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Washington Apple Pi

Volume 11 January 1989 Number 1

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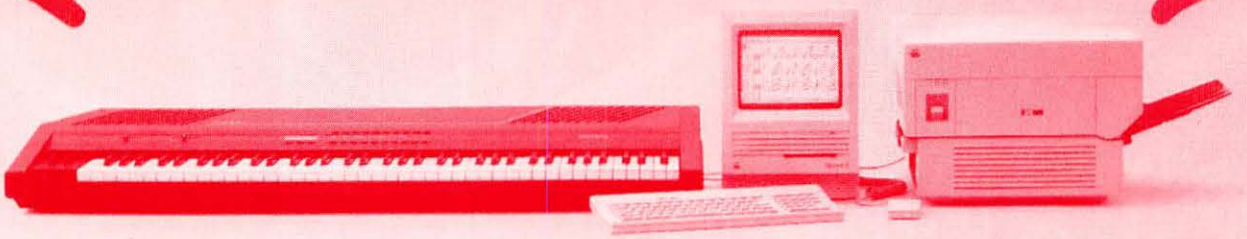

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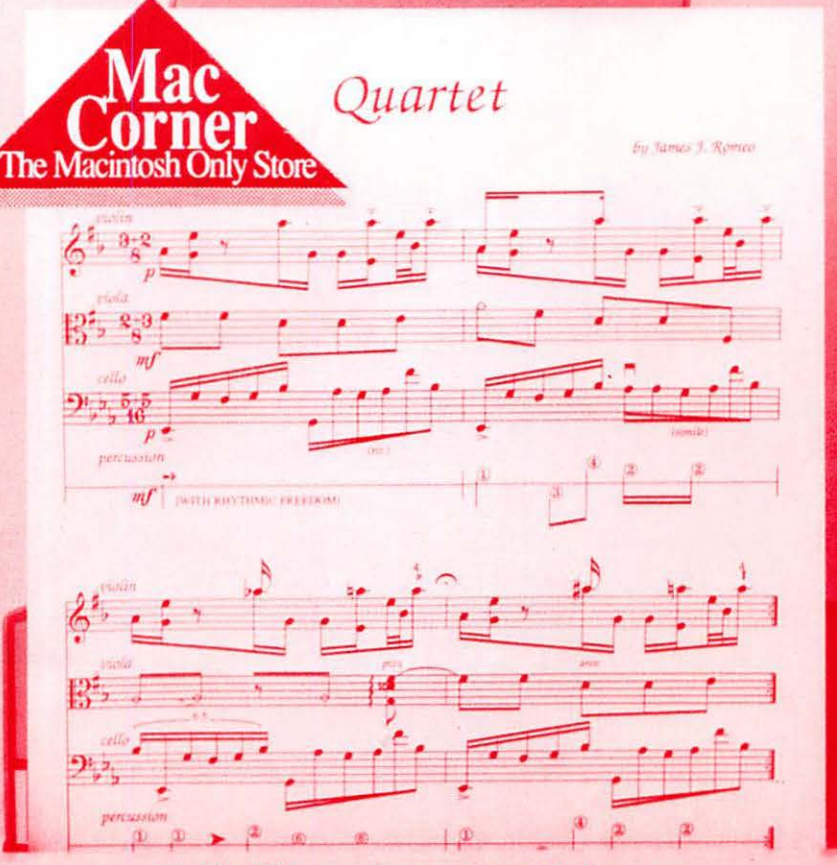

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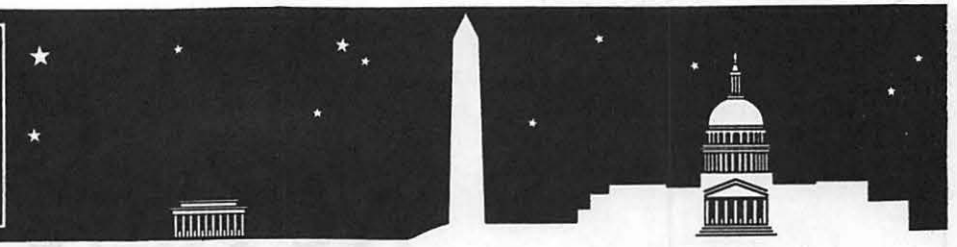

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*The office will be closed for the 1st 2 hours of the general meeting

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WAP OFFICERS STAFF & VOLUNTEERS

THE OTHER CORNER

Happy Birthday, Thank-you, and Goodbye

It was a great pleasure and also a great frustration to assemble this tenth Anniversary issue of the Journal. It was a great pleasure to share in the nostalgia and remembrance of all those who have contributed to the Pi over the years. By the efforts of its many volunteers the Pi has become the largest and best user group of its kind. It was also a frustration because of yet another short deadline (this time a week early due to Christmas) and the desire to do so much more for this special issue than there was time for. Since I have been your newsletter editor for merely one month there was no time for advance planning. Many of the things I would like to have done were simply not possible in the time that was available.

A warm thank-you for all of your kind comments about our redesigned issue of the Journal. I am glad that so many of you appreciated what we were trying to accomplish and also appreciated that much would be imperfect because of the schedule we were on. One of our goals was to make the Journal easier to read to showcase the many benefits of membership in the Pi. Our success was confirmed by the number of corrections we received! So many of you called to say, "What's in the Journal is wrong—but I've gone back and checked, its been wrong for a long time." So I had to reply, "Thank-you—I'm glad you've started reading that part of the Journal."

