 to join and $6 per hour in nonprime time hours. One of the great advantages is that Apple Computer people are on line much of the time and it is a good place to obtain information and to check out the truthfulness of rumors. This includes a subscription to AppleLink Update, which Apple calls "The Monthly Magazine for Applelink—Personal Edition Members". The first issue was distributed at the show, and this past week we all received our copies of Volume 1 Number 1 by mail. Of course the front cover sported the "WOZ" at a IIgs.

"3. The Apple functions. There were a number of functions sponsored by Apple Computer, including a cocktail party on Fri, a breakfast on Sat morning, a party at the World Trade Center Sat eve. Apple also had an entire room set up for providing both demonstrations and hands on experience with AppleLink.

"4. The reactions of many people to our group and our Journal and TCS and the many new members who joined during the show. The response in general was a good one. Many expressed surprise that we published a Journal every month. We had copies of the Journal for sale and every one was gone by the time the show ended. We had quite a few new members join the WAP and several joined the TCS.

"5. The story of two of our members who shared a room which had only one bed. Enough said.

"6. Our members pictures on the cover of A+? That's right, four of us had our picture taken (translated this means digitized) and then printed out on a "special" cover page of A+ magazine. If you want to see one you should ask, Lee Raesly, Allan Levy, Jon Thomason, or yours truly. But, declaring that Lee was a "Colorful Character", they asked to put his on display for the show. Just "shows to go ya" that there ain't no justice!

"7. Sales of copies of our Journal and of our public domain disks. Sales were good and we learned from Gena Urban that we sold a good number of Apple IIgs disks. Ted Meyer had brought an original of each disk, and he made many copies throughout the three days. Incidentally, Ted should get much credit from the Board of Directors for his efforts in setting up the booth, as well as for his staying to the bitter end (they wouldn't let you remove anything until AFTER they had taken up ALL the carpet!) to take down the booth. Thanks from all of us, Ted!

"8. How we actually saw with our own eyeballs the Zip Chip and watched it perform. The real Zip Chip was operating this time, and not a breadboard prepared for the show which is what many people believe Zip Chip had at the September 87 AppleFest in San Francisco. They showed us the chip and we obtained one for testing.

"9. Our antique hotel. Hotels were hard to come by, especially at reasonable prices. However, we finally found one at a reasonable price which was only two blocks from the Hynes Convention Center where AppleFest was held. I don't want to imply that the hotel was old, but as Lee Raesly pointed out, the gas jets high up on the walls covered with umpteen coats of paint, were used for lighting the hallways years ago, before electricity. What was particularly wild was that the hotel was actually built in 1920, but was constructed to look like it had been built in 1890, and then been modernized! The gas lamp fixtures scattered at all appropriate places throughout the hotel were fake! They had never worked, but just placed there to appear to be built in the 19th Century!

"10. The state of construction of the Hynes Convention Center where the AppleFest actually took place. The convention center was in such disarray on the outside, that even the taxi driver who drove me to it couldn't figure out where the entrance was because there was construction on virtually every side of the building. Fortunately, a pedestrian who was carrying an arm full of brochures about computers told me the entrance to the convention center was through the hotels adjacent to the convention center. Inside there were many halls, and in fact the entire street floor of the center was not sufficiently finished to be used for anything other than registration. All of the booths were upstairs on the second floor. If the Commonwealth of Massachusetts did not own it, the local government probably would not have permitted the show to take place at such a semifinished building.

"11. The fire marshals and how our booth was almost shut down. With the unfinished and inflammable materials all about, the fire marshals were very nervous and were patrolling the hall and telling people not to smoke. While many were smoking in various booths (there were no "No Smoking" signs anywhere, because they hadn't gotten it finished in time to get them up!) Lee

contd.

Raesly had the misfortune on the last day of the show to be smoking a cigarette in the WAP booth when a fire marshall and a fire lieutenant asked him to step outside and told him if he did not stop smoking in the booth it would be permanently shut down, and that they had warned him before. Since Lee had not heard of such an order (not to smoke in the booth) he told them to slow down and explain what they were talking about. It turns out that two other booth minders had been caught smoking in the booth and had been warned by the fire marshall to stop smoking in the booth. However, since no message was left about the matter no one but the persons caught smoking knew about it. Thus, Lee was "Unlucky Pierre" that day. For the remainder of the show I noticed that the fire marshall walked past our booth frequently and when he did he always took a long hard look at our booth.

"12. Our member who was a speaker. Ted Meyer was a speaker at one of the presentations, and his talk was well attended.

"13. One of our members (who is married) was taken to a party with 5 women on his arms. This too shall go unreported, unless a certain New Yorker confesses all!"

Well, so much for the people, personalities and events of the show. What about new Software for the II, you ask? Well, I will turn to another member of the Crew for that lowdown. David Page is in the Air Force, and his quiet demeanor shows through, as well as his sense of organization. David is well known in the Apple IIgs Software world. Let's see what he has to say: David:

"What did I see and hear while at AppleFest? There were so many booths there it was a good thing that it lasted 3 days. Just about every name software/hardware manufacturer was present. And so were the people—LOTS of people. Well enough of that....lets see what was good.

"Zip Chip... Shipping, just ask Lee about this one. It is faster than a GS and cheaper, too, for your //e or c.

"Lots of game software coming out for the Apple //e, c and GS. Just too many to list. The GS game software sure was great looking, with screens and sound. Animation of these GS pieces was very good, strange since the GS isn't a page flipping machine like the //e.

"Computer Eyes...both for the GS and e, c... The GS has a new software setup that allows for printing from Computer Eyes. It also allows for conversion to/from Ultra/Super/Double/Single high res. Plus...PrintShop GS pictures. Yes, now you can scan a picture and make it a PS color picture. Scanning still takes 4-6 seconds, but, now you can change color palettes and hues plus setup your camera color selection BEFORE you scan. One of the most interesting aspects of the software/hardware configuration was that it allowed you to display the picture the camera was seeing on your monitor.

"FingerPrint GSI....a card that is called a GS utility. It does a LOT of things. Like, print screens in ALL modes, text, graphics, mixed, ultra, super, double high res. All this is very good, but, remember this card will interrupt EVERY SINGLE PROGRAM whether it turns off them or not. Don't know how they did this one. Of course you can rotate, enlarge, crop, move, enhance, change colors, change palettes, flip horizontally, flip vertically, zoom, inverse, rotate 90 degrees, type in headings, page setups for line feed-top of form-left margin-number of copies, and complete printer setup. That's not too bad in itself, but, a new ROM upgrade to be released in June (and I saw it running) allows you to make a banner or poster from ANY screen up to (are you ready) 135 feet long and 15 feet high—AND to make a PrintShop GS picture out of anything on your screen.

It also comes with its own set of DA's—calculator, calendar, and typewriter. It fits in ANY unselected slot—no need to reconfigure your slots to make this puppy work. Oh yes it also supports several printers from either slot 1 or 2, either port or card, either serial or parallel. And, as far as I know is the ONLY one that supports the Imagewriter LQ in full 27 pin mode. I was impressed so much I bought one.

"Medley. Yes a real working version. Supposed to start shipping in July. Well, what can I tell you about this one—first I WANT IT. It is color desktop publishing, a lot like PageMaker for the make. It has some very nice features. Remembers 10 undo's, text wrap around graphics, AppleWorks compatible input, super hires pictures, columns, etc. BUT it isn't a speed demon. On a 10-page document, if you move or install a graphic, it takes about 15 seconds to redraw the screen for you. Of course it has zoom in/out on your pages, that was a silly question. Now for the BIG NEWS on Medley given out at the show—it will not be copy protected.

"GSWorks—A MUST HAVE. I played with this for about 30 minutes. It has a word processor, spreadsheet, database, painting, modem, and page layout program in it that is integrated like AppleWorks. It supports the Imagewriter and Epson printers, as well as the LaserWriter.

"Word Processor—WYSIWYG, all the GS fonts in up to 48 point. Looks and feels a lot like MultiScribe GS (surprising isn't it) headers, footers, mail merge, search, spelling checker, colors, thesaurus, graphics, etc.

"Spreadsheet—This is a little hard to explain, but, the calculations are done only on the areas that need to be recalculated. i.e. cell A-4 is changed so cell D-50 is recalculated and not the whole SS. Very fast. Color charts and graphs. Three dimensional bar charts. Absolute/ relative reference, boolean search, formats, color, etc.

"Graphics (Painting)—All the standard options, including object and painted programs, nothing different here. Just a good program.

"DataBase—If you have used or seen the great interface of GS File then this is just about the same. Set up your data in a record, file, or report format at will. All the standards—numeric, date, boolean, string functions, mailing label generator, search, and replace, sort, calculate, color, etc. Nice.

"Communications—Well, this is a tough one. First it is graphic based and not as fast as ProTerm or MouseTalk. Will only go to 2400 baud, although there is talk of 9600 in the future. Lots of nice ideas, Xmodem, Ymodem, ASCII, Binary, auto answer, auto logon, macros, all Hayes compatible modems supported, a full memory review buffer—that can be edited—yummmm, very nice easy to use program.

"Page Layout (Read DTP)—A nice layout program, but Medley is better, double but GS Works is integrated, compatible with all GS paint formats, AppleWorks import, text wrapping, text over/through/around graphics, page numbers, multiple columns, etc. All in all, I guess it will do just about anything that you want it to do with all the other so called DTP programs left in the dust. You know what I mean, Publish It, Publisher—these are

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//e or //c programs not GS programs. What's the cost, you say—$250 list. Right now it is protected, but it might come out unprotected. Release date is July. Keep an eye on this one.

"Of course we have Applelink, Personal Edition—I wasn't too impressed after I found out about the cost of this one. The ideas are great, an open forum with Apple, online updates, etc. BUT, at $39 to sign up and $39 each year, PLUS $6 per hour and you have to use their special software—well, you decide. The access numbers are all over, the main area is in Virginia. Operates at 300 - 1200 - 2400 baud and is the same price for each rate, which is a bargain."

A preview of this article was distributed, and member Dan Hughes had some questions. Dan:

"Great report, Dave. Question on Medley and GS Works. Is the page making comparable to the Mac—I mean is there hyphenation, text flowing, etc. And what about resolution? It must be weak with only 200 vertical scan lines. Styleware is supposed to offer $99 upgrades for Multiscribe owners. At least that's what they said when I phoned their hotline about a month ago. They said release date is Aug. 1. Looks like we might be finally getting the software that uses GS capabilities!"

David: "Medley has the features you asked about and a few extra. But, GSWorks doesn't have as good a processor as Medley, even though it is integrated. I really liked them both a lot—but if I had to choose I (personally) would get both. I'm easy. Hadn't heard about the upgrade path—that even makes it easier."

Here are some other views I captured on GEnie—"The exhibit floor did seem smaller than I had expected, but there were quite a number of new things announced. The price for the "FPE" is $199 (show price, but they should be able to keep the price AFTER the show!). The Woz caught up with the developer of this card at inCider's party last night (at the Harvard Club) and looked the card over. Word is, Woz was pleased. MANY additional rumors from good sources said that the fast GS will be announced in San Francisco this September (at the next AppleFest). Price and performance should be about the same as that of AE's new Transwarp GS! The proto-board of Transwarp GS runs 2.25 times faster than the GS. Their product sheet on it says that it will be 6 MHZ when it starts shipping (end of June, I think). Price on the Transwarp GS is under $300. Rocket Chip was showing their five MHZ 65c02 speedup chip. Due to ship real soon now. Zip Chip put their chip into EVERY //e & //c they could find here on the show's floor! Too bad they haven't put one in each of their customer's machines. To prove that the chip was real (none of this cable running down under the table business), they had a //e motherboard (no case) sitting on the table with just the keyboard beside it. It looked pretty good (the chip, not the bare motherboard). GS Works was being demo'd—looks VERY nice! Their graphics program is part paint, part draw—all very nice!"

I've been to a few of the "old" AppleFests, and this one was right up there with them.

Any show worth it's salt must have a series of "Best" awards. Here are a few from another anonymous reader of Genie.

"The most unique costume for an exhibitor "award" went to Berkley Software (the folks who brought us GEOS). Their slogan was "Give your Apple II a Brain Transplant" and all of the people who worked their booth wore "scrubs" like doctors and nurses do in the operating room. The runner up for the most unique costume for an exhibitor went to "Terra of Dondra". Seems that the folks who brought us this new adventure game (part graphics, part text) hired a model to dress up in a skimpy little warrior-like outfit (including a sword) and she signed posters of the game.

"Best graphics in a new game was a toss-up between Tomahawk (from DataSoft, but marketed by Electronic Arts) and Alien Mind (from Midideas). Both of these games are easily in the same league as Thexder! Both Tomahawk and Alien Mind have fantastic graphics and fast, furious action.

"The Best Book made into a Game "award" goes to The Hunt For Red October. This game will be distributed by Electronic Arts. Word is that a script for a movie based on the book is being written now (but not by Electronic Arts).

"Best Crowd Drawer "award" is a three way tie between Styleware's hot new GSWORKS (which was being demo'd but won't be released until about August), DSR's music/sound/etc (I never got close enough to get a good look for myself—the crowd was always there), and InCider's thrice-a-day give-away.

"Best improvements for AppleWorks "award" goes to Beagle Bros (was there a doubt?). I watched Randy Brandt demo some of their software and was impressed by the raw speed of it!

"Classiest Distributor of Public Domain/Freeware/Shareware disks goes to Boston Computer Society (BCS). Their catalog is very professional looking and includes a detailed description of what Shareware really means. Their attitude towards Shareware authors should serve as an example to the others who distribute this sort of product!

"The Most Likely to Get Somebody Squished "award" goes to inCider for throwing the rest of their frisbees into the crowd after the last of their give-aways was finished. It reminded me of Mardi Gras in New Orleans.

"Best Plea for Support to a Key-note Speaker goes to Barney Stone (of Stoneware) for asking Del Yocum to push the Apple II as a tool for more than just K-12 educational programs. The audience responded with a nice round of applause for Barney! Del responded by beating around the bush.

"Best Vaporware product "award" goes to FWB for showing FOUR screens from a GS game they call "Quadracept". It's due out in September, but their demo was less than a minute long. It featured SHR screens, multi-player capability (up to four), and digitized sound. All four players can use joysticks with an adapter that they also promised, but did NOT show.

"Neatest New Hardware "award" is a tie between EA's Transwarp GS and Innovative Systems 68881 Floating Point Engine card for the GS! The FPE is priced at about $200 (hope that price holds after the show) and is barely larger than a 3.5" disk. The prototype of the Transwarp GS was running at 2.25 times the speed of a GS and AE said they hope to make it even faster before it starts shipping.

"Best Source of Line Noise for a Modem "award" goes to the phone system at Hynes. We repeatedly lost carrier during our demos, as did everybody else.

"Best Party of the Show "award" goes to Apple for the one they threw at the World Trade Center! There was plenty of food, big name people, and me!

"Best Quote of the Show "award" goes to an unknown Mac user who was overheard saying, "There sure isn't very much for

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WORDPERFECT ON THE APPLE IIGS: A REVIEW

by Chuck Ward

INTRODUCTION

WordPerfect (version 2.0) for the Apple IIgs is a marvel! It's what word processing should be on personal computers. It comes on three 3.5 inch disks: a Program disk, a Word List disk and a Utilities disk. I use it both on my Sider hard disk and from the 3.5 inch disks, depending on the volume of work I have to do. I favor the Sider hard disk set-up for large word processing jobs because disk access is faster, but for smaller jobs the 3.5 inch version is usable. The only time you have to swap disks is to load the speller and/or thesaurus. I didn't use the program for a long time because I felt uncomfortable with the mouse, and the built-in (or default) keyboard equivalents for the various mouse movements were strange after working with AppleWorks for many years.

In particular, WordPerfect default for Open-Apple —> deletes to end of line, while AppleWorks just moves the cursor right one word. I kept deleting words and lines, which was very frustrating. In addition, the Program just felt strange. Then I had to work on a paper where I needed to create, edit and replace many endnotes. This was when I fell in love with WordPerfect. Also, I learned how to reconfigure the keyboard equivalents for the mouse commands to closely mimic AppleWorks. This was the salvation of my love affair with WordPerfect. It's easy. You go into the "Help" screen under the Apple logo, and merely type Open-Apple (or Option) and a number or letter beside the name of the 50 or so items on the list. Then you save these keyboard equivalents as your defaults. At any time, with one keystroke, I can restore the original keyboard equivalents if I want to—but I never will.

OVERVIEW

When the WordPerfect program loads, the screen display is similar to that of the WordPerfect versions I have seen for other personal computers. You get a blank screen, with blue background and white letters. The dot makeup of the letters and numbers is easier to read somehow than that of AppleWorks.

There is the familiar "status line" at the bottom of the screen, and the line width you see is what is printed. The "status line" displays the document number, the page number of the document you're working on, whether or not capitals are being typed, whether underline or bold is being used, and the cursor position. In addition, the Apple IIgs version of WordPerfect has a scroll bar at the right-hand edge of the screen that allows you to move through the document with the mouse or cursor keys. The "scroll bar" also has a size box which allows you to resize the screen "window". I haven't figured out why I would want to, yet. In addition, there is the familiar Apple menu bar at the top of the screen. The choices from left to right are: the Apple logo, which contains the help screens; the File section, including the commands for loading and saving files; Edit, including the typeover, paste, move and clipboard commands; Search, replace and "goto"; Print, and printer control commands; Line, including tab, margin and indentation commands; Page, such as numbering, centering and some margin adjustments; Style, which includes bold, underlining, super- and subscripts; Footnotes (and endnotes); and a Special menu selection which contains the speller and thesaurus, as well as the macro and date options. All of these mouse-chosen commands also have keyboard equivalents. In addition, there is some redundancy so that the "print" commands can be selected from both the "File" and the "Print" menus—as well as the File Management menu. I like that. They really listened to the user feedback during beta testing. Just beneath the Menu Bar, is a "Title Bar"that displays the name of the current file, a "Zoom Box" which returns resized documents to their original size, and a "Close Box". Clicking on the "Close Box" saves the current document, blanks the screen and allows you to exit WordPerfect.

LEARNING

For a relatively complex program, WordPerfect is fairly easy to learn. The Program Disk has a separate set of learning files, which could be deleted after you're comfortable with the Program. The instructions in the Manual are clear and explicit. In fact, almost half of the Manual is devoted to the Learning Module. The Learning Section has four parts, each with an introduction outlining the ideas to be presented. They are: fundamentals, advanced features, macros, and merge. The introduction in each Section is followed by several tasks or drills where you learn how to execute the various features of the Program in ever increasing degrees of complexity. Part of the learning module discusses the intricacies of ProDOS, filenames and directories - something many Apple IIgs users including myself, are very weak in. You must understand ProDOS pathnames to use this program effectively.

MANUAL

The Manual is a small (8 x 9 inch) loose-leaf notebook over 500 pages long. It is clearly written and has an excellent, if imperfect, index. For instance, the ability to import or export files to AppleWorks is not mentioned in the index. In fact, the word AppleWorks does not appear either in the index or in the Utilities section of the Manual. It's as though the WordPerfect Corporation was ignoring the number one Apple II program. The Manual is divided into the following Sections: Getting Started, Learning, Reference. In the back are: Installation, Appendix and the Glossary/Index. The Reference Section contains a brief but adequate discussion of each of the features of the Program, plus tips on how to use the Program effectively. There is a liberal use of illustrations. The format is reminiscent of the IBM Manual I use at work, but somehow more organized. All in all, I thought the Manual was well-written and easy to follow.

COMMANDS AND FEATURES

I will not attempt to discuss each of the many (over 100) features of WordPerfect here, but rather to briefly discuss some of the more important ones in a little detail, just enough to whet your appetite for more.

BINDING WIDTH - This feature adjusts the printing func-

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tion so that text on the odd-numbered pages is shifted to the right, and to the left on even-numbered pages. This allows room on two-sided copies for holes or other bindings. If your printout is on one side only, then just increase the width of the left margin. The binding width is changed on all printouts until you exit WordPerfect or cancel the command.

CASE CONVERT - This allows you to change blocks of existing text to upper or lower-case letters. You block the text to be converted with the mouse-driven cursor, then choose Case Convert from the Edit Menu.

CLIPBOARD - This feature allows you to copy documents or blocks of text to a Clipboard, where it remains until you copy something else to the Clipboard—or turn off the computer. The "paste" command allows retrieval of data on the Clipboard.

DATE FORMAT/INSERT - This command allows insertion of the current date into the document on your desktop. It is accessible from the "Special Menu" using the mouse or from the keyboard. Since I usually use AppleWorks with the Beagle Ultramacros Program that uses "Option-'" to insert the date, this is how I have my keyboard programmed when using WordPerfect. As you might expect from a program this powerful, there are several date and time formats available which can be inserted into your documents.

EDITING - I find editing my text very easy with WordPerfect. Commands such as "append block", "cut, copy and paste", "delete text", "search and replace", and "move" all make editing easy. These and other related commands, plus the keyboard equivalents make editing as easy or sophisticated as you wish. Beginners may merely wish to delete and/or typeover text they want to change.

FONT - This command allows you to choose different fonts that your printer may have built in, both for dot matrix and daisywheel printers. It also allows you to change the pitch of your fonts in order to customize your printout. You must use the Utilities disk to change fonts—then set the defaults if you want the changes to be permanent. To the best of my knowledge, you cannot use the hundreds of AppleWorks fonts in the Washington Apple Pi disk library. This is a real shortcoming, if true.

FOOTNOTE/ENDNOTES - Creating, editing and changing footnotes with WordPerfect is easy and one of its greatest strengths for the professional writer. The numbering is automatic and will change if you add or delete a footnote. To create a footnote, you move the cursor to the place in your document where you want the footnote number inserted (it appears in superscript), choose "Create Footnote" from the "Footnote Menu", type the text of the footnote, and then close the file from the file menu. It's that easy. You can use either the mouse and menu bar, or keyboard equivalents if you prefer. Changing footnotes is also easy, by using the "edit" command from the "Footnote Menu". If you delete or add a footnote, all the remaining footnotes are automatically renumbered. Endnotes are created and edited in the same manner.

FORMS - WordPerfect allows you to fill in preprinted forms easily, I guess. You use Control-C to mark the screen position where the form requires data entry. Then you measure the fill-in area, set both format and tabs, create a grid and insert the data automatically from another file using the Merge Commands. I can't see where I'll ever use this, but it's there if I need it.

HEADERS AND FOOTERS - It's easy to create headers and footers with WordPerfect. To do this, move the cursor to the place on the text where you want the header number to appear (as superscript). Then choose Headers from the Page Menu, choose the header you want to create or modify. WordPerfect then puts you in the text mode where you type the header. When finished, close (using the mouse or Option-C) the file and that's it. It's that easy. If you want to change or edit a header, there is an edit command on the Page Menu as well, If you add or delete a header, the remaining headers are automatically renumbered. Footers are created and edited in a similar manner. This is one of the most powerful features of WordPerfect in my opinion.

INDENT - You can indent the left or both margins of a paragraph using this command. It is chosen from the Line Menu and can be canceled by typing Return.

KEYBOARD EQUIVALENTS - I hated WordPerfect until I discovered this command. I have now reprogrammed my keyboard to mimic almost exactly AppleWorks keyboard with the Beagle Brothers Timeout enhancements, including macros. The keyboard feels comfortable and familiar and I have reduced my mistakes by 90%. What a program! You can also return to the default equivalents whenever you wish. I haven't yet learned how to get my numeric keypad back—but I'm working on it.

MACROS - WordPerfect makes the definition of macros easy. You choose Define Macros from the Special Menu, enter "Option" then a character, hit "OK". Then you type the macro text. When completed, enter Define Macros again, and the macro is saved on the WordPerfect disk as "Macro.x". Not bad. It's much easier than using Ultramacros from Beagle Brothers, even though it may not be quite as powerful. To use a macro, just type "Option.x" and it will execute. Simple. WordPerfect also lets you chain two or more macros together. When one finishes, the next one starts.

MAILMERGE - WordPerfect's Merge Feature can be used for more than just mailmerge. It requires a primary file that directs or controls the merge process, requesting data from other files, etc. There are 14 different merge commands that WordPerfect can use. The secondary file is the data file (or address file in mailmerge). It contains as many records as the volume space allows. This feature is complex and can be used to assemble complex documents, prepare reports, address envelopes, print mailing labels or fill in forms—as well as printing personalized form letters. This would be great for sending out resumes!

MARGINS - Left and right margins can be set from the Line Menu, using either the mouse or keyboard. Your choice. There is also a margin release command. The top margin is set from the Page Menu.

NEW - This feature lets you create document "windows" so you can edit several documents at once. The New Command is chosen from the File Menu and allows you to either retrieve or create a new document. You open the new document with the Open Command.

PAGE NUMBERING - The page numbering feature is chosen from the Page Menu. It allows you to number each page, even numbered or odd-numbered pages, or even add text to the page number. You can begin numbering the pages with any number on any page. The new number is displayed on the Status Line at the bottom of your CRT screen. Easy.

PRINTER CONTROL - Choosing Printer Control from the main menu allows you to choose one of the 8 available fonts for

contd.

each of 3 pre-defined printers. To make changes, however, you must use the separate Utilities disk which comes with the WordPerfect program. You can also cancel printing, print a document from the File Menu, display the page number currently being printed in a multi-page document. You can also change the font and pitch being used from the Style Menu.

SEARCH - You can search for text strings or codes using WordPerfect. You choose Search from the Search Menu, type the text string or code you want to find, choose a forward or backward search direction (from the cursor position), and click "OK" to begin the search. You can also search and replace a text string, much like the Find Command in AppleWorks. The program also uses the equal (=) sign as a wildcard character in the search string. I used this feature, for instance, when writing this review. Rather than type the words "AppleWorks" and "WordPerfect" dozens of times, I just typed "AW" or "WP", then did a search and replace when the document was finished. I avoided extra keystrokes and the possibility of typing errors. (By the way, this review was typed on WordPerfect and then transported to an AppleWorks disk before being mailed to Washington Apple PI Journal Editor for possible publication.)

SWITCHING DOCUMENTS - This feature, found on the File Menu, allows you to move between documents when you are working on several at once. You just type the document number and the Program places the new document on top of the document window you are currently working with. This feature also requires resizing of the document windows.

UTILITIES

The Utilities files include some that format disks, name volumes and directories, work with printers (set-up strings) and printer cards, convert files formats and allow you to change dictionaries. The file "Convert.Sys16", for example, allows you to convert AppleWorks documents into a format readable by WordPerfect. This Program requires 2 disk drives to work.

SPELLER AND THESAURUS

I like the WordPerfect speller. It has a 115,000 word dictionary, plus it lets you add your own words to it. Other features include: the ability to look up letter patterns instead of a word, using wild-card characters; checking for the occurrence of double words; and the choice of spell-checking a word, page of text or an entire document. It scrolls through the document from top to bottom and displays the words not found in its dictionary in context—which I think makes them easier to edit. It even has loaded into its dictionary words like "WordPerfect", "Orem" and "Utah"—something at least 2 other spelling checkers I've used don't. Classy!! I have my keyboard set up so that the Speller loads on an "Option-S" command. It is also selectable by mouse from the Special Menu at the top of the screen. It works well with the hard disk, but requires disk swapping when used on the 3.5 inch disks—a minor but tolerable annoyance. It's fast enough (but not as fast as either Document Checker or even Beagle Brothers' Quickspell) and it almost always suggests the desired spelling as the first or second choice. It has the annoying habit of other spelling checkers of not displaying my added words—but it does search for them when spell-checking a document the second time around.

There is also a word count displayed at the end of the spelling exercise. The Thesaurus is available by mouse or keyboard. I have used it and it's easy to use - but I seldom use a thesaurus so I wasn't too impressed. It has a separate word list from the Speller.

INSTALLATION

Installation is relatively easy and straightforward. If you're using the WordPerfect program from 3.5 inch disk drives, first make back-up copies of all 3 disks. The Utilities disk contains a program to do this and the Manual has step-by-step instructions. Then you place the Program Disk in the boot drive and turn on your Apple IIgs. The program takes a while to load. Once loaded, you have only two remaining steps. First you must set the prefix to the pathname of your data disk. This is done from the File Management screen. Then you must specify some information concerning your printer, using the Printer Control module on the Print Menu. It's that easy and quick! Installing the program on a hard drive is not much different. The 3 disks must be copied to a subdirectory on your hard drive program volume and the program must be told the pathname of your data volume. I use ProSEL as my program selector on my Sider D2 hard drive and just added WordPerfect as a menu option to it.

VERSIONS FOR OTHER COMPUTERS

I use the IBM version (4.2) of WordPerfect at work, almost daily. It's so difficult to use that we have had to buy a simpler word processing program for some of the staff. It has many of the same features as the Apple IIgs version, but the combinations of the function keys, control, alternate, etc. keys make it very difficult to learn. Plus, it's no fun. The Apple IIgs version has most of the same features as the IBM version, plus it's much easier to use. I realize that version 5.0 has been released for the IBM personal computer. Other than desktop publishing, I can't think of what it could possibly do that the Apple IIgs version doesn't. The Macintosh version has the following features, which were left out of the version for the Apple IIgs: parallel and newspaper-style column options; multiple fonts; file compatibility with Microsoft Word and MacWrite; and the ability to see the final document in miniature prior to printing. I understand that a version is available for the Amiga computer as well. WordPerfect is well on its way to achieving its goal of becoming the most popular word processing program in the world.

COMPLAINTS

Some of the things I didn't like, and there were a few, included the rather slow speed of the program and its annoying habit of rewriting the screen every time I inserted or deleted a word. It was also slow to scroll through a document, trying to find a part to change. I was also sorry to find that I could not use different fonts with the program, something I really enjoy on AppleWorks. There is also no "draft" mode on the Printer Control menu, thus the good-quality printing takes a long time to print. That's fine for a final copy, but too slow for interim or draft copies. I found the program difficult to learn, even though the use of the mouse and Apple interface made learning about as easy as it could get. Although I reprogrammed the keyboard to closely mimic AppleWorks, I was not able to completely do that. Thus the program still has the annoying habit of skipping to the next line when I use Open-Apple-cursor to jump from word-to-word

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ON THE TRAIL OF THE APPLE ///

by David Ottalini, WAP /// SIG Co-Chairman

SYKORA SOFTWARE UPDATE

Lt. Dale Sykora has now issued an updated Trackball driver (v 1.31) that takes care of a few lingering bugs, including a separate version for Catalyst users. Here's how he describes the update:

"First, the TrackBall now works in the cut-and-paste mode of DeskTop Manager; second, it works in the <ESCAPE> cursor mode of BASIC; and, finally, improved button debouncing is employed for both buttons, rather than just the bottom button as before. I believe it also works in the Catalyst Menu, but I have not checked this. This brings the TrackBall to the point that it works with just about every application in the ///. It cannot (and I have no plans to make it do any of this) generate the <CONTROL> keypad functions nor any of the Macro keys (closed apple combinations). It still will not generate any interrupts, but I know of no /// software which takes advantage of this mode of the Mouse."

As mentioned previously, the Trackball (by Wico) is a great substitute mouse (much cheaper than a //e mouse). It got a rave review in the May issue of *On Three* and is available from them for only $89.95 (includes the Trackball, interface card and new driver)(The Apple //e Mouse and Driver is $160.00). Sykora also reports that my earlier column about possibly using Port A as an RS232 Serial port was only partially correct. He IS working to make Port A available for use by the Trackball, so that it does not have to use a slot. But apparently Port A cannot, as such, be used as an RS232 serial port. In any case, if we could use the trackball as a mouse operating out of Port A, ///ers would not only get the convenience of the mouse but save a slot for other things.

Sykora says the connection to Port A would be through a "black box" that would be made available in kit form to keep the cost as low as possible. The Trackball would hook into the black box. No indication if or when such a product might become available (Sykora's working with the Apple Three Users of Northern California on this one).

On other fronts, Dale and his brother continue working on their color graphics card, but the lack of an oscilloscope has hurt progress a bit. Despite hopes that the SOS Driver Optimizer would be finished (it was originally to have been ready last January), it remains in beta form and still needs some work. But for anyone interested in working with EPROMs, Dale now has a program available that allows you to program erasable ROM chips using an EPROM programming card from JDR. The card must be "filed" a bit for it to fit, but works very well. For those of you wishing more information, here's how Lt. Sykora describes it:

"The EPROM burner card is $60 from JDR MicroDevices (it is an Apple II card) and will fit into the /// just fine. With my program and Driver, you can then burn data onto an EPROM (2716, 2732, 2732A, 2764, 27128, including CMOS versions) or use the Pascal Assembler to create 6502 code. The program will handle all necessary relocation of addresses. With the program (PROM-Grammer), you may read, write (burn), verify, erase check, and copy EPROMs. For anyone who wants it, just have them send me two blank disks and $5. Here's the address: Lt. Charles Dale Sykora, 39 Ibis Lane, Groton, Ct. 06340."

ON THREE NEWS

The big news at On Three is, as reported last month, Bob Consorti taking over again as Editor of the magazine. The result (May) was one of the best magazines produced in months. On Three has been cleaned up a bit with a new format and better attempt to meet criticisms about too many On Three ads. There's still a need for more articles and there was a call for more submissions, but On Three appears back on track and that's good news for the /// community.

Speaking of On Three, look for a contest announcement in the next few months that should give you budding /// Business Basic programmers a real workout. The magazine also announced the availability of a new Super Accessories Disk #3 for Desktop Manager. Cost is $29.95. It includes a new Accessory Manager for customizing your TDM menus, a character ruler to help align text, a powerful new block editor and more. On Three's order line is 1-800-443-8877.

AND OVER AT SUN REMARKETING

Bob Cook and crew have also been busy. Their latest catalog is the best looking yet and contains a number of Apple /// specials. Their list of /// software has also expanded to include such programs as Desktop/PLAN for financial and business planning and VisiSchedule for project scheduling needs. Sun has also agreed to carry ThreeWorks, my set of /// EZ Pieces/AppleWorks data bases full of information about the ///.

For you Lisa/MAC XL owners, Sun continues to expand its offerings and officially announced in this catalog its MacWorks Plus program that allows the Lisa to use HyperCard and newer Mac programs. Sun's Customer Service number is 1-801-752-7631. To order: 1-800-821-3221.

NEW PUBLIC DOMAIN DISKS

Our PD library just keeps on growing! This month I am happy to announce FOUR new disks. 1026 and 1027 are more D.A. DataSystem disks. 1026 is double-sided and self-booting. It includes two programs. On side one is Data Window ///, a utility program that will provide a standard formatted "dump" (that is, it will print the information) of Apple /// RAM or of any Apple /// file. On side two is Source Window ///, a powerful reverse assembler (that is, it takes a program and breaks it down to its machine language origins for printing). Both should be used by experienced ///ers.

Disk 1027 is also self-booting and contains a VERY useful utility program on side one, called Power Cat, that will catalog any number of disks and then sort them. Wonderful for hard disk users or anyone wanting a way to put your disks in some sort of order. Side two contains Basic XRF, another utility program that will produce a sorted cross-reference of all variables in any Business Basic program. Very useful for the Basic programmer.