Most of the negative comments about the new format were about the cover and about the calendar page. We're trying something different again for the cover this month. But the task of assembling the Journal does not leave us much time left over for such a major redesign. Over the long term I hope that some of our more artistic members will begin to contribute their talents to the Pi. Perhaps the members of the AV SIG would like to take this on as a project. The calendar will also require some of your effort. The current format is based on the need for more space than the old format could accommodate; last month we had no less than six events on a single Saturday. As the Pi grows the calendar will need to grow too but it must also remain useful. Your thoughts about what you would like the calendar to look like and how you use it would be helpful.

And finally maybe good-bye. This issue completes our agreement with the Pi for an interim editor to produce two issues of the Journal. Production of the Journal has been put up for bid and a committee is deliberating about how the future issues are to be produced. Perhaps we will have the pleasure of creating another issue of the Journal and perhaps not. In any event its been fun. Hope to see you at the DTP SIG.

Your editor, Tom Piwowar, is also chairman of WAP's Desktop Publishing SIG and President of Thomas J. Piwowar and Associates, Inc., a consulting firm specializing in desktop publishing.

Please address comments to him at 1500 Massachusetts Ave. NW, Suite 34, Washington DC 20005.

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New Year Resolutions

As WAP moves into its eleventh year, we hold a promising future. First, Apple stands ready to make greater inroads into the government and educational markets, and WAP can build on Apple's success. Second, with the success of our Tenth Anniversary Celebration and the prospect of a successful presence at the DC MacWorld Expo and Federal Office System Expo this spring, WAP will gain increased visibility. Third, thanks to the efforts of our membership committee chaired by Ray Hobbs, WAP finally has an organized effort to attract and retain members. Finally, we are close to filing an application at the IRS to be declared a tax-exempt charity.

These factors can form the basis for WAP's growth and increased resources for services to our members. Yet, the question before the Pi is what services should WAP provide. To answer this question, I have appointed a "Second Decade Committee" which will provide WAP with some needed long-term planning. Hence, resolution #1 for WAP is to think clearly about its direction and goals.

As I write this column, search committees are finishing their screening of candidates for Office Manager and Journal Editor. With the resulting reorganization of our paid staff, WAP's office will be rededicated to serving our members' needs. Resolution #2 for WAP is to improve member services.

During the course of organizing our Tenth Anniversary Celebration, I've spoken with a number of former volunteers who have drifted into a less-active role in recent years. Serving WAP as a volunteer can be a rewarding and enjoyable experience. Hence, resolution #3 for WAP is to recruit and make welcome both long-time and first-time volunteers. Our volunteers are WAP most valuable asset.

New office. WAP is loosing its Woodmont Avenue lease at the end of January, and an intensive search is underway for new space. To plan for our new space, David Ottalini chaired a committee on our existing resources and future space needs. The committee's excellent report is summarized in this issue.

The key question in selecting a office site is the location of our members. (The other three factors are cost, parking and proximity to metro.) I have done a quick study based upon the zip codes in our membership data base. Here is the breakdown of our members:

DC	595
Montgomery Cty	1537
Prince Geo. & East	569
Northern Virginia	1721
Other	1301

Based on this, the ideal office location would be on the Cabin John Bridge. We will keep you posted on our moving plans, and welcome your comments and advice on this issue.

Garage Sale. The Garage Sale was a great event. Many thanks to *Chris Bastian, Lou Pastura, Frank Potter, Eric Rall, Dana Schwartz, Dave Weikert* and *Margurite Wetzel* for staffing the sale. Our next WAP Garage Sale is scheduled for June 1989.

San Francisco MacWorld Expo. We have some press passes to this West Coast show. Please let me know if your are interested in covering it for the Journal.

On behalf of Washington Apple Pi and its staff, best wishes for a happy and prosperous new year.

Membership Contest

As part of our membership drive, we are holding a membership contest from December 1, 1988 to May 31, 1988.

The rules of the contest are simple - sponsor new or renewed memberships in Washington Apple Pi and receive points toward prizes. Here's the rules:

1. Points are received for member sponsoring. Sponsoring a new or renewed membership is accomplished by merely recommending Washington Apple Pi to a prospective member. When the new member joins, he/she will be asked "How did you learn of Washington Apple Pi?". If the new member gives your name, you are recognized as the sponsor. Renewals are treated the same way (except that the question asked would be "Is this a sponsored renewal?". Both new members and renewals may sponsor themselves, if they wish.
2. Points are awarded as follows:
   - Sponsoring a new member=10
   - Sponsoring an organizational membership=20
   - Sponsoring a renewal=5
   - Assisting at membership booth=5
3. WAP officers and directors, those on the membership committee, and employees of computer retailers are not eligible.
4. A monthly tally of points will be made, and interim prizes will be awarded to the member with the highest points accumulated during each month. Additionally, a grand prize will be awarded to the top point holder as of 31 May, 1989.
5. A list of prizes will be published in the December Journal.
6. Additional prizes may be added (if we have that many).

Journal Deadlines

Advertising Space

Reservations
January 16

Camera-Ready Ad Copy
January 18

Editorial Material

Reviews, Columns, Classifides
January 16

WAP HOTLINE

Have a computer problem? The following club members have volunteered to help other club members.

Guidelines for Hotline Use

- Hotline is for club members only.
- Remember that the people listed are volunteers: be courteous; ask for help, not for a job to be done for you.
- Respect all telephone restrictions where listed—no calls after 10:00 PM except where indicated.
- Calls regarding commercial software packages should be limited to those you have purchased. Do not call about software for which you have no documentation.
- All telephone numbers are home numbers unless otherwise specified.
- When requests are made to return calls, long distance calls will be collect.

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dBase II&III, Data Perfect
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Word Processors
Word
Marty Milrod (301) 464-5981
Harris Silverstone (301) 435-3582
WriteNow
Bill Baldridge (301) 779-8271
WordPerfect—Mac
Curt Harpold (202) 547-8272

General

Franklin & Laser 128
Bob Martz (301) 795-5689

Games-Apple II
Charles Don Hall (301) 864-2715
John Wieg!ey after 2:15 (703) 437-1808

Games-Mac
Perri Mongan (301) 572-5459

IBM
Ray Hobbs (BBS) (301) 490-7484
Leon Raesley (301) 431-0853

Math-OR Applns
Mark Pankin (703) 524-0937

Modems-General
Alan Levy (301) 340-7839
Hayes Smartmodem
Bernie Benson (301) 951-5294
Practical Peripherals
Alan Levy (301) 340-7839

Music Systems
Ray Hobbs (BBS) (301) 490-7484

Printers-General
Walt Francis (202) 966-5742
Leon Raesley (301) 431-0853

MX-80
Jeff Dillon (301) 662-2070

Stat Packages
David Morganstein (301) 972-4263

Stock Market
Robert Wood (703) 893-9591

WAP HOTLINE

You Too!

As you read this Journal, get help from the Hotline, and attend the general and SIG meetings remember that this is the work of volunteers.

You too can be a volunteer!

Call the Pi office , the Journal editors, the disketeria coordinators, or the Special Interest Group chairs and tell them what you can do.

Pi Office...(301) 654-8060 **Volunteer coordinator, David Morganstein...(301) 972-4263**

CALENDAR AND SIG NEWS

January

2 Monday
Holiday: office closed
No Pi SIG

3 Tuesday
7:30p ..... Tutorial: Welcome to Apple ..... office

4 Wednesday
7:30p ..... Mac Programmers ..... office
7:30p ..... Desktop Pub. SIG ..... PEPCO

5 Thursday
7:30p ..... Games SIG ..... office
7:00p ..... Columbia Slice ..... Ellicot City

9 Monday
7:15p ..... Tutorial: Intro. to Mac ..... office

10 Tuesday
7:30p ..... Tutorial: How to Apple Software ..... office

11 Wednesday
7:30p ..... Board meeting ..... office

12 Thursday
7:30p ..... Tutorial: Intro. to Mac ..... Fairlington
8:00p ..... Stock SIG ..... office

14 Saturday
9:30a ..... Annapolis Slice ..... Anne Arundel co.
2:00p ..... Music SIG ..... Laurel

16 Monday
7:15p ..... Tutorial: Intermediate Mac ..... office
Journal editorial deadline
Ad space deadline

17 Tuesday
7:30p ..... Tutorial: Popular Apple Applications ..... office

18 Wednesday
7:30p ..... Excel SIG ..... office
7:30p ..... AV SIG ..... BCC
7:30p ..... Hypertalk SIG ..... Arlington

19 Thursday
Ad copy deadline
7:30p ..... Tutorial: Intermediate Mac ..... Fairlington
8:00p ..... Pascal SIG ..... office

23 Monday
7:15p ..... Tutorial: Productivity on the Mac ..... office

24 Tuesday
8:00p ..... Mutual Fund SIG ..... office

25 Wednesday
7:30p ..... Apple /// SIG ..... office

26 Thursday
7:30p ..... Tutorial: Productivity on the Mac ..... Fairlington
7:30p ..... TelecomSIG ..... office

28 Saturday
9:00a ..... WAP Meeting ..... USUHS
noon ..... HyperCard SIG ..... USUHS

30 Monday
7:00p ..... Apple //gs SIG ..... Bethesda
7:15p ..... Tutorial: Advanced MacDraw ..... Office

February

1 Wednesday
7:30p ..... Mac Programmers ..... office
7:30p ..... Desktop Pub. SIG ..... PEPCO

2 Thursday
7:30p ..... Games SIG ..... office
7:00p ..... Columbia Slice ..... Ellicot City

6 Monday
7:15p ..... Tutorial: Intro. to Mac ..... office

7 Tuesday
7:30p ..... Tutorial: Welcome to the World of Apple ..... office

9 Thursday
8:00p ..... Stock SIG ..... office

11 Saturday
9:00a ..... Tutorial: Mac Music Transcribing ..... office
9:30a ..... Annapolis Slice ..... Anne Arundel co.
2:00p ..... Music SIG ..... McLean

13 Monday
7:15p ..... Tutorial: Intermediate Mac Skills ..... office

14 Tuesday
7:30p ..... Tutorial: How to Use Your Apple Software ..... office
7:30p ..... NeXT ..... Thomas Pyle Intermediate School, Bethesda

15 Wednesday
7:30p ..... AVSIG ..... office
7:30p ..... Hypertalk Sun-SIG ..... Fairlington C. C., Arlington
7:30p ..... Excel SIG ..... office