Disks 1029 and 1030 contain the manual and program disks

contd.

for Ink Well, the word processing program recently placed into the public domain by FoxWare of Salt Lake City, Utah. Both disks are self-booting and easy to read and use. As I mentioned last month, Ink Well is a "What You See is What You Get" (WYSIWYG) word processing program written in Business Basic. This is the last official release version, although Pair Software sells its own upgrade. If Apple Writer is proving too complicated for you, give Ink Well a try. The price is certainly right!

I also mentioned last month that we were working to get other commercial programs into the public domain. I can tell you this much so far: We have gotten two more programs for the library. One is a great game. The second is a wonderful font generation program. Watch for details in upcoming Trail articles.

Also, to update you on another project, SIG member John Ruffatto has finished initial work on our reference disk 1000, which will include information on all our disks. Watch this column for its availability.

POPULATION GROWTH

/// SIG member Tim Boquet submitted a great little program this month for all to enjoy. It gives you a running count of the world's population. To run it, you will need the BYTE font (which is in the Character.Sets subdirectory on side two of /// SIG disk 1004 (System Utilities and Data) as well as the Download and Bgraf invokable modules (they are on many of our PD disks). We'll also make this available on a future SIG disk. The program goes like this:

```
10  REM world population program by TIM BOUQUET
20  REM based on facts from the Washington Post
30  REM A) World population reached 5 billion in 1986
40  REM B) World population will be 6 billion by 2000
50  REM
60  REM AUTHOR grants copy permission to
      Washington Apple Pi
70  REM Author Bouquet retains all other rights 5/22/88
80  REM
90  REM Author wishes to thank WAP for programming
      ideas!!
100 REM
110 HOME
115 REM Be sure to set your prefix (location of disk with
      this
116 REM program on it) before running. For example:
117 Prefix$=".d1"
120 INVOKE"download.inv"
130 DIM a%(511),a$(20),name$(20)
140 a$="byte":array$="A%"
150 name$=CHR$(34)+a$+CHR$(34)
160 PERFORM getfont(@name$,@array$)
170 PERFORM loadfont(@array$)
180 CLEAR:PRINT
190 DIM A(12),R$(12)
200 OPEN#1,".grafix"
210 INVOKE"bgraf.inv"
220 PERFORM fillport
230 k=0:VPOS=1:HPOS=28
240 PERFORM moveto(%90,%188)
250 PRINT#1;"WORLD POPULATION"
260 PERFORM grafixon
270 FOR I=1 TO 12:READ A(I):NEXT I
280 FOR I=1 TO 12:READ R$(I):NEXT I
290 ON KBD GOTO 740
300 VPOS=4:HPOS=1
310 yr$=LEFT$(DATE$,2)
320 yr=VAL(yr$)
330 mm$=MID$(DATE$,4,2)
340 mm=VAL(mm$)
350 dd$=RIGHT$(DATE$,2)
360 dd=VAL(dd$)
370 d2$=dd$+r$(mm)+"19"+yr$
380 HPOS=2
390 tttt$= TIME$
400 REM  PRINT d2$," ",Ttt$
410 PERFORM moveto(%90,%140)
420 PRINT#1;d2$
430 PERFORM moveto(%120,%120)
440 PRINT#1;tttt$
450 REM DATE of the year - JULIAN
460 jd=0
470 FOR i=1 TO mm:jd=jd+a(i):NEXT i
480 jd=jd+dd
490 REM pop per year day hour min sec
500 ppy=1000000000/14
510 ppd=ppy/365
520 pph=ppd/24
530 ppm=pph/60
540 pps=ppm/60
550 REM time of day
560 hh$=LEFT$(Ttt$,2)
570 hh=VAL(hh$)
580 mm$=MID$(Ttt$,4,2)
590 mm=VAL(mm$)
600 ss$=RIGHT$(Ttt$,2)
610 ss=VAL(ss$)
620 REM current population
630 pd&=CONV&(jd*ppd):ph&=CONV&(pph*hh)
640 pm&=CONV&(ppm*mm):ps&=CONV&(pps*ss)
650 dhm&=pm&+ph&+pd&
660 py&=CONV&(ppy*(yr-86.0))+CONV&(5.0E+9)
670 ppp&=dhm&+py&
680 HPOS=30
690 REM PRINT ppp&+ps&
700 PERFORM moveto(%100,%170)
710 PRINT#1 USING"13&";ppp&+ps&
720 IF VPOS>20 THEN VPOS=4
730 GOTO 310
740 REM: RUN"hello" here if you wish.
750 END
760 DATA  31,28,31,30,31,30,31,31,30,31,30,31
770 DATA " ** JANUARY ** "," ** FEBRUARY **
      "," ** MARCH ** "," ** APRIL **"
780 DATA " ** MAY ** "," ** June ** "," ** JULY **
      "," ** AUGUST ** "
790 DATA " ** SEPTEMBER ** "," ** OCTOBER **
      "," ** NOVEMBER ** "," *DECEMBER* "
```

Note that once you've run this program, you'll be stuck with the BYTE character set while in Basic (or you could use the

contd.

able to display foto files, and change fonts when font files are highlighted. Both are possible, but add to the overhead for the program, since it takes more invokables and disk space (which for SIG disks means less program space).

The neat thing about Menu.Maker however is its adaptability. It would not be that difficult to let it recognize a foto file and display it on the screen (our "Run.Side.Two" program on disk 1012 does that). And you could adapt the Newdownload program to run from within Menu.Maker to change fonts depending on which one was displayed (in fact, you could adapt the font download routine in the above program). By the way, remember we are now up to the 3.0 version of Menu.Maker, which is available on the latest PD disks. We are working to upgrade older disks as well.

FINALLY

Due to recent demand for our "How to Use the Apple ///" video tape, we have added a second copy in the WAP office. Remember there is a $20 deposit required before you can take out the tape.

The summer is once again upon us, and that prompts a reminder that there will be NO August SIG meeting (there will be a Trail article, though). Attendance has been poor of late and hopefully a little breather will be good for the /// soul. Until September, then, have a safe and fun summer!

WordPerfect for the IIgs contd. from pg 28

and then come to the end of a sentence. To overcome this, I finally resorted to using the WordPerfect command to jump to the end of a line, Open-Apple-period (.). The program requires rewriting the entire screen when making either additions or deletions, even just a single word—if you want to see the proper document layout. This is very annoying and time-consuming.

Also, although the program will transfer AppleWorks files to the WordPerfect format using a utility program, I would have preferred to have WordPerfect read AppleWorks files directly.

WordPerfect can save its files in the ASCII format, which can be read by AppleWorks, however. Finally, the inability to import graphics from other programs, like Print Shop, while perhaps not a realistic expectation, is nevertheless a fond wish.

SUMMARY

All in all, I found WordPerfect to be an excellent program. Its features are superb and well implemented. Its ability to allow the user to reprogram the keyboard is a stroke of genius, allowing you to become comfortable with it more easily. It is a power program for power users, and definitely worth the money.

I hope future versions will address some of the shortcoming I have raised here. The program (version 2.0) is sold by the WordPerfect Corporation, 288 West Center Street, Orem, Utah 84057 for $179.00. I purchased the Apple IIgs Version 1.0 from Family Computer in Fairfax, VA for $90.00. I was very unhappy with that early version. However, WordPerfect upgraded that version free of charge when the new Apple IIgs edition (Version 2.0) came out this Spring. It is available by mail order for $89. It is not copy-protected. The telephone number for technical support is 1-800-226-6800.

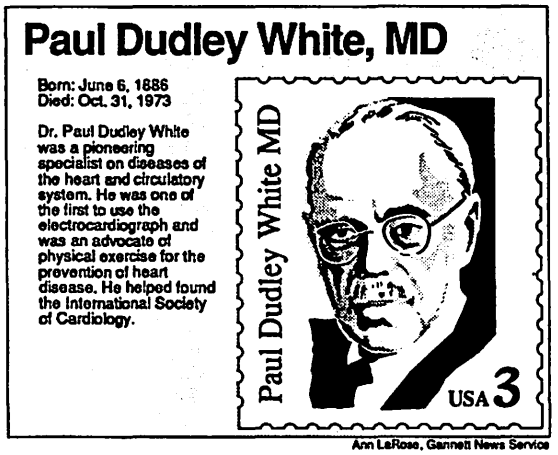
AVSIG (ART AND VIDEO SIG)
by Nancy Seferian

Ann La Rose, Macintosh artist from Gannett News Service, was our featured speaker at the May 18 meeting. Mac artists at Gannett create art that is uploaded to a national telecommunications system. Newspapers subscribing to the service can download the graphics for use with their stories. The artists all use MacDraw to create the graphics because it is economical in terms of bytes used, and because everyone has it.

Ann demonstrated some techniques the artist use. She began by showing how the header, or "slug", that describes each graphic is created. A template is created, saved, and then locked under Get Info, so it can be reused without having to create a new one each time. Information regarding the date, size, artist, newspaper where the graphic originated, and instructions for opening it is added when the graphic is created. She encouraged us to use our own sketches, photos and artwork to create MacDraw art so that it is in our own style, not the computer's. She used frisket, a sticky, clear material, which she put over a picture she wanted to make into a MacDraw drawing. Then she traced the picture with a permanent ink pen. She recommended using a colored pen for ease of viewing separately from the black of the original. When the tracing was completed, she lifted the frisket and attached it to the computer screen and began to create the computer graphic.

Ann's favorite tool is the polygon. She held down the Option key while tracing over the fisket on the screen with the pointer, clicking the mouse at short intervals, and double clicking where she wanted the corners to be. She released the Option key and double clicked to complete the polygon. Then she used the Smooth tool, and also selected Reshape. Other tools that are reshapeable are the Freehand tool and the Arc tools. She also demonstrated creating a grid with horizontal and vertical lines, making the lines thick, and then graying them. If the grid is then locked, it can be used as a guide when making perspective drawings by creating the drawing in a layer over the grid. It's easy to see because the grid is gray with thick lines, and the new drawing is black with thin lines. She noted that all of these techniques are in the MacDraw manual.

Ann recommended two books for use in creating these graphics: *Visual Display of Quantitative Information* by Edward R. Tufte, and *Charts and Diagrams* by Nigel Holmes. Ann also mentioned that Gannett News Service is considering offering open seminars in Macintosh graphics for the public at large, possibly within the next six months.



Ann LaRose, Gannett News Service

WAP /// SIG DISK 1028: ASCIDIF

by Allan M. Bloom, PhD CDP

ASCIDIF converts an Apple /// ASCII text file to a standard DIF (Data Interchange Format) file. DIF is a standard file format that can be imported by a number of data base and spreadsheet programs running on a variety of machines under a variety of operating systems.

An Apple /// ASCII text file is defined by file type (shown on directory listings as ASCI or PASDATA from Pascal based programs or as TEXT from word processors like Apple Writer) and by content. An ASCII text file contains a series of lines, each terminated by a carriage return. Each line contains one data value. A data record is represented by a fixed number of data values, a given number of lines in an ASCII text file. If a data value is missing, the ASCII text file must have a corresponding "null" line — nothing, followed by a carriage return—else there is no way to tell which line means what.

Many data base and spread sheet programs can "export" an ASCI text file. Not all do so usefully. PFS is a perfectly foul software example. The below example shows what can happen. The left hand column shows the contents of two records in a PFS "source" file. STREET is missing from the first record, and FIRM is missing from the second. A PFS ASCII file looks like the middle column. The "target" system expects one line per record field (as in the third column). What happens? The target file gets "Tom Brown" as Joe Smith's Zip Code. Tom Brown's name becomes Street-2. It's a mess.

PFS Source File	PFS ASCII File	Expected File
NAME: Joe Smith	Joe Smith	Joe Smith
FIRM: Company Three	Company Three	Company Three
STREET:	City-1	
CITY: City-1	State-1	City-1
STATE: State-1	Zip Code-1	State-1
ZIP: Zip Code-1	Tom Brown	Zip Code-1
NAME: Tom Brown	Street-2	Tom Brown
FIRM:	City-2	
STREET: Street-2	State-2	Street-2
CITY: City-2	Zip Code-2	City-2
STATE: State-2		State-2
ZIP: Zip Code-2		Zip Code-2

ASCIDIF will probably intercept a screwy ASCII text file like PFS puts out. The program does a pre-read that counts the number of lines in the input ASCII text file. If that number cannot be evenly divided by the number of lines per record, ASCIDIF will scream bloody murder. However, ASCIDIF cannot know that a file is screwy if the number of lines just happens to be an even multiple of the number of lines per record. For exporting data from PFS and its ilk, you should take an extra step. If you export a PFS file in NAME:VALUE format, there will be one line per datum, even if that datum is blank. The author's public domain NVASCI program will then convert that NAME: VALUE file to a well behaved ASCII text file that ASCIDIF (and other importing programs) can handle.

With that major CAVEAT out of the way, let's see what ASCIDIF does. The ASCIDIF screen looks like Box A.

BOX A

```
ASCIDIF: ASSCII text file to standard DIF format      AMB v.04/88
A: Press RETURN to exit program.
   Enter input ASCII text file —>
B: ASCII text file records read = xxxxx
C: Zero or RETURN exits program.
   Number of text file lines per record —> { }
D: Blank-RETURN exits program.
   Output DIF file (Default: infilepath.ASCI) —>
E: ASCII file record sets read = xxxxx

F: Program messages
```

A: Type the path name of the ASCII text file you wish to convert. You may edit the pathname (after the colon) as follows:
ESC: No file. Pgm ends.
RET: Accept bracket contents.
L/R Arrows: Move cursor.
Openapple-I : Toggle insert
Openapple-L-Arrow: Deleteleft.
Openapple-R-Arrow: Del right.
Openapple-ESCAPE: Default reappears.
Up-Arrow: File selection menu.

B: After a second or so, you will see this message as ASCIDIF reads the complete source file. Sorry, but there is no alternative. The program must know how many lines are in the source file.

C: Tell ASCIDIF how many lines in the source file represent one record. You may not enter a non-numeric. The number you enter must be evenly divisible into the number of records in the source file. If you made a mistake, try again. If the source file is screwy (a la PFS) press ESCAPE when you see the "not multiple of lines per record" to leave the program. A zero or null entry will also cause the program to stop.

D: The output file's path name defaults to the same as the input file's, with an "ASCI" extension. If that is OK with you, press RETURN, else type in a different path name. Use the same editing commands as in A.

E: This "odometer" goes rather slower than the one in Message B because it is measuring input file record sets (the number of lines per record) rather than input file lines.

F: Any error messages appear here. If nothing major has gone wrong, this message area first asks if you would like to convert another file. If not, it tells you that the job has been completed and invites you to press RETURN to clear the screen and exit the program.

ASCIDIF creates a DIF format file in "column" order. Each "vector" (in DIF notation) represents a line of cells in a spread sheet. VisiCalc must be told that the imported file is in that order. 3EZ Pieces expects it that way.

CATALYST INSTALLATION

Create an ASCIDIF sub-directory and then copy the boot disk files

contd.

```
.D1/SYSTEM.STARTUP —> .PROFILE/ASCIDIF/ASCIDIF.CODE
.D1/SYSTEM.LIBRARY —> .PROFILE/ASCIDIF/ASCIDIF.LIB
```

To install the system under "Catalyst," follow the instructions in the section titled "Installing Simple Pascal Programs." Briefly,

1. Select "Catalyst Edit" from the main menu.
2. Enter "1" to "Edit Catalyst Menu."
3. Arrow to highlight the menu entry you want the program to precede.
4. Press "A" to add a program entry.
5. Respond to the "Catalyst" queries as in box B:

BOX B

Display Name:	ASCII to DIF	
Interpreter Pathname:	CATALYST/PASCAL	(A)
Extra Drivers:	Press RETURN	
Character Set Pathname:	Press RETURN	
Screen:	Press RETURN	
Keyboard:	Press RETURN	
Prefix:	Press RETURN	
Max Files Allowed Open:	3	
Program Path:	.PROFILE/ASCIDIF/ASCIDIF.CODE	

NOTE (A): If Pascal 1.2 is installed via "Super PMove", the interpreter pathname is "SOS.INTERP". Verify via other Pascal program menu entries.

6. If all entries are correct, enter "Y" to the final question. Press ESCAPE twice to return to the edit menu.
7. Enter option "5" to update the INTERPS file. You do not need to recalculate the minimum load address.
8. Exit to the Catalyst main menu via entering option "7"

SELECTOR INSTALLATION

Create a PROGRAMS/ASCIDIF sub-directory and then copy the boot disk files

```
.D1/SYSTEM.STARTUP —> .PROFILE/PROGRAMS/ASCIDIF/SYSTEM.STARTUP
.D1/SYSTEM.LIBRARY —> .PROFILE/PROGRAMS/ASCIDIF/SYSTEM.STAR.LIB
.D1/SYSTEM.MISCINFO—>.PROFILE/PROGRAMS/ASCIDIF/SYSTEM.MISCINFO
```

To install the system under "Selector," follow the instructions in the section titled "Installing A Pascal Program." Briefly,

1. Select "Menu Editor" from the main menu.
2. Select "Edit the menu file" from the editor menu.
3. Arrow to highlight the folder you want ASCIDIF to be in. The arrow to the menu entry you want the program to precede.
4. Press "Control-I" to insert a program entry.
5. Type "ASCII to DIF Converter" on the inserted line.
6. Respond to the Selector queries as in box C:

BOX C

PROGRAM file:	.PROFILE/PROGRAMS/ASCIDIF/ SYSTEM.STARTUP
LANGUAGE file:	.PROFILE/LANGUAGES/PASCAL/RTINTERP
DATA prefix:	.PROFILE
CHARACTER SET file:	Press RETURN
KEYBOARD LAYOUT file:	Press RETURN

7. If all entries are correct, press "openapple-A" to accept the entries. Escape however many times as needed to get to the editor menu.
8. Select "Save the menu file" from the editor menu.
9. Exit to the Selector main menu by choosing "Quit Editing" from the editor's main menu.

AN OPEN LETTER TO SOFTWARE PUBLISHERS

by David L. Porter

Many software publishers are currently distributing a form of software called "teaseware." This is a copy of their product that will let you exercise some, but not all, of the features of the version they are trying to sell. A good example of this is the **Power Point** package which lets you produce briefing slides. The teaseware version has every slide print with "DRAFT" stamped across the middle. This word can not be removed short of altering the software's code. Another good example is **Wizardry**. The teaseware version allows you to fully explore the first level of a multilevel dungeon. However, you can not go onward nor can your characters advance in their skills. Personally, I think teaseware is a very enjoyable and very good marketing technique. A good teaseware package allows the potential user to experience what it would be like to own the real version for himself.

HOWEVER . . .

Over the last year there have been many incidents where a publisher has considered a teaseware version suitable for reviewing the software. I, myself, through the Apple Pi GameSIG, have received no less than three such packages. Software publishers should think about this for a moment. Would you consider selecting a restaurant based on a review where the reviewer had been allowed to enter the establishment, read the menu, order his food, but then was ejected before he could taste any of it? What kind of confidence would you have in a movie review where the reviewer only got to see the first ten minutes of the movie or, worse yet, just watched the previews of coming attractions?

Apple Pi reviewers usually dig into their subjects as if they were alpha- or beta-testers of the software. This enables them to prepare the informed reviews expected by the thousands of journal readers and bulletin board members. If you want your software to receive a quality review, consider sending a quality product, not just an advertisement for one.

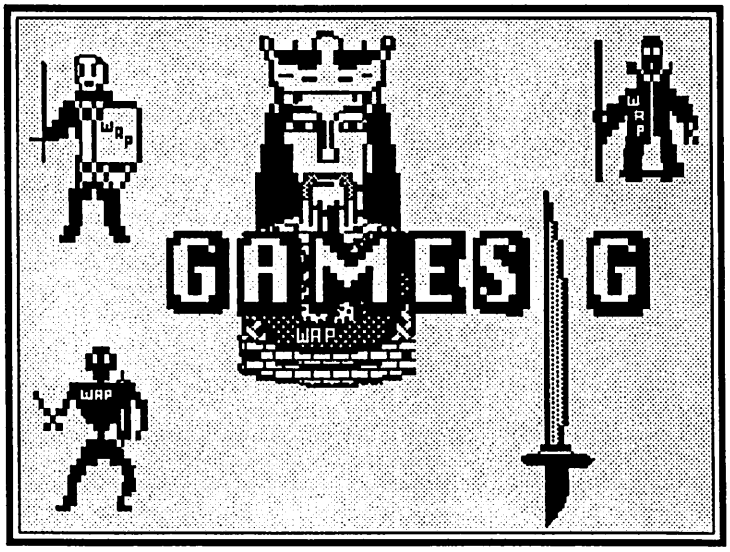
Adventures at AppleFest contd. from pg 25

the Mac here..." Maybe we should tell him that's why it's called AppleFest and not MacExpo."

"Best Freebee by an Exhibitor for other Exhibitors is A+'s neat little red mousepads! These pads are perfect for those of us who take a computer with us on the road. Now, my //c's mouse doesn't have to get roughed up by the hotel's desk! These little items are neat!"

Well, there you have it! The full flavor of AppleFest, from A to Z! The Pi has been offered a booth in San Francisco in September, and we hope to have people there. And next Spring again in Boston. The Apple II Forever!

GAMESIG NEWS
by Steven Payne



You mystery buffs will be happy to know that we finally solved the case of the phantom reviewer! It turns out that Bob George wrote the piece on **Halls of Montezuma** in the June issue of the Journal. (We believe in giving credit where credit's due.)

Chairman Charles Don Hall began the June 2nd GameSIG meeting with the announcement that he has finally acquired a used Apple //GS, and is hoping to get the GS version of **Defender of the Crown** just to watch what happens when you rescue the princess. He also mentioned that a GS version of **Uninvited** is now available.

The highlight of the meeting was the appearance of *two* gaming luminaries and former GameSIG regulars. First, Steve Muchow distributed posters and t-shirts, and talked about life at Origin Systems, where he is now working on a GS version of **Ultima V**; among other things, Steve revealed that his office included two GSs plus continual free soda (probably "Jolt," to keep the workers on a constant caffeine high). He promised a number of new releases from Origin "by Christmas," including **Space Rogue, Times of Lore, Project Cybertank** and **Home Court Basketball.**

Next, an exceptionally mellow Ron Wartow talked about his work on **Wizardry V** and the infamous **Deep Angst II.** He promised that the next **Wizardry** will have lots of enhancements, including the ability to talk to other characters. Ron also gave excellent marks to **Star Command,** which unfortunately is available so far only on the —IBM. And he talked about the unforeseen copy-protection feature in **Ultima V,** where you can get trapped forever at the harpsichord if you don't know the tune to practice (sounds like my fourth grade piano lessons with Sister Bonaventure at St. Peter's School in Olney).

With no overhead projector, we had to forego the usual demos, and spend the remaining time discussing instead some recent software such as **Tetris** and **Dream Zone.** Among the programs distributed for review were:

Might & Magic (New World Computing, Mac 512K, 800K disk): the Mac conversion of a classic Apple // fantasy/role-playing adventure;

Grammar Mechanics (Mindscape, Apple // series with 48K, color monitor recommended, Level 1): an educational program for Grades 2.0 to 3.5.

You're all invited to the next regular meeting of GameSIG, which will take place on Thursday, July 7th at 7:30 PM in the main WAP Office. The program may include a demo of Jeff Stetekluh's *Robot Wars* and (if a VCR is available) video highlights from Paul Moore's May GameSIG party. We hope to see you there.

WASTELAND: A Review
by David Granite

"Dad, why is that thing shooting at you?"

"Because (1) he doesn't like me; (2), he's a bad evil antisocial mutant biker; and (3) I shot first."

"Was there another way to get around him besides attacking him?"

"Sure, the game allows lots of choices, but you know my motto: when in doubt, kill. But that's not all there is to **Wasteland** (Electronic Arts, Apple II series, $39.95 list). It starts in the southwest U.S.A. after a nuclear holocaust. You run a group of 4 Desert Rangers who are trying to bring order to that situation. The Rangers were army engineers caught in the southwest when it all hit the fan. You've got an unknown mission as you start out with only hand guns and some tools. You travel from town to town and your skills improve as you use them."

"Is that why your shooting skill is 12 out of a possible 10?"

"Don't get smart. One of the other nice things about this game is that you can recruit people to join your band. They have skills that you really need to finish the game, but you can only select 3 more recruits. That means you have to drop somebody if you want to add another after you've got the full complement of 7. You can start off the game with the created group on the disk and these 4 cannot be changed or dropped. I tried to create my own crew from scratch, but it was too much trouble—I did it over and over again and was only able to get one slightly better character, so I went with the game's gang of 4."

"Can you talk with the people or just shoot 'em?"

"You mean, am I the U.S. ambassador or am I Mad Max? Well, I'm a Rambo that can talk. Like any good role-playing game you solve it by getting clues. You get the clues by talking with people you meet, but one of the interesting things about this game is that they will refer to a book of paragraphs. The book has 162 paragraphs and a clue will say 'see paragraph 51.' When you read it, it gives you information toward your goal."

"So, just read the book before you start playing, right?"

"About 2/3 of the paragraphs are red herrings. My favorite is the one that tells you the thought police will get you since you weren't instructed to read the paragraph you're looking at."

"OK, what about experience points?"

"As you kill things (dogs, iguanas, gerbils, crazed mutant cyborgs) you get experience points. After a while, you get

contd.

promoted by contacting the Ranger base through your radio. With each increase in level, you can add 2 points to intelligence or strength or dexterity or whatever. The higher your intelligence the more new skills you can learn. You need skills like lockpicking or anti-tank weapons or demolitions to use the more powerful weapons you buy or salvage. My favorites are the laser carbines. It's a good idea to save some skill points so you can learn the higher skills, because you're going to need them."

"Any other hints?"

"The first part of the game is pretty much an introduction and a chance to get experience points. It really doesn't get going until you reach Las Vegas. Make sure everyone has all the weapon skills—this isn't a game for the peace-loving. Make sure everyone has plenty of ammo. Get a canteen and you can heal yourself out in the desert. Make sure everyone can swim."

"Even in the desert?"

"Even in the desert."

"What'd you like best about it?"

"It's a role-playing game without magic. That was a real change. Fortunately you can still blast away to your heart's content. I would put this one right up there with the **Ultimas**. It takes about 100 hours to play, but it really delivers."

RINGWARP: A Review
by David L. Porter

Ringwarp (PBM Games/Australia - Mac Plus *only)* is a space battle game for up to four players. Within some constraints, each player designs and builds a fleet of four escorts for his "base" ship. The players, human or computer, then slug it out in a torus shaped arena (i.e., the arena has full wrap around on the screen—right/left and top/bottom). Once the ships are designed and the tactics selected, the human players are pretty much spectators, watching little dots whirl around on the screen in a *dance du mort*. For those that have been into space games for a long time, the ship design process is very reminiscent of the board game **Star Birds** (by yours truly) which was heavily based on the Lou Zocchi (**Star Trek Battle Manual, Battle of Britain**) miniature game, **Alien Space**. You have a certain number of points with which to purchase onboard systems such as drive units, sensors, shields, and torpedos. Tactics include dogfight, trail, avoid, suicide, and some mixed ones that alternate between the others.

Normally in a review I like to start off by discussing my experiences in playing the game and then cover all of the features I really liked before addressing the areas that could use improvement. I am unable to do that for this game. We received this game as a disk—no packaging, no external documentation. This is often a very good sign that the help files are all online and the interface is very user friendly. Not so in this case. There was extensive internal documentation. I took the time to do screen prints of each screenful of this documentation because it and all of the screens are heavily abbreviation driven [e.g., T for T(actics)] as if it had been ported from an early Apple II application. The internal documentation appears to be incomplete and confusing. I say "appears to be" because the software we received for review was a teaseware version: most features were disabled and the rest of the game only played for two rounds! Unfortunately, the documentation was not explicit about what features were disabled so I could not tell if I wasn't entering the codes correctly or if the processes would not work even if I did. I have to admit I felt more like a software pirate trying to play a game like **CHIPWITZ** without a manual than I did a reviewer. I was finally able to get my ships to shoot briefly at the enemy. It was imposible to tell how effective they were because you can't examine the enemy ships and the teaseware game doesn't last long enough to do more than scratch the paint jobs on the enemy ships.

While the bargain price of $25 US for **Ringwarp** and a 25% discount on all other software products is attractive, I could not tell from what I had whether it is a good price. It certainly wasn't for my disk.

RATINGS:	(given as Good/Neutral/Bad)
Mac Interface:	Neutral
Documentation Content:	Bad
Product Physical Quality:	(Not available to evaluate)
On-Line Help:	Either Bad or the demo provided too few functional features to check out its value
Performance:	(Demo provided too little to check out)
Presentation:	Neutral
Price Value:	(Demo provided too little to check out)
Overall:	Bad

KING'S QUEST THREE: A Review
by Michael Sofaer, Age 9

There's an evil wizard and you're his slave. He won't let you do anything. You have to kill the wizard and escape to Daventry on a pirate ship. During your journey through Daventry, you will meet a three headed dragon in the land of invisible and kill the dragon to rescue your sister, Princess Rosella. Before the land of the clouds in the mountain range, there is an abominable snowman. After you have freed Princess Rosella, and she is following you, you go to the castle, open the door, and have a nice reunion with your long-lost parents (the castle doors are locked if you have not saved Princess Rosella).

My favorite part in the game is when you feed the wizard a cat cookie, and he transforms into a cat. I think it's a good game, and recommend it to everyone who has an Apple Mac, IIgs, //c, or //e with an extended memory card and a B motherboard (those come with Mac, IIgs and //c).

It's the best King's Quest game out, although I haven't seen King's Quest 4, which isn't out for Apple yet. It's bigger than the others, and it's a lot more exciting, with a lot more problems in it. It is the most difficult Sierra animated game that I know about. If you are going to win it, and you don't know anything about, it could take five hours.

PT 109: A Review
by Dave Romerstein

November 1942: On patrol around the Solomon Islands, your surface radar picks up 5 blips. You radio your home base for permission to attack, and get the go-ahead, along with a promise of air support. Turning on the muffler to hide your approach, you increase to full throttle and speed toward the unknown ships. Suddenly, on the horizon, there they are. Pulling out your binoculars, you peer through the darkness ahead of you: a troop carrier, surrounded by one light escort and three... DESTROYERS! You radio home base again, requesting backup. They tell you the air support should be there any minute, and a second PT boat is on the way. You pray they'll be there in time...

So begins another patrol in Spectrum Holobyte's latest release, **PT 109** (Mac 512 or higher). Those who have been waiting for something as good as their last release, **Falcon**, won't be disappointed. Action, graphics, and great gameplay combine to form a game you won't soon stop playing.

The first thing you notice on booting up **PT109** is that loading the game takes forever, or so it seems. There is a lot of game data to be loaded, and it does take a few minutes, even loading from a hard disk (The game is not copy-protected, and can easily by copied to hard disk). Once it loads, though, the game usually moves VERY quickly. It can be played from either the keyboard or mouse, but (unlike **Falcon**) the game is easier played by mouse. The game view is from the bridge of PT109, with 360 degree visibility. There is also a map view, including a full map of the Pacific area where the patrols take place, or a close view of an area about 15 miles around the boat. A lot of travel time is spent in the map area, where "Rapid Deployment" speeds of up to 128 times normal speed are possible. "Rapid Deployment" cannot be used from the cockpit, however. Also available in the map mode is "Auto Pilot," which steers the ship around the patrol course set by your base. "Auto Pilot" is also not available in the cockpit.

Weaponry in the PT boat is authentic, ranging from two types of torpedoes (PT stands for **P**atrol **T**orpedo) to early model rockets and depth charges. Surface radar is available, as is a normal pair of 7X binoculars. Flares can be fired, and smoke can be generated, although either of these reveal the boat's position to enemy ships. Weaponry varies from patrol to patrol, depending on what era of WWII the game is set in.

On the minus side, the game does react very slowly to commands when there are several ships on-screen firing at you. Another minor bug in the program allows computer controlled ships to cross land masses when you are chasing them (you, of course, cannot). However, these don't really take away from enjoyment of the game, although the slowdown when six destroyers are lobbing shells at you can become tedious.

Spectrum, in response to all the people who complained about the travel time in **Falcon** (it always takes five to ten minutes of flying before something happens), have included two very helpful commands: "Jump to Action" and "Jump to Port." When you use "Jump to Action," for example, you are considered to have patrolled around to point X, where an enemy patrol is crossing near your patrol route. If you find yourself in deep trouble, you can "Jump to Port," although you do not finish your patrol in that case.

To sum this up in three words (with apologies to *Robocop*), "I LIKE IT!!" The gameplay, in most cases, is fast and action-packed, and the feeling in your gut when you see four or five destroyers waiting for you is unmatchable. I give this game 8 out of 10, subtracting from it because of the occasional slowness.

PAPERBOY: A Review
by David Blanzina

Paperboy (Mindscape, Apple II series) is an Apple II adaption of the popular arcade hit. I loved the arcade game; it was both fun and challenging. I looked forward to this game, as I hoped it would live up to the original.

When I first started up the program, I was happy to notice that the introduction was a newspaper, "The Daily Sun," with a picture and a caption that said "BLAH BLAH BLAH," just like the original. I practically hammered down on the keyboard, and then the game began, with a cheap refrain of the **Paperboy** theme.

The game itself turned out to be enjoyably violent, and I was happy for a while. I couldn't seem to get past Monday, the first board. Then after I got better and better, I still couldn't get past Tuesday (level two). That's the problem. This game is very, very hard. *Too* hard!

The whole plot, for those of you who haven't seen the arcade version, is that you are a paperboy, and you must deliver the papers. Unfortunately, drunks, winos, skate boarders and brats attempt to make your job difficult. The graphics are fun to watch, but the animation is very jerky. You watch the drunks run after you, and see your papers knock off garbage can lids or break windows. There are crazy Harley Bikers trying to run you over, and little brats that try to ram into you with a cardboard car. Even though I liked the graphics a lot, the sound effects were mediocre. The sounds do convey their meaning, but mostly they are just annoying.

By using the joystick, you pedal your bike faster or slower. The joystick also responds sluggishly in this game. I found that at high speeds you have problems moving from side to side, and at low speeds things crash into you. The next level was even harder, with more obstacles, but no real difference in dangers. For example, at the first house, there was still a drunk running after you.

This game is way, way too hard. Even for a guy who really can play most arcade games well, I found this one IMPOSSIBLE. You don't get extra men, and in some places you can't even tell whether you are safe or not. All of a sudden, you may just be smashed by a tire that suddenly appears. Or bumped off by a post that you weren't even near.

This program has great potential, if the makers would just tone it down a little bit. Right now, the game is unplayable. I would give it a 6 out of 10. Unless you are sadomasochistic, don't buy it!

PAPERBOY GS: A Review (or "No News is Good News")

by David Wood

Mindscape's **Paperboy** for the GS comes with a 3 1/2" disk and accompanying piece of universal documentation, all in the typical oddly-designed album-type jacket. (You hold it one way, the disk falls loose into the jacket. You hold it the other way, the disk stays in and the documentation falls out. You either hold it flat or hold it sideways and pray for a happy medium. *They* didn't have to worry: they have shrink-wrap!) It's configured for one disk drive, a joystick, and 256K.