16 Thursday
8:00p ..... Pascal SIG ..... office
..... Annapolis Mac SIG ..... West St. Branch Library

20 Monday
7:30p ..... Tutorial: Productivity on Mac ..... office
7:00p ..... Apple //gs SIG ..... McLean

21 Tuesday
7:30p ..... Tutorial: Popular Applications ..... office

22 Wednesday
7:30p ..... Apple /// SIG ..... office

25 Saturday
9:00a ..... WAP Meeting ..... USUHS
noon ..... HyperCard SIG ..... USUHS
noon ..... Telecom SIG ..... USUHS

SIG Schedules

Apple IIGS SIG the Monday after the regular WAP meeting. Note: In January at Thomas Pyle Intermediate School, Bethesda, MD.

Apple /// SIG 4thWednesday; in the office, 7:30 PM.

AV SIG (arts and video) 3rd Wednesday at Bethesda-Chevy Chase HS.

DisabledSIG - Call Jay Thal at 344-3649 for info.

dPub SIG (Desktop Publishing) 1st Wednesday; in the PEPCO Auditorium at 1900 Penn. Ave., NW., 7:30 PM

Excel SIG 3rd Wednesday; in the office, 7:00 PM .

EDSIG for information call Peter Combes.

Fed (Federal) SIG No Dec. meeting; meets Jan. 18 7:30PM at Apple Fed. Sys. Office, 1892 Preston White Drive, Reston,VA.

GameSIG the 1st Thursday; in the office, 7:30 PM.

HyperCard SIG meets after the WAP monthly meeting.

HyperTalk SubSIG 3rd Wednesday; at the Fairlington Community Center in Arlington, 7:30 PM.

Mac Programmers 1st Wednesday; at the office, 7:30PM.

MusicSIG 2nd Saturday. On Dec. 10 at Chris Ehemann's residence, 1725 Susquehannock Drive, McLean, VA. On Jan. 14 at Ray Hobbs residence, 8405 Snowden Loop, Laurel, MD.

PIG, the Pascal Interest Group, 3rd Thursday; at the office, 8:00 PM.

PI-SIG (Program Interface) 1st Monday; at the office, 7:30 PM.

Stock SIG 2nd Thursday; at the office, 8 PM.

Telecom SIG meets the 4th Thursday of each month at the office.

Free Advertising

SIG Chairpeople please make sure your SIG is listed here and that the information is up to date!

Meeting Report

Apple II Telecommunications Extravaganza!

by Allan Levy

After Months of planning, the November meeting was hosted by the Telecom SIG Chairman. Allan Levy opened the meeting with the announcement that two 2400-baud modems and a copy of Proterm were door prizes. To make it fair, each member was given one ticket so that a drawing could be held. As the meeting opened there was a rush as everyone who had not received a ticket requested one. The official ticket and drawing device was Lee Raesly's hat.

Allan started the meeting with a short discussion of telephone lines and the requirements for telecommunications. The question of call waiting came up. Call waiting will knock modem communications off. Lee added that the new electronic tones issued by some switches appeared not to knock the modem off. C & P has not implemented *DISABLE* call waiting so that the only way to go around it is to forward a call to a busy line.

The meeting continued with a discussion of modems and Apple II computers. As the meeting continued there was a short discussion of high speed 9600 baud modems. At about this time the first door prize was awarded - a copy of Proterm.

The program continued as Proterm was demonstrated calling into the WAP bulletin board. Since a GS was used the very large scrollback of Proterm was demonstrated. A discussion of scrollbacks in Proterm vs Mousetalk and TIC was held. A short tutorial of the WAP bulletin board and a discussion of how to add and delete boards from the user conferences. Lee and Allan fielded questions from the floor as the demonstration continued.

Unfortunately downloads were not available, but a demonstration of how to Unbunny files was held with a previously downloaded file. The question of unbunnying on-the-fly with "Tic" and "Data-Term" was raised. Apparently it can cause problems with the Telecommunications System. Their bug "TIC"s our bug.

At this point an EPIC 2400 internal was given away.

The meeting continued with a demonstration of the GENIE system. A discussion ensued on the pros and cons of using a service like GENIE. The pricing structure was discussed for the commercial services.

As the meeting closed an Applied Engineering Datalink 2400 was awarded as the last door prize.

The Telecom Sig would like to thank Epic, Applied Engineering and Checkmate Technologies for their generous donation and contributing to the success of the meeting.

Macintosh Meeting Report

by Karen & Eric Rall

GraphistPaint II from ABA Software

Poor Escher had to draw it all by hand...

At the November Macintosh meeting, Aba Software demonstrated an amazing color graphics program, *GraphistPaint II*. *GraphistPaint II* was created to do effects for French television on the Macintosh II. It is definitely a top of the line graphics program, that runs on a 2 meg Mac II with an 8 bit color card. They did mention a future B&W version will run on the SE and Plus.

Did you ever wonder how they colorize the black and white movies? *GraphistPaint II* colorizes scanned images, and even VCR images. Full gray scale pictures come out with full color shading. A colored object can be animated so that the colors flow through the picture giving a surrealistic image. ABA's Max Harris showed a color palette flowing through a clouded sky. A still picture appeared like the moving clouds before a big thunderstorm.

GraphistPaint II uses 8 bit (standard) Mac color, with a palette of 256 colors at a time. You can choose which 256 out of 16.7 million color or use just 256 grays. Once the colors are set, you can specify the range of shades you want of a specific color, i.e. dark red to medium red. The ranges can be cop-

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ied to other colors so that the intensity of color is constant throughout the color palette.

Each image can have a "stencil" or background picture and a main picture. Portions of the picture can be erased allowing the stencil to show through as the background to the main images in the picture. The erasing process can be done with the eraser, or with the paint bucket (filled with invisible ink).

One of the most amazing features was how easy it was to do things. To colorize a scanned image, select the palette colors, then click on the image. The colors do not need to be set separately, but instead are like making adjustments on a color TV set. A gray (darkness/lightness) scale, and a saturation setting. Then you can easily adjust the red, green and blue levels. You need to see the adjustment methods to believe how easy it is.

Max Harris showed off several of the other special effects. The Distort feature is especially dramatic in color. Using the marquee tool to select a portion of the picture, he showed how to display the selection from a different perspective. Distort always creates a duplicate automatically, so you don't ruin the original. This also saves doing a cut and paste step required by most draw/paint programs for this sort of thing. The example was to make a reflection of a girl's face in a pool of water. The copy of her face got handles, like a draw object, then each handle was dragged into place over the pool. As the handles stretched, the face distorted to fit the pool, looking like a genuine reflection.

My favorite feature was "Spherize". Remember how the Good Witch of the North arrives in a bubble? Select any part of the picture and choose Spherize and poof! In a few seconds your selection appears in a bubble, as though you were looking at it through a crystal ball.

GraphistPaint II is a deluxe paint program, that can help you create video quality colorized images, reflections, and spheres and special effects. For the graphic artist, this is an amazing tool.

After thoroughly entertaining and amazing us, Aba gave away *DrawItAgain Sam*. *DrawItAgain Sam* is a color draw/paint program for those of us with less ambitious graphic requirements.

MacGolf Classic from PCAI

Capitalizing on ABA's Mac II and their generous rental of a color projector, Eric showed *MacGolf Classic*.

MacGolf Classic is a greatly improved upgrade of the golf simulation game, *MacGolf*. The speed of *MacGolf Classic* is also greatly improved over MacGolf. This upgrade includes new capabilities such a 16 color mode on a Mac II and hard disk compatibility. Use on a hard disk requires a key disk. If you have a moral objection to copy protection, don't get too excited about this. Reluctantly, I must concede that PCAI does offer to replace defective or damaged original disks at no cost.

MacGolf Classic includes all of the additional courses provided in MacCourses. The upgrade is only $5 and your original *MacGolf* and *MacCourses* disks. If you do not own *MacCourses* the upgrade is $39. That figure just happens work out as the mail order price for *MacCourses* plus the $5 upgrade fee. I checked it out before sending off my $39.

The color graphics are outstanding. The sound effects are the same. "Splash", "Oops", groans and cheers of the crowd still provide auditory comment on your game.

Wind effects, green slope, foot position, and other true life factors make this simulation almost as frustrating as the real thing.

Upcoming Macintosh Meeting Events

by Eric Rall

The 1989 Macintosh Meeting calendar is filling rapidly. The programs promise to be interesting and exciting.

January 28, 1989

SuperMac will be showing their Spectrum 8 series II card in the cafeteria. This is the second generation video card for Desk Top Publishing. You have to see it to believe it.

Pixel Paint II, the dazzling color graphics program will be shown by SuperMac. Capable of 24 bit color and much more, this is a graphic program for the perfectionist.

Supermac has even more for us. Acknowledge is a development tool that is capable of putting a Macintosh style front end onto the world of telecommunications.

Cultural Resources will be showing CULTURE 1.0. This massive (3+ Megs) set of HyperCard stacks represents the compilation of 20 years of research. Educators and students will want to see this multi-media contextual guide to over 1500 years of Western Culture.

February 25, 1989

Come to the meeting early and plan on staying late for this program. Two of the most talked about Macintosh programs are scheduled.

Informix Software will be demonstrating the long awaited WingZ. For those of you that have been cut off from the modern world, WingZ is the revolutionary presentation spreadsheet. WingZ supports 3D graphics, science and engineering graphs and much more. If the excitement of this isn't enough to bring you in, Informix has promised to give away WingZ tote bags, demo disks and a copy of WingZ!

Symantec Utilities for Macintosh (SUM), the must have disk utility for the Macintosh will be shown. Ted Schlein, Director of Product Marketing for SUM, will be demonstrating the powerful disk diagnosis and recovery powers of SUM. Hard disk partitioning, file recovery and more. You may want to take notes. Or maybe you should come just to get a chance to win a free copy of SUM. I won't ask your motives, just plan on being there.

March 25, 1989

TelecomSIG will demystify the arcane art of telecommunications. Microphone, Red Ryder, and Versaterm will all be shown and given away. There will even be a giveaway of a 2400 baud modem for those of you that need to download twice as fast from the Twilight Clone BBS.

April 22, 1989

Rick Barron, President of Affinity Microsystems, will amaze all of you with the power of Tempo II. This remarkable tool is the next step in total Macintosh automation. I have tried to review this product, but the potential of Tempo II is incredible. I

have seen Rick show Tempo II and can only say that you have to see it to really appreciate it.