If the name sounds familiar, it should: Atari had licensed the game from Tengen to produce the popular arcade game. This was what inspired Mindscape to produce the home version. The album jacket, even if it doesn't hold your disk, is colorfully decorated with the sideboard art from Atari's coin-op.

Those of you who haven't gotten memory cards and are looking eagerly to **Paperboy**, stop the presses! There's a late-breaking story coming off the wire, and late-breaking stories are rarely good.

I got lost on the way home because I was so eager to start "initial playtesting." I was eager, my wallet was eager, my joystick hand was eager... Did any of you in Annapolis hear a sonic boom after the GameSIG meeting? I snuck upstairs, quietly hooked up the stereo (the coin-op had terrrific synthesized music), popped the disk in, turned it on, and sat transfixed at the screen while it booted.

I was crestfallen, and a little angry. You know how you feel when your morning paper lands in a puddle? I felt like that. For starters, the images in the game were pretty rough. The houses, the lawns, the figures—everyone—look as if they were drawn with blocks of pixels instead of individual ones. It's not unlike duplicating a fine work of art with a house brush. It looks unpleasantly like they took the II version and copied it over and used clumps of pixels to duplicate the resolution. If that's really the case, people might be better off with the II version (you'll have to compare the reviews). Second, there was the sound. Atari's version had magnificent sound with percussion, base, and realistic-sounding synths (I know that sounds like an oxymoron, but...). The GS version has piddly little sine-wave-type instruments that make the internal speaker vibrate and buzz a whole lot. They could have designed a real instrument or two.

Yes, I know I'm comparing it unfavorably to the arcade version, and yes, I know the arcade version uses a 68xxx processor with Goddess-only-knows how many coprocessors. However, the graphics on the GS screen could have been finer, and the music could have been done with at least decent instruments, especially with the Ensoniq chip. Those GSers without memory cards may want to lynch me for saying this, but Mindscape should have used more memory and refined it. As is, they have something everyone could use, but few would want to.

The game itself is simple: deliver papers by throwing them into mailboxes or onto front steps, while throwing them into birdbaths, trashcans, tombstones, and so on to terrorize the non-subscribers. On the way, you have to contend with dogs, joggers, skatepunks, burglars, irate customers, lawn mowers, kids in scooters, bushes, fences, etc. After you deliver a day's papers, you get to run the training course and knock down as many targets as possible before time runs out.

There are irregularities in the GS version: the damage bonus points are stored in hundreds at the top of the screen. It can easily be rolled over to zero, and you effectively lose 10,000 points (assuming you survive the stage). You don't get an extra man at 15,000 or any number of points (even the coin-op gives you that). Also, because of the perspective, it's hard to tell exactly where you're going (the coin-op has the same problem). What's more (and really) disappointing, this version has only one level where the coin-op had three (Easy Street, Middle Road and Hard Way).

Overall, its poor appearance and problems in play make for a lackluster package. What you get for your money (or playtesting) is a single program, with no play options, and little use of the GS's advanced features.

On the whole...

LOOK: 3 out of 10 (It would've taken more memory, but they should've brushed it up a lot)

FEEL: 8 out of 10 (It does run a bit like the real thing, but that sometimes causes problems)

PLAY: 6 out of 10 (Play has problems due to irregularities in scoring and such. Plus, there is only one level)

OVERALL: 6 out of 10 (Mediocrity plus mediocrity equals something less than mediocre).

DEEP ANGST II: A Review

by David L. Porter

Fresh from his whirlwind tour as a farmer standing in a field in **Ultima V** and still elevated from his rousing reception as a slime pool in the depths of **Wizardry IV**, Ron Wartow bursts on the game scene with a sequel to his earlier adventure triumph: **Deep Angst**. Yes, boys and girls, just when you thought it was safe to start up your Mac again, the Spawn of Deep Angst has arrived!

Deep Angst II (Ron Wartow, Inc., Macintosh), like its prequel, is a product of the fertile imagination of Ron Wartow and World Builder software. It lets you wander around through Ron's subconscious, interacting with his own fantasies, nightmares, and even his car. Each location in the maze presents you with strange sites, sounds, and a whole family of Ponderables. You get to visit a GAMESIG meeting; meet Klingons, and dredge TV trivia for the depths of your mind. If you can find all of the necessary keys, and solve the word puzzles to find the secret word, you will get something better than $50 from the duck: you will get out!

RATINGS: (given as Good/Neutral/Bad)
Mac Interface: Good
Documentation Content: (None)
Product Physical Quality: N/A

contd. on pg 63

U.S. TRADE IN INFORMATION TECHNOLOGY SERVICES

by Joseph A. Hasson

According to a definition employed by the Office of Technology Assessment, United States Congress, the Services Industries for international economic purposes include (i) international banking and financial services, (ii) engineering and construction, (iii) trade of technology, based on licensing by U.S-based firms and (iv)information technology services. Within this latter group of services are (a) software, (b) telecommunications, (c) data processing and (d) information services. Services Industries play an important role in the U.S. economy in a number of ways. One of those is indicated by the fact that in 1984, 25 percent of U.S. exports originated in the Services Industries and generate an export surplus in our balance of payments. [An export surplus implies that exports of services by the United States to the Rest of the World exceeded the import of services into the U.S. This may seem like an obvious, and even trite, definition except for difficulties in the collecting of relevant data, the presence of valuation problems, which include distinctions between c.i.f. and f.o.b values, differences between balance of payments and national income valuations, etc.—all complicate accurate data presentations. In light of the large deficits we have been running with the Rest of the World, this surplus suggests that Services from the United States are competitive in world markets.

Another positive atrribute implied by this Services surplus is the high level and quality of U.S. technology for no sector of our economy has been more affected by high-tech than the Services sector. A strenuous and continuing debate has been occurring over the importance of "smokestack" vs. Service industries. Terms like "post-industrial", economic base, service economy have labelled the debate. Basic issues raised in the debate deal with effects on "standards of living," "international competitiveness," "fair trade," etc. One more definitional point: the U.S. balance of payments is a summary statement of our external trade and financial transactions with the Rest of the World over a stated period of time. It encapsulates in classified form receipts vs. expenditures that originate in a complex array of transactions between us and the Rest of the World. It covers visible trade (imports and exports) and invisible trade (services) together with capital flows (borrowings, loans, purchase and sale of securities and other assets)—both long- and short-term in international markets. The fact that the U.S. has been running a trade deficit implies that we have been buying more abroad than we have been selling. We have been able to do so for as long as we have because other Nation's have been willing to lend us the financial resources that permit such a deficit to be run. Against that background, our export surplus on Services is a clear reflection of the quality and the variety of these services and U.S. efficiency in rendering and delivering them.]

In this article, I shall focus briefly on Information Technology Services. The computer is in an important position in them—both hardware and software. The basic building block of Information Technology is the semi-conductor chip and, over the past decade or so, fiber optics with the semi-conductor laser. It is said that "information technology is to modern industrial societies what steel was to the industrial societies of the 19th century, automobiles to the first half of the twentieth century." Information Technology is important because we have become an information-intensive society. It has made possible a great exchange of information of all kinds over a wide range of activities—economic, scientific, social. This rapid, low cost, pervasive flow of information has, however, created a host of new problems which society has not fully resolved.

It is a fact, however, that the computer—including hardware, software and telecommunications capabilities—are deeply imbedded inside other equipment used by banks, transport, factories, other forms of communication. Result: tasks are performed more quickly, more efficiently and in larger volume than before its advent. These changes are inducing great transformations in the ways we do things, the skills required both within and among Nations. The world is brought closer together in a man-created network of interdependence. Trade and commerce, particularly that occurring on major waterways, has been a great conveyor of culture among Nations, reaching back to the ancient days of the Phoenicians, Myceans, Sumerians, and other trading peoples. With new technology, waterways are displaced by ether waves. The full social, economic and political implications of this Great Transformation are not fully understood. The phrase "You are there" has acquired a new meaning. New mental images are formed which helps us acquire perspectives in a way never contemplated by even the hardiest and bravest explorers of earlier days. The new images which form the new reality must be recognized for what they really are. We perceive this new reality and the processes of change at almost breakneck speeds. Past experience teaches that the new technologies and change, generate new benefits for Mankind and simultaneously create new problems. Their resolution, in turn, can take considerable time and resources to mitigate.

The subject, Information Technology Services, can be subdivided into four major categories as follows:

(1) Software;
(2) Telecommunications;
(3) Data processing; and
(4) Information services.

Consider a brief summary of each in turn:

(1) **Software:** Software programs have the combined features of a service (they have no necessarily fixed form) and a good (programs can be reproduced, stored and shipped). They make other Information Technology Services possible. They are both an output and an input; a consumer good, an intermediate good, an investment good. They derive their economic value not only because of the resources required to produce them (resources have an opportunity cost) and the demand for them but also because they provide utility—in the form of final services and goods. Digital systems and their technologies depend on software. A central switching system that routes telephone calls between distant cities depends on giant computers. Up to 80 percent, or more than $2 to $3 billion of the cost of that central switching system is incurred for software. That is just the initial cost; in addition, there are additional costs of maintenance and

contd.

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improving the software so that it can function to provide new services. Software is at the heart of very large-scale integrated circuits which are the building blocks of computer and telecommunication systems. Software embodies the logic of complex systems which are at the heart of high technology as we come to the end of the 20th century.

There is packaged software; there is custom-built software—a distinction drawn in earlier articles in this Journal. But in addition to the software itself and the services it renders, there are essential ancillary services required to insure that the maximum and most efficient output is derived from the created software. There is training required, documentation and maintenance. [Note: How many have seen the MacIntosh advertisements which drives the point home that training costs of a Mac System are considerably lower compared with other computer systems? In addition, they make the point that productivity with the system is considerably higher: it takes considerably less time to turn out a unit of work that is higher quality—it looks better; it contains high quality graphics—than with alternatives available.]

In 1985, U.S. firms had about 70 percent of a world software market, worth about $30 billion. U.S.-based firms have been market leaders but their market share is very likely to shrink in future years. It is true that other countries have not achieved the level of computer usage found in the United States. But it seems probable that foreign software companies will increase their market share, in part, because they will shift away from customized to marketable packaged software. In economic terms, one can perceive that this shift will convert software from a fixed, investment-type cost to a variable cost. This is not an insignificant kind of development for it will result in lower prices and increased levels of output. [The fixed cost curve will shift to the left; the marginal cost curve will shift to the right so that along a given demand curve, the price will decline and the demand-supply level will increase. If there are economies of scale in the production of software, such a shift from customized to packaged software will make it possible for software producers to take advantage of those economies. These benefits can then be passed on to consumers in the form of lower prices with their stimulative effect on demand. It will have the potential for other salutary effects as well.

(2) **Telecommunications:** Telecommunications services become available to their users over both publicly owned networks and privately leased lines. There are developments of microwave systems, communication satellites, fiber-optic links, cellular telephones and cable TV networks. There is transmission of both voice and data communications over new channels which bypass regular telephone and telegraph networks. The limit of a communication channel is the number of bits per second that can be transmitted. That is set by the range of frequencies (band width) that can travel through the channel. Efforts have been made to reach higher and higher frequencies; but a point of diminishing returns is reached. Resistance and losses become high when cables are used. In the atmosphere, high frequency microwaves are absorbed strongly by water vapor. The next step can be to transmit over light with its high speed; but there are limits since light can be obscured by other natural elements. In 1966, Charles K. Kao of Standard Communications, an English branch of ITT, proved theoretically that silica, the basic ingredient of glass, could transmit light with almost no absorption. This was the initial step in the complicated process of producing fiber optics. In the field of telecommunications, it has made possible the installation, at low cost, of (LANS) local area networks which link local computers and WANS (wide area networks) which can span continents. One can expect the future evolution of Integrated Services Digital Networks (ISDN) which will handle voice, data, facsimile and video signals over a common grid. It will result in lower costs of transmission. The capital costs of such Systems will be astronomical; the potential for communication will be remarkable in scope. The exact technologies of how these possibilities will be translated into operational realities remain open; it is certain their choice will impact greatly on the competitive position of the United States. A major problem will be compatibility among alternative technologies that may be selected in different parts of the world. But, in addition, an important issue was posed by the grant to A.T.& T. in 1981 of a contract to install the first long-distance fiber link in the United States over the Boston-Washington corridor. A Japanese firm, Fujitsu, Ltd. had submitted the low price bid. The decision in favor of A.T.& T., based on national security considerations, led to a law suit, filed by Fujitsu, Ltd.

At present, the revenues from domestic telecommunications services in the United States greatly exceeds revenues from international telecommunications. In 1986, revenues from the latter came to about $3.6 billion out of a total of $117 billion. In most countries, telecommunicatons is a government monopoly. Such facilities can provide for storage of data, switching of messages, access to databases and other information services. Banks are linked together internationally; airline reservation offices are tied together in an international network. The Department of Defense uses such facilities to keep in touch around the world. Personal and business information is transmitted: electronic mail; stock market quotations; broadcasts to TV receivers. All is facilitated by terminals, computers and the software required to activate the systems. One final word on Telecommunications and the importance attached to it by the United States Government. A special section of the Omnibus Trade and Competitiveness Act of 1988 is devoted to Telecommunication Trade (See Title I, Subtitle C, Part 4). However, the President vetoed the Trade Bill on May 24, 1988. The House of Representative voted to override on the same day. But its chances of becoming law depends on how the Senate votes. As this is written (6/1/88), a date for the Senate vote has not been set. It is uncertain whether or not the terms of the Act, especially as they impinge on Telecommunications, will come into effect.

(3) **Data Processing:** Data processing services were among the first to take advantage of the telecommunications infrastructure for transmitting digital data. DP services firms sell computer time (including time on supercomputers, handle payrolls and accounting systems for other companies. In 1984, foreign revenues of U.S. data processing services firms was between $2.7 billion and $5.1 billion. Total revenues from both domestic and international services were an estimated $15 billion. Rapid growth which occurred in this sector early in the course of data processing; has slowed down. New strategies will be required to raise that rate of growth.

(4) **Information Services:** Information including bibliographic citations, the text of legal decisions, remote sensing data collected by satellites can now be delivered to a client on a floppy

contd.

disk or via a telecommunications infrastructure. U.S. information services firms had revenues of about $1.9 billion in 1985. About 20 percent came from foreign sources. American firms provide 50 percent or more of all database services in Europe. They have had considerable success in Japan. It is expected they will have continued competitive advantages in international competition.

Summary of Foreign Source Revenues 1985 (in billions of dollars):

Software	$21.0
Telecommunications	$3.6
Data Processing	$2.7 - $ 5.1
Information Services	$1.9
Total	$29.2 - $31.6

A U.S. export surplus in Services implies this country has a comparative and competitive advantage in producing and supplying them. In manufactured goods, agriculture, and mining, when a country has a comparative advantage, it is implied it is well-endowed with the natural resources required to produce the goods. A comparative and competitive advantage in the case of Services implies not that a country has the required natural resources but the essential human endowments, the technology, the know-how and human skills required to gain a market advantage. A country with poor farmlands, mines with low grade ores costly to work, etc. is not likely to gain in competitive world markets producing goods requiring such resources.

True, Japan has demonstrated that a country with a paucity of low cost natural resources can import them, process them and produce goods that it sells in world markets at competitive prices. It is able to do that because water transport costs are relatively low. It converts the resources into final goods of high quality and commands a high price relative to raw materials required. It may even underprice those finished goods—and run the risk of being charged with dumping—to gain a share of foreign markets it wishes to enter. To gain a market advantage in high-tech goods, it requires the right kinds of scientists, engineers and technicians. It must expend considerable sums on R. and D. thereby increasing the probabilities of scientific and technological breakthroughs. Initially, it can imitate superior foreign-made goods, acquire thereby required know-how and experience. With considerable concentration of effort, it can and does eventually come out with products that are superior and less costly than the foreign goods originally imported. It establishes itself by limiting imports of competitive goods from abroad through various techniques and strategies. It is prepared to incur costs in order to surmount its initial disadvantage so as to become competitive in providing services that will prove highly profitable and will insure high levels of employment in its domestic economy. It can be assisted by entering into licensing arrangements with foreign companies with superior technology. A number of factors affect a country's competitive position in Services, in general, and in the computer-oriented Services we have considered. It is important that American firms and labor be sensitive to these factors if the United States is to maintain a competitive lead in those economic activities that can have widespread effects on the country's standard of living.

We tick off a few of those principal factors that can play a key role in maintaining the U.S. competitive position in world markets. They include:

(a) an industry and market structure that is competitive, well-financed and which leads to valued economies of scale;

(b) a labor force that respects the work ethic, has a sense of participation on the factory floor, contributes to management and is provided with incentives to augment its skills in a rapidly changing world;

(c) a heads-up management that appreciates the importance of good marketing, prompt delivery dates, service and maintenance backup and appreciates the needs of its customers;

(d) an environment conducive to innovation and the diffusion of technology as opposed to one that rests on past achievements and reflects a philosophy of stand-pat;

(e) a management philosophy that focuses on long-term market share rather than on exploiting short-term profit conditions;

(f) wise, carefully thought out government policies the implications of which are fully understood and strengthen rather than weakens private incentives;

(g) sound policies in the realm of international economic relations: stable exchange rates; a strengthening of international economic institutions with rules—understandable, enforceable—and with a dispute settlement mechanism.

While these and related considerations are of general importance in order to maintain and strengthen the U.S. competitive position in world markets, they are especially relevant in the area of Services, in general, and of Information Technology Services, in particular.

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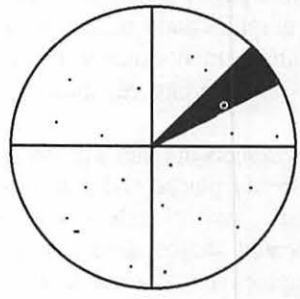

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MAC GENERAL MEETING—May 21

by Cynthia Yockey

The May Mac meeting featured demonstrations of Aldus's *Freehand* and *PageMaker 3.0*, Manhattan Graphics' *ReadySetShow*, and Blyth Software's *OMNIS 3*.

Freehand

Aldus product manager Kerri McConnell flew in from Seattle to demonstrate *Freehand*, a program Aldus bills as, "the one drawing program for all your drawing needs." It retails for $495 and prints to any PostScript printer and color printers like the QMS.

One of the niftiest features of *Freehand* is its ability to have text follow shapes. Its other text handling features allow for automatic or manual kerning; variable leading; and mixing typefaces, styles, sizes and colors within a text block. And as its name implies, it adds a freehand sketching tool to the usual drawing tools for lines, rectangles, rounded rectangles and elipses.

Freehand lets you display up to 256 colors on your Mac II color monitor, create user-defined screen percentages for printing color tints, and make color separations using process colors, spot colors, or a combination. You can create special effects with graduated, radial and customized fills; and you can scale, rotate, reflect and skew both graphics and text.

There are many other features that clearly make *Freehand* a worthy product. In addition, McConnell promised that there are no viruses in *Freehand* or in the tutorial that comes with it. She explained that Aldus has put all its master disk creator machines into isolation so that they cannot become contaminated.

PageMaker 3.0

Lida Jalali demonstrated Aldus's latest version of *PageMaker*, which adds over 30 exciting new features. Jalali divided the changes into three categories: support for long documents, such as the addition of style sheets and the ability to create templates for predefined pages; enhanced graphics support, such as text flow around graphics and control over scanned images; and user interface enhancements such as the new 400% screen enlargement mode, new leading capabilities, and kerning at smaller increments.

Some of the real grabbers in Jalali's demo included putting a graphic onto text already placed and getting the text to flow around it automatically, tear-off style menus, flowing text into and around complicated shapes automatically, and creating place holders for graphics so that when they are placed they are automatically correctly sized.

The demonstration concluded with giving away one copy each of *Freehand* and *PageMaker 3.0* in a drawing.

ReadySetShow

Manhattan Graphics executive vice president Martin Rosenberg gave *ReadySetShow* its East Coast debut at this meeting. *ReadySetShow* is a presentation graphics program for the production of 35mm slides and overheads, with color support, integrated charting, text editing, and import and export file support. (If anyone at the meeting did not understand why the letters shown on-screen during the demo had a severe case of the jaggies, it was because the WAP hard drive supplied for the demo did not have the font sizes Rosenberg needed for the best screen display. Rosenberg graciously did not bring this up.)

ReadySetShow's features include the ability to create several kinds of charts (pie, scatter, line, column, and bar), then edit and customize them. Chart data can be imported from programs such as Microsoft *Excel*. In the text editing department, the program includes an 80,000 word spellchecker—Rosenberg noted dryly that its purpose is to keep you from seeing your spelling mistakes in letters eight feet high—plus glossaries, style sheets, kerning, search and replace, tabs, and individual or global changes for all type specifications (including font, size, style and color).

RSS has full color support on all Macs; on the Plus and SE it stores the color information, but displays it as monochrome. The program has a standard palette of 256 colors (with a very well-designed menu display for color choice and color customizing) and can print color output from any Mac provided the output device supports color (if it doesn't, RSS automatically maps color to monochrome). Graphics support includes several graphics drawing tools; the ability to move, resize or edit every presentation element; cutting and pasting objects between slides or presentations; and the ability to import bit-map, PICT, PICT II, EPSF, RIFF and TIFF formats.

A great deal on OMNIS 3

Blyth Software's vice president of marketing and sales, Lori Thomas, had just a few minutes to speak to the group before she had to leave to catch a plane, so she did not have the time to give a full demonstration of *OMNIS 3*, a high-powered database program. Thomas said the new version 3.3 that is about to be released will be five times faster than the current product and will allow VAX data to be brought into *OMNIS*. *OMNIS* now also includes *OMNIS Express*, an application generator that Thomas said eliminates 75% of the upfront work to create a database. Thomas also said that Mac*OMNIS* and PC *OMNIS* allow both machines to access data on a TOPS network.

Thomas announced a special user group price for *OMNIS* of $199 (the retail price is $575) and said version 3.3 will be free to current *OMNIS* owners. To buy *OMNIS* at the user group price, send your check and a letter identifying yourself as a WAP member to Lori Thomas, Vice President of Marketing and Sales, Blyth Software Inc., 1065 E. Hillsdale Boulevard, Suite 300, Foster City, California 94404.

Cynthia Yockey is a freelance writer and Macintosh desktop publishing consultant in Silver Spring, Maryland.

FedSIG NEWS
by John Nelson

On May 18th, Apple Federal sponsored a special FedSIG meeting at which Steve Weyer, Apple's manager for Artificial Intelligence Systems and Applications, spoke about Apple's goal to use artificial intelligence (AI) to increase human productivity, intelligence, and satisfaction. That is, Apple wants to use AI to support rather than replace people, to delegate the routine, and amplify the creative.

Steve spoke as if we were in the year 1995, looking back at the previous 5 years. Instead of AI, we use the term IA, for Intelligent Applications. Networks automatically configure themselves, adjusting to our individual requirements. This is the age of inter-personal computing. Applications are flexible, automatically adapting to our individual views of large relational databases. Electronic mail structures our messages, schedules meetings, generates replies, and helps organize our contacts and activities. Layout assistants for computer-aided design and desktop publishing automatically generate and critique designs, and suggest appropriate graphics from a clip art database. Software development tools automatically modularize designs and provide templates for including IA links in applications. HyperCard has progressed to provide searches by concept instead of just keywords, and accepts voice input. HyperCard also automatically maps links to your browse patterns.

This view from 1995 mentioned just a few of the fascinating product possibilities that Apple's current research in AI, hypermedia, and simulation may lead to.

On June 1st, I represented FedSIG at a 1-day conference, sponsored by Apple's "User Group Connection," for leaders of federal sector Apple user groups. Joan Tabb, Apple's Program Manager for Government and Business User Groups, organized and MC'ed the day. I was impressed with Apple's committment to listen to and support User Groups. It was also apparent that Apple User Groups are becoming a common and well accepted part of federal agency microcomputer management and support. If you want to start a user group in your agency or company, call Apple's User Group Connection at 800-538-9696, ext. 500. One of FedSIG's goals is to provide a forum for interaction between user groups in the federal sector.

Plan to attend the Capital Micro User's Forum (CMUF) on September 7 and 8, 1988, at the Washington Convention Center. This is our program in the sense that it is by and for managers and advanced users of microcomputers in the federal government. There will be a full slate of Macintosh products and topics such as Desktop Publishing, Integrating Macs and PCs, Improving Productivity, and Hypermedia. Dan Adkins, previous FedSIG co-Chair, and Steve Broughall, chairman of the Pentagon MUG are members of the CMUF Program Committee.

One last thing—I'd like to include special features on how all of you are using Macs in your agency or company. Please drop me a line (or disk) if you want to contribute to FedSIG news or just suggest a topic. My apologies to the other John Nelson in WAP and to you who may have called him, expecting to get me. For the record, my phone number is (703) 425-1832.

The next FedSIG meeting will be on July 20, 4:30 - 6:00 PM, at CCT, Inc., 2001 Jefferson Davis Highway, Suite 1111 (Crystal City Metro Station). See you there.

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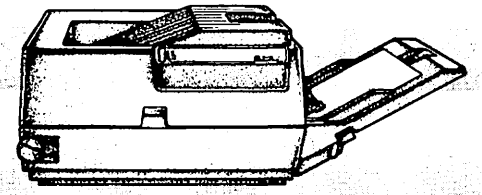

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FEDERAL JOBLINK: A Review

by Dan J. Rondeau

As a new member (well, two years is still new) and Mac devotee (well, a fairly new Mac Plus owner and user—can't you tell!) I am attempting to write my first review of a software package. Normally this is not my bag but this is a special effort because the software and its producers warrant something for their efforts. Federal Joblink is the federal employee and applicant's dream—it has finally arrived none to soon.

Federal JobLink in combination with MacDraw is a complete package for persons seeking employment in the Federal government. It provides the most requested employment forms and a twenty-page reference guide written in a clear, understandable manner. The guide provides instructions for using the program with MacDraw, "where to start and what to do" in obtaining Federal employment, how to produce a well organized application using special modified pages, and how to easily update your current application.

FEATURES:

The Federal JobLink disk has three folders and one suitcase at the desktop level. The SF 171 Forms folder holds 43 documents totalling 300,032 bytes. Inside is the OPM 1386 Background Survey Questionnaire 79-2, OPM 1170/17 List of College Courses, SF 15 10-point Veteran Preference, SF 171 Application for Employment (including instructions), SF 171-A Continuation for SF 171, SF 172 Amendment to Personal Qualifications, SSW 32 Typing and Shorthand Skills, SSW 555 Computer Specialist, and special modified pages.

The second folder, Federal Job Info. contains 4 documents comprising 41,984 bytes. Here is a listing of Federal Job Information Offices in the U.S. and U.S. Territories, a GS pay scale for 1988, a special GS pay scale for secretaries or other positions requiring certain typing skills for 1988, and SSW 585 General Information About Federal Jobs.

Surprisingly, there is a Help folder. It holds 6 documents of 13, 312 bytes. A user can open any of the documents while working on a form to learn about completing the 171, Federal employment, organizing the 171, printing the 171, which System & Finder to use for your Mac, and about Federal JobLink.

The font suitcase contains GENEVA fonts 9, 10, 12, 14, 18, 20, and 24 which are necessary for proper form completion and printing.

Anyone seeking a position in the Federal government will save a tremendous amount of time by owning Federal JobLink. Hours of phone calls, useless errands, waiting for OPM to send the forms, cut & pasting of forms to create more space for answers, and copying are avoided. Recent graduates will appreciate having a concise reference guide explaining "what to do" and terms used in vacancy announcements. Anyone who has called U.S. OPM in Washington, DC is aware of the frustration that can be created in trying to achieve employment in the Federal government.

Current Federal employees will rejoice at the new prospects offered by Federal JobLink for completing and maintaining their SF 171(s). First are targeted applications. It is very easy to prepare duplicate pages. Fill in a page, save it, return to the desktop, select duplicate from the file menu, and drag the duplicate copy to a new folder. Now that's easy. For the first time, updating a SF 171 does not require extended vacation time. Another benefit is that you can save the old page as well as the updated page. It's easy to build a library of applications. If you apply for a lot of jobs, here is a way to keep track of those applications.

All of the forms appear on the screen for easy completion. Open a page, select the text tool, check to see that the correct font and style are checked, click the mouse to position the pointer, and begin typing. Change text the same as you do in a word processing program. Click and drag to select the incorrect text, then enter the replacement text. Sentences, single characters, and words can be centered in any block by using the selection tool to position the MacDraw highlighted rectangle and/or by using the justification capabilities (left, center, right) in the style menu.

The forms are very easy to read on the monitor because of the page size and selection of font. Each form is 16 x 22 inches with font sizes of 12 to 24. Geneva was the font used because it is a bit-mapped font, which is excellent for readability on the Mac monitor. Completed forms print on the Imagewriter or LaserWriter printers. That's right—the Imagewriter. Because each page is double the normal size, a 50% reduction with no breaks between pages is necessary for proper printing. The result is a great-looking form. The reference guide points out that using a slightly-used ribbon to print the pages works better than a new ribbon. Apparently new ribbons create ink splatter which cause the small letters to look smeared. Although an older ribbon would not do this, it does print a page that looks like it was printed with an old ribbon. No problem—copy your form. The copy machine will fill in some of the missing dots to create smoother letters. It is obvious from the above two paragraphs that the author did a lot of planning and testing before creating the package.

Pages printed using the LaserWriter printer look typeset because the form and your answers are printed in one step. The appearance of the application is striking. Personnel offices usually receive copies of SF 171s which are either handwritten or typed. In some cases, the copying is of poor quality and presents a "non-caring" application. This will not occur with Federal JobLink.

A handy feature of Federal JobLink is the ability to produce targeted applications with little effort. As mentioned above, using the duplicate command in MacDraw will save hours of work. Enclosed with Federal Federal JobLink is a page titled, "Congratulations". Here is a step-by-step procedure for creating targeted applications without duplicating your work. It is well worth reading and trying.

Another feature is the ability to export and import information between Federal JobLink and other programs. The ability to save pages in either MacDraw or PICT format permits easy transfer. The forms could be used in a page composition program or a graphics program for advertising where all or part of a SF 171

contd.

is needed. Although the ability to do word-wrapping is explained on a separate sheet in the program, some users may prefer to type job descriptions and duties using a word processing program. No problem. I used Microsoft Word 3.01 to import text into the pages.

The best feature of Federal JobLink is that it is not copy-protected. You can place a copy of the program on a hard disk or another floppy disk using the Finder. Do this before you open any pages. Now you are ready to try-out the above mentioned features.

PERFORMANCE:

I ran Federal JobLink on a Mac Plus having an external floppy drive and an Imagewriter II printer. The performance of Federal JobLink, obviously, is directly related to MacDraw. Given the size and number of objects within each page the program is reasonably fast. Saves are quick. Scrolling is somewhat slow, but that is expected. The author mentions this in the reference guide and directs the user to Appendix A. Grouping and locking objects to protect the layout of the form really slows the scrolling process. MacDraw must redraw the entire object before moving up or down on the screen. You may remove the grouping or locking at your own risk. Although it may not be worth the risk to obtain a little speed, the author allows you to make that choice. How many programs do that?

DOCUMENTATION:

The 20-page reference guide provided with Federal JobLink is well written. It was surprising to see an understandable booklet describing the Federal employment process in such a concise manner. The book measures 5.5 inches x 8.5 inches with dark blue ink on white pages. The introductory chapter includes features, benefits, requirements, and operations of Federal JobLink. Everyone should read this for proper operation of the program.

Chapter 2 is very important for persons seeking Federal employment for the first time. Topics covered include job descriptions, position register, notice of rating, and "rule of three". Organizing the SF 171 is the title of Chapter 3. Many people overlook the planning process of completing a SF 171. By the time they realize the application could look neater and the material could be presented in a nicer layout, apathy has set in. Most people just want to fill in the form and get it over with. Well, this is probably the most important chapter in the book. The author describes how to avoid continuations on other pages, a unique page numbering scheme, and how to improve the appearance of your application.

The remaining chapters deal with completing the SF 171, printing pages, and notes on how certain pages were created using MacDraw. A must-read for everyone. A technique is presented for updating your application when you get a new job. At the end of each chapter is a brief summary providing the important points of the chapter. This is a nice touch as it refreshes the information.

Before examining the guide I would have been hard pressed to write five pages on getting a job in the Federal government. Here is a concise, well organized book which puts together the Federal employment process and the required forms on disk.

EASE OF LEARNING AND USE:

The learning curve for using Federal JobLink is very short. Because the program relies on MacDraw, users having experience with MacDraw will open a page and begin. Others not familiar with MacDraw will need to spend some more time. However, only two tools are needed by Federal JobLink—selection (arrow) and text (T).

Completing a page is simple. Select the text tool. Check to see that the font is Geneva, 18 point, and that the style is bold. Text entered as plain text will not look as nice when printed as does bold. Place the mouse slightly above the line where you want to begin typing. Click the mouse to place the text cursor at that box or line. Remember, this is not a line template, but is the actual page on the screen. After typing move the mouse to the next area to enter text and repeat the process. Answers can be positioned in any block by using the selection tool to center the text string and/or by using the center, left, or right justification feature in the style menu.

This is probably one of the easiest programs I have ever used. It also is a highly specialized one which accounts for its ease of use. One improvement would be tab stops at the various boxes. Although the mouse is easy to manipulate, pressing the tab key to go to the next entry area would be a plus. Maybe this will be in a future version. Well, no matter how you look at it, this beats the old typewriter method of doing SF 171s.

SUPPORT:

Multisoft Resources provides excellent correspondence and telephone support to registered users. Calls during the day and night (they operate out of their house—don't call after 9:30 pm) are answered quickly. Problems are usually solved during the conversation. Meetings have been arranged on an hour's notice for delivery of the program or for persons to pick-up the program. It seems that people put off sending for the program. Then they realize that the job they wanted to apply for has a closing date (after this date the personnel office will not accept your application) only two days away. Considering the mail service, they don't have much time to complete the application. Multisoft Resources has gone out of their way to accommodate even these persons. What more could you ask for, especially for free?

VALUE:

Value means different things to different people. An article by Doug Clapp in the December 1987 issue of MacUser addresses the problem of value. He concludes that value can be measured in dollars and K of program size. For instance, a program of 100K should cost $100. If you paid less than $100, you are ahead. However, if you paid more, you didn't get your money's worth. If I used this measure for Federal JobLink the figures would be (392,192 bytes - 29,490 bytes)/1,024 bytes per K which equals 354K (the figures came from the "get info" window of the Federal JobLink disk; 29,490 is the fonts suitcase and should not be included as part of the program). Thus, at $1 per K, a good value for Federal JobLink would be $354. Obviously, this type of standard for measuring value could start many discussions. But the fact remains that the retail price for Federal JobLink is $49.95 plus $3 shipping/handling. This is a value, no matter your definition.

cont'd. on pg 54

MacNovice Column

by Ralph J. Begleiter

Everyone's Got MacNovices Now...