There will be more for April and beyond, but the schedule needs to be firmed up. I'll keep you informed as the event queue fills up.

Upcoming Apple Meeting Events

by Ray Hakim VP— Apple II side

Greetings! This month we celebrate our 10th anniversary. May this club serve as a place of friendship and knowledge for many more years.

The January meeting is being planned around the general topic "High Tech Toys". I expect to have a Thunderscan demonstrated. This device can capture images that can be scrolled through your printer. Images are stored in any of several file formats which are compatible with the major paint programs. I also hope to have another image capture system available as well. For the younger set, I will demonstrate an experiment station for kids that plugs into the Apple and utilizes it as a highly sophisticated laboratory recorder. Procrastinators take note, these " toys" may be just what you want for Christmas.

For the past year my son, David, has headed the Appleseeds, a group consisting of our young members. The group met during the main meetings of the Pi, giving the kids a chance to have fun while the adults attended the main meetings. David now has other obligations on Saturday and so can not continue his participation in this program. I certainly thank David for his efforts. If anyone out there would like to continue the Appleseeds program, all that is needed is to announce your interest, bring your computor to the main meeting, set up in the cafeteria, and get started.

Upcoming Reviews

The following have been received for review, and will grace the pages of the Journal in months to come. Stay tuned...

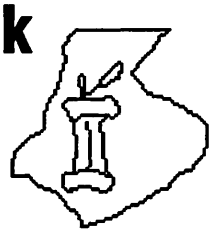
Macintosh

- Symantec Utilities (Symantec)
- MORE (Symantec)
- InBox (Symantec)
- Associated Press Stylebook (Keynote)
- NetPrint 2.0 (TOPS)
- Stepping Out (Berkeley System Design)
- MacFind
- HP Deskjet Printer Interface (DataPak)
- Springboard Publisher (Springboard)
- Family Matters (Springboard)
- Atlas Explorer (Springboard)
- Formset (Softview)
- Lightspeed Pascal (Think Technologies)

Apple

- X-10 Powerhouse (X-10)
- Epyx JX500 Joystick (Epyx)
- Holidays and Seasons (Polarware)

Frederick Apple Core



by Oscar Fisher

The November meeting was the first using the new structure indicated in last months newsletter and seemed to work well. During the first half of the session Scott demonstrated Zany Golf a new Golf game using the Putt-Putt theme. Windmills; user controlled fans to aid in manipulating the shot; a bouncing hamburger, (which one had to time to be able to sneak the golf ball into the hole); and moving walls, just to name a few of the obstacles. The graphics, animation and sound were well done.

Finally there is a control-yoke for the Apple II series computer. Using the IIgs and Chuck Yeager's AFT; I demonstrated the MAXX control-yoke manufactured by Alturas Corp. The yoke is a full scale replica of the ones used in general aviation aircraft featuring the buttons on the left and right grips and a throttle control centered in the support. It is platinum in color and is made of textured nylon, I consider it to be well made and worth the total cost of $88.20.

This price is really not that much more than a quality joystick. I find the yoke to be more versatile, adding more realism. It is compatible with other programs such as Flight Simulator II, and Pole Position. I've only seen this yoke advertised in the Computer Direct catalog (1-800-289-9473), and they allow a 15-day trial period.

Steve Hadley demonstrated SMARTCOM II a terminal program for the MAC which he had originally dismissed for it's "cuteness", not thinking it would be a worthwhile program and continued using Red Ryder. However, upon closer examination, he found that the program to be better than anticipated and above other things had scripting capability. Also, Steve was asked about a commercial graphics programs such as Digital Darkroom and Image Studio. I believe he stated that he owned Image Studio and would demonstrate it at a later date.

The business meeting consisted of discussions concerning the possible acquistion of a local exchange to the WAP telecommunications system (TCS). Leon Raesly of the Washington Apple Pi will be present at the December 10th meeting to discuss the attributes of the TCS and the advantages of making it local to members with Frederick City exchanges.

It was mentioned that the FAC should possibly contact some of the local Apple businesses to obtain a list of the most recent purchases of com-

Send to Oscar U. Fisher, Jr., Pres. Frederick Apple Core, 4423 Urbana Pike, Frederick, MD 21701

Yes, although I am unable to attend the monthly Frederick Apple Core meetings I wish to continue receiving the FAC Newsletter.

Name:_____

Address:_____

City,ST:_____

Phone: (____)_____

Computers Owned:_____

WAP NEWS

puters. Sending newsletters to these individuals could spark interest in the club. Also, beginning in December the FAC will start offering a Disk-of-the-Month. This will be a disk of shareware or freeware programs which will be demonstrated on their respective machines. There will be a disk offered for both the MAC and Apple II line of computers.

This was the meeting for the nomination of the officers for 1989. The nominations are:

- President:
  - Ken Carter
  - Scott Galbraith
- Vice-President:
  - Doug Tallman
- Secretary/Treasurer:
  - Donna Logan
  - Carl Myers
- Disk Librarian :
  - Harold Polk

Please make a special effort to attend the December meeting, this meeting will consist of the election of officers as well as discussion concerning where the FAC is heading in the near future. If anyone is currently using the TCS and have questions or comments, the December meeting will be the ideal opportunity to put them forth, as well as getting info on the Washington Apple Pi.