It's beginning to be fashionable to have a room full of MacNovices at the office these days. After several years of being considered almost an outcast, Macintosh computers are showing up in a lot of high places. In government agencies, for instance, where thousands of dollars are routinely spent on projects which could be accomplished by a desktop publisher—people have discovered the ease and power of doing it "in-house."

Suddenly, using a "mouse" isn't a sign of juvenile computing anymore. It's a sign of *growing up!*

A recent premier issue of a new advertising magazine called *Macintosh Business Review* began publishing a list of Macintosh users in American business. The first issue included the following 25 of America's largest corporate Macintosh users.

What's amazing about this list is not just that these firms have begun using Macs, but the *numbers* of Macs they're using! Check it out:

Rank	Firm	# of Macs	Used Since	Macs as % of All PC's at Firm	Employees
1	General Electric Co.	6,000-10000	1984	21%	200,000
2	Motorola, Inc.	6,000+	1984	N/A	70,000
3	Dupont	6,000	1986	21%	20,000
4	Peat Marwick Main	5,500-6,000	1984	77%	25,000
5	Hughes Aircraft	5,000-6,000	1984	29%	78,000
6	Arthur Young & Co.	4,000	1986	67%	10,500
7	Seafirst Corp.	2,900	1985	94%	6,200
8	GTE Corp.	2,500	1984	9%	150,000
9	Federal Express	1,500	1984	9%	50,000
10	Lockheed Missiles/Space	1,500	1986	30%	30,000
11	TRW, Inc.	1,300	1984	21%	20,000
12	ARCO	1,200	1985	19%	25,000
13	Martin-Marietta Corp.	1,200	1985	12%	10,000+
14	Citicorp	1,000+	1984	N/A	88,500
15	Pacific Bell	1,000	1985	6%	65,000
16	Codex Corp.	800-1,000	1985	60%	4,500
17	McDonnell Douglas	800-850	1985	29%	100,000+
18	Nynex Corp.	800	1984	24%	85,000
19	3M Co.	500-700	1984	2%	82,000
20	Aetna Insurance	500	1986	20%	40,000
21	Batten Barton Dursten	500	1984	91%	1,500
22	Control Data Corp.	500	1986	5%	25,000
23	General Dynamics	500	1984	8%	95,000
24	Dow Chemical	400-500	1987	N/A	50,000
25	ALCOA	400	1984	20%	35,000

Macintosh Business Review (May 1988) also reports that Stanford University has some 10,000 Macs in use. Another 7,000 are in place at the University of Michigan. The Defense Department's Lawrence Livermore National Laboratory reportedly uses 2,000 Macs.

Another interesting aspect of this list is in the dates since which Macs have been in use in these firms. In most cases, these are companies which had decided early in the Mac's development to invest in it. Dow Chemical didn't come on board until 1987. Dupont, Lockheed, Arthur Young, Control Data and Aetna began using the Mac in 1986. The significance may be that if *these* firms were committed to the Mac as early as 1987 or earlier, the Mac's more *recent* popularity in business is likely triggering a major new influx of adherents. General Electric says it has bought about half its Macs since the summer of 1987. Hughes Aircraft is said to be buying an addaitional 2,500 - 3,000 Macs in 1988.

Remember that employees who use Macs at work are likely to want them at home (just as IBM/clone users buy similar machines for home use). Furthermore, the spread of the Mac in business is already having a couple of notable effects on software. First, there's much more of it. It's better, more sophisticated, more capable, more prevalent, more available. Software developers who wouldn't have touched the Macintosh with a ten foot mouse in 1984 are suddenly jumping on the bandwagon to get a foothold in the Mac market. (Ashton Tate is a prime example. It's a big IBM software developer which shunned the Mac until last year, when it began buying into the Mac market. It has now purchased several top-of-the-line Mac software products including FullWrite Professional and FullPaint.)

But the bad news of the Macintosh's spread into business is its effect on software *prices*. Developers see an opportunity to recoup losses and expand profits by charging big prices for software expected to be used by big business. In fact, there's almost a "cult" developing among corporate software buyers which says "It can't be really *good* software unless it's really *expensive* software." This is a trend which is too bad for the Macintosh users who bought into the system in 1984, when some of the best software was among the least expensive ("Red Ryder" communications software is an example. It was once "shareware," sold at a modest price. Today, both Red Ryder and another top-of-the-line communications program, "MicroPhone" are sold at "big business" prices.)

Another effect of the Macintosh business boomlet is a proliferation of hardware products for the Mac. Users are no longer bound to buying Apple disk drives and other hardware. In fact, some of the best values in hardware are manufactured by others for the Mac market. Competition is forcing hardware prices down, though this trend is mitigated by a corollary of the software price problem. ("It can't be good hardware unless it's expensive hardware.")

Overall, the Macintosh move into business and government is creating a demand for knowlegeable Mac users in the workplace—and if you've been a MacNovice for almost any length of time, your experience will benefit you when your office moves into Macs.

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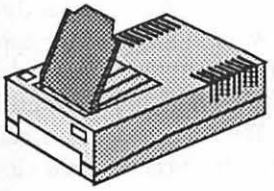

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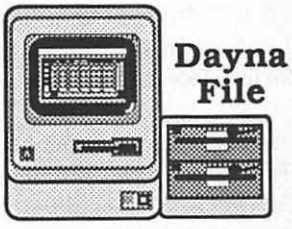

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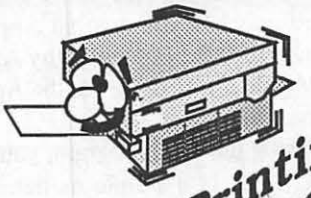

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Softviews by David Morganstein

My "Big Blue Forever" friend virtually exploded, "What's that!! MS-DOS running on a Mac? How did you do that?" Of course, I didn't do anything, but clever people at AST and at Insignia Solutions have come up with two very different approaches to a problem shared by some Mac owners—MS-DOS compatibility. You may never run a program using MS-DOS, but for some, being able to is an absolute requirement. Let's take a look at what each package has to offer. The following table provides a quick comparison of features and options.

	AST 286	SoftPC
Price	$1,495	$595
Co-processor	80286	8086
Computer	Mac II	Mac II or SE w/accel
RAM	1MEG	2MEG/4MEG
Supports:		
A	Y (connected to card)	Y
C	Y	Y
D	Y	Y
E	N	Y
Special Keys	ALL	MOST

AST. Since AST hit the market first, we'll start with their fifteen hundred dollar product. Their approach is a card for a Mac II. The card contains the 80286 chip found in the IBM AT and it's clone (as well as other IBM models). You simply install the card, hook up an Apple 5 1/4" drive to the card and load some software onto your hard disk. Pieces of the required software come on a 5 1/4" disk while others come on a Mac disk. Unfortunately, if you have the 5 1/4" drive hooked up to the AST card, you can't use it for file transfers under the Mac OS using Apple's File Exchange program. Of course you can read a diskette as an A: drive under MS-DOS and use the DOS copy command to copy files to a Mac folder designated as a D: drive but many times the need is just to move a file from a 5 1/4" diskette to a Mac diskette. Using the AST card merely for file transfers when you own an Apple 5 1/4" drive is like using a cannon to shoot bottles. Why AST did not provide support for the Apple 5 1/4" drive via the Apple interface card is a wonder to me.

Using the AST program, you build a C: drive on your hard disk. This is a simple matter. The C: drive might contain hundreds of files, but to the Mac OS it is just a single unapproachable file. AST stores MS-DOS files in a special format only accessible through arcane MS-DOS commands. If you need to read a Mac file or write an MS-DOS file to a Mac folder, you assign the Mac folder as the D: drive using a simple menu provided for that purpose. You can even tell the AST system to write files on this "mythical" D: drive using specific Mac file types. This makes accessing the files from Mac software very easy.

As a co-processor, the AST board moves right along. It is as fast as a 10MHz AT, no slouch at number crunching. At the same time, version 1 of the supporting software has some speed problems with color displays. The MS-DOS commands scroll out surprisingly slowly. I suggest changing the Mac II display to monochrome before launching the AST software, the resulting speed improvement is noticeable. AST assured owners that the next version will eliminate this problem.

To use many MS-DOS programs, you need special keys. There are function keys (PF) and cursor movement keys. If you have the Apple Saratoga keyboard (so named for the enormous aircraft carrier it emulates) you will have no problem issuing the needed keystrokes. Even if you don't, the folks at AST have kindly included a pull-down menu which provides most of the special keys you will need. Just point and click.

The AST manual is easy to follow. It tells you how to install the card, connect a 5 1/4" drive and load all the necessary software. It is carefully written and explains most things you will need to know. You also get standard MS-DOS documentation on the operating system and BASIC (which comes with the package).

About the only problem I had using the board dealt with a particularly memory intensive program. When I tried to run the program, I was given an MS-DOS out of memory error message and this on a 2 meg computer not running MultiFinder! If you issue a CHKDSK command (a DOS command that tells you how much RAM and hard disk space you have), the answer returned is a full 640K. It turns out the problem is not really a lack of RAM. In order to simulate a D: drive with a Mac folder, a "driver" is required. This driver consumes the memory available for MS-DOS programs. By loading the program onto the C: drive and eliminating the D: driver, (thereby cutting myself off from accessing Mac folders) the desired program found enough room to negotiate and ran fine.

At this time, the AST board is not MultiFinder alert. That is, it will not run independently in a background window while you do work in another Mac application appearing in a foreground window. Again, AST has indicated that a future version of the software will provide multifinder intelligence.

The AST card is an excellent solution to MS-DOS compatibility. If you need to run a lot of MSDOS programs and speed is important, you need to give this solution a hard look. On the other hand, if you don't want to spend quite that much money, or if you have an SE which can be equipped with a 68020 accelerator card, read on. If not, contact AST Research Inc., 2121 Alton Ave., Irvine, CA 92714. Price $1495. Phone (714) 553-0340.

SoftPC. The "new" kid on the MS-DOS-comes-to-the-Mac block offers two exceptional features and one major limitation. It is relatively inexpensive and it runs on both the Mac II and an SE with a 68020 accelerator board. (While I haven't tested it

contd.

with an accelerated Plus, I suspect it will work fine, as well). Unfortunately, since it is a completely software based product, it is significantly slower than the AST approach. It runs at about the speed of a fast XT. Of course, when 68030 chips become commonplace, SoftPC can be expected to improve in its performance.

The software comes on six diskettes; however, only four are needed for installation. One pair of disks forms the "standard" installation which requires a mammoth 4 megs of RAM in which to operate while a second pair provide a "small" installation which works in a "lean" 2 megs. The remaining two are data disks, required by either installation. Since I can not afford 4 megs of RAM I can't tell you much about the standard version. Insignia says it provides a 10-20% speed improvement over the smaller, less hardware demanding version.

Like the AST system, you can create MS-DOS volumes (though here you can have both a C: and a D:) and a Mac folder which is assigned as the E: drive. As before, the C and D drives are only accessible via SoftPC. Each appears as one large file in your Mac OS. MS-DOS has the rather unpleasant feature that creation of a partition is permanent. You can't enlarge a volume you have created as it becomes full. You have to create a new bigger one and copy all the files and directories from one volume to the other. Unlike the AST system, SoftPC allows you to read Apple's 5 1/4" drive when hooked up in the "usual" way via the Apple interface board, an important improvement.

The documentation consists of three books, the two MS-DOS standards for the operating system and for BASIC, and a fairly slim, 86 page volume which is specific for SoftPC. The SoftPC specific manual discusses installation, operation, file transfers and keyboard equivalents. It also discusses printing issues and the use of a modem. Accessing MS-DOS machines via a network is also discussed as this is an easy way to load software into your SoftPC hard disk.

SoftPC allows you to simulate the program function keys using the command key and the numeric keypad. So far, I have been unable to simulate page up, page down or home using Mac software such as Quickeys. SoftPC does not provide a way of entering these keys on the standard Mac keyboard. I may have to find an MS-DOS utility that serves a similar purpose.

The most important thing you can say about SoftPC is that it works. I have run 123, dBase III+, SAS, XTREE, PE and Word on it without a hitch. SoftPC provides a CGA equivalent screen (color graphics adaptor) for those that have color software. Interestingly, the screen display is about as fast as that provided by the AST card.

I can add that the software is serial numbered. Only one machine on a network can operate with a unique serial number.

If cost is important and speed is not, go with the SoftPC solution from Insignia. While there is a card for the SE which features the 8086 co-processor, I have no experience with it and can't make any comparisons. Insignia Solutions Inc., 1255 Post Street, Suite 625, San Francisco, CA. 94109. Price $595. Phone (408) 446-4992.

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MACINATIONS

by Robb Wolov

Computer Viruses—The new Vandalism

You're looking at a war vet. I've joined the growing number of computer users who have done battle with one of the growing number of "computer viruses". This one happened to infect my local dealer's network. I'd like to pass on some survival tips while the wounds are still fresh!

Computer viruses or "worms" are the programming creation of individuals who can only be described as technological vandals. These are stand-alone programs or pieces of code patched to legitimate programs which are designed to wreck havoc with computer systems.

Unfortunately, not uncommon in the MS-DOS world, they were relatively unknown to Mac users. One variety frequently referred to as "Trojan Horses," like their namesake, masquerade as something they are not. They frequently take the form of shareware or public domain utilities, placed on public information systems. They are promoted by their name or description as useful—to entice you to download and run them. Once run, they perform some destructive, vandalous act, such as formatting your hard disk.

Viruses are variations on this theme. Where a Trojan Horse is a self-contained application that must be run to do its damage, usually at time of execution, a virus is a small patch of code that attaches itself to some other application, such as your operating system or programs, and does its damage at some later time. This makes detection far more difficult. Unwary users usually assume that they are dealing with buggy software rather than a virus—until previously stable applications start to act up.

The first to gain notoriety was the now infamous "Peace Message" from MacMag in Canada. A supposedly benign virus, this found its way into the sealed, distributed version of Aldus's Freehand, supposedly riding on the system software supplied on the disk.

A more destructive, malignant virus, nVir, traced to Europe, did not get wide distribution—nor press coverage.

The most recent and notorious virus has been Scores, named for a resource block it creates. This one has found its way into the NASA system, Apple's Federal Office, and allegedly, ARPANET, the publically accessible government computer network. This virus attaches itself to your system, and from there, like a real virus, multiplies by attaching to your applications. Since it overwrites part of your applications code—as well as creating new resource blocks—the effects are quite variable. But, none of them good! There is even suspicion that this was created as a form of industrial sabotage, specifically targeted to resource blocks peculiar to applications written by the EDS Corporation.

Computer viruses were the number one topic at the recent conference of the Association for Information Security (AIS) in Baltimore. Being a physician myself, I can appreciate the alliteration of a figurative computer virus to the "real McCoy". A biological virus is a package of genetic material that invades a host cell and merges with the host's genetic material, its own code, so to speak. Once in the cell, the virus' code corrupts and usurps the cell's own mechanisms to make new viruses. In a parallel fashion, a computer virus corrupts the computer's operating system or applications and uses normal computer operations, such as booting up, to further create and spread copies of itself.

Like real viruses, the study of the spread and distribution of disease, can help us create some logical defenses and plans for merging software, particularly shareware, into our systems—a sort of cybernetic quarantine.

1. Don't accept programs from unknown sources. Even such utilities as Genie, CompuServe and MacNet can not possibly screen all their uploads. CompuServe did discover a contaminated HyperCard stack—but not until 24 hours had elapsed and a few dozen users had downloaded it. This is another good argument—in addition to the ethical ones—against using pirated software.

2. If you do accept a non-commercial program, don't share it with anyone until it is thoroughly tested.

3. Don't use untested programs while connected to a network.

4. Always keep timely backups of your hard disks.

But, how do you test some nifty utility that you have just downloaded from Genie or MacNet? First, DO NOT IMMEDIATELY PLACE IT ON YOUR HARD DISK OR SYSTEM DISK! Boot your system from a separate floppy system disk, preferably one containing the CDEV Vaccine. "Unmount" your hard disk by dragging it to the trash can. If you have an external hard disk and are really paranoid, detach the SCSI cable from your HD before you boot. Next, you can run Ferret, VirusRx or the DA, Virus Detective to scan your new prize. Ferret is a utility that has been created to scan applications for the specific code changes characteristic of the Scores virus. Virus Detective and VirusRx are broader ranged in their virus detection. You can also use ResEdit as outlined in a Mac Pack article by Howard Upchurch (a copy is available from the WAP disk library), but this method is not for those who are not comfortable with the workings of this powerful resource editor.

Be sure you have a copy of Vaccine in your system folder. This memory resident CDEV sits like a watchdog waiting for unexpected disk writes and resource block alterations, halting operation, and specifically requesting your permission to continue. Donald Brown of CE Software has graciously placed it in a the public domain as a gift to the Macintosh community.

Vaccine, Ferret 1.1, Virus Detective 1.1, Howard Upchurch's Scores article and a message thread on how to deal with nVir and the recently released VirusRx from Apple Computer, have all been delivered to the WAP Disk Library, and are available from the WAP BBS and any number of public access systems. Get them and use them!

contd.

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Tips for HyperCard

You're probably sick by now of hearing of my sordid "Big Blue" past. But, I have been having a ball playing with my Mac as well as performing serious work. I have been modifying icons, adding sound files and delighting in programming HyperCard via HyperTalk. For you others that have also become "stack-heads", an interesting game is exploring shareware stacks with such utilities as ResEdit or the HyperCard specific resource editing stack, ResCopy from Apple.

You will frequently find working ICON and SND resources that were tried and abandoned in the development of the stack but whose author forgot to delete them!. These resources, especially the SND blocks can be quite useful for other stacks and applications, and can be converted using Sound Manager, another shareware utility, to non-HyperCard format to be used for beep substitutes.

While on the topic of HyperCard, I find it most annoying that the act of using a stack creates free space, making my stacks "grow". I tried a shareware stack called Packem that will batch compress stacks. This ought to be run prior to a hard disk back-up. But a more elegant way is to add the script below to your Home stack. If the free space is more than 20% of the total size of the stack or greater than 10K it will automatically compact the stack you are exiting.

```
on closeStack
 — Automatically compact stack if necessary
 get the freeSize of the stack
 put (it div 1024) into free
 get the size of the stack
 put (it div 1024) into total
 get the name of the stack
 put it into stackName
 if free > 9 or free/total > 0.2 then
    put "Compressing the"&&stackName&"...
("&free&"K/"&total&"K)"
  doMenu "Compact Stack"
  put empty into msg
  set the visible of msg to false
 end if
 pass closeStack
```

More QuickDraw Printer Tricks

If you're the owner of a General Computer Personal LaserPrinter or an Apple LaserWriter IISC, both dependent on the QuickDraw routines contained within the Mac's ROMS and System for their output, here's some news and some "tweaks".

Bitstream Corporation, the manufacturer of the bit mapped and outline typefaces for the GCC PLP, which until now have been sold under General Computer's label, will market additional typefaces for both the PLP and the SC later this summer under their own moniker.

If you are impatient, or have a really wild Imagewriter font you would like to transport over to a QuickDraw laser printer, here's a tip: QuickDraw scales down screen fonts by four to get laser output at 300 dpi. So, if you want a 24 point font, you need to load a 96 point font into your System (aside: the Imagewriter LQ is scaled by three and the Imagewriter II is scaled by two). You can create your own family of non-Postscript, bitmapped fonts by scaling up the "traditionally sized" fonts with such utilities as Fontastic Plus or the shareware FontMaster '88. If you've done your math you will have noticed that the 72 dpi resolution of the Mac screen scales up to 288 dpi not 300. This discrepancy may require some individual letter modifications for best appearance. For best looking screens, you should retain the smaller sizes rather than making the Mac scale them down.

These font families can get quite large. You may want to store them in their own font/DA "suitcase" files on a separate floppy, and open them with such utilities as Suitcase or Font/DA Juggler only when needed.

...and More On Fonts

Speaking of screen fonts, I am told by those that are really critical of their letter spacings and layouts, that the screen fonts offered by Apple are not quite WYSIWYG (What-You-See-Is-What-You-Get). The outputs from both the Postscript and non-Postscript printers are just fine, but the screens generated with Apple's screen fonts (General Computer has licensed Apple's screen fonts for the PLP and PLP Plus packages) don't quite match up.

Adobe's screen fonts, for use with their Postscript typefaces, give more accurate inter-letter spacing. Some feel that their screen appearance is a better match to both Postscript and non-Postscript printers' output. For example, the PLP prints 7 and 8 pt type just fine, these sizes are handy for really packed charts, but the screen representations must be scaled down from the larger sizes and are simply unreadable. In such cases as Helvetica and Times, Adobe supplies 7 and 8 pt versions which allow the Mac to display quite lovely, readable screens.

Due to licensing conflicts, the same typeface may go by different names from source to source. To get your PLP to print properly, you have to rename Adobe's screen fonts to match Bitstream's printer fonts. "New Century Schoolbook" becomes just "Century Schoolbook", "Palatino" becomes "Zapf Calligraphic"... Most names are identical, though. If the printer font names do not match the screen font names, the PLP will attempt to scale and smooth the screen fonts to use for printing, losing the Postscript-like quality of Bitstream's outline printer fonts.

Adobe has released these screen fonts to encourage people to set-up work to be printed later by commercial laserprinting services. You can obtain sets of Adobe's screen fonts from these services at little or no charge or download them from Adobe's SIG library on Compuserve.

For those too faint of heart to use ResEdit to change font names when necessary (is there anything that you CAN'T do with ResEdit?) there are shareware utilities such as FONT LIB/HFS that will painlessly do the deed.

Until next time...

Federal JobLink contd. from pg 47

OVERALL:

On a scale of 1 to 10, with 10 being the best anyone could ever ask for, I'd rate Federal JobLink 9.0. No Federal employee with a Mac or access to a Mac should be without this program. I can report with confidence that an SF 171 completed using Federal JobLink will get noticed. If you organize your application as outlined in the reference guide, it will be hard for anyone not to recognize your efforts. This is my choice for doing a SF 171.

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MACINTOSH BITS AND BYTES

by Lynn R. Trusal

Thanks!

For those of you who have called me to tell me that you enjoy reading my column and get useful information from it, I say THANKS! Regular columnists in the WAP Journal often wonder if the information we provide is really useful to members, and it is only through your feedback that we really know. The positive comments also go a long way in continuing to motivate us to keep the information flowing. I see my column as largely a "repackaging" of Macintosh information from a wide variety of sources. I occasionally editorialize or write a review article but I try to cover a lot of topics in a short space (The editor may disagree with the "short space" comment). I don't mind phone calls at reasonable hours, either to ask questions about the column material or Macintosh advice in general. Again, THANKS for your continued interest and support.

More on the Scores Virus

First, let me thank the author of the Macintosh virus article in the April issue of the WAP Journal for providing useful information about the so called "Scores virus." I would like to add some additional information from my own experiences with this virus. The virus was evidently created by a disgruntled employee of Electronic Data Systems (EDS) which is now a subsidiary of General Motors. The intended target was a Macintosh software program written by EDS for a unnamed federal agency. How the virus got out into the general Macintosh community should be looked into.

To make a long story short, I found my home Macintosh system was infected and although I noticed the Scrapbook icon had changed shape several months ago, I didn't give it much thought. After reading an account in the *Federal Computer Week*, I realized I too was a victim. The public domain program Ferret 1.0 did a good job of finding the infected applications and removing the two invisible files (e.g., desktop and scores) in the system folder, but it was not a permanent cure. These files are created by the Scores virus and the desktop file should not be confused with the normal invisible system file by the same name. Unfortunately, after using only Ferret, the virus had returned by the next day. I used Ferret again and also installed Vaccine by Don Brown of CE Software. This seemed to prevent the reoccurrence of the virus as evidenced by the shape of the Scrapbook and Note Pad icons in the System folder. I later used both KillScores and Apple's Virus Rx to make sure the virus was gone. All of these programs are in the public domain and are available on local and national bulletin boards and from the WAP disk library.

If you still have a problem, I recommend the better approach of replacing all the system folder files and the applications themselves for the original and write-protected disks. The good news is that the Scores virus does not appear to infect or damage data files or any application so it is not necessary to replace data files, which is more difficult than applications. This is particularly difficult if you don't have your data files backed up. The virus problem brings this important point home once again.

Donald Burleson of Fort Worth, TX has been arrested on felony charges as the creator of the Scores virus. If convicted of "harmful access to a computer" he faces up to 10 years in jail. He is accused of executing programs "designed to interfere with the normal use of the computer" and of acts "that resulted in records being deleted."

More Sound for the Mac

The Macintosh has a small speaker like most microcomputers and with the advent of HyperCard, SE and Mac II sounds, and CD-ROMs, there is a need for better speakers for the Mac. I had originally looked at the BOSE Model 901 bookcase speakers which the Apple uses to showcase sound on the Apple IIgs and Mac, and was disappointed that they were close to $200 for the pair. Their major advantage was quality sound with a built-in amplifier so that they did not have to be hooked up through a separate amplifier.

I passed up the BOSE, but I did purchase from COMB, Inc. of Plymouth, MN (800-328-0609) some amplified stereo speakers. COMB is a large liquidator of products by various manufacturers, and the Ambico (Taiwan) speakers caught my eye for a grand total of $58.50 including shipping and insurance. They are 20.5" H x 5" W x 10.5" D with one 4" woofer and one 2" tweeter in each speaker. They also contain built-in amps and preamps, which is a big plus.

The speakers came with a separate transfomer that is plugged into a wall outlet and two sets of speaker cables and a separate headphone jack and mini-din plug. The only directions were mounted on the back of the speaker. I plugged the mini-din plug into the speaker jack on the Mac II and then used the headphone cable to plug between this jack and the back of the speaker into the TV earphone jack. The two speakers were then connected together by a speaker cable that was also provided. I then connected the transformer and turned on the switch on the front of one of the speakers. To test out the sound, I opened the control panel and clicked on the various sounds I have installed. Out came loud and clear Macintosh sounds. HyperCard sounds were also great.

The speakers have bass, treble, balance and volume controls and push buttons for stereo, TV, VCR and AUX choices. The back of the speaker can accept inputs from VCR or AUX inputs using the supplied cables. Although the sound will not be BOSE quality and I have a limited experience with them, you can't beat the price for small stereo speakers with built in amps.

I don't know how long they will be available but if your're interested the item number is #C33-7378-516 and the price is $49 plus shipping and handling to raise the total to $58.50.

Macintosh Facts and Rumors

Tandy Corp. has purchased Grid Systems, Corp for about $55 million in Tandy common stock. Tandy will also pay up to $32.5 million in stock through 1990 depending on Grid's performance. (Source - Investors Daily).

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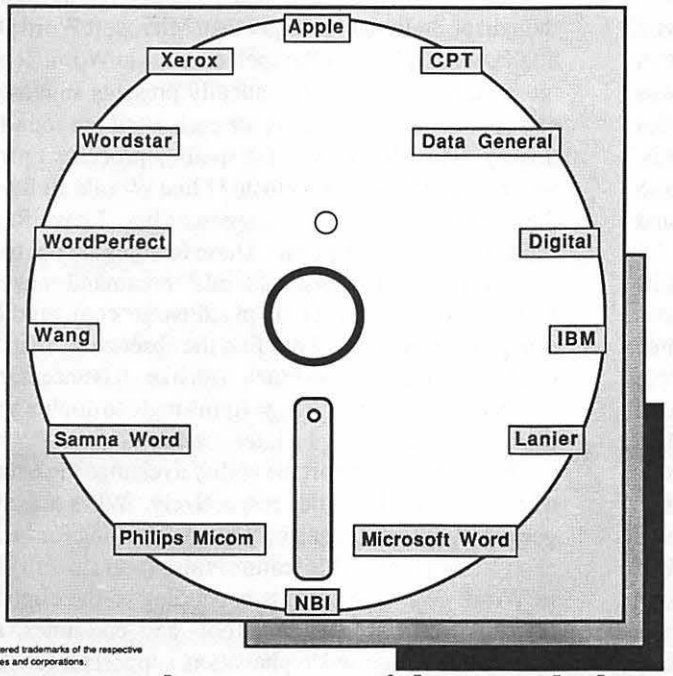

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Aldus shipped version 3.0 of PageMaker for the Macintosh in May. It was supposed to ship around January but there were apparently some delays. It is a $90 upgrade price including shipping, and includes a new manual.

In a similar vein, both WordPerfect and Ashton-Tate have shipped version 1.0 of WordPerfect for the Mac and FullWrite Professional, respectively.

What's Happening With Apple?

Apple said its sales would be 10 to 15% higher if it were not for a shortage of RAM chips that are in short supply for all computer and peripheral manufacturers. This shortage has been rumored to delay introduction of a Macintosh SE model with a 40 MB hard disk and 2 MB of RAM. Apple is also increasing its European sales efforts. (Source - USA Today).

Apple has filed suit against both Microsoft and Hewlett-Packard for copyright infringement on audio and visual display technology for the Macintosh. Apparently software products made by both HP and Microsoft for HP's personal computers make use of Macintosh technology without permission. Since Microsoft is the leading supplier of Macintosh software, it remains to be seen how this will interfere with their relationship. I have seen numerous articles and editorials about Apple's true intentions and the reason for the suit. Reasons run the gamut from stopping the IBM "Presentation Manger" to interfering with IBM's ability to bid on large government contracts due to pending litigation. There isn't room here to discuss all the ramifications. We will just have to sit back and see what happens, but if there is a settlement it will probably be out of court.

"*Fortune*" Magazine recently issued a list of 100 of the world's best products that are made in the USA. It was interesting to note that under "personal computers" was Apple Computer and not IBM or Compaq. Under the category of "Personal computer application software" Lotus Development, Microsoft and WordPerfect companies were listed. (Source - USA Today).

In the same vein, "*High Technology*" magazine recently listed America's Technology Champions in ten fields and you guessed it, Apple Computer was chosen best under computers and electronics with Hewlett-Packard runner-up. DEC was third, IBM 4th and Texas Instruments was 5th. Other companies included are AT&T, Control Data, Emerson Electric, Harris, Honeywell, ITT, Johnson Controls, Kidde, Motorola, North American Philips, NCR, Pitney Bowes, Unisys, Wang and Xerox. That's some company to come out #1 among!

Apple Computer is undergoing another reorganization of its basic and central operations. Sales and Marketing operations will be divided and Marketing will be subdivided into three separate groups, called Apple USA, Apple Europe and Apple Pacific. The U.S. Marketing region will be further subdivided into 6 groups comprising business, education, marketing and support, and three regional groups each headed by a vice president. The business marketing group is seen by some analysts as an attempt to increase the direct sales force that is considered necessary to sell to the business community. Last year, 70% of Macintosh sales were to businesses and of the $3.2 billion in total sales, the Macintosh accounted for $1.84 billion while the Apple II group contributed $1.54 billion. This is the first time Macintosh revenues exceeded those of the Apple II (Source - Investors Daily).

MacLink Plus

I recently used MacLink Plus version 2.0 which we use at work to replace the original MacLink. We have a Macintosh II connected to an IBM XT via the MacLink cable and have installed the MacLink Plus software on the respective machines. The newest version adds more binary transfers and works in conjunction with the Apple File Exchange software to further increase file transfer capabilities. It is much easier to use and more Macintosh like than the original version. Once installed, transferring files is so painless that instructions are almost not needed. MacLink Plus now supports WordPerfect, Multimate, WordStar, Lotus 1-2-3, Symphony, Pagemaker PC, Multiplan, dBase II and III among other MS-DOS formats. You can now transfer MS-DOS binary files from WordPerfect and WordStar with formatting intact into Microsoft Word and MacWrite. MacLink Plus also support the Apple File Exchange protocols which further increase its usefulness.

First Impressions

I want to give readers my first impressions of two major software packages for the Macintosh but my comments are not intended to be an in-depth review of the software. They are WordPerfect, and Pixel Paint.

WordPerfect

WordPerfect (WP) finally shipped after much delay and selling of a "betaware" version. I was intrigued enough with it and disenchanted enough with continued bugs in Microsoft Word 3.01 that I ordered a beta version. The user interface is Macintosh-like in most instances and makes use of the new hierarchial menu capability of the newest System and Finder versions. These menus takes a little getting used to and are also found in other new Macintosh software.

Contrary to some reports, color is supported and user selectable for the text, background and highlights. The thesaurus is very good and I like the way it handles expansion of the root words to other synonyms. It also supplies some antonyms. Although the dictionary is larger than Microsoft Word (115,000 vs. 80,000 words) I prefer the spell checker in Word. It is faster and more intuitive. WP automatically presents suggested "typos" and "phonetic" suggestions for each word not found in the dictionary. This slows down the spelling process. I prefer getting suggestions if I ask for them and I like Word's ability to guess at the correct word from the suggested list. I have found it to be right about 75% of the time. These features are not found in WP.

Word Perfect's "insert literals" command makes inserting foreign letters with accents much easier compared to the two-step process in Word. I did find the absence of a "spacing icon" on the WP ruler to be un-Macintosh like. It is necessary to go into a menu command for change from single to double space. I hope they will correct this in a later version.

WP does not support the ability to change the height or depth of super- and sub-scripts, respectively. WP's search command permits both forward and backward searching for such attributes as styles and fonts. This feature is also found in FullWrite but not in Word. WP also permits appending to the clipboard, timed backups, red line marking, foot- and end-notes, strike thru, automatic kerning and hyphenation, support for function keys on the extended keyboard, word counts, and transfer out of WP to

contd.

another application without returning to the Finder. I found the beta version bombed when resizing graphics, and sometimes it failed to install under MultiFinder. WordPerfect supplies a free extended keyboard template upon request which makes easier use of the function keys. A total of 90 functions are accessible by use of the 15 function keys together with the Command, Shift and Option keys. WP does not support the designations that Apple assigned to some of the keys.

I did feel that many of the commands were somewhat slow in executing and even scrolling needed to be speeded up some. Only time will tell if Word Perfect for the Macintosh can become the word processing standard it is in the MS-DOS world. An interesting article in the latest issue of the *Macintosh Buyers Guide* discusses the WordPerfect programmers and their comparisons of programming in the MS-DOS world versus the Macintosh.

The beta version did not support importing Microsoft Word files but this has been added to version 1.0.

Pixel Paint

Pixel Paint (PP) is a much talked about color painting program for the Macintosh by SuperMac Technology (a subsidiary of Scientific Micro Systems). The user is immediately impressed by the color demos that come with the program and the extensive color palettes available to the user. The capabilities clearly mark it as a second generation color graphics application for the Macintosh II. It accepts both encapsulated PostScript (EPS) and PICT format files. When I tried to open a MacDraw organizational chart to add color to it, the first major limitation of PP became evident. It does not support "Landscape" graphics and therefore cut off half of my organizational chart. You also cannot create color graphics in a landscape mode, and that is a major limitation which I was told will be corrected in version 2.0 to be released at MacWorld in Boston in August.

PP also suffers from the limitations of bit-mapped graphics compared to object oriented graphics. It is nice to use an eraser and a fat-bits editing mode but when text is typed over a color background and you want to reposition the text, you are stuck with the lasso and dotted box method, which also leaves a nice white hole in the colored background where the text used to be. It would be nice to treat the text as object oriented and move it without disturbing the background. When color is added to an organization chart box with text already in it, it does not flow into closed areas such as the opening of an "O" or the holes in a "B." It is necessary to use the paint bucket and click on these regions individually. This is also a draw back and makes the program more cumbersome to use.

Although you may use the entire page you are initially restricted to the active window area a la MacPaint and Full Paint and if you use the "overview" command to use more of the page, you are warned that cropped artwork may be lost. There is a "push hand" which permits use of the whole page without losing existing work but scroll boxes would be nice. In spite of the limitations in version 1.0, Pixel Paint offers a vast array of special effects that are dazzling in color, including the ability to use clipboard objects as a "tile" for a background template. This new program can only get better, and I hope SuperMac Technology will continue to make improvements which will overcome the limitations of the initial version.

August Column

For the next month I will depart from my usual format and write reviews of LaserPaint and Adobe Illustrator.

Lynn R. Trusal may be reached at 301-845-2651 for additional information or questions about information in this column. The views expressed here are solely his.

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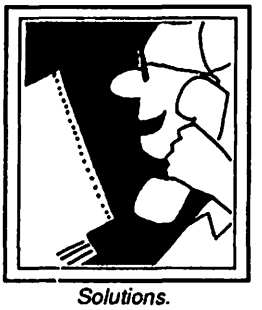

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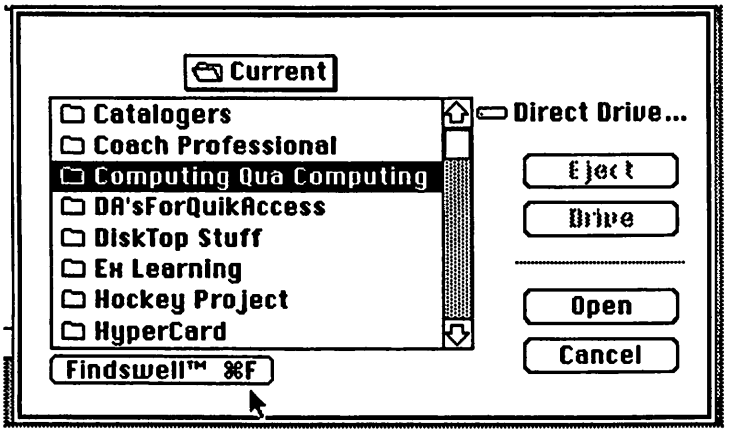
FINDINGS
by Larry Feldman

New ways of finding files have become very fashionable ever since Apple made it real easy to lose them. A dialectician would argue that this represents progress!

Findswell is one of a raft of file finding utilities available to help you cope with the zillions of programs and consequent documents that you can now strew hierarchically all over acres of space on a hard disk. After giving it a good try, I have decided that I do not care for it much. I will stick with DiskTop, thank you. Findswell is getting a very good press, however, and I thought I would weigh in with my two cents to the contrary.

Findswell is not a DA and it is not a stand-alone application. It is an INIT. You pop it in your System folder, and Restart and the Findswell resource is installed. To get at this now installed resource so you can start finding stuff, you choose Open from the File menu and there in the dialogue box thus summoned is a Findswell button. Like so:



Hit the button and a screen designed for finding appears. All of which presupposes, of course, that you are already running an application and there is a File menu and an Open command handy. If you are not and they are not, tough. Find it yourself. Or open an application.

Right off the bat, then, one of the most salient features of the program, how you access it, is a less than totally brilliant conception. You have to get to an Open dialogue box to get to Findswell. Even if you are running an application, the Open dialogue box may or may not be the place you are most likely to be when you want to find something. I'll choose not. Then there are those programs, like MacWrite for instance, that only permit one open document at a time and which consequently do not allow you access to the Open command until you Close whatever document you have Open. It all begins to seem like an awful lot of trouble when what you wanted to do was find a document. Or a program. Whatever.

The actual finding is done well enough. You can search by Any Part, Full Name and First Part. In English this renders as starts with, contains, and identical to. (I do passionately wish the Mac developer tribe would hold a high council and adopt that or similar language as a convention for search nomenclature—any deviation to be punished by severe obloquy.) In any event, you are limited in Findswell to searching by file name. Limited seems to be the operative word.

You *can* actually use Findswell from the Finder even though, as you will recall, there is no Open dialogue box in the Finder. You get a separate utility as part of the package that launches a limited function edition of Findswell that will find things in the Finder. I went to test it but could not remember where on the hard disk I had stashed it. Findswell could not find it because I was in the Finder. In the end I was reduced to using DiskTop to find it. Which it did. Then I launched it. At some point, the point recedes into the middle distance.

The literature says that Findswell is an also-launcher. It also launches after it finds. Sort of. Findswell will open documents in the application you are already in. It will not, however, do the magic trick to which I have become so addicted: find whatever you want according to almost any conceivable search criteria and then open it, closing the current application, saving as necessary and running the new application—all as needed. In comparison, opening documents in the currently running program is pretty tame stuff.

When its doing a search Findswell turns the cursor in to a pair of eyes with oversized spectacles.

One final thing the manual says you can do with Findswell is to use it as a sort of semi minifinder, to build small 'libraries' (their word) of the folders/programs/documents you use most frequently. Towards what end is not entirely clear.

Normally, you want a utility of this finding-launching breed to 'remember' designated files so that you can avoid the *tsimmes* that the Finder puts you through to locate and open them every time. By providing you with a list of your favorites, you are saved "the inconvenience of traversing the tree from folder to folder" in the words of the manual. Well said.

Findswell goes part way down this path. Whatever it finds is presented to you in a list box portion of the screen and there is this eensie square box to the left you can check. If you do, (check) the program will remember the item and it (the item) will take up semi permanent residence in the list box. That is, it will remain there as long as it remains checked. So far so good. Every time you open Findswell you have your list. Right there. To look at. Of course, you cannot do much of anything else with it. Other than look, like go to or open any of the items on it. But you can look at your list and you can select each item individually if you want to know where it lives on your hard disk. This is not entirely useless but it is the next thing to it.

In sum but to be fair or at least balanced and to put the whole thing in perspective, Findswell was designed to give hard disk owners an alternative to Find File at a time when there were not many choices. Which it did. Admirably. At the time. It is just that it has subsequently been overtaken by events in the form of still better programs. The eyeballs and spectacles are cute.

VAGRANT THOUGHTS ON THIS AND THAT

In Defense of the Macintosh Way: Death To Extensions! Every once in a while, even though I am using a Macintosh computer, I see an extension. It makes me want to throttle the perpetrator. If you have never used a computer other than the

contd.

Mac, you may have never encountered an extension. I haven't and I hadn't. Now I have and I'm sorry.

Extensions are the three character whoosits that follow the period that follows the eight characters when the eight characters are the name of something. I think. They were part of the system of naming things on computers before the Mac introduced the idea of naming things with names.

Now we are lead to believe that it is sometimes expedient to use a period as, would you believe, a place holder, and call it a period. Or a place holder. Place holder, my foot. They are extensions oozing their way out of the depths of some unreconstructed old timer computerist's unconscious into the bright sunshine of The Macintosh Way—where presumably they will wither. One man's opinion. I just thought I would alert you to what is going on.

The Klutz and The ClipBoard. After a year and a half I remain something of a computer klutz. Pursuant to which idea it occurred to me to notice recently that when I am moving material around via the Clipboard, as often as not I do a Copy/Paste when what I really mean is Cut/Paste. That way if something goes wrong, I will not lose the material. Deep down I do not trust the computer.

Freedom To Save! There appears to be a segment of the Mac developer community which is enamored of automatic saving. And intends for us to be. There's a DA you can buy which will do it for you, and HyperCard does it to you. Now I read that Ashton Tate's new fancy spreadsheet, with which they intend to challenge Excel, will include an auto save 'feature', if you want to call it that. I do not.

Compulsory auto save is an anti-feature. It locks you in to your latest thought no matter how hypothetical or silly—or more to the point, no matter how much you may have come to deeply regret it and yearn for its predecessor. So much for spontaneity.

The ad for AutoSave DA trumpets, "You will never lose information due to forgetfulness, power loss or system errors ever again." Ever again is a very long time. Other than that, auto save substitutes one kind of data loss for another. What happens to the previous versions you often want to save? Overwritten by auto save! Terrific. Sure, I can set up a Save As and create versions but only at the (very) beginning. That presupposes that I know in advance every time when I will want to keep the original version on disk.

MacUser's Minifinder refers to AutoSave DA as "insurance against system crashes" but notes cryptically that it is "not recommended for use with databases." That conjures up an image of an irretrievably overwritten data base victim of a poorly conceived (but flawlessly executed) sort. All of this has a certain comic potential as long as it is not my database—or spreadsheet, or word processing document for that matter.

I have this thought. How about an alarm that goes off at whatever frequency you set suggesting that it might be time to Save. If that is what you choose to do right then.

Thanks For The Manual. This is actually a commercial for decent documentation. Jasmine Technology's 80 meg drive recently got a rave review from InfoWorld based in some large part on the quality of the manual. My own experience with Jasmine's DD 20 made me vibrate to the sentiment.

On the three occasions in eight months when I've had minor, heart stopping glitches (as, for example, when the drive did not mount) I resolved the matter myself. By using the manual to find out what to do. By MYSELF! The manual is logically organized, lucidly written and complete. In other words, it is what the documentation of any component of the system, hardware or software, ought to be. There is a part of me that wants to deny that Jasmine is entitled to any special commendation for this. They simply provided a usable product. Thank you Jasmine.

A Little Oligopoly Is Not So Bad. Do not be mislead by the plethora of personal computer brand names. Just as with most other expensive consumer goods, there are a handful of actors

contd. on pg 85

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	A
1	Excelling on Your Mac
2	Part 21
3	by
4	David Morganstein

First a warning and then a look at what Microsoft has provided in its latest Excel update version 1.5. A month or two back, I talked about MacSQZ!, a utility for compressing Excel files. Since conducting the review, which was basically favorable, Mark Pankin and I have stumbled across enough bugs to require an exterminator. At this time, I have to suggest staying away from MacSQZ! at least until these problems are resolved. Both Mark and I have lost files in the squeezing process. SQZ simply wouldn't open previously compressed files. I have had conflicts with Tops and with Multifinder where SQZ wouldn't function. A word to the wise...use at your own risk! (Mark wanted to add that these problems existed even in version 1.01, the second version he received).

On to Excel version 1.5. Macintosh users have sat on the sidelines watching Microsoft throw a fortune's worth of resources into a PC Excel which offered a number of features not found in the current version of Mac Excel, 1.06. Although the time of waiting for full parity isn't over, several important enhancements are now available in version 1.5 (as well as some new features not yet found in PC Excel).

Users will enjoy numerous new functions, both mathematical and macro. Version 1.5 provides full MultiFinder support and excellent color for the Mac II as well as other charting improvements such as allowing a larger number of points. Programmers will benefit from the ability to create their own menus and dialog boxes. A macro can be designated as an AutoExec which runs when you click on it to launch Excel. With these new features, Excel can be used to create stand alone programs with a complete Macintosh "look and feel".

Worksheet Improvements. Given that Apple is providing Macintosh users with MultiFinder, one of the nicest additions in version 1.5 is MultiFinder support. It is now possible to give Excel a task in one window, move to another program in a second window and let Excel carry out your request in the background. This can be handy for large sheets that take a long time to recalculate, for sorting large databases or for macro driven programs such as simulations that do a lot of computing.

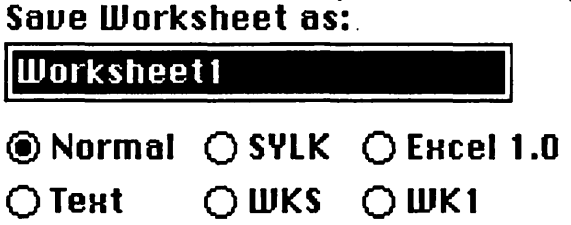
Version 1.5 now employs "localized scrolling". This handy feature changes the meaning of the scroll bar. Instead of vertically scrolling from the first row to the last row (line 16834 for those who have never plumbed the depths of Excel spreadsheets), the elevator box only scrolls you to the last line containing data. This greatly improves navigability of your sheet. From the bottom of your current sheet, you can scroll individual lines down or page down in the usual way by using arrow keys, clicking on the down arrow or beneath the elevator box. Horizontal motion works the same way. As before, you can use the GOTO item to go directly to any cell in the sheet.

The Page Preview now sports two new options. For one, you can Preview a previous page. The second option allows you to print from the Page Preview window. (In version 1.06, you had to return to the Print dialog box and uncheck the preview box.)

Many spreadsheets contain a set of headings or labels at the top or left side of the sheet. By splitting the sheet either horizontally or vertically, these labels can be kept visible as the other pane of the sheet is scrolled. Up until version 1.5, it was possible to accidentally scroll the pane containing the labels thereby moving the labels off the screen. Now, a pane can be frozen in place, preventing this problem from occurring.

Microsoft has always provided excellent support for the import and export of other file formats. Excel can open SYLK, text and WKS files directly (as well as save in these formats). Now Excel can also open WK1 files, the latest Lotus 123/ Symphony file format.

(Microsoft has added almost fifty new functions to expand



Excel's abilities. In the mathematical realm, you can now take the inverse of a matrix, compute its determinant or multiply two matrices together. The database functions have been augmented with DCOUNTA which counts the number of non-blank cells, DPRODUCT which multiplies cells, DSTDEVP and DVARP which compute the population standard deviation and variance. There are a number of financial functions, DDB which gives depreciation for a specific period, PPMT which computes the payment on principal for a given period , IPMT which gives the interest payment for a specific period and SLN for straight-line depreciation. New string functions include: CHAR returns an ASCII character corresponding to the number provided, CLEAN removes unprintable characters (Ed. Note: I should hope so), CODE gives the ASCII code of the first character, EXACT a boolean for comparing two strings, FIND locates the starting point of a supplied string within the specified string, SUBSTITUTE replaces one sub-string with another, TRIM removes excess spaces, and UPPER converts lower case to uppercase.

If you work with others on a network, you may find Excel's new file sharing option useful. When you Open a file the dialog box now includes a check box that allows you to choose Read Only access. If the file is published via AppleShare or Tops, more than one user can Open it in Read Only mode so long as everyone who opens it uses Read Only.

Color Springs Full Bloom. If you use Excel with a Mac II and color screen, you'll definitely want to upgrade to version 1.5. You can add color to the spreadsheet by assigning colors to the cell contents, the gridlines or the headings. Assignment of colors to gridlines or headings is as easy as selecting a color from a paint color pattern. The pattern choices are presented when you select

contd.

the Display item from the Options menu. Assigning colors to text/numbers within a cell is a bit more difficult but implemented in a very flexible way. You select the cells where color is to be added and then choose Format Number. Most Excel users are familiar with this dialog box. At the bottom of the box you can modify existing formats following the Excel manual. In addition to the usual format options, you can add the name of a primary color enclosed in brackets. A given format might have several options separated by semicolons thus allowing different formats for positive numbers, negative numbers, zero or text. You can now add a distinct color to each of these formats, for example, giving positive numbers one color and negative numbers another..

On the charting side, even more attractive displays are possible. Each area of the chart (i.e. legend, bars, titles, axes, labels, etc.) can be assigned a unique color. Almost all of Excel's chart formatting dialog boxes now contain color selection boxes.

Programmer Enhancements. The Excel manual contains a brand new 30 page chapter entitled "Custom Menus and Dialog Boxes". It describes how a programmer can create a Macintosh application with Excel. Using an AutoExec macro to begin the program, a programmer has virtually complete control over what the user sees and what choices he makes all the way up to the Quit command. With these new features, you can add or delete menus and commands within them. You can change the names of commands and add or remove graying from them. Also, you can check or remove check marks from commands. Your new commands can have command-key shortcuts, as well.

Microsoft has added to Excel the ability to create a custom dialog box where you can ask for information or have the user confirm actions with OK and Cancel buttons. These dialog boxes can be configured just like standard Mac dialogs with Option buttons, check boxes, group boxes and scrolling lists.

In a subsequent installment, I'll show you some examples of "do it yourself" menus and dialog boxes.

What We'll Have to Wait for. Now that your appetite has been whetted for all the new features, let's take a look at what Microsoft has not yet offered (but I hope we will see in version 2.0, some day). For one, we still can't break the one megabyte ceiling no matter how much memory you have. You still can't mix fonts and font sizes in the same sheet. In the PC version Microsoft has built dynamic data exchanging with other programs. Their peek at the new version 4 of Word suggests that DDE will work with it and probably the next release of Excel.

Deep Angst II contd from pg 37

On-Line Help:	(None)
Performance:	Good
Presentation:	Neutral
Price Value:	Good (It is being given away.)
Overall:	Good

(Actually, Ron is also trying to encourage entries in the World Builder contest—where there are still more prize categories than entries.)

EXCEL SIG REPORT
by Larry Feldman

This report is on the meeting that took place Wednesday, May 18th. Given the Journal's deadline date, meeting reports are always going to be 'one behind' as it were. The meeting was, in its entirety, an extended question and answer session. With a small group we can still proceed pretty much free-form, allowing the discussion to go in whatever direction pleases the people present.

In this instance we started out with a member who had come to the meeting for the specific purpose (or rather in hope) of finding 'how to' solutions to some reasonably complex Excel applications in an engineering setting. The initial problem had to do with the mechanics of linking where there were a large number of worksheets with cross tabulations. Fortunately there were people there who had the expertise to handle the problems. Althought the specific application could be called esoteric, the underlying issues were of general interest.

From this point of departure it was easy and natural for the discussion to take off with a series of 'what abouts' and 'how do yous'. We ranged from using the lookup functions to nested logical functions to the mechanics of printing worksheets. You had to be there.

Coming: Macro Basics. At the July 20th meeting, Dick Byrd, a local attorney who has developed applications in Excel for the legal profession, will offer an hour's introductory tutorial on Excel macro basics. He will cover the fundamentals of the Excel macro language for people who may have wanted to write macros but who have hesitated to get into the complexities on their own. Depending on how much ground Dick is able to cover we may schedule a follow-on session for August or September. Bring a blank disk so you can take home a copy of the tutorial materials for later practice.

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OMNIS 3 PLUS

by Robert C. Platt

With the publicity surrounding HyperCard, some people may be lulled into thinking that HyperCard may be the only data base program that anyone would ever need for the Mac. Or perhaps, a MacNovice may not even realize that a particular task requires a data base program.

Both developments are healthy because they demonstrate that as Mac software has grown more sophisticated, users will seek solutions rather than particular programming tools. In a sense, HyperCard, 4th Dimension and Omnis 3 have raised users' expectations regarding "front ends" to data bases. That is, regardless of how complex the "back end" machinery of data retrieval proves to be, the user interface should be very Mac-like and simple to 1) retrieve data and 2) design data forms and reports.

Blyth Software Omnis 3 meets these needs. They demonstrated their product at our May meeting.

The most intriguing aspect of their package is *Omnis 3 Plus Express* which allows a user to design a data base with virtually as much ease as HyperCard. Both the data entry layout and the Report Format layout are created though dialog boxes and clicking on a layout image.

Express can create an entire data base specification from a one-page display. The data base designer can summon a menu of fields and create a relation by clicking between the field names in the different data bases. When the "create application" button is clicked, a stand alone Omnis 3.3 application is generated which can be modified using the regular Omnis package.

There are several advantages to Omnis 3 Plus over HyperCard. First, retrievals are much faster, particularly with larger data bases. Second, a format is associated with each field which allows you to enforce what value a user may enter into a field and allows data to be saved on disk in the most efficient manner possible. Third, relations (or linking of common fields between two files) are supported. Although these effects can be attained in HyperCard, it would require a great deal of scripting and much slower execution speed. Fourth, Omnis 3 Plus allows the designer to create pulldown menus to help users involve prespecified activities (such as generating particular reports.) In contrast, HyperCard does not support user-specified menus. Fifth, Omnis allows for search combinations, such as this field-value AND that field-value or this field-value OR that field-value. Finally, Omnis 3 Plus supports much more sophisticated reports than HyperCard. For example, subtotals on various fields can be generated. Such features would require Activision's *Reports* to achieve on a HyperCard stack.

Just as HyperCard has attracted a series of stack developers, Omnis and 4th Dimension have attracted vertical application developers. Omnis boasts a 136 page catalog of pre-written data base applications. If the Mac is to conquer the business market, such vertical applications are essential.

Omnis 3.3 offers support for CL/1 which is Apple's new front end for VAX data bases. In addition, Omnis supports data interchange with MS-DOS computers which run the MS-DOS version of Omnis.

Among the limitations discussed at the May meeting were that Omnis will only generate reports from one main file, which means that fields from different files must be merged into a single file before reports can be generated.

In summary, Omnis 3 Plus appears to bring this product up to the current state of the art for Mac user friendliness. I'll leave it to others to benchmark Omnis vs. 4th Dimension on the performance front. Both packages offer a superior alternative to HyperCard for large data bases.

Omnis is offering WAP members a special price in conjuction with their demonstration.

HYPERCARD SIG NEWS

by Robert C. Platt

The HyperCard SIG meets at 11:30 a.m. on the Saturday morning of the WAP main meeting. We welcome HyperCard enthusiasts of all experience levels from browsers to stackware developers.

At the May HyperCard SIG meeting, Bob Shaffer demonstrated Congress Stack. The new features of HyperCard version 1.2 were discussed and a question and answer session followed.

Stack Library. Bill LaPlant has volunteered to head our team of StackWare Librarians. We have collected several megabytes of stacks and continue to look for volunteers to sort through them, write brief descriptions and then assemble the disks for the WAP Disk Library. Bill's number is listed in the front of the Journal.

VideoWorks II XCMD. The HyperCard SIG staged quite a *coup* by having MacroMind's Marc Cantor demonstrate his VideoWorks II driver at our November meeting. That product is now shipping and allows a scriptor to invoke animated sequences under VideoWorks through a HyperCard XCMD. This will allow HyperCard to display color and large screen graphics and animation which is not possible within HyperCard. Hopefully, this will lead to the development of some dazzling computer-based instructional materials.

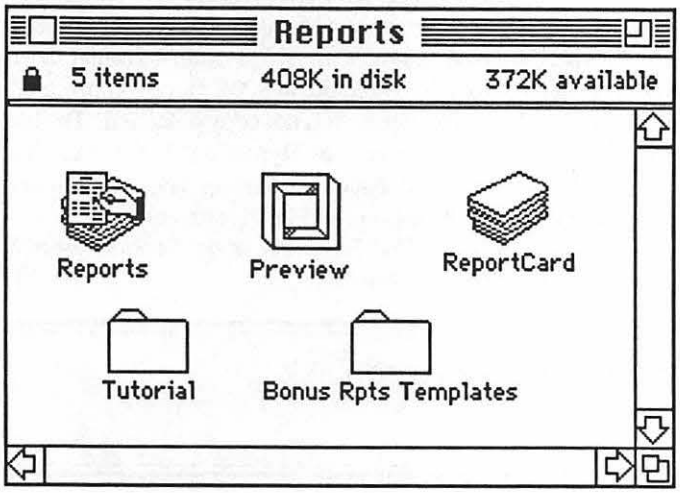
HyperCard 1.2. Scripter should be aware of the fact that subtle but significant differences exist between HyperTalk in versions 1.1 and 1.2. For example "target" refers to the current object, such as a field or button in 1.1 while it refers to the field's contents in 1.2. In 1.2, "the target" always refers to the object rather than its contents.

One advantage of HyperCard 1.2 is that it will perform operations on large stacks more rapidly. To gain the full advantage of the new facilities, try compressing your 1.1 stacks twice using 1.2.

REPORTS: The Complete Report Generator for HyperCard

A Review by Jonathan Tetzlaff

Reports is a program which attempts to correct one of the worst shortcomings of HyperCard: its report-generating function. The innovative and exciting HyperCard prompted me to write a program to manage my office, where a team of foreign affairs analysts research and write books on a variety of Third World countries. After two years of using a combination of Microsoft File, MacDraw, and Microsoft Word, I grew tired of having to piece together reports from several sources in different formats. When HyperCard arrived, I thought that I had found the answer: simply write an integrated program that would track our volumes through their 11 stages of production. Although my application became rather complex, HyperCard generally lived up to its expectations; it had only one glaring deficiency. If the user didn't want to print in the "card" format—simply printing a copy of the screen—he or she was essentially out of luck. Yes, HyperCard claimed a report-generating function, but it was so crippled in practice that it was virtually useless.



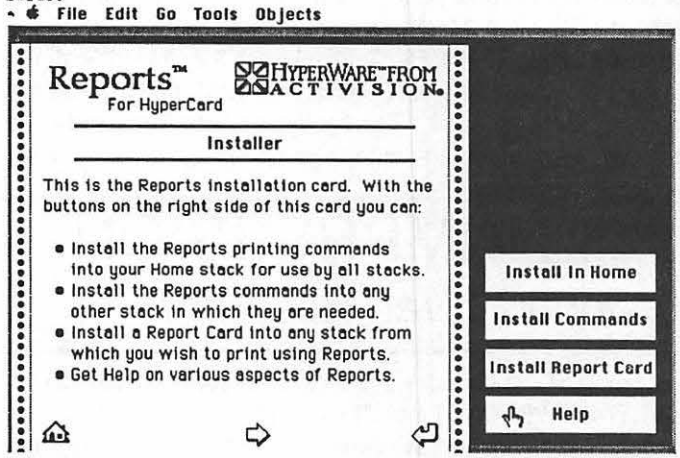
Along comes Reports, from Activision, a company known for its role in the creation of video games. After having almost disappeared in a sea of red ink, Activision resurfaced recently with a flourish. One of the best of its new programs may well be Reports. The package comes with one disk which includes the Reports application, the "ReportCard" stack, a tutorial folder, Preview (which lets the user display a version of the page on screen before having to print it), and a folder of templates. The documentation consists of a manual, just over 200 pages in length, and a single sheet of updated information. Pay attention to that addendum; it includes some important details.

Reports can print fields in any sequence and can sort information numerically, alphabetically, or by date. An advanced selection function supports multiple levels of Boolean operators. The selecting and sorting functions are powerful, relatively easy to use, and simple to edit. It is also possible to perform calculations anywhere in the report as a part of the report generation function. The layout of the report is entirely under the control of the user, text fields can be in any font and size, and

graphics can be created just for the report or can be automatically selected from the cards being printed. (For instance, Reports could take a photograph from each card and pair it with its information fields in the report.) Of course, the program can also add page numbers, time, date, or virtually any other information to the printout. Reports also supports full scripting, allowing the user to write scripts allowing the report generator to do anything that can be done with HyperCard.

Reports consists of two parts: a stack and the application itself. The stack is an interface for the user that consists of buttons to perform all functions: Edit Layout, Edit Script, Print, Print Chain, Select Report, and so on. The stack also includes a "test" function, which allows printing of a limited number of cards. The application consists of an editor and a collection of external commands used in generating reports.

The application's editor includes a variety of graphics tools which are similar to those in MacDraw. Grids simplify the alignment of items, a task further simplified by the "align objects" and "align to grid" menu selections. Line widths, ruler specifications, and other options are also selectable. Extensive on-line help is available; it is well organized and easily accessible.



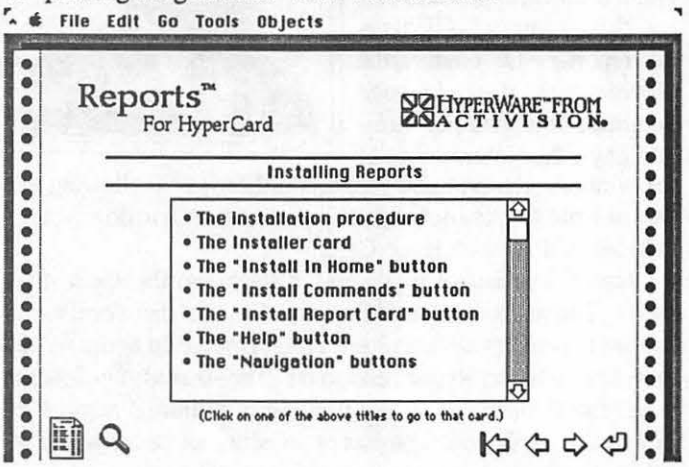
Reports comes with a "Preview" application that the user places in the system file during installation. This adds a Preview icon to the Chooser and allows Reports (and other applications) to print to the screen through the standard print function.

Despite these capabilities, however, using Reports was not quite as easy as I had hoped. First of all, the user does not simply purchase the product and copy it to a hard disk, tapping its capabilities when necessary. It must first be installed in the Home Card; then, surprisingly, it has to be installed in each and every stack in which you want to use it. The Reports card must be either the first or last card in your stack; you are also given the choice, during the installation process, of having a Reports button installed in every card in the stack.

I went through the installation process carefully, following each step precisely as specified in the manual. First I found a minor mistake in the installation directions. Then a series of

contd.

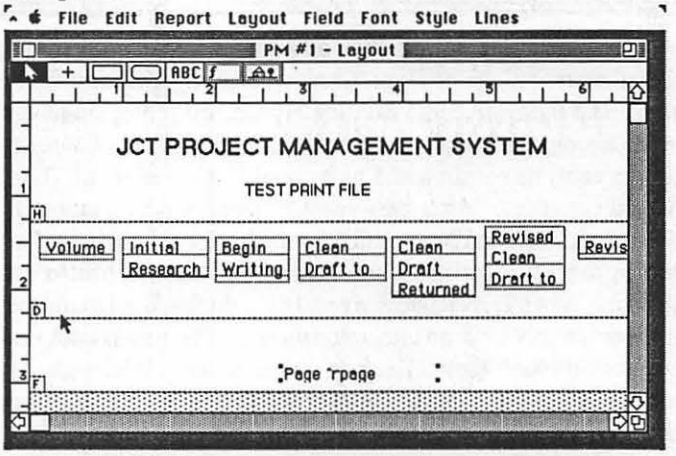
system errors sorely tested my confidence in this program. After removing and reinstalling it, and still getting errors, I was about ready to give up. The manual was of no help; finally, I thought to check the addendum. In a considerable understatement, it said that Reports "works best" with HyperCard Version 1.1. It warns of "printing irregularities" with Version 1.0.1.



Once Reports was running successfully, I found that it lived up to its billing as a powerful and flexible report generator. The program has a number of minor limitations. For instance, it doesn't allow the user to modify only a portion of text in a text field. If part of the text is in bold-face, it's all in bold-face. If part is 9-point, it's all 9-point. Also, text can be selected only with the text tool, not with the pointer. This will be a little unsettling to those familiar with MacDraw or MacDraft.

Only background fields can be selected; foreground fields are not accessible to Reports. Further, only fields that the user has named can be selected. The background itself must also be named. Despite these limitations (and the program's occasional typographical errors), I found Reports to be excellent.

Support is available by voice (there is no charge for help, but no 800 number is available) and through Activision's bulletin board. The bulletin board includes technical support, a selection of public domain software, and a variety of Special Interest Groups.



I tested Version 1.1 of the Reports application; the ReportCard stack, which is an integral part of Reports, does not have a version number. The application accounts for 134K on disk; the ReportCard stack takes 93K. (Reports included version 1.5.1. of Preview.) I used this program on a Macintosh Plus using Version 1.1 of HyperCard (see comment above), System 4.2, and Finder 6.0. Tested on a hard drive and on an 800K floppy, it operated properly in both environments. It is not copy protected. The list price is $99.95 (twice the cost of HyperCard!), but it can be purchased at a substantial discount. Serious HyperCard users may consider this to be an appropriate investment.

Jonathan Tetzlaff is a Unit Supervisor at the Federal Research Division of The Library of Congress.

FIRST IMPRESSION: Cirrus 60 Megabyte Hard Disk

by John R. Van Beekum

For $864 ($839 cash + 3% for MC) I received from La Cie, Ltd. (1-800-999-0143) a 4-1/2 lb. bundle of joy five days after ordering (three days to have the disk in stock, two days shipping). The drive comes with all the necessary cables. The La Cie phone people are courteous and efficient (they did seem busy the two times I spoke with them).

The 60mb hard disk is plugged into a Kensington System Saver atop my Mac Plus. Twelve seconds after pushing the "on" button, my desktop appears with three volumes. The fan has a noticeable noise when it starts up but quiets down and is no louder than an SE. You can hear it—it is not objectionable. It sits vertically (2-3/4" wide, 6-1/2" tall, 9-1/4" wide) beside the Mac. The cord is not long enough to put around the external floppy drive so that now sits to the right of the hard disk.

The disk comes loaded with the latest system (although not all of the files) and their Silver Lining software, and a master floppy with the software. A much-copied sheet of paper informs me that the manual is in production and will follow. I knew in advance that their bonus software, the $149 Silver Server which allows access to remove volumes via modem, would be delayed. There is also a spiffy cordura carrying case.

Silver Lining, luckily, works intuitively and I was able to set the proper interleave factor (it does all of the figuring) and set up my partitions. That's right, partitions. I split my hard disk into three separate volumes. Via a desk accessory I have the option of having one to three volumes show up on startup (the others can be mounted at any time). One 20mb partition is for all of the system files and the applications both my wife and I use. We each have a 20mb partitioned volume our own files. We save all documents to these volumes, not the system volume.

I keep write-protected originals of all the system files and applications so I can rebuild the system volume if necessary. I use Disk Express to defragment and optimize the file structure. Since we're not making any saves or deletes to this volume it stays clean and fast. We back up our individual files to floppies.

I purchased this disk rather than a CMS or an Applecrate because it uses a 3-1/2" disk mechanism. I feel this is a newer and faster technology than the 5-1/4" disk used in the other drives. I also liked their advertising and phone support.

I've only had it two weeks but with no rude disappointments.

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IN SEARCH OF A LITTLE NUMBER CRUNCHING:
Four Basics for the Mac
by Louis M. Pecora

Number crunching, an overused, an occasionally misused phrase, is what I often want from my Macintosh. It's what I and a lot of Mac users do as part of our jobs. By number crunching many people simply mean running a program written by someone else to do a lot of calculations on their data. When I say number crunching I also mean that I want to be able to write programs for my Macintosh which calculate things that "normal" programs, those you buy, won't do. This requires an application that enables *me* to write a program to do what I want. This is a programming package—a compiler or interpreter.

Now, to some Mac users, people program the Mac to produce applications to sell in the market place or upload as shareware to telecommunciations systems or, perhaps, avoid their families for long stretches of time. But to anyone who works in a field that has specialized, non-standard, or rapidly changing requirements, concepts, or theories, the ability to write one's own calculational program can be a great convenience. It can even be a necessity in keeping up with the field and one's competitors.

Who are these number crunchers? Some, like me, are scientists. Others are engineers, technicians, and mathematicians. But I can easily imagine a business man who has a special situation in which he has a mathematical equation which expresses something about say, his investments. He wants to change some of the parameters (perhaps interest or depreciation) and find out what it gets him (or what he loses). If he doesn't have a financial program for his Mac which does precisely this, he will have to program it himself. He might use Basic because of its simplicity, or maybe Pascal, which he learned in that computer course he had to take in college, and which now suddenly looks useful.