Dick Grosbier demonstrated Publish IT, the desktop publisher by Timeworks for the apple II series computer. Although he considered the program much better than Newsroom he found the necessary manipulations to be cumbersome. The program is powerful however and does utilize the WYSIWYG (What you see is what you get) format. I tried to tell him that you just needed to run it from IRAM using the ZIP CHIP, this speeds things up significantly.

I would like to request to those that are currently getting the FAC Newsletter and haven't been active to please cut out and return to me the coupon below if you wish to continue receiving this newsletter. The current mailing list is approximately 150 and the monthly publishing costs warrant a recount.

Disks are still available from Harold Polk. The current prices are $1.25 for the 3.5" and $0.40 for the 5.25" floppys.

At the January meeting of the Frederick Apple Core (FAC), Al Freund of Microprose Simulation Software will be our featured speaker. Not only will Al be running demos of Microprose programs on both the Apple IIgs and Macintosh, but he will be discussing game design, audience targeting and development problems.

This should be an excellent opportunity for all the members of Game SIG to have first-hand input into Microprose projects as well as trying out these programs. We anticipate a raffle/doorprize of Microprose products and a fairly lively discussion. If you have wanted to find out how the games you play are designed, chosen and produced, or if you just want to speak with a person who earns his living gaming, then stop by the C. Burr Artz Library in Frederick, MD on Saturday, January 14, 1989. The meeting will take place in the upstairs conference room and the presentation begins at 10:00 am. For further details and/or directions, contact Oscar Fisher at (301) 694-9237.

Columbia Slice

November Meeting

by Tim Childers

The 3 November meeting of Columbia Apple Pi was held in the Board of Education Building on Route 108. This will be our new meting location instead of the County Library. The next meeting is 1 December 7 to 9 PM. The general topic will be Programming. The 5 January Meeting will include a demonstration of MacInTax. Call Steve Gaston at 992-0480 in Columbia for future meeting locations.

The theme for the 3 November Meeting was Telecommunications but before starting that we approved our Slice Charter and elected Officers. Thank you to everyone who contributed to our Charter and congratulations to the new Officers. The Charter went to the WAP Board on Wednesday 9 November and was approved. The Columbia Apple Slice is now an official Slice of Washington Apple Pi! Following is a listing of the newly elected officers:

- Co-Presidents
  - Ann Mackay 740-4482
  - Paul Retz 596-2185
- Co-Vice Presidents, Mac
  - Ann Knust 781-7587
  - Pat Cappelaere 596-3989
- Co-Vice Presidents, Apple II
  - Tom Cook 995-0352
  - Tom Cowley 730-2319
- Treasurer
  - Neil Gordon 381-5877
- Secretary
  - Steve Gaston 992-0480

The first announcement after the club business was that we now have a local access number for the WAP Tele-Communications System (TCS). From the Columbia area dial 596-0308. This number is only for WAP members who have paid for a TCS password. Passwords are only $6.00 per year and are available by writing to the Pi or calling the office at 301-654-8060 during business hours. The best times are weekdays from 10:00 AM to 2:30 PM.

We had planned to have Allan Levy of the Telecommunications SIG as guest speaker but through an unfortunate series of mistakes he was sent to the County Library rather than the Board of Education. The four members who also showed up there tell me that he gave an excellent talk. If there is still interest he is quite willing to come back again anytime after February and may even have some door prizes. Please tell one of the Mac or Apple Vice Presidents if you are interested.

Since we had no prepared speaker the Telecommunications presentation was very informal and sort of a group discussion. The first thing I pointed out was that the Member Reference Book contains an excellent guide to the TCS for beginners. People talked about what services were available on the national communications services and what was available on local bulletin boards such as the WAP TCS. In general, communications services like CompuServe, Genie, and AppleLink charge by the minute to use their systems while most local boards are free or have some annual fee ranging up to maybe $25 or $35. The commercial services have large nationwide memberships that often include software and hardware vendors who offer technical support and upgrades online. They offer services like electronic mail and shopping and allow you to make airline reservations and trade stock. Like most local boards they have lots of public domain software available for you to download. But that can get very expensive when they charge by the minute! The WAP board is big enough to have lots of people who could answer any question you are likely to have but since it is local you can build friendships with people that you could actually meet at WAP meetings. And you can count on the

WAP staff to check every file for viruses before they make it available for downloading, just like the commercial networks.

There was a little basic theory presented as well as practical tips such as how to log on to a BBS. In addition some people wanted to know how to call a friend who had a modem and how you could swap files between different machines. We set up a link between two Macs by hooking them each up to a modem and connecting the modems with an ordinary telephone cord. We then demonstrated how to transfer files, and discussed what the various file transfer protocols were, and why you have to use Xmodem to trade Mac programs but straight ASCII works fine for documents saved in 'Text Only' format. We would have set up the link between Tom Cowley's IIGS and a Mac but since the guest speaker didn't arrive no one had any communications software for the GS with them. You can transfer a 'Text Only' file between dissimilar machines but to transfer formatted files you need some translation software or you need to use a program that can read and write in some common, universal formats. If you use the same program, such as WordPerfect, on dissimilar machines then file transfer is even easier.

There were still lots of questions left when we had to empty the building so if you still want Allan Levy to come and speak, please tell one of the new VPs. In fact, if you have any suggestions at all as to what you want to do at some future meeting they will be glad to hear it. We don't always have to have a guest speaker, we can do anything that a majority of the members want. That is one of the benefits of being a small Slice where everyone can bring their machine and still fit in the same room!