What can these number crunchers do with their Macs? Can the Mac do the jobs they want? In this and future articles in the the series "In Search of a Little Number Crunching", I'll examine these questions and lots more. Basically, almost all of what you read here is from my own experience in searching for good Mac applications to write my own calculational programs or at least help me generate meaningful numbers from data or a theory.

It turns out, interestingly, that the languages which lend themselves well to number crunching, especially for enginneering and the sciences, are Basic and Fortran—just the languages you would *not* pick to program the Mac if you wanted to write a "normal" application for it, like a word processor. The reasons for this are mainly historical. On a practical level, both languages, properly implemented, give good support for technical calculations by providing large libraries of mathematical functions. In the case of Fortran, rich data types like double precision, extended precision, and complex numbers give an ease of use in many calculations that is difficult to get in other languages, like C and Pascal. Recent implementations of Fortran and Basic allowing more structured programming have made them friendlier environments in which to program.

In this article I compare four Basics for the Mac. These comparisons should not be considered in-depth reviews. A review of each package would take a full article. I just want to compare them for their calculational power and convenience. I include benchmarks for these programming environments and pick what I think is the "winner". But don't skip to that section just to see who the winner is. Some of the results are equivocal and some are subject to my prejudices. And you'll miss some important comments which come along the way. Prices quoted are generally discount values, not retail.

Anyway, I'll tell you right now that the "jury" is still out on any final answers for Mac number crunching.

Why Basic?

There are lots of choices for anyone who likes to program in Basic. Sure, Basic can be slow, but for ease of use it's tough to beat. Many times all you want to do is diddle with some little equation. Why go through compiling, linking, and all that, when you can just write the program and go? All these Basics are integrated packages with the editor, command manager and interpreter or compiler built into one. Like the system manager of our VAX has often said to me, "Sometimes there's nothing like Basic for a quick little hack". Replace the word "hack" by number crunch and I agree, too.

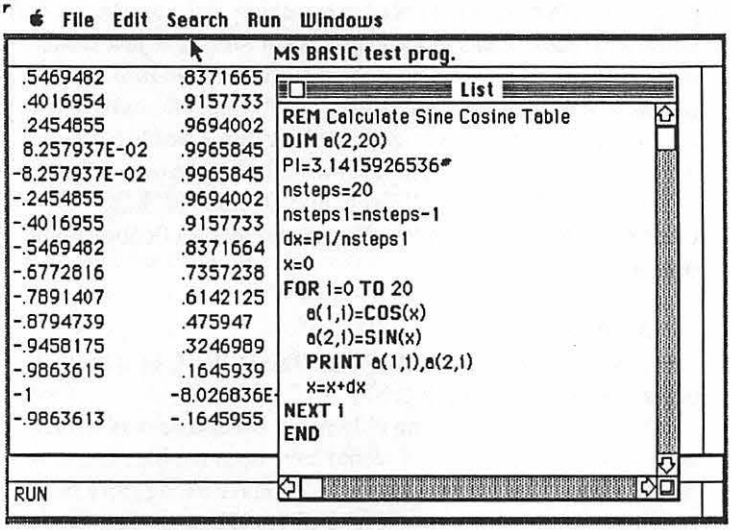
Microsoft Basic

I have Microsoft Basic 2.3. Version 3.0 is out and I understand it includes some nice library routines for Mac toolbox calls from Clear Lakes Research. But it is basically the same as 2.3 with some more structured programming allowed. The Clear Lakes Research library aside Microsoft Basic is, well, basic. It provides most of the functionality that is associated with Basic on larger computers. Its use is Mac-like and straightforward. You don't need line numbers, but I never got the feeling that MS Basic was fully free-form like Pascal or C. In terms of speed of calculation it comes in in the middle of the pack. It's a solid program, but it never turned me on. That last statement is purely subjective, but I've never noticed anybody raving for MS Basic like for other Basics. You can get a compiler for MS Basic, but it got a pretty lousy review in MacUser. I think I'd avoid it.

The figure below shows a typical screen display for MS Basic. It contains the windows List (or Edit), Command, and Output.

These are three windows that are found in each of the four Basic's mentioned here. Their use is the same for each: List is a listing of the program which you can also edit, Command is a command window into which you can type Basic commands (Save, Run, etc.), and the Output window is where output from your program is placed . MS Basic puts keywords (**PRINT, INPUT, IF**, etc.) in bold in the List window. The Output window is not refreshed. That is if you move a window over top of it and then move it away again, what was underneath in the Output window is lost (blank on the screen). This is an annoying feature that occurs in some of these packages.

contd.



MS Basic does what most standard Basics do. If you're used to that and that's all you need, then you may be happy with this one. If you're aiming for more (more structure, easy plotting capability, more screen control), you may be frustrated by this conventional package.

Microsoft Basic summary: solid, standard Basic, uninspiring, gets most of the jobs done. Price **$65.**

ZBasic

ZBasic by Zedcor, Inc appears to have become the preferred Basic for programming the Mac (i.e. messing with the toolbox, QuickDraw, etc). *MacTutor*, the magazine for power Mac programmers, always has a ZBasic section. I also read a good review of ZBasic in *BYTE*. It has lots of data types, including variable, extended precision floating point numbers. That caught my eye!

I was all set to like ZBasic. But for number crunching it's a dud. Sorry, all you ZBasic fans. ZBasic advertises itself as a Basic compiler in interpreter's clothing (in other words it should be fast)—"the fastest Basic alive for the Mac" (Zedcor's words). What they don't tell you is that their floating point types are in Binary Coded Decimal. That's how they get all those variable precision floating point data types. Unfortunately, this slows down number crunching (see the benchmarks, below). ZBasic may be fast in integer arithmetic, but I know of very few technical applications requiring only integer arithmetic. Variable precision of floating point numbers is nice, but not useful enough in most number crunching schemes to overcome the lack of speed.

ZBasic supports the three window system like MS Basic (List or Edit, Output, and Command [check this out]). ZBasic also has some standard plot calls which allow you to plot lines, points and some simple geometric shapes to the output window. Graphics calls like these are a very nice addition to any programming environment, but they can't make up for ZBasic's number crunching deficiencies.

Another thing I didn't like about ZBasic was its use of non-standard constructs or keywords. If ... then logic is handled by LONGIF ...XELSE. Likewise you use LONGFN for a multi-statement function . I don't see the need for this as other Basics use more conventional keywords. It just complicates things. It isn't as structured a language as it could be. That makes programming harder. It even insists on putting line numbers in every time you re-open a file. Bad for something that you hope would be good for quick and dirty stuff.

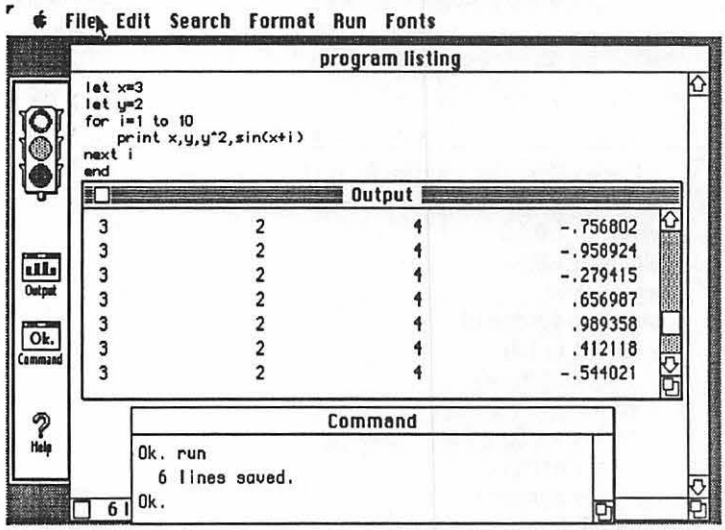
ZBasic summary: A compiler acting like an interpreter is a good idea. I applaud Zedcor, Inc. for it. But the implementation is flawed and buggy. Floating point operations are slow, keywords are sometimes unconventional. Graphics calls are nice and straightforward—a definite plus here. Price, around **$65.**

True Basic

I also own True Basic, which also got a good review in the same *BYTE* article that lauded ZBasic. True Basic is written by Kemeny and Kurtz, the inventors (designers?) of Basic (pretty heavy competition for any other Basics). I won't keep you in any suspense. It's the best supported Basic package now available for the Mac.

It fully implements structured language features. In many ways it is like a generic structured language; if you know Pascal, C, or almost anything else, it's easy to pick up the structure in True Basic. If you just know Basic it will let you program using line numbers, "GOTO " and all that. It's very flexible. The only thing I would ask for is more data types (floating and string variables are supported now). You can even define separate subroutines with their own local variables. Now that's nice!

True Basic has the three window system of other basics (see below). The Edit window doesn't quite behave in a Mac-like fashion. I find this a distraction and I hope they change it in the up-coming version 2.0. Strangely, for a structured language there is no auto-indent (the tab is the auto-indent).



Also, there is no Undo and no Zoom on the Edit Window. I'd like to see True Basic come around to the standard Mac editing features and add multiple editing windows, Undo, save defaults, auto-indent, window menu item, and all the other nice features of Mac editors.

However, the output window does refresh, and, if you don't open it, the program "opens" the whole screen as output. This can be a very useful feature, especially when using True Basic's window commands.

Like ZBasic, True Basic also has very nice plot calls which can put points, lines, circles, boxes, and other forms in the output window. You can even define your graphic as something called a "picture" which can be called like a subroutine anytime you want to draw it anywhere on the screen. You can also transform these "pictures" by stretching, rotating, etc. This is a very nice concept and a powerful addition to the language. (Why do only

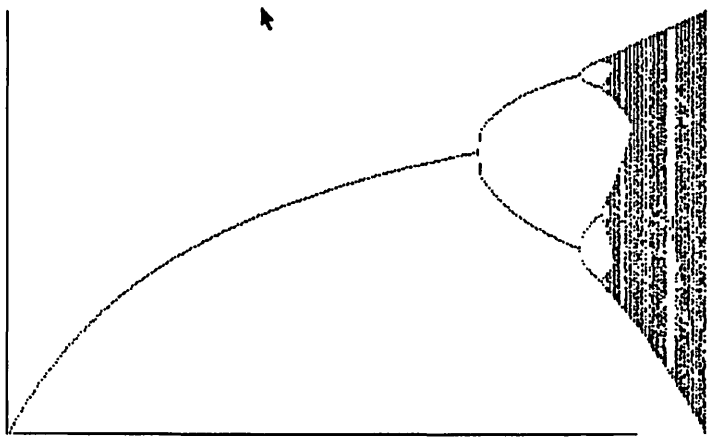
contd.

Basics have these graphics features? They would be useful in any language.)

Unfortunately, since the effort was to keep the True Basic programs portable between computers (like the Mac and the IBM) the graphics are only bit mapped on screen. It would really be nice if they would allow saving the graphics in PICT form for use in, say, MacDraw which would allow crisp output on the LaserWriter.

Below is a plot I made using the simple True Basic program that follows the plot. It's a bifurcation plot, leading to chaos, of the logistical equation $x_{n+1} = rx_n(x_n-1)$ as r varies from around 2 to 4. I say that just to impress you, but the programming in True Basic was easy (see listing below the figure). Total time: about 15 minutes. Fast when you consider that this was the first time I had ever used True Basic Graphics commands.

File Edit Search Format Run Fonts



```
! Plot a Bifurcation diagram for the Logistic Map
set window 0.9,4.1,-0.1,1.1
plot lines:1,0;4,0
plot lines:1,0;1,1
let f=0.0001
for r=1 to 4 step 0.01
  for i=1 to 100
    let f=r*f*(1-f)
  next i
  for i=1 to 200
    let f=r*f*(1-f)
    plot points: r,f
  next i
  let f=f+0.001
  if f>1 then let f=0.99
next r
end
```

You can also set the output window to be divided into a number of windows (not to be confused with Macintosh windows, these are merely segregated areas of the screen, although the concept is useful).

One minor annoyance is that, like early Basics (from the 1960's), True Basic requires the keyword LET in assignment statements. The statement x=2.0 is illegal. You must write LET x=2.0. I say to the True Basic Co: "Change This!". Supposedly, it will be an option in the next update. On the other hand, I don't see it as something that should deter anyone from buying the package.

In terms of number crunching True Basic "compiles" the program you write into a tokenized version, before running. If you don't know what that means, don't worry, it just makes things run faster. True Basic is the fastest of all the Basics mentioned here when it comes to floating point calculations by about a factor of two or more over over anything else. I would beg them to offer a real compile option. That would really be nice and fast!

True Basic Summary: A nicely implemented package; solid. Good graphics calls. Wonderfully structured. Fast floating point operations. Price **$89.**

MacBasic

What? You never heard of MacBasic? Well, in a sense it doesn't exist. But you can get it.

OK, enough of my being enigmatic. MacBasic was written specifically for the Mac and would have been the Mac counterpart of Apple Basic for the Apple II. To make a long story short (and bitter), Microsoft saw it as a direct threat to their Basic (which it was) and threatened to pull the rights to Apple DOS. Apple caved it and sold MacBasic to Microsoft which now sits on it (presumably, forever).

But you can download it from the Eyrie Bulletin Board for free (phone number 301-341-9070). Yeah, you read it right: FREE. It's not supported and the only documentation is a list of commands for it that comes with the down load, although a set of 35 programs is included. But from that list you can see that it would have been a dandy package. It looks superficially like MS Basic, but it operates in a nicer Mac way. There is no command window (you don't really need to type Run and Save on a Mac, do you?). The output window (you can have more than one!) is fully scrollable and refreshes after being covered. I liked it the first time I tried it. I could see why Microsoft was worried.

Here is a sampling of some of the built in commands:

Apple Macintosh BASIC Commands

ANNUITY	Numeric Function Investment = ANNUITY (Rate,Periods)*FutureValue
BTNWAIT	Halts program until mouse button is pushed BNWAIT
CALL	Call a subroutine CALL Subroutine(A1,A2,...)
COMPOUND	Computes Compound Interst Balance = COMPOUND(Rate,Periods)*Amount
DiffRgn	Subtracts one region from another TOOLBOX DiffRgn(RgnB},RgnA})
DO	Initiate loop control structureENVIRONMENT Request/Set environment for floating point calculations ASK ENVIRONMENT X, SET ENVIRONMENT X
EXCEPTION	Set/Test floating-point arithmetic error flag
INFINITY	Numeric constant representing the value of infinity X = INFINITY X = ∞ !Keystroke Option-5
LOG2	Y = LOG2(X) ! Logarithm to the base 2
NAN	Numeric result of an invalid operation NotANumber = NAN
OVAL	Perform graphics operation on an oval shape
PAINT	Draw a filled-in shape
PenPat	Define new pattern for graphics pen
PLOT	Draw points or lines
TOOLBOX	Call a machine-language toolbox routine

It's also rich in data types:

contd.

****

Apple Macintosh BASIC Data Types

****

Single-precision real	A|	4 bytes	7 digits	(E±38)
Double-precision real	A	8 bytes	15.5 digits	(E±308)
Extended-precision real	A\	10 bytes	19.5 digits	(E±4932)
Integer	A%	2 bytes	5 digits	(-32768 to +32767)
Comp (64-bit integer)	A#	8 bytes	18 digits	(-1E18 to +1E18)
String	A$	1+length	" " " "	(255 char.)
Character or Byte	A©	1 byte	2	(0 to 255)
Boolean or Logical	A~	1/8 byte	(TRUE and FALSE)	
Pointer	A]	4 bytes	use @ for indirect reference	
Handle	A}	4+structure	use @ for indirect ref.	

****

It is slow in number crunching and apparently more limited in array handling (see next section). Part of that could be because it uses SANE (Standard Apple Numerics Environment) in all its extended precision glory to do *all* its calculations.

If you don't care about support and you like the price (cheap, no?), you might want to find someone with a modem to download this one for you. But beware that it may not last through all system changes coming up for the Mac. Once it goes, it's gone. Price, **$0.**

Benchmarks for the Basics

I used two simple calculations to benchmark the Basics. One was a multiplication of 2 100x100 arrays (matrices) initialized using trigonometric functions. This is called ARRAY, below. The other was simply lots of floating point operations (10000 in all). This is called FLOAT, below. All times are in seconds. I include, for comparison and also for fun, the same calculations done on a VAX 11/780 in Fortran and on a Mac Plus in Lightspeed C.

PROGRAM	ARRAY (100X100)	FLOAT (10000 loops)
ZBasic 4.0	3431	834
TrueBasic 1.2	1100	246*
MS Basic 2.1	3394	480*
Mac Basic 1.0	6410**	773*
VAX 11/780 Fortran	32 (27)***	6.0 (0.13)***
Lightspeed C 2.13	2400****	1500

* Correctly detected overflow error

** MacBasic did not allow array dimensions greater than 89.

*** All VAX times are CPU times and are therefore the best possible. They will degrade as the system is loaded with other users. The VAX correctly detected overflow. The times in parenthesis are for optimized fortran compilation.

**** Scaled from runs with dimensions 10x10, 20x20, 30x30. Would not run above around 35x35 - got stack segment too large error. All float variables in Lightspeed C programs were typed double.

Scaling of times for the array calculations goes with an exponential of 2.7, ie. for 100x100 vs. 50x50 arrays the 100x100 will be $2^{2.7}$ times longer to run. Scaling is different in C. You can see why C isn't so great for number crunching (bad on floating operations). Which is unfortunate, but that's another story (maybe an article).

And the Winner is....

Well, the nearest thing to a winner is True Basic. Despite the flaws I mentioned, this appears to me to be the best supported, most solid, fastest Basic available. I actually complained more about True Basic because I really would like them to fix up the flaws and make it a clear winner in the Mac arena. It's well on its way there. I highly recommend it to anyone who wants a Basic for the Mac. It is the highest priced package, but the extra $30 is well worth it. You can also get several packages for True Basic which do algebra, statistics, trigonometry, and (to come with the new up-date) a scientific 2D and 3D plotting package. I don't recommend the algebra, trig, and other packages too much, but you might want to look at the plotting package (around $49).

Finally, a caveat. If you want to use Basic for toolbox calls, then this article will be of little help. I've never tried opening windows, defining menus, getting-next-events, or any such Mac-like things. Test drive them all, if you can, before deciding

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MICROPHONE II: A Mini-Review

by Eric Rall

In December, the ads were out announcing Software Venture's latest and greatest telecom package—MicroPhone II. The list proclaimed that it was MultiFinder compatible with background file transfer and script capabilities. The scripting language was greatly enhanced: variables, counters, and expression-analyzer for both arithmetic and string operations. The scripting even allowed control over all the communication settings. Scripts could be imported and exported as text files (this was a real "it's about time" improvement).

So I waited and waited. As a registered owner of version 1.1, I would hear from them soon. In March, I broke down and telephoned Software Ventures. The upgrade would be available on April 4th. Registered owners would be given a $50 opportunity to upgrade. If I had purchased after December 15th, I would be able to upgrade for free as long as I could prove the date with a sales receipt. So I waited.

On April 4th a letter appeared. It was my upgrade notice. Being very patient, I sent it back the very same day with a credit card number. After all, who can wait for checks to clear?

So I waited.

On May 24th, I telephoned again. Apparently, a major bug had been uncovered and shipments had been halted. I was assured that the bug had been removed and that shipments would resume in "about a week or two". I can't say that I found the vague terminology to be reassuring. So I waited. On Saturday, May 28 a large envelope with an unprofessional looking manual, a disk and no letter of introduction appeared in my mail box.

The manual was an obvious photocopy and gave all the appearances of being a pirated copy. The registration marks where the manual would be "cut down to size" were apparent on each page. It lacked an index. Chapters were not marked on the page headings. In fact, each page bore the heading "MicroPhone Reference". I was not encouraged. This is, after all, a telecommunication program that lists for $295!

Much of my fears vanished when I tried the program out. This is an impressive program! Script handling is much faster. I had to modify a few of my scripts to include small delays to slow some of the scripts down. I exported as text files a number of scripts for different BBS systems and imported all into a single script. I used the capability to change communication settings within scripts to change to 1K Ymodem with CRC for the Twilight Clone BBS and standard Xmodem Checksum for the WAP TCS. No longer were two separate script files necessary.

Background downloading and uploading is a breeze under MultiFinder. Just one problem with it, you can access other programs under MultiFinder during a background file transfer, but you cannot read your scrollback buffer. So if you want to read the message base during a file transfer, capture it to a text file and then use the built-in DA text editor, Microeditor, to read your messages while the file transfer is under way. MicroPhone II uses 488K under MultiFinder. Kermit and Batch file transfers are now supported. VT102 emulation is also there.

The only bug I have come across is a minor problem with the cursor during a stream of incoming data. The cursor sometimes refuses to change back from the I-beam to the pointer. If you click on the menu bar the cursor will switch back.

I have spoken to the people at Software Ventures. They said that everyone will receive a "real" manual with second copy of MicroPhone II. This copy will have the "minor, non-fatal" bugs eradicated. According to other users that have just received their upgrade, a letter is now included with the mailing.

All things considered, I am very satisfied with the package. It is a major improvement upon MicroPhone 1.1. The interface adheres very well to the Macintosh philosophy. The script language closely resembles Pascal and Modula 2. I do commend Software Ventures for holding off until they got it right, but the photocopied manual and no letter was a mistake. This is much too fine a package to be presented in a shabby manner. If you like MicroPhone 1.1, then you should give serious consideration to MicroPhone II. It is an excellent telecommunications package.

VOLUNTEER PROFILES

We continue our portfolio of WAP volunteers, without apologies to the scotch whiskey whose ads suggested the format.

Name: Walt Francis
Occupation: Economist, Bureaucrat and Author
Residence: Washington DC
Computer: Mac 512E & Apple //c
Favorite Drink: Apple Cider
Favorite Software: WordPerfect
Service to WAP: Hard Copy Librarian, Hotline Volunteer, Journal contributor

Name: Ed Myerson
Occupation: Govt. Executive, CPA
Residence: Great Falls, VA
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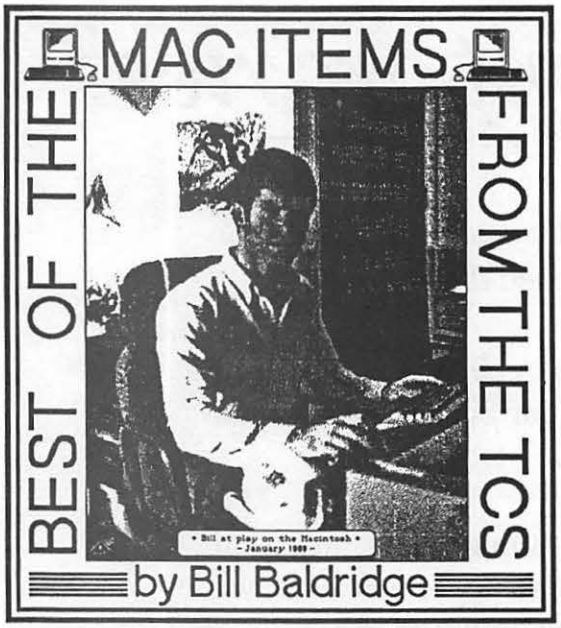

HyperCard

TIM LEE on 05/09
What is considered the best book on Hypercard now? Is Goodman's still the best source of info?

BILL BALDRIDGE on 05/10
Goodman's book is a good general reference for HyperCard, but if you want to really get into the nuts & bolts you have to get a thorough HyperTalk reference to accompany it (even though Goodman dabbles [or babbles] in it in his tome). It has been said, by those who should know, that the Help stack which accompanies HyperCard is the BEST reference to the genre, and I echo that statement here. However, for those that would rather not go jumping around (stack hopping), or must run HC from diskette I recommend HyperTalk Programming by Dan Shafer, which also covers version 1.1.

ALLAN BALLIETT on 05/11
Let me insert in here—don't buy the "Pocket Reference Hypertalk" book by SOFPRESS. It's nothing more than a list of commands and parameters with cryptic descriptions. It looks like it was knocked out of the ADPA Hyper materials by a kid with a LaserWriter. I guess if you don't mind dropping $12 for what should be freeware, it's OK.

LAWRENCE WOLFARTH on 05/24
New issue of MacWeek says that HC Ver. 1.2 is due out any day now. Has anyone seen it? Any news on when it will arrive? Any recommendations on which dealer to visit for an upgrade?

DAVID KREISBERG on 05/25
What new features are supposed to be in version 1.2?

BILL BALDRIDGE on 05/27
Version 1.2 is supposed to be the "International" version, which supports foreign languages & fonts. I wouldn't consider it a "must have"...version 2.0 would be worth the wait.

JESSICA WEISSMAN on 05/27
In addition to the admittedly minor improvements it offers almost 200 bug fixes. Supposedly it has been released and should trickle down to the dealers within a month.

Telecommunications

J. EVANS JENNINGS on 05/02
HELP!—I attempted to download my first Mac file (VIRUSDETECT.SIT) and got an "insufficient room on disk" message. I switched my file destination to my hard disk (where I have over a meg left) and got the same message. Here's my setup: Using Microphone 1.0 with CRC disabled. Selected "Receive MacBinary XMODEM" X0N/XOFF pacing enabled for both sending and receiving. 1K XMODEM set to "Automatic." What am I doing wrong?

ERIC RALL on 05/02
Your problem is caused by a bug in version 1.0. This has been corrected on version 1.1 and supposedly it hasn't been reintroduced in the as of yet unseen Microphone II. [Speaking of which... ed.]

ERIC RALL on 05/28
I got Microphone II this afternoon. I had to modify some scripts (notably the script that is in our download section needs to be reworked a bit—I'll do that and upload a new copy later.) But for the most part the scripting capabilities are most impressive. I exported as text some old scripts and imported the text files into the Microphone settings file that came with Microphone II. Neat! Couldn't do that kind of stuff with 1.0 or 1.1 (new or old 1.1). The manual is a major disappointment! It appears as if it is a pirated copy or something. It is obviously photocopied since you can see the registration marks where the manual will be cut to the size of the 1.1 manual. The top of each page says "Microphone Reference" so you have to go to the table of contents to see where the charters start and end. There is no index and the setup is awkward and confusing. The program is powerful! Many of the things on my wish list are here. The scripting is greatly enhanced and offers great possibilities. I have exported all of my old scripts as text files and then imported them into one large script! Couldn't do that before. The scripting also allows you to alter protocols on the fly! Great for those that use Xmodem Checksum here (the only choice) and Ymodem on the Twilight clone. It also allows for changing baud rates with different scripts.

Programming Languages

BARRY LANGDON-LASSAG on 05/05
Is there no "Mac Programmers" column in the WAP journal, or are my eyes just bad? What goes on at those meetings anyway? I'm new to WAP (3 months now), and would like to get in touch with other LSC programmers. Is the Mac Programmers meeting the place to go?

BILL BALDRIDGE on 05/06
Why not attend one and see? I tend to think most high level languages are batted about, but have never been to a meeting, as I'm not currently into brain bashing on the Mac.

BRAD FLIPPIN on 05/16
I was talking to a Think Tech support type today and learned that they have taken a lot of flack because LSP does not support the

contd.

LW and AppleTalk. He said that instead of issuing patches they have completely rewritten LSP for version 2.0. It has not yet been announced, but should be announced this summer. He said it is really going to be something worth waiting for. "You will really find it exciting."

Professional Software

DAVE GIBSON on 05/05
I am being transferred to a division which is all PC (except for the Mac Plus I am taking with me). They are on a Novell network. They are interested in having me write some software in DBase. Is the new version of DBase compatible with DBase Mac ? I can import DBase III files into DBase Mac. Supposedly, IV is much easier to learn and program than III and if I have to learn something, I would rather learn something easier and more compatible with my Plus. Also, Does DBase Mac allow record locking in mixed DBase Mac/ DBase PC environments ?

PAUL CHERNOFF on 05/05
You might want to consider FoxBase for the Mac. It is compatible with dBase III+ (both file format and applications) but also offers Mac features and is supposed to be fast, and will be updated at some time to be compatible with dBase IV (and God knows when IV will be released). Novel is working on networking with Macs, but will probably mean additional server software.

BILL BALDRIDGE on 05/06
I understand from a friend who is a dBase fan that McMax is THE BEST dBase clone currently on the Mac. He regularly brings dBase III files home from the PC's at work and runs them on his Mac II at home. He also can program directly in McMax and expect those programs to work fine on the PC's at work. P.S. You'll have to have TOPS running on your PC's to do what he's doing. The only drawback (his words) is McMax is much like working on a PC; i.e., not very Mac-ish. If you want Mac-ish, you're going to have to put up with some incompatibilities, apparently.

BILL BALDRIDGE on 05/06
The hardware/software I referenced yesterday is called "Lap-Link Mac" from Traveling Software (800-343-8080). It includes, as stated, a cable for 512/Plus (and up) to RS-232 connector, software for both computers, and docs. It works by putting up a window (on both, apparently...the ad is Mac oriented) which shows files available for xfer. Xfer speed is 57.6Kb, which (according to ad) will xfer a 50K file in 7 seconds. Price is $140, not $295 as stated.

HOLGER SOMMER on 05/07
I have Lap-Link Mac and use it quite frequently. It puts up two windows on the MS-DOS computer one showing the disk of the PC the other the disks of the Mac. You can only use the MS-DOS end to control the file transfer to or from the Mac. I also have MacLink+ which provides control from both ends, comes also with a cable but runs only at 9600 baud for the Lap Link Mac. Anyway, since I am a connectivity freak, yesterday I bought MacChuck which allows you to control the MS-DOS computer from a Macintosh window and run application from it. I'll let you know how it looks and works.

DAs/FKeys/Utilities

WALT MOSSBERG on 05/02
I have just uploaded to Mac file area 5 a unique translator program, Works-Works, which is used on the Mac in conjunction with Apple File Exchange (AFE) to directly convert Apple II AppleWorks files (all 3 types: word processor, spreadsheet, database). The resulting Mac files keep their formatting, formulas, etc., and you don't have to prepare the AppleWorks files first in any way, as long as you can get them onto a 3.5" disk that can be inserted in a Mac drive. You need not turn the AppleWorks files into ASCII, DIF, or anything else. It is free and was written by Productivity Software, the small firm that actually created Microsoft Works for Microsoft. The file I uploaded is called Wk.to.Wks.SIT; unpack with Stuffit to get Works-Works and a documentation file.

DAVID HARRIS on 05/02
I just saw your new file on DL 5. Question: how do you get Appleworks stuff from 5 1/4" disk to Mac MSWorks' 3 1/2" disk?

FERNANDO SALAZAR on 05/02
You need an Apple II with both 5 1/4 and 3 1/2 drives; use system utilities to copy from the 5 1/4 to 3 1/2. Incidentally, I just succeeded in getting some ProDOS FlashCalc files over to Excel/SYLK format. I had to use AppleWorks to read the Flashcalc files, then save them in AW format; then use AFE to translate Aworks to SYLK. I had the pre-release AFE (Interfile) and it came with the AppleWorks-to-SYLK translator, but it wouldn't work with the AFE that came with the System 5.0 release. But it worked fine using the old Interfile program.

Word Processors/DPub

JAMES EVANS on 05/09
I have an empty LaserWriter cartridge. I have read about various services that refill empty cartridges on a trade–in/swap or original basis. I'm interested in anyone's experiences with any of the services. I'm interested in your feedback on refiller's quality of product, service, turn–around time, and of course—prices. Many of the local and national magazines have advertisements on this service. What do you know and what are your experiences? I'm not in a great hurry, but would like some feedback. Thanks!

NANCY MERTZEL on 05/10
At the dPub SIG meeting last week, people were talking about PB Technologies, a local refiller. They said that the quality was good, but now that they'd expanded the service and turnaround was worse. Tom Piwowar was still using them anyway. The price was around $36 or $39 dollars, and they will pick up and deliver (even one cartridge). I'm interested in hearing about other refillers as well.

DAN HUGHES on 05/24
Got a flyer in the mail yesterday stating that Write Now word processor will be updated to version 2.0 in July. The new version will be multifinder compatible, have 100,000 word dictionary, directly import text, Word and Mac Write files, and have a mail

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merge capacity. Lots of other goodies are included, too. Cost of upgrade—$25 + $3 s/h.

ROBIN RUSCZAK on 05/25
Does anyone know a technique for converting files scanned on a DEST scanner connected to an IBM XT (PCX format) and moving them to the MAC? This requires taking files saved in .PCX format and turning them around into Apple software compatible formats (PICT, etc.).

PAUL CHERNOFF on 05/26
Do you have a way to convert PCX format to TIFF? If yes, that could be the solution to your problems. If you really need PICT then you could use Curator to convert between TIFF and PICT.

BRAD FLIPPIN on 05/28
At work we use a program call MacScan (which actually is used with scanners). It allows me to open a file in many different formats and convert to another. I can open the scanned figure and store it in EPSF, TIFF, MacPaint, etc. When I want to convert to something else, I open it and convert to it. The cost is about $75 from you local dealer. If you are in Crystal City, MacSource on Crystal drive has an operational scanner and rents scanner time. You can try it out there. Talk with Taylor at 521-9292.

Macintosh Union

BRAD FLIPPIN on 05/14
Has anyone heard about this before? I took my master HyperCard diskette into Family Computers in Fairfax on Arlington Blvd to get the latest upgrade. I asked the young man, "What is the latest version of HyperCard you have?" "We have version 1.1." "I'd like to get a copy of it. I have my master diskette." "Sorry, we cannot do that. You have to either purchase a diskette from us for $5 or leave yours overnight. We are no longer allowed to give out 'walk-in' upgrades." "What?!" "I know it sounds funny, but Apple is coming down on the dealers. I did it last week and got chewed out for doing it." Since I was in no hurry, I left my diskette with him and I'll pick it up Monday. Has anyone heard of that policy? I went to one other dealer before that, but he did not have HyperCard on any of his Macs, but seemed willing to let me have it if it was.

BILL BALDRIDGE on 05/15
I've read the replies to your message, and must agree with all. But you must also realize, that if a dealer has sold X hundred (or thousand) computers they cannot be expected to drop everything just to do a copy of their HyperCard master (though they certainly COULD keep a few dozen around for times when they can't be bothered otherwise). Admittedly, a truly customer-oriented dealer should realize Apple owners will be popping in to get an upgrade, and have a few (at least) copies around for that purpose. They should have the option of at least requesting a blank disk (preferably new) in return. On the general subject of upgrades, you must realize that Apple has adopted the policy of charging for System upgrades (at least for the "official" package, which includes full documentation). I'm not certain as to the end reasoning for this, but it probably has to do with product liability (i.e., if you didn't purchase the package from Apple, then they cannot be held liable for down time due to running an "unofficial" upgrade). The corporate wheels are spinning faster at Apple, Inc. nowadays.

DALE SMITH on 05/16
Here's a response I got from Apple's Customer Relations concerning the problem with the HyperCard update by Family Computers. One day response is pretty good...
Re: Dealer practices?
88-05-16 21:39:30 EDT
To: Dale Smith
From: Apple CR
That is definitely NOT an Apple policy! Apple recommends that our dealers provide this service free of charge, however, dealers are free to charge if they wish. We do not request that dealers keep the disk overnight. I will forward this input to our Regional Sales Office. — Apple Customer Relations

Graphics & Design Software

JERRY WALZ on 05/05
I see in the trade press this week that Canvas 2.0 is due in June with free upgrades for registered owners.

DAVE GIBSON on 05/06
What do you use for maps? We could use some good software for generating maps in our place. Mostly we need to generate states and highways but being able to locate cities and place statistics would be useful, too.

JODY BOLT on 05/07
We plan to scan in accurate base maps and trace them with Illustrator or Freehand, manipulate colors and line weights, them move them in to Quark (or one of the other layout programs) for output with the rest of the page. So far I've only experimented with Illustrator on maps—it will be better when Illustrator '88 comes out (with color). We're going to start out scanning in bases with MacScan flatbed (w/gray-scaling upgrade), but plan to go to a Howtek (color) flatbed scanner as soon as it's available. The Howtek (for use with Macintosh) has been on hold awaiting Apple's decision on 24-bit color quickdraw. Now that Apple has made the announcement, it should be available pretty soon.

KIM CIMMERY on 05/06
Our office just installed a Mac II last week. We purchased MapMaker with it. MapMaker appears to be a pretty good program for generating maps by State, County, and major metropolitan area. Those are the categories which boundaries are included for with the program. I have easily entered my own data and created my own displays using the existing boundaries. Today I copied the files to SuperPaint and added text, etc.

DAVID GURSKY on 05/07
Check out a new package from Odesta called "GeoQuery". It looks very neat.

Peripherals

JON THOMASON on 05/03
I'm really looking for the best, cheapest way to share peripherals between a Mac SE and a IIGS. I have instructions for segmenting my CMS 60 between the two, but still need a quick 'n' easy way

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to share my ImageWriter II and my Apple Personal Modem. My current plan is to swap cables until I find a better plan. Does anyone know if this will cause problems? I'd rather not take my Apple Personal, move it to the SE, and get an Avatek 9600, (well, let me take that back. I'd LOVE to, but can't) and likewise moving my IWII over to the SE and getting an LQ. What methods have been tried?

DAVID GURSKY on 05/03
You ought to be able to find T-switches at any of a variety of computer stores that will suit your needs. If you can get a hold of the Inmac catalog, they should have them as well.

DAVE GIBSON on 05/06
An alternative, but slightly higher priced method - Appletalk. We purchased an LQ with an Appletalk board in it and bought Farallon Phonenet connectors for our Macs and the LQ. Cost, about $100 for the board and $150 for 3 Phonenet connectors (1 each for the Mac, the GS and the LQ). This allows the GS and the Mac to share the LQ. Not the cheapest but efficient.

TIM LEE on 05/06
We use an Appletalk system in my office to connect several PC clones to a Laserwriter (we have a few 512 Macs also - no hard drives on them). My boss would like to have a simple interoffice mail system - simpler than the one we have that connects to a mainframe. We mail software for the Appletalk, but the PC clones, which are the main PC 's used have to be on and in the receive mode to receive mail which is not practical. Can a standalone hard drive be added to the Appletalk network to hold the mailboxes to receive all the mail? Or could we upgrade one of the MAC 512's with a hard drive to do this?

JERRY WALZ on 05/07
InBox will handle a clone with an AppleTalk card, as far as I know. Microsoft Mail will do that too, I think. CE's Quickmail, now in beta is advertised as having a PC capability this summer. If you have TOPS you can always mount folders called something exotic like "Mail" and drop messages back and forth between PCs and Mac. I don't know of any way to get a signal/Boing out of the TOPS technique though.

DAVE GIBSON on 05/09
Microsoft Mail will do it for the Macs but their PC version is still in Beta. I have been trying to get a copy to evaluate for our TOPS LAN and have been unsuccessful as yet. IF it is as good as the Mac version then it would be a good choice. Otherwise, if he must move promptly, then InBox is the ONLY (literally) way to go which works efficiently on both the PCs and the MACs at this time.

RICHARD FORD on 05/20
There is a DA for the Mac called CheckMail designed for use with TOPS. You create a folder called Mailbox and then publish it. It will notify you when new items are added to the "Mailbox".

BRAD FLIPPIN on 05/25
Anybody know where I can get a switch box that will select any

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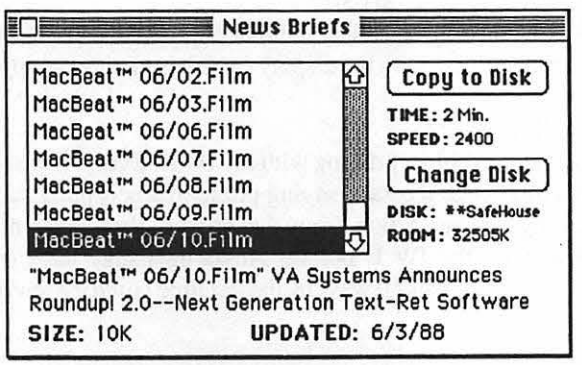

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one of three Din-8 connectors? Something like the standard A/B, A/B/C, etc. type switches for RS-232 and the like.

BILL BALDRIDGE on 05/27
There are a couple of firms, which advertise in The Computer Shopper, but I can only find one (on quick scan)—Connections Unlimited Inc. (214) 556-0757. They list AB & ABCD mini-DIN8 boxes for $29.95 & $34.95 respective.

Inside Macintosh

HARRY ERWIN on 05/26
Has anyone solved the problem of how to get good screen dumps from a Mac II equipped with a large monochrome display. We're using SuperMac 19 inch screens. Use of the usual key combos (e.g. Command-Shift-3) results in only partial screens after dumping to Paint. We've experimented with Capture from Mainstay, but with poor success. Whole bitmaps can be "Captured," but when re-sized to fit onto a (for example) SuperPaint screen, tend to lose much detail. In particular, icon legends are "greeked" into illegibility. An attempt to dump the clipboard or a saved PICT file into DRAW 1.9.5 causes system bomb 01, or (rarely) seemingly random bits. Your suggestions are welcome.

BILL BALDRIDGE on 05/27
A couple of suggestions: 1) Paste the clipboard into the Scrapbook, and then use a utility like Clarify (available in d/l area 7, I think) to change it to 300 dpi (or whatever you want). 2) Canvas doesn't like pasted-in graphics too much either—what's the problem here? A bug? In any event, you MIGHT try some other program which allows documents larger than 8x10 (Illustrator, Freehand, MacDraft, etc.).

KEN KNIGHT on 05/27
There is a screen to PICT Fkey out there that ought to work (works in all bit levels, not just 2 bit like cmd-shift 3). It should be here someplace—if not let me know and I'll shoot a copy of it up.

Federal Gov't SIG

DAVE LAVERY on 05/04
We have been looking at the PC compatibility problem for two or three months now, and have tried the AST286, the DaynaFile and SoftPC. Of the three, SoftPC from Insignia Solutions was far and away the leader. It is different from the DaynaFile and AST286, in that it is a total software emulation of the 286 MS/DOS environment. This has one big advantageas faster CPUs become available for the Mac, the SoftPC application will also run faster, unlike the hardware coprocessors which will always be limited by the processor on the MS/DOS card, regardless of the Mac CPU. As it is right now, SoftPC already executes considerably faster than the AST286 (but so does molasses, right?), and faster than the DaynaFile when softPC is used with the Apple 5 1/4" drive and controller. Additionally, we found that several applications that simply would not run on the AST286 (such as Reflex by Borland) had no problems running under SoftPC. Now the best part—SoftPC is cheaper! The AST286 is currently available for around $1030 (which gives you the PC coprocessor, but you still need to add in the 5 1/4" disk drive for floppy exchange—add in another $250 or so for the Apple drive). The DaynaFile runs around $595 (but this only gives you the drive hardware—add in approx $95 if all you want to do is transfer files—if you want to have any PC environment emulation, you are SOL). Falcon tells me that they will be carrying SoftPC in the $500 range (plus or minus an unspecified error margin). If you need 5 1/4" format floppies, you will still need a disk drive (such as the Apple one mentioned above), but we have done without the drive and just transferred the files between PCs and SoftPC on the Mac via modem connections and our electronic mail system. Hope this helps!

DAVE GIBSON on 05/09
I got a variety of mixed messages about the SoftPC product and whether it would run with the SE. I finally called Insignia and talked with a Richard Krause. He stated that if the SE had a Radius, Supermac or General Computer 020 accelerator card and at least 2 meg of memory it would run. Its speed would be about 1.3 to 1.4 using the Norton Utilities Index. He stated that it did NOT simulate extended memory. That although it would be straightforward to do so, that users already object to the 2 meg environment and have not asked for the extended memory as a feature. He did not know whether it would run with the Levco Prodigy Board. He also stated that the board currently emulates monochrome and CGA graphics and that the software is being modified to emulate Hercules.

DAVE LAVERY on 05/12
The address and phone for Insignia are: Insignia Solutions 1255 Post Street Suite 625 San Francisco, CA 94109 415-771-7001 Hope this helps for all those that are interested in trying out SoftPC.

Mac Hardware

RICHARD BROSNAHAN on 05/11
Two and a half years old and my Plus screens starts to flicker. It was an intermittent problem, but a problem just the same. I figured the "power supply" or the flyback transformer on the analog board. Something usual. I got fed up with the squiggleys. Then one time I turn it on and get a sad Mac with an ID of 02FFFF. Bummer! I take the unit in and find out it ate a SIMM. Say what? What the heck made it eat a SIMM? What does the SIMM have to with video squiggles? Anyhow, I had the SIMM replaced and also bought Apple Care (long overdue). I have no squiggles. The machine is working flawlessly. Go figure!

BILL BALDRIDGE on 05/12
A bad SIMM could cause any number of problems—not least of which is a problem with the display (which is memory mapped).

TIM LEE on 05/13
I'm having a problem printing with my IW II. Everything seems normal but I get a message saying printer not accepting data or something and no action from the printer. I've never had a problem with the IW II before. Anything I may have overlooked—suggestions? It was OK the last time I used it a few days ago.

BILL BALDRIDGE on 05/15
Perform the following checks, in this order: 1) Check that all

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cables are properly seated in the connectors; 2) Replace the IW driver with a fresh copy; 3) Shutdown, power off, remove battery (if 512 or Plus), let sit for a couple of minutes. Replace battery, startup, select IW from Chooser. 4) Try printing. If none of these steps solves the problem, you probably have a hardware problem—either the cable, printer, or (in worst case) serial port damage. You might also try printing from the modem port (after selecting that from Chooser) to eliminate the printer port as source of problem. Hope this helps.

TIM LEE on 05/16
I found the problem. The Chooser was set for modem port instead of printer port. Don't know how that happened.

JERRY WALZ on 05/14
Anyone else having trouble with 800K drives going bad? We've had three internals go out in the past month on our Plus' and SE's. Bad for my reputation after I've crowed about the low cost of maintenance on our Macs. Seems as soon as a service rep leaves after repairing one, another one craps out.

RICHARD FORD on 05/14
I have had two friends with new Macs—one a SE, one a Mac II who have had floppies go bad on them. Both machines were purchased within the last 6 mos.

BILL BALDRIDGE on 05/15
Gee—they're STILL crapping out? I thought it was just a batch of mid-'87 Pluses that had that problem. Sounds like a good topic to bring up with Apple Technical Service. I'd keep bugging your service provider about it—it can't keep up for long before someone wakes up. Threaten to go IBM if it happens again! Always good for a rise out of Tech Support.

DAVID HARRIS on 05/16
I have a Plus bought in July '87 which had a drive which if not bad at least was suspect. I had it replaced before the warranty ran out, and have not had any problems with it since.

LETTERS TO THE EDITOR

Dear Pi,

I want to pass on to fellow members my pleasure at the first-rate service assistance I've gotten from MacCorner. I've had an infuriating, long-term problem with bombs (one-a-day at least!) that began not long after I had a SuperMac upgrade from 512E to 2 megs. It got to the point where in desperation I installed AutoSave and and began to back up every 3 minutes! No fun at all, as I've been writing a book.

MacCorner repeatedly took my Mac back to try out one approach to the problem or another. First, Jay Heller had a series of whacks at it, but this was a very hard-to-pin down problem. After he left MacCorner, he passed my problem on to Dwin Craig. Finally, success!. Dwin hard-soldered the clip, and that seems to have done the trick—no more machine gun attacks, wallpaper designs, shimmering mazes, bombs or simple freezes. I don't miss them a minute!

I appreciate their persistence, their results and their courtesy. No one at MacCorner ever let out a groan when my Mac came into the shop yet another time, and I appreciated that very much. I equally appreciated Dwin's courtesy in checking with me several times after the final fix, just to make sure that everything continued to work. This is excellent customer relations! I wouldn't hesitate to recommend MacCorner service to any Pi member.

Susan Meehan

Dear Editor,

I wish to write to express my dismay of your publishing Ray Settle's review of SHOWOFF in your June 1988 issue of the WAP Journal. The fact that the program was marketed and sold but doesn't work seems lost in the glowing praise for the program.

I bought SHOWOFF several months ago, played around with it for two weeks, called and wrote Broderbund and was finally successful in getting my money back. Broderbund admits that the manual was completed seven months before the program was released (not finished). Accordingly, in addition to just not working, it also did not match the manual. To devote a review of the depth and length that you did for a faulty product (recalled, also) is certainly questionable. Many working IIGS programs are out there worthy of Ray's review. A two liner warning in the Journal would have been adequate, i.e. it doesn't work, contains major bugs (per Ray) and shouldn't be bought.

Please don't let WAP become another "I like everything" organization. We don't need any more captives of the computer makers and program designers. This article perpetuates the generation and marketing of junk. Wait till it works before you give Broderbund two columns of free advertising that they definitely do not deserve.

Other than that, I like the Journal, I think.

Terry R. Betzer

(Ed.Note: In fairness to Ray Settle, we should point out that he indeed commented often about the problems with Showoff. But, he also tried to encourage Broderbund to remedy the bugs and problems since, in his opinion, it was an excellent and needed product. He called it like he saw it, and by bringing attention to it hoped that a credible, bug free product would soon follow. No misrepresentation or "I like everything" reporting in his article. Not advertising, but encouragement where encouragement was felt to be appropriate.)

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by David Weikert

Mac II Disk 20.07 Recall

Kevin A. Mitchell, the author of GIFConverter, notified us that the version we have on Mac II Disk 20.07 is an early restricted version and should not have been distributed. *That version has a bug that may result in the random deletion of files from your floppy or hard disk by destruction of the directory.* Kevin is sending us a replacement demo version that is current. We will replace your Disk 20.07 with an updated version; send it to us with your name and return address, bring it to the office or to the membership meeting and exchange it at the disk sales table. If you do not use GIFConverter, you do not need to exchange the disk but please, please delete GIFConverter from your disk. Our apologies to Kevin for distributing a version that was restricted. As a matter of WAP policy, we try to ensure that all Mac disks include only properly releaseable demo programs, shareware or freeware.

Version 6.0, Apple System Software Issued

We received permission from Apple Computer, Inc. to distribute the latest Version 6.0 System Software; it is available on four disks for $5 per disk. (You can combine this order to take advantage of the $4 price per disk for five or more disks.) One disk includes an updated System, Finder, MultiFinder and associated System folder files. The next disk is dedicated to printer drivers. The remaining two disks contain the Apple utilities, including two new ones, a macro recording and playback capability and an expanded screen image for the visually impaired. Please note that the System Software package that we distribute does not include any documentation. If you need documentation, the System Software upgrade package is available from your local Apple dealer at a list price of $49—ask about a discount for WAP members.

HyperCard Ver 1.2 Upgrade

We also have the HyperCard™ Version 1.2 upgrade and permission from Apple to distribute it to HyperCard owners. The upgrade is available as a single 800K disk for $5 (or $4 per disk when combined with an order for five or more. You must show proof of HyperCard ownership when you order. Proof of ownership may be the original disk, the HyperCard Ver 1.1 replacement disk with Apple copyright label, a copy of the receipt that shows HyperCard purchase, or a copy of the first page of the HyperCard Manual (the one title HyperCard User's Guide).

Word Processing Utilities Series Issued

This month marks the issue of the Word Processing Utilities series, thanks to Charles Redmond III who tested and annotated them. Charles deserves a heartfelt thanks from the membership for the effort he expended in testing the series under MultiFinder. All of the Word Processing Utilities scattered throughout the current library and many new acquisitions have been grouped into one series of three 800K disks, labeled as Disks 17.01 through 17.03. Programs are arranged alphabetically within the series. The Word Processing Utilities series of three disks is available as a package for $10.50; that's $3.50 per disk. The disk set will be accompanied by a mini-catalog which includes the program notes and catalog listing.

Adobe Screen Fonts Series Now Issued

We have registered with Adobe Systems Incorporated to distribute the Adobe screen fonts in all of the faces that Adobe provides. These fonts are necessary for proper presentation on the Mac screen (at 72 dots per inch) for Postscript font styles such as bold, bold italic, etc. The Adobe screen fonts are available as single disks or as either an LW package or full package. The LW package is a four disk set (Disks 18.01 – 18.04) that include all of the LaserWriter Plus and LaserWriter NT/NTX faces (as well as some other faces) for $14. The full package is a nine disk set that includes all of the Adobe faces for $31.50. These disks are all 800K format.

New StackWare Librarian

Bill LaPlant has graciously agreed to be the HyperCard StackWare librarian. Bill will be assisted in these efforts by a few members who volunteered to review, test, assemble and annotate the StackWare. Bill is soliciting additional volunteers—call him at home at (703) 360-9814 or at work (301) 763-3905. Look for new StackWare releases to the Disketeria in the coming months.

About Shareware Fees

Now, while you are thinking about it, send the authors their requested shareware fees for those programs you have added to your software library. Shareware is now accounting for over half of the material that we receive for Mac disks and we all need to encourage the authors to continue to use this distribution channel. Shareware gives us the opportunity to use a program for a while (usually 30 days) before deciding whether it is useful or not. However the shareware concept depends upon the ***honesty*** of each of us for success. If we don't support the shareware concept with the requested fees, the authors will find different distribution channels.

The New Disks

We have 17 new disks this month; the three disk set of Word Processing Utilities, four disks of Apple System Software Version 6.0, Apple HyperCard Version 1.2, and the nine disks of Adobe Screen Fonts. This month's submissions are brought to you by Marty Milrod, Charles Redmond III and Dave Weikert and the efforts of all the duplicators listed under the masthead. The folder information, where appropriate, precedes the listing of program contents. Folder information is underlined, programs and files are printed in bold with shareware information printed in bold italic print. Programs that are MultiFinder compatible are designated by *(mfc)* following the description.

Mac Disk 17.01: Word Processing Utilities, WP 1

Acta Reader: Allows you to read and print any file created by

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the Acta desk accessory. Acta is a commercial outline processor. *(mfc)*

Add/Strip 2.12 f: **Add/Strip 2.12:** Adds or strips line feeds, and/or carriage returns from text files or convert to a Microsoft Word format. It also has a feature to strip carriage returns from all lines not followed by two carriage returns thus creating paragraphs. **Add/Strip 2.12 Docs** is the documentation for the program. **Strip Add/Strip 2.12** will reduce the size of your personal copy of Add/Strip by a little over 7K. *(mfc)*

AddTabs 1.1 f: **AddTabs 1.1:** Replaces a series of spaces with a tab and removes trailing spaces. You specify the length of the string of spaces and the program does the rest. Also removes ASCII characters with a value less than nine. **AddTabs 1.1 Docs** is the program documentation. *(mfc)*

Apple File Exchange f: **Apple File Exchange:** This is the engine for file conversions between Macintosh applications and between Mac and other computer applications. Use AFE with DCA-RFT/MacWrite translator file in this folder or with translator files from other sources such as Dataviz, the developer of MacLink Plus. *(mfc)*

DCA-RFT/MacWrite: This translator may be installed in the Apple File Exchange engine to permit conversion between MacWrite and programs that save files in the DCA-RFT (Document Content Architecture-Revisable Form Text) format.

BlazeStripper f: **BlazeStripper:** This utility replaces characters with ASCII values less than 32 and greater than 126 (except carriage returns) with any character you specify. The program is not very Mac-like so you need to write down the names of the files you want to convert prior to running this one. The **f77.rl** file needs to be on the disk in order for the program to run properly (or at all, for that matter). *(mfc)* ***Shareware—$5.***

Detab: By anon. Changes a tab to a specified number of spaces. Great for preserving column layouts in formatted files converted to ASCII. *(mfc)*

Document Builder f: **Document Builder:** Allows you to create stand-alone documents which include text and graphics. Since Document Builder documents are applications, the reader does not need a word processor to show them on the screen or to print them. **Document Builder Docs** describes the application. *(mfc)* ***Shareware—$20.***

Enable/Disable Test Page f: **Enable Test Page:** Instructs the LaserWriter (using PostScript) to print the test page at start up that includes the number of copies. *LaserWriter/LaserWriter Plus compatible.*

Disable Test Page: Instructs the LaserWriter (using PostScript) not to print a test page in the event you are tired of seeing the charts and graphs with a record of the number of copies produced to date. *LaserWriter/LaserWriter Plus compatible.*

Entab: Changes a specified number or more of spaces to a tab character. Great for preserving monospaced ASCII layout material when converting to word processor formats. *(mfc)*

FaceLift f: **FaceLift 1.0:** Reformats MacWrite files. Can change all instances of a specific type font, type size, or type style to another font, size, or style or in combinations. You can save formatting specifications if you do this frequently. **FaceLift Doc** is the nicely written and informative manual for running the program. *(mfc)*

File Cleaner: This utility permits you to strip line feeds, carriage returns, high-bits, etc., from text files on the way to converting them into importable format for word processors or data bases. *(mfc)*

fixtextWord: This program fixes a bug in Microsoft Word 3.01 program which caused bombs at 64 kbyte boundaries. It changes carriage returns to spaces. If you've had problems with Word 3.01, you might try this. *(mfc)*

Mac Disk 17.02: Word Processing Utilities, WP 2

Idealiner f: **Idealiner:** Idealiner is a shareware outliner for the Mac. Like any good outliner, it lets you organize headers on many different levels. It lets you add text to the headers and lets you print with or without a table of contents. **Read me first** is an "intro. to the introduction." **A Tutorial Introduction** is an actual "introduction" and tells you how to launch this program. **Idealiner Release Notes** gives tips on this version and is in Idealiner format so it will aid in comprehending how to use the program. **Idealiner User's Guide:** is a formal manual on how to use this program. It too is in Idealiner format. *(mfc)* ***Shareware — $30.***

Index 4.5 f: **Index 4.5:** Indexes MacWrite 4.5 files one page at a time. It creates a list of words you have previously marked and puts the page number next to the word. You will then need a program to sort the list if you want an alphabetically-ordered word list. **Index.help** is the accompanying help file. *(mfc)*

Ink: This is freeware and is a text file printing utility which will print any ASCII text file or series of files in almost any format on almost any printer, including the LaserWriters. There is extensive on-line help. *(mfc)*

LaserPrint: This is a substitute for printing from within any word processor or other application. You MUST have a printer driver (like ImageWriter or LaserWriter) on your startup or hard disk but you don't need a word processor. If you have to print something without having the word processor present on disk this seems to work just fine—keep in mind you cannot preview the document or make any editing changes, though. *(mfc)*

LFStripper/Jan88: This removes line feeds from ASCII files and does it in a straightforward fashion. Not the greatest of programs but efficient. *(mfc)* ***Shareware—$5.***

Macify 2.7 f: **Macify 2.7:** Converts a plain text document into a useful one by removing hard carriage returns, lower 32 ASCII characters (all the "control" characters) and generally cleaning up things. It also lets you modify the appearance of a document by using ligatures (the little "fl" and "fi" items seen so often in booktype) and inserting proper "open" and "close" quote marks. This is a most useful program and performs a real service if you do much file transferring. **The New Macify** is a users manual and bug report all in one. It offers some useful information but the best information about Macify comes from using the program. **About Macify (Stack)** is the users manual in HyperCard format. *(mfc)* ***Shareware—$10.***

MacWrite Recover: This is another in a long line of MacWrite-to-text converters. This one doesn't provide any options of tab conversion or any other formatting elements. It is lightning fast, though. *(mfc)*

MacWrite to Text: This is another MacWrite-to-text converter. This version at least recognizes format elements and identifies

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what the format was by placing notes inside brackets beside the word or line or paragraph where a format change occurs. Unlike MacWrite Recover, though, this version closes after each conversion and must be re-launched if you have a string of conversions to perform. *(mfc)*

Mangle f: **Mangle:** The purpose of Document Mangle is to allow MacWrite users to make global yet selective style and ruler changes in a MacWrite document. Mangle runs as a separate application rather than a DA since it operates on disk files rather than the MacWrite file in memory. There is the possibility that you may change something you did not wish to and may therefore lose work, consequently always make a backup of your file before using Mangle—a good practice no matter what you are doing. Although the program appears to be Mac-like, there are some subtle non-intuitive elements, not the least is it won't work properly with MacWrite 5.0 To be frank, the best thing which can be said about MacWrite and its documents is that for a long time the program was free and created a standard—of sorts. Because of the complexity of the program (it changes the internal ruler code—MacWrite documents actually contain resources rather than simply data) you absolutely MUST read **Mangle Doc**, preferably with a hard copy next to the Mac for the first several times you run this program. *(mfc)*

MindWrite Import Filter f: **MindWrite Import Filter** and **Filter Installer:** Not tested.

ReadWrite© f: **ReadWrite©:** This utility reads text files created by any Macintosh program, MacWrite files, or AppleWorks word processor files imported using Apple File Exchange. ReadWrite can save copies of the original text in new files, either as a text file, or as an AppleWorks format file, ready to export via Apple File Exchange. **ReadWrite Doc** is the documentation. *(mfc) Shareware—$5.*

RefList 1.0: This is a very clever program for individuals who submit material to a variety of scientific journals. RefList formats journal entry reference material to the standards of a specific journal (or of a large list of typical journals). Of great advantage is the ability to create new formats and preserve them as menu items. The program bases its conversion on a text file it reads which means you must have already saved the reference items in a database or word processor program. Individuals who write for journals normally keep a database of references so this added program requirement is of no real consequence to potential users. For those who write for journals, this is a very clever and effective tool. *(mfc)*

Reponer 0.1 f: **Reponer 0.1:** Reponer 0.1 performs rapid global replacement and/or deletion of targeted characters in TEXT files. It is loosely based on the replace function in Add/Strip 2.10. However, this program allows access to all 255 characters, including carriage returns. Up to 5 character replacement sets may be active at a time. **Reponer 0.1 Docs** is the documentation.

Scholar's Aid 9.72 f: **Scholar's Aid 9.72:** This is a complicated and sophisticated program which searches a Word 1.0 document or text for figure, table, equation, and reference citations (using specific code words which you must insert) and sets up files using Microsoft Word. The finished document has figures, tables, equations, and references numbered consistently in the text and includes a reference list in the format you specify. The reference list can be compiled by a search of a database file of references (a bibliography), using a Microsoft File database. If you are using Word 1.0 or any other text processor, this will help create reference document listings. Word 3.0 and upgrades includes this feature and is far more intuitive. (size = 128,460) *(mfc) Shareware—$36.*

ScholAid Packing List: This is such a complicated program with so many attendant files that this is exactly what is suggests—a packing list to ensure that users have all the necessary files. **Scholar's Aid Tutorial** is a very important document since this is such a sophisticated program. The instructions presented here are rather straightforward and can be easily followed. The author has done a nice job in presenting the facts needed to use this program. **SA 9.72 notes** are the release notes and known bug list of both this program and Microsoft Word 3.01 (which this program is designed to work hand-in-glove with). **SA Demo Text 1** is a short source text file to demonstrate Scholar's Aid. References are cited numerically using codewords in the source text that refer to specific references in your bibliographic database. **SA Demo Text 2** is the second of the demo files and demonstrates how Scholar's Aid handles various types of mistakes in preparation of documents and the bibliographic database. Each time an error is found the paragraph containing the error is placed in a file, "SA Text Errors" (on the document disk) and printed, if requested. **SA Demo New Refs** is one of the demo files and is necessary only for the demonstration of the program. **SA, Ref List Format** is a list of proper formats for the code words which can be embedded into Word files prior to extraction into the database. **SA Demo Ref File** is a sample database using Microsoft File, although any database program can be used. **SA Demo Ref File index** is the Microsoft File Index document, you don't need it but if you use File it does enable the program to sort and perform its database functions with much greater speed. This goes with the demo database file.

Mac Disk 17.03: Word Processing Utilities, WP 3

TabUtil 1.1: This is another in a series of single-purpose programs. This one either adds or subtracts horizontal tabs, converts to or from spaces to tabs and can also strip control characters and trailing spaces. Quite useful for what it does, though a program like Macify, which does this and much more, is probably more useful overall. *(mfc)*

Take a Letter 1.01 f: **Take a Letter 1.01:** This is a clever little program which allows anyone to create stand-alone, double-clickable documents which need nothing to be read or printed. This has a great many uses for individuals who correspond via disk or who create programs or databases on disks which are shipped to others. On a networked setup this wouldn't be that necessary but a lot of us still exists on standalone Macs. (size = 13,062) **Take a Letter Docs** is an application-combined-user document, consequently, though it is really only two pages long, it does take up about seven times the size of an equivalent text file. It does have some useful instructions but to be honest, the program is so simple and intuitive this is not really needed. **Chicago 12 Form Letter:** is one of the standard templates for the standalone document-making process. You will need this and the other three templates to form the complete set. **Geneva 9 Form Letter:** This is another of the

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standard templates. If you only expect to use one form letter style, the other three can be trashed. **Geneva 12 Form Letter:** This is another of the four templates. The idea is to use the built-in fonts which the Mac system ROM and RAM contain, that way any of these four templates will look good on any recipient Mac. **Monaco 9 Form Letter:** Since it is the only one of the four templates which is mono-proportional, it would, therefore, have some utility with column formats or spreadsheets. *(mfc)* ***Shareware—$10.***

Text Convert 1.1 f: **Text Convert 1.1:** Converts line endings of text file to types required by either the Macintosh or IBM PC computers.

TEXT Ranger f: **TEXT Ranger:** This is a specific-fix program for users of any of the multiple text edit programs available for the Mac. This program lets you change the creator and to remove any resource fork from the text file (thereby eliminating any formatting information saved). **TEXT Ranger** ∂, the instruction manual, is not really necessary. *(mfc)*

The Styler f: **The Styler:** This utility prints out all of the characters in any selected font faces, sizes and styles. Use it to generate samples for each of your fonts. **Styler DOCS** doesn't say much. *(mfc)* ***Shareware—$10.***

TheDOCter v1.90 f: **TheDOCter v1.90:** Allows you to create stand alone documents that do not need a word processor to open them. It has scrollable and resizable windows, graphics and supports printing. **All about The Docter...** is the documentation produced by, what else, TheDOCter. ***Shareware—$16 (includes disk with latest version).***

Tools f: **Tools:** This is an aid-to-composition program which examines a text file and performs a number of functions including predicate-nominative case matching, spell checking, "vague" word notification, average word length and other compositional analysis elements. If you are into this type of composition analysis or merely want to examine some internal memos or your own writing style, this is certainly a fun program to use. Its utility will be dependent entirely on how you use the program and what you ask it to perform. It is extremely flexible and quite fascinating to run. *(mfc)* **What to Wear** is a sample report based on one analysis of a text composition. It lists the frequency of appearance of all the words within the test composition. You can trash this, along with the A, B, C, and D sample documents once you have examined them. **spell words** is not a spell checker, but a list of "trick" words which, like the vague words list below, you create. This program, in addition to being fun to use, allows the user to examine his/her own writing/editing style since it requires you to load a certain amount of the style you are looking for into the program before it can be run. The spell words and vague words list are presented here as templates and are easily edited. **vague words:** Because only the teacher, author or editor can actually determine what is a "vague" word (e.g., "vague" is itself vague) this is a list of such words. The program includes a vague word editor which lets you add or subtract the words which comprise the "vague word list" and how their appearance in a document being checked will be brought to your attention. It includes what amounts to an alert box editor so you can prepare the proper alert depending on which of the vague words the program found. **A- Paper** is one of the sample papers so you can begin to play with the program right away. **B- Paper, C- Paper,** and **D- Paper** are the remaining sample compositions.

TypingHelper f: **TypingHelper:** This is a typing improvement program which uses words stored in the Words File. The program allows a number of options and includes an analysis of your typing speed and the number of errors committed during each session. It subscribes fairly completely to the Mac interface. The Words File is completely editable by the user and may be made specific to a field such as law. **Words File** is the list of words which Typing Helper must have in order to run. It can consist of any number of words. There can be more than one *words file* if each is given a different name. *(mfc)* ***Shareware—$36.***

UnWS+ 1.53: This is a Z-Basic compiled program which allows the conversion from MS/PC-DOS WordStar files to Mac ASCII files and back. It preserves most of the standard formatting instructions (soft wrap, tabs) but not all the text formatting. Highly formatted text is indicated with a backslash to enable the insertion of WordStar formatting characters in the conversion from Mac ASCII back to WordStar. Useful only if you must convert from WordStar to Mac ASCII and back. *(mfc)*

Weinberg .52: This program has limited utility. Although it implements the creation of complex mathematical strings, the only way to use the output is to perform a screen dump and then edit the screen image and cut and paste using the clipboard. This version of the program does not support direct cut and paste. On this count alone it should be ignored unless you absolutely must have triple integration formulas and can't otherwise create them. *(mfc)*

WN VERS Installer: This utility installs the version number for WriteNow versions 1.00 through 1.07 into the program. This enables it to successfully run under MultiFinder. If you use MultiFinder and WriteNow this will make things easier but the program itself is one of these "nice to have but not essential" items since the same thing can be done with ResEdit. *(mfc)*

WNTranslator.DA f: **WNTranslator.DA:** This desk accessory enables the import of text (ASCII) files to WriteNow document format, export of WriteNow documents to text format, and export of WriteNow to MacWrite for any application. This could be useful, for instance, if you are running a communications program and want to send a text version of a document you are working on to a colleague. Or you can copy such a document into your current WriteNow session. Of course, under MultiFinder and running WriteNow and Word or MacWrite, you can cut and paste from one to the other with ASCII anyway. This DA would be useful for individuals who do not have MultiFinder and who don't want to run two word processors at the same time. Realize, though, that heavily formatted text in WriteNow can be copied and pasted as ASCII into any other DA, including MockWrite so the usefulness of this DA will depend on how badly you need the MacWrite conversion feature. **TranslatorDA Doc 1.72** is the very complete and useful set of instructions as well as tip sheet. *(mfc)* ***Shareware—$20.***

Word Stuff f: **Word 3.0 Hints:** Some handy tips on using some of the advanced features of Word such as picture inserting and adding to the "Work" menu item. **Word 3.0 menu tip:** These instructions give tips on changing Word menu names and

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length using ResEdit (or Fedit) to allow for the inclusion of extras such as Acta or DeskPaint without running into or over the existing MS Word menu. **Word 3.01 Bug List 87/08/07:** This is a fairly complete listing of both program bugs and anomalies including printing quirks. Useful to read once because it provides a better understanding of Word itself. **Word 3.01 Commands:** This is a complete list of all command key equivalents for Word 3.01 including every possible combination of option/shift/command/key pad keys. **Word Commands:** This is a complete list of all command key equivalents for Word 3.00 including every possible combination of option/shift/command/key pad keys. **Word Keys:** Another list of Word 3.xx commands, this one is done alphabetically according to the command desired instead of alphabetically according to the command key.

WordCount 3.01 f: **WordCount 3.01:** As we all know Word 3.xx does not have a word counter. This program works by first studying the file to see how long it is, minus all the garbage characters at the beginning and end of the file. This information is reported to you almost instantly, and the number of characters ought to match the number you saw when you saved the file in Word. WordCount 3.01 then examines the file while discounting extra spaces and spaces following symbols that are not words. It will not count words in headers, footers or anything but the copy. The user does have to perform one item to ensure accuracy. You have to save the Word 3.x file completely—that is, don't make your final pre-count save a Fast Save. **WordCount 3.01 Doc** is not absolutely necessary but does contain useful information about the manner in which Word saves files. *(mfc)*

WriteStream f: **WriteStream:** This utility provides for streaming of text to printers, in particular the ImageWriter II. The program is intended to allow use of the special character sequences which provide for such things as color and other special options. WriteStream is a useful utility for any word processor that can produce "text only" files. It takes the first two characters of the file and interprets the first one as "escape" and the second one as "control." These characters, wherever they appear within the document then will be treated as their respected ASCII value. **WriteStreamDOC** provides the instructions and description of the program. *(mfc)*

System Software Ver 6.0: System Tools

System Folder: **Backgrounder** (v1.2), **Color** (v3.3), **DAHandler** (v6.0), **Easy Access** (v1.0), **Finder** (v6.1), **General** (v3.3), **Key Layout** (v2.3), **Keyboard** (v3.3), **Monitors** (v3.3), **Mouse** (v3.3), **MultiFinder** (v6.0), **Scrapbook File**, **Sound** (v3.3), **Startup Device** (v3.3) and **System** (v6.0).

Setup Folder: **Installer** (v2.6), **Apple HD SC Setup** (v2.0) and Installer Scripts folder.

TeachText (v1.2) and **Read Me.**

System Software Ver 6.0: Printing Tools

AppleTalk ImageWriter (v2.7), **ImageWriter** (v2.7), **Laser Prep**, **LaserWriter** (v5.2), **LaserWriter IISC** (v1.1) and **PrintMonitor** (v1.2).

System Software Ver 6.0: Utilities 1

Apple HD SC Setup (v2.0), **Disk First Aid** (v1.4), **HDBackup** (v1.1), **Installer** (v2.6) and **Responder** (v1.0)

Special Installer Scripts: **AppleShare Script, Minimum II Script, Minimum Plus Script** and **Minimum SE Script.**

System Folder: **Access Privileges, AppleShare** (v1.1), **Color** (v3.3), **Easy Access** (v1.0), **Finder** (v6.1), **General** (v3.3), **Key Layout** (v2.3), **Keyboard** (v3.3), **Monitors** (v3.3), **Mouse** (v3.3), **Scrapbook File**, **Sound** (v3.3), **Startup Device** (v3.3) and **System** (v6.0).

System Software Ver 6.0: Utilities 2

CloseView (v1.0) and **Map** (v1.1).

Apple File Exchange Folder: **Apple File Exchange** (v1.1) and **DCA-RFT/MacWrite.**

Font/DA Mover Folder: **Font/DA Mover** (v3.8) **Desk Accessories** and **Fonts.**

MacroMaker Folder: **MacroMaker** (v1.1), **MacroMaker help** and **Macros.**

Disk 18.01: Adobe Screen Fonts A

Adobe Font Names, Avant Garde Family, Bookman Family, Courier Family, Helvetica Family, Palatino Family, Symbol, Times Family, Typography Bibliography, Zapf Chancery and **Zapf Dingbats.**

Disk 18.02: Adobe Screen Fonts B

Benguiat Other, Benguiat Plain, BrushScript Plain, Friz Quadrata Other, Friz Quadrata Plain, Garamond Other, Garamond Plain, Helvetica Narrow Family, Hobo Plain, New Century Schoolbook Family, NewBaskerville Other, NewBaskerville Plain, Souvenir Other, Souvenir Plain and **Stencil Plain.**

Disk 18.03: Adobe Screen Fonts C

American Typewriter Other, American Typewriter Plain, Galliard Other, Galliard Plain, Glypha, Goudy, Helvetica Other, Helvetica Plain, Lubalin, Lubalin Graph Other, Lubalin Graph Plain, Machine Plain, Optima Other and **Optima Plain.**

Disk 18.04: Adobe Screen Fonts D

Century Old Style Other, Century Old Style Plain, Franklin Gothic Heavy Plain, Franklin Gothic Other, Franklin Gothic Plain, Helv Cond Light Other, Helv Cond Light Plain, Helv Cond Other, Helv Cond Plain, Korinna Other, Korinna Plain, Melior Other, Melior Plain and **Sonata Plain.**

Disk 18.05: Adobe Screen Fonts E

Bodoni Other, Bodoni Plain, Bodoni Poster, Carta Plain, Franklin Gothic Heavy Other, Franklin Gothic Heavy Plain, Franklin Gothic Other, Franklin Gothic Plain, News Gothic Other, News Gothic Plain, Park Avenue Plain, Tiffany Heavy Other, Tiffany Heavy Plain, Tiffany Other and **Tiffany Plain.**

Disk 18.06: Adobe Screen Fonts F

Aachen Bold Plain, Excelsior Screen Fonts, Freestyle Script Plain, Futura 2 Screen Fonts, Futura Light, Futura Other, Futura Plain, Memphis Screen Fonts, Revue Bold Plain and **University Roman Plain.**

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Disk 18.07: Adobe Screen Fonts G
Cheltenham Other, Cheltenham Plain, CooperBlack Other, CooperBlack Plain, Futura Condensed Screen Fonts, Glypha Other, Glypha Plain, Helvetica Comp Screen Fonts, Lucida Sans Screen Fonts, TrumpMed Other and TrumpMed Plain.

Disk 18.08: Adobe Screen Fonts H
Corona Screen Fonts, Eurostile Screen Fonts, Lucida Other and Lucida Plain.
Univers f: Univers Black, Univers Light, Univers Other, Univers Plain, UniversCondensed Other, UniversCondensed Plain and UniversCondensed Light.

Disk 18.09: Adobe Screen Fonts I
Stone Serif f: StoneInformal Other, StoneInformal Plain, StoneInformal Semi, StoneSans Other, StoneSans Plain, StoneSans Semi, StoneSerif Other, StoneSerif Plain and StoneSerif Semi.
Futura f: Futura Light, Futura Other and Futura Plain.

ERRATA

In last month's Journal, Colin Povey's article "A Comparison of Four Superfonts", we incorrectly printed samples of the fonts on page 69. Printed below are the correct samples. We regret the error and our apologies to Colin.

This is a sample of 18 point Boston II.
This is a sample of 18 point Beverly Hills.
This is a sample of 18 point Clairvaux.
This is 12 point Boston II.
This is 12 point Beverly Hills.
This is 12 point Clairvaux, with the first letter in 18 point Clairvaux Caps.
This is 12 point Palencia.

SUMMER WAP TUTORIALS
by Robert C. Platt

Don't let a commitment to keep your lawn manicured to perfection cause you to neglect your computer skills. WAP tutorials offer an excellent diversion from gardening chores.

HyperTalk: Advanced Problem Solving—*Rick Chapman*
Saturday, July 9, 9a.m-noon.

We have rescheduled this course which covers a number of challenging HyperTalk scripts, including keeping two scrollable fields in automatic sychronization.

Introduction to Excel—*Dennis Kirschbaum*
Saturday, July 30, 9a.m.-noon.

Excel is the most popular spreadsheet program for the Mac. This course is geared to the total beginner and will cover entering formulas, copying cells, and other essential skills. Dennis Kirschbaum is an experienced trainer of new computer users.

MacDraw from an artist's viewpoint—*Ann LaRose*
Tuesday, Aug. 30, 7:30 p.m. - 9:30 p.m.

MacDraw offers a number of features to help you express you artistic style with the Mac rather than letting the Mac mold your designs. This course offers something for anyone who wants to create illustrations and graphics on the Mac regardless of past artistic experience. Ann LaRose is a Graphic Artist with Gannett News Service, where she helps run a wire service for graphics. She has a degree in Art, and most of her work is now done on the Mac including illustrations and informational graphics for distribution to 90 Gannett papers.

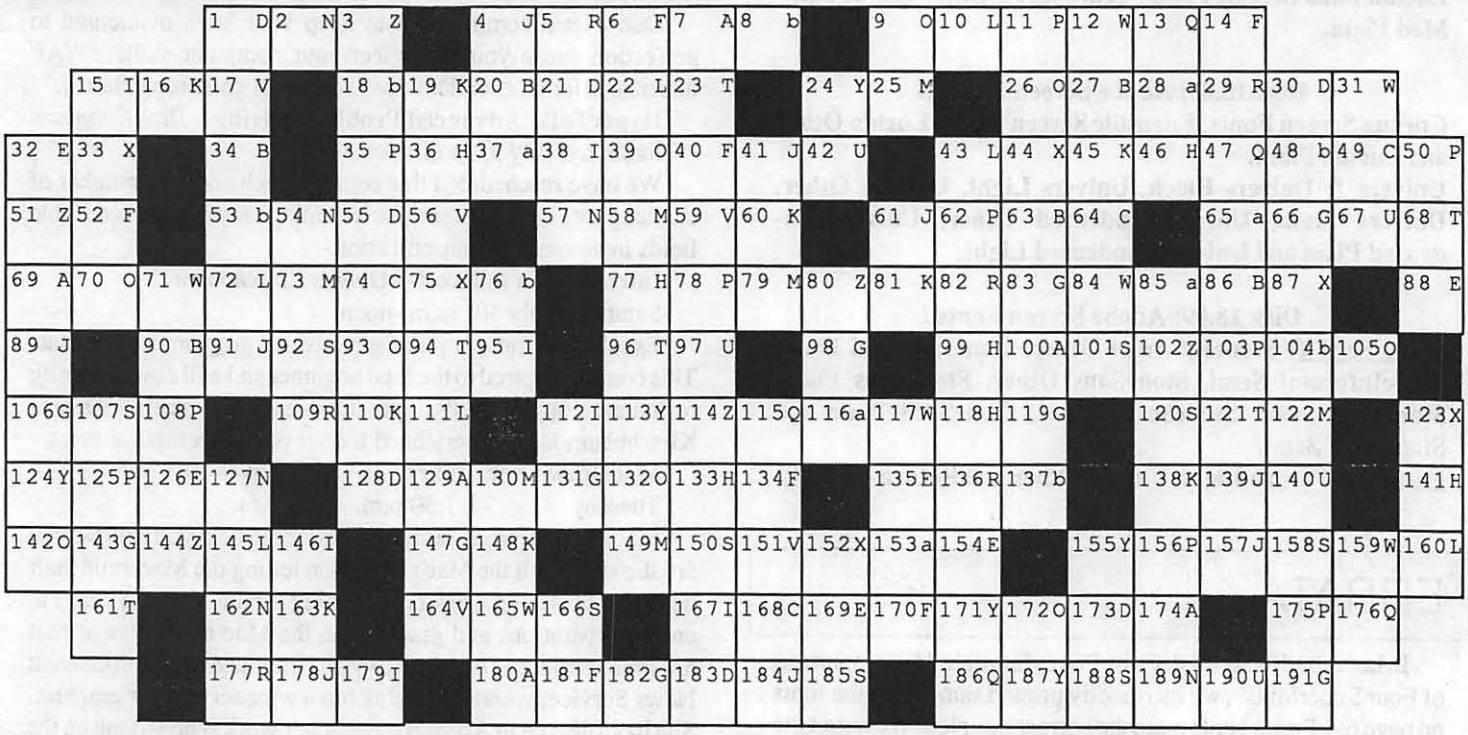
Findings contd. from pg 61
who dominate the market place and then there is a pack of Others. What distinguishes computers and makes the subject interesting is the large number of very big deal corporate names amongst the also rans. Once you have said IBM, Apple, Compaq and Tandy you have accounted for nine (and a healthy fraction) out of every ten PC's sold in America. Every one else is a has been, a never was or a so what. Admittedly, it might be very pleasant to own a chunk of stock in one of those garage startups doing 100 million a year in sales in a twelve billion dollar a year market. Nonetheless, the point remains. There are only five computer companies—the four named and a conglomerate which could as well be called Everybody Else.

What is fascinating on a moment's reflection is the length of the list of corporate giants who have taken an energetic run at the computer market and are now contemplating the world from the prone position. Behold: AT&T, Hewlett-Packard, ITT, Digital Equipment Corp, National Cash Register, Sperry, Texas Instruments and Xerox all gave it a fling with what you have to be generous to call indifferent results. If you like that, you will love the collective thud of Japan Inc.—Epson, Sony, NEC, Toshiba, Mitsubishi and Etcetera. They have machines, dealers, sales forces, promotions and media presence. What they do not have is market share.

This article consists of stuff I have found out and hope that others (some others anyway) will want to know. If you decide that what I think I have found out is not actually found out, I need to know that. Contrary opinions will be received cheerfully but corrections of facts will be cherished. Comments, questions, or corrections can be hurled at me at (202) 546-9556.

WAPACROSTIC
by Dana J. Schwartz

Using the Definitions, fill in Words. Transfer each letter into the corresponding square of the grid. The resulting quotation will read across. The first letters of the Words column spell out the Author's name and the Title of the work, reading down.



Definitions	Words
A. Condition	174 129 69 100 7 180
B. Jersey Highlight?	90 34 20 63 27 86
C. "Feeling His __"	168 49 74 64
D. Revealed Secrets	1 128 173 183 55 21 30
E. Fine Adjustment	135 126 169 88 32 154
F. Ascendancy	14 40 134 170 52 6 181
G. Diplomat	131 106 147 98 182 143 83 119 66 191
H. Coffins	46 77 99 133 118 36 141
I. Native	179 38 95 112 146 15 167
J. Gets Too Hot	91 4 139 41 178 184 157 61 89
K. Nobody	110 163 60 45 138 16 81 19 148
L. Teaser	72 145 160 111 22 43 10
M. Mutual Understanding	122 149 79 73 130 58 25
N. Lengths and __	57 54 189 162 2 127

Definitions	Words
O. Begging	70 105 172 39 26 132 93 9 142
P. Church Dignitary	11 125 108 62 50 103 35 156 175 78
Q. Fashion Ends?	115 47 176 186 13
R. Central NY City	5 177 136 109 82 29
S. Office Label	158 150 185 101 92 188 107 120 166
T. Burglaries	68 121 94 23 96 161
U. Possessed	97 140 67 190 42
V. __ Shoot	17 151 56 59 164
W. Striking	165 31 84 117 71 12 159
X. Annoying	123 75 44 152 87 33
Y. Refrigerator	124 155 171 24 187 113
Z. Go Over Again	102 114 144 3 51 80
a. Early Computer	116 153 85 28 37 65
b. Edith's State	8 48 18 53 104 137 76

ANSWERS TO LAST MONTH'S WAP ACROSTIC

Since this is a new area that Perry Mason never addressed, there are limited legal precedences but I guess common sense would dictate that if you digitize a copyrighted picture, graphic or text, you are breaking the law.

Author: Lynn Trusal
Work: Mac(intosh) Bits and Butes
Source: Washington Apple Pi - April 1988 - p54

Words

A. Lowered	H. Saves	N. Bashes	T. Dimwit
B. Yardstick	I. Aggie	O. Idiotic	U. Breezier
C. Nefarious	J. Limped	P. Thought	V. Yachtsmen
D. Notate	K. Miner	Q. Saccade	W. Thudded
E. Theatergoer	L. Accuser	R. Aperture	X. Exiling
F. Rental	M. Crenate	S. Negotiator	Y. Sweepy
G. Uppishly			

WASHINGTON APPLE PI DISKETERIA MAIL ORDER FORM

This form is only for ordering disks that you want mailed to you.
5 1/4" Diskettes: - Members $ 3.00 each; Non-members $ 6.00 each, Plus $1.00 each postage up to a maximum of $ 5.00. **No volume discount.**
3 1/2" Diskettes (IIgs & Mac): - Members $ 5.00 each; Non-members $ 8.00 each, Plus $1.00 each postage up to a maximum of $ 5.00.
A $1.00 per disk discount on the above price for 3 1/2" disks is offered for orders of 5 or more disks. Postage remains as above.

DOS 3.3 Volumes

( ) 41 IAC 25 Mach. Lang. Util.
( ) 42 One Key DOS
( ) 43 IAC 29 Utilities H
( ) 44 Utilities I
( ) 45 Diversi-Copy
( ) 46 French Vocab. Tutorial
( ) 47 Tic-Tac-Toe in French
( ) 48 Boot for l'Hote
( ) 49 l'Hote Story
( ) 50 l'Hote Quiz
( ) 51 French Poetry Tutorial
( ) 52 Apollinaire Biography
( ) 53 Albert Camus Interview
( ) 54 Tic-Tac-Toe in Spanish
( ) 55 Rafel-Boot
( ) 56 Rafel
( ) 57 Rafel Quiz
( ) 58 Matute
( ) 59 Lo Fatal
( ) 70 Business/Math/Statistics
( ) 71 Music
( ) 72 Keyboard Games
( ) 73 Text Adventure Games
( ) 74 Paddle Games
( ) 75 Color Graphics for Fun
( ) 76 Education
( ) 77 Utilities
( ) 90 Spreadsheet C Genl. Bus.
( ) 91 Spreadsheet D Investment
( ) 92 Spreadsheet E Bus. Recd.
( ) 93 VisiPlot & VisiTrend
( ) 95 Spreadsheet F-Coin Coll.
( ) 100 Utilities A
( ) 101 Utilities B
( ) 102 Games A
( ) 104 Business A
( ) 106 Science Engineering
( ) 107 Games B
( ) 108 IAC 10 (Graphics)
( ) 109 IAC 11 (Applesoft Tutrl.)
( ) 110 Personal/Education
( ) 111 Games C
( ) 112 Utilities C
( ) 113 Business B
( ) 115 IAC 12/13 Misc.
( ) 117 Picture Packer
( ) 118 Utilities D
( ) 119 IAC 15 Misc.
( ) 120 IAC 16 Misc.
( ) 122 IAC 17 Misc.
( ) 123 French Vocabulary
( ) 124 Utilities E
( ) 125 IAC 18 Misc.
( ) 126 Sights and Sounds
( ) 127 Math/Science
( ) 128 Games D
( ) 130 Diversi-DOS (rev.)
( ) 131 Personal/Educ. 2
( ) 132 IAC 19 - Utilities F
( ) 133 IAC 20 - Pascal & DOS3.3
( ) 137 IAC 21 Spreadsheet A
( ) 138 IAC 23 Utilities G
( ) 139 IAC 24 Education 3
( ) 140 Education 4
( ) 141 Special Data Bases
( ) 142 IAC 28 Pinball Games
( ) 143 Sports
( ) 144 IAC 27 Applesoft Prog.
( ) 145-147(3 disks)Ap.Logo Util.
( ) 150 EDSIG1 (Elem. Math)
( ) 152 IAC 31 Miscellaneous
( ) 153 Investments A

DOS 3.3 contd.

( ) 154 Investments B
( ) 155 IAC 33 Miscellaneous
( ) 156 IAC 35 Applesoft-AW//e
( ) 157 IAC 36 Arcade Games
( ) 158 Apple Logo Programs
( ) 159 Recipe Files
( ) 160 Utilities & Games
( ) 161 Wizard Worker
( ) 162 Games E
( ) 163 Graphs and Displays
( ) 164 Games F
( ) 165 Happy Holidays
( ) 166 Charts and Graphs
( ) 167 IAC 40 - Pilot Lang.
( ) 168 IAC 41&47 - AW Util.
( ) 169 Hayes Term. Prog.
( ) 170 Love's Follies (Utilities)
( ) 171 Cat-Graphix
( ) 172 Print Shop Graphics
( ) 173 Riley's Pers. Instrum.
( ) 174 Imageworks
( ) 175 No Name Yet
( ) 500 Master Catalog Listing
( ) 501 Util.-Beginner's Choice
( ) 502 Util.-Intermediate User
( ) 503 DComm
( ) 504 Database - LOGIC
( ) 505 Reading Fun
( ) 506 Astronomy Programs
( ) 507 Griffith Observatory
( ) 508 Educational Games G
( ) 509 Educational Games H
( ) 510 Education - Math
( ) 511 DOS 3.3 System Master
( ) 512 DOS 3.3 Tutorial

Eamon Series Volumes

( ) 180 Dungeon Designer
( ) 181 Beginners Cave
( ) * 182 Lair of Minotaur
( ) * 183 Cave of the Mind
( ) * 184 Zyphur Riverventure
( ) * 185 Castle of Doom
( ) * 186 Death Star
( ) * 187 Devil's Tomb
( ) * 188 Caves of Treas.Isl.
( ) * 189 Furioso
( ) * 190 The Magic Kingdom
( ) * 191 The Tomb of Molinar
( ) * 192 Lost Isl. of Apple
( ) * 193 Abductor's Quarters
( ) * 194 Quest for Trezore

Note: Eamon disks 195-229 are also available. See description in Member Reference Book.

ProDOS Volumes

( ) 802 Utilities (A)
( ) 803 Filecabinet
( ) 804 Shareware
( ) 806 ZAP
( ) 807 Imageworks
( ) 808 Comm-Term
( ) 810 Haunted House
( ) 811 Adventures Disk
( ) 812 Toddlers and Kids
( ) 813 TAWUG-1
( ) 814 TAWUG-2
( ) 815 TAWUG-3
( ) 816 TAWUG-4
( ) 817 Telecom
( ) 818 1987 AW Tax Template, (Shareware)

Pascal Volumes (See also 133)

( ) 300 :ATTCH 1.1/BIOS
( ) 301 ( ) 302 ( ) 303
( ) 304 ( ) 305 ( ) 306
( ) 307 ( ) 308 ( ) 309
( ) 310 ( ) 311 ( ) 312
( ) 313 ( ) 314

CP/M Volumes

( ) 401 Master Catalog
( ) 402 Utilities 1
( ) 403 Communications
( ) 404 Utilities 2
( ) 405 Utilities 3
( ) 406 ZCPR2 Install
( ) 407 ZCPR2 Documentation
( ) 408 ZCPR2 Utilities
( ) 409 Modem 730
( ) 410 Essential Utilities
( ) 411 Text Editor
( ) 412 Spreadsheet
( ) 413 MDM740(SSC&Com)
( ) 414 MDM740(7710&A-Cat)
( ) 415 Orig. 350 Pt.Adventure
( ) 416 Kermit Source Code
( ) 417 Kermit Documentation
( ) 418 Kermit Running Code
( ) 419 Util.-Z83,REZ,VDE
( ) 420 Small "C" Compiler

Apple /// Volumes

( ) 1001 Games Volumes 1 & 2
( ) 1002 Basic Utility Vol.1&2
( ) 1003 Footnote ///
( ) 1004 Sys. Utils & Data
( ) 1005 New Member Disk
( ) 1006 Word Proc. & WPL
( ) 1007 Games for Kids
( ) 1008 The Best of MAUG
( ) 1009 The Best of the Source
( ) 1010 The Best of TAU
( ) 1011 D3. Backup
( ) 1012 Sketchpad&Slideshow
( ) 1013 A3 Diagnostics
( ) 1014 Basic Boot Disk
( ) 1015 Best of ///s Company
( ) 1016 AppleCon
( ) 1017 Pohlman Disk 1
( ) 1018 Pohlman Disk 2
( ) 1022 Basic XT and Utilities
( ) 1023 The Retriever
( ) 1024 Power Print ///
( ) 1025 Disk Window
( ) 1026 Data Window/Source
( ) 1027 Power Cat/Basic XRF
( ) 1028 ASCIDIF(Bloom)
( ) 1029 Ink Well Manual
( ) 1030 Ink Well

Apple IIGS Volumes @ $5

( ) 2001 Utilities & Pictures A
( ) 2002 Demo Disk A
( ) 2004 Slide Show I
( ) 2005 Demo Source Code 1
( ) 2006 Demo Source Code 2
( ) 2007 M18 Courses
( ) 2008 Odd Bits I
( ) 2009 GS Fonts I
( ) 2010 GS Fonts II
( ) 2011 GS Fonts III
( ) 2012 AW Tax Template
( ) 2013 Odd Bits II
( ) 2014 Sounds I
( ) 2015 Sounds II Nostalgia
( ) IIgs Systems Disk

Macintosh @$5

( ) 17.3a Red Ryder 9.2
( ) 17.2b Red Ryder Doc.
( ) 31.1 Dun.Doom/Eliza Talks
( ) 32 Fun & Games II
( ) 35 Fun & Games III
( ) 40 Mac Videos
( ) 41 Cap'n Magneto
( ) 42 Studio Session (512K)
( ) 44 Boston II Fonts
( ) 45 Games IV
( ) 46 Games V
( ) 47 Fonts IV
( ) 48.3 Fonts V
( ) 50 Paintings III
( ) 51.2 Telecom II (no sys)
( ) 54 Games VI
( ) 55 Games VII
( ) 56 Games VIII
( ) 57.1 New Memb. Disk 86
( ) 59.1 CE Sampler II
( ) 74 Fun & Games IX
( ) 75 Fun & Games X
( ) 76 Fun & Games XI
( ) 77 Fun & Games XII
( ) 78 Fun & Games XIII
( ) 79 Fun & Games XIV
( ) 80 Fun & Games XV
( ) 83 Telecom III
( ) 84 Fun & Games XVI
( ) 85 Fun & Games XVII
( ) 89 Fun & Games XVIII
( ) 91 Fun & Games XIX
( ) 92 Education II
( ) 93A & ( ) 93B Fonts VI
( ) 94 Paintings IV
( ) 95 Fun & Games XX
( ) 96 Fun & Games XXI
( ) 97 Fonts VII
( ) 99 Inits I
( ) 100 Fonts VIII
( ) 101 Fonts IX
( ) 102 Sounds I
( ) 104 Fun & Games XXII
( ) 105 Fun & Games XXIII
( ) 106 Fun & Games XXIV
( ) 108 Fun & Games XXV
( ) 109 Sounds II
( ) 110 Fonts XI
( ) 111 Sounds III
( ) 113 Fonts XII
( ) 115 Telecom IV
( ) 116 DAs XII
( ) 118 Paintings V
( ) 120 Inits II
( ) 123 Graphics II
( ) 124 Paintings VI
( ) 125 Sounds IV
( ) 127 Paintings VII
( ) 128 Fun & Games XXVI
( ) 129 Telecom V
( ) 131 Sounds V PeeWee+.
( ) 134 Fun & Games XXV
( ) 135 Paintings VII
( ) 143 Games XXVI
( ) 144 Sounds VI
( ) 145 Paintings IX Clip Art
( ) 146 Fonts XIII
( ) 147 New Member's Sampler
( ) 148 Sound VII
( ) 149 Painting X
( ) 150 Games XXVII-Arcade
( ) 151 Games XXVIII-Strategy
( ) 152 Sounds VIII
( ) 153 Games XXIX

*Vol. 181 required with these disks.

Date: _____

Note: Allow 2-3 weeks for mailing. Total Order = ____ Disks; Postage $_____; Total Amount Enclosed $_____.

Note: Mac Disks are contd. on next page.

NAME: _____

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Make check (U.S. funds on a U.S. bank.) payable & send to:

Washington Apple Pi, Ltd.
Attn. Disketeria
8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814

Telephone _____

WAP Membership No. _____

Macintosh Disks contd.

DAs Series: (12-disk set $42) *
( ) 2.01 ( ) 2.02 ( ) 2.03
( ) 2.04 ( ) 2.05 ( ) 2.06
( ) 2.07 ( ) 2.08 ( ) 2.09
( ) 2.10 ( ) 2.11 ( ) 2.12

FKeys Series:
( ) 4.1 ( ) 4.2

Misc. Util. Series(7-disk set $24.50)*
( ) 15.01 ( ) 15.02 ( ) 15.03
( ) 15.04 ( ) 15.05 ( ) 15.06
( ) 15.07

* Series disks are regular Mac price when purchased individually.

Util. Series (9-disk set $31.50) *
( ) 16.01 ( ) 16.02 ( ) 16.03
( ) 16.04 ( ) 16.05 ( ) 16.06
( ) 16.07 ( ) 16.08 ( ) 16.09
( ) 16.10 Anti-Virus Utilities (not a part of the Series)

Word Proc. Series (3-disk set $10.50) *
( ) 17.01 ( ) 17.02 ( ) 17.03

Adobe Fonts Series (9-disk set $31.50) *
( ) 18.01 ( ) 18.02 ( ) 18.03
( ) 18.04 ( ) 18.05 ( ) 18.06
( ) 18.07 ( ) 18.08 ( ) 18.09

HyperCard StackWare:
( ) 19.01 (aka 136) Utilities
( ) 19.02 (aka 137) Clip Art
( ) 19.03 Applications
( ) 19.04 Monster Hunt
( ) 19.05 Stackware for Children
( ) 19.06 Monty Python
( ) 19.07 Tutorials for Applns.
( ) 19.08 The AIDS Stack

New System 6.0 Software
( ) Set of 4 disks

HyperCard Upgrade 1.2 **
( ) ** Requires proof of purchase

Mac II (800K):
( ) 20.01 Graphics I
( ) 20.02 GrayView & DAs
( ) 20.03 Miscellaneous
( ) 20.04 Graphics II
( ) 20.05A Ray Trace Programs
( ) 20.05B Ray Trace Source
( ) 20.06 Color
( ) 20.07 Graphics 3
( ) 20.08 Utilities I
( ) 20.09 Miscellaneous II
( ) 20.10 Image .61
( ) 20.11 Pixel Paint Picture
( ) 20.12 Vision Lab

See page 87 for disk ordering information.

WAP TUTORIAL REGISTRATION

Apple II: The following three WAP tutorials are being offered to **Apple II** owners on the first three Tuesday evenings of the month from 7:30 to 9:00 PM, at the office, 8227 Woodmont Ave., Bethesda, MD. For the months of June, July and August, we are offering only the IIgs tutorials. Apple][, //e, //c will resume in September. (The tutorials start promptly at 7:30; if you bring your computer please arrive 15 minutes early to set up.) You may sign up for any or all of the series. They are designed for the "beginner" and will be repeated monthly. The fee for each session is $10. You are urged to bring an Apple, monitor and disk drive. (Monitors are available for the 1st 5 registrants - call office.) Please note that WAP **does not** have equipment for you to use; if you do not bring your own, you will have to look over someone's shoulder.

( ) July 5 (IIgs specific)	- **WELCOME TO THE WORLD OF APPLE**	( ) August 2 (IIgs specific)
( ) July 12 (IIgs specific)	- **HOW TO USE YOUR APPLE SOFTWARE**	( ) August 9 (IIgs specific)
( ) July 19 (IIgs specific)	- **POPULAR APPLICATIONS**	( ) August 16 (IIgs specific)

Macintosh: Tutorials for the beginners are regularly given on the 2nd, 3rd and 4th Monday evenings of the month at the office, from 7:15 - 10 PM. The fee for each session is $10. You may sign up for 1, 2, or all 3 sessions. You are strongly urged to bring your Macintosh—WAP does not have equipment for you to use. (Note to Mac II owners: You are not expected to bring your computer, but we do not have a Mac II at WAP.) These tutorials fill up quickly—call the office to verify space before mailing your registration.

( ) Monday, August 8 or ( ) Sept. 12 - Introduction to Macintosh. Prerequisite: Guided Tour to Macintosh.
( ) Monday, August 15 or ( ) Sept. 19 - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.
( ) Monday, August 22 or ( ) Sept. 26 - Personalizing Your Mac for Productivity. Prerequisite: First two sessions or equivalent.

Non-Regular Tutorials: The following tutorials are being offered in the next few months. The fee for these tutorials is $15 ($20 for non-members). A more detailed description is given elsewhere in this publication or was given in a previous month.

( ) **HyperTalk: Advanced Problem Solving - Rick Chapman - Saturday, July 11, 9-12 am, Office.** Fee $15 ($20). Prerequisite: Introduction to HyperTalk. Examples commonly encountered in HyperTalk applications. Bring Mac, hard disk, HyperCard, blank disks.

( ) **MIDI Music for Mac or Apple - Ray Hobbs - Saturday July 16, 10am-1pm, Office.** Fee $15 ($20). A beginner's guide to MIDI music on your Apple II or Mac. Do not bring your computer or synthesizer.

( ) **Introduction to Excel - Dennis Kirschbaum - Saturday July 30, 9-12am, Office.** Fee $15 ($20). Geared to the complete beginner and will cover entering formulas, copying cells and other essential skills. Bring Mac, Excel and blank disks.

( ) **MacDraw from an artist's viewpoint - Ann La Rose, Tuesday, August 30, 7:30-9:30 pm.** Fee $15 ($20). Learn to create illustrations and graphics on the Mac regardless of past artistic experience.

Please check the desired tutorials and return this form with fee(s) made payable to Washington Apple Pi, Ltd. to:

Washington Apple Pi, Ltd.
Attn. Tutorials
8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814

Name _____ Membership No. _____

Day phone _____ Eve. phone _____ Total Enclosed $ _____

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Mac Corner
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VISIT US IN JULY AND EXPERIENCE A...

MacCORNER CELEBRATION!

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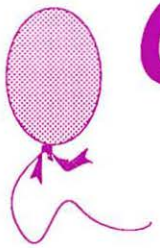

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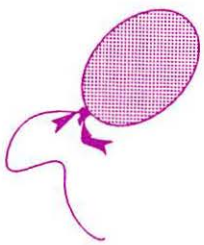
This July MacCorner celebrates its 3d anniversary, and are we having a party! Come to MacCorner between June 25 and the 22th of July and bear witness to the most flamboyant month in MacCorner's history! And everything's on sale!

Preview MacWorld!

NEW

While you are at it, preview some of the newest developments in Macintosh technology: The first 68030-68882 MAC II in DC, the PROVIZ COLOR DIGITIZER, JT FAX, FINALE, the first all in one music software, RADIUS Color, the BLP laser, and much more!

NEW



Come On In!

So join us in celebrating Independence month with a bang and give us a call for details on our Anniversary events!

Anniversary Specials Sampler!

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SALE

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Solitaire	34.95	Finale	Call	MacScan	1099.95
MacNet	39.95	Super 3d	Call	PLP Laser-GCC**	1399.95
C.Yeager AFT	39.95	FullWrite	Call	Bering 20+20	1699.95

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