Annapolis Slice

November Meeting

by Katherine M. Cave,

The November 12 meeting was held at the Anne Arundel Community College, Room 245 because of a math test being given in the Lecture Hall. Charles Schindler, Vice-President, presented the program on "Computing in the Home," which was very well received.

The slate of officers for 1989 was presented to the membership. It is as follows: President: Charles Schindler; Vice-President: Ray Settle, Treasurer: Bill Arndt; Secretary: Kay Cave; Program: Craig Contardi. No names were added to the list which will be voted upon in December.

Volunteer positions have been filled for 1989 as follows: Membership - Bill Derouin; II SIG - Craig Contardi; Tutorials/Training Coordinator - Bob Peterson; Laptop SIG - Seth Mize; CRABBS - Barry Conner; CRABBS file maintenance - Craig Contardi; Hotline - Louise Tanney; WAP Liaison - Seth Mize; AACC Liaison - Lou Aymard; AACo. School Liaison - Grayson Merrill; Newsletter - Ray Settle; Group Purchase - Manse Brousseau; Discoterias: IIGS - Ray Settle; Mac - Steve Toth. Still to be filled are Publicity, II Discoteria, MacSIG.

The November 18 Executive Board meeting was held early to allow for a presentation at CRABBS Sysop Barry Conner's house on "Uploading & Downloading," which all felt had been well worthwhile. Sincere thanks to Barry! (Chesapeake Region Apple Bulletin Board System 974-0221)

The December 10 meeting will be held in the Lecture Hall in the Careers Building of Anne Arundel Community College, Arnold, beginning at 9:30 a.m. The program will be presented by Abel Merrill on "Computers in Business." The slate of officers will be voted upon

The Annapolis Apple Slice contest for articles sent to WAP for publication in their journal ends on December 31. Winners will be announced in January.

All of us in the Annapolis Apple Slice send Season's Greetings to all of you.

FedSIG News

by John Nelson

Upcoming Meetings

Our next meeting is January 18th, 7:30 PM at Apple's Reston office, with a recap of Apple's 1988 products and demonstrations of their CD ROM drive, scanner and fax modem. These products offer a lot of capability to the federal workplace and I hope to see many of you there. In February we will have a representative of Informix to demonstrate WingZ, a next-generation spreadsheet. In March we will be back at Apple for a hot-off-the-line demonstration of some 1989 products.

Special Events

On March 9th FedSig and WAP will host a three-hour session at the Federal Office Systems Expo, entitled "Macintosh and the Federal Workplace," a look at what the Macintosh contributes to the workplace and how it fits into an agency's information resource management architecture. This will include the role of Macintosh user groups. Please call me if you are interested in helping with this session. I am particularly interested in including your agency "success stories."

User Group Connection

Those of you that have been to our monthly meetings know that Apple Federal Systems in Reston gives us a lot of support by way of speakers, equipment and a place to meet. Apple's "User Group Connection" in Cupertino also provides a lot of support by way of newsletters, hypercard stacks, videos and their "Solutions Showcase."

Last month's mailing included the hypercard stack "Wings for the Mind," a guide to multi-media development on the Macintosh. It's an invaluable source of information to anyone working with interactive video, CD ROM applications or other forms of computer-based training. I'll do a short presentation on this stack at the January meeting. Bring a disk if you want to make a copy of this stack for your own use.

A short time ago the mailing included a video tape with several short programs including: "Project 2000", "Macintosh Solutions for Elected

Officials", and "Hypercard and Interactive Video." "Project 2000" was a collection of demonstrations and comments by prominent authors, computer industry leaders, and educators. The "Solutions" program contained real-life examples of how the Macintosh Office made the difference for several officials in national and state government. The "Hypercard" tape gave examples of interactive video disks front-ended by Hypercard stacks. These and other videos can be borrowed at the monthly meetings.

We get periodic updates to the "Solutions Showcase." This is a collection of Apple and third party product literature organized in terms of Apple marketing focuses in areas such as desktop publishing and desktop communications. These are also available at the monthly meetings.

New Ideas and Volunteers

Last month I proposed that FedSIG maintain a library of floppy disks specific to the federal government; SF-171 formats, special HyperCard stacks ... I've had several people suggest this and I'm looking for a volunteer to coordinate it. We could do it in conjunction with the current WAP Disketeria to handle duplication and distribution, but we still need a coordinator. How about you?

GameSIG News

By Steven Payne

GameSIG managed to avoid the Christmas rush by holding its most recent monthly meeting on the very first day of December. Those who arrived early were treated to David Wood's demo of **The King of Chicago** (GS version) on one side of the room, and Richard Clark's demo of **Crystal Quest**'s "Critter Editor" on the other.

In Chairman Charles Don Hall's regular monthly news report, he announced that Infocom's **Zork Zero** is now available on the Mac and that **BattleTech** should be available for the Apple II series in the Spring, while **Shogun** has been postponed and **Quarterstaff** is being converted for the Apple IIGS. **Wizardry V** (Sir-Tech, Apple II series) should be in the stores now, as well as **The Universal Military Simulator** (Rainbird Software) and Origin's **Times of Lore**. But among recent releases Charles reserved special praise for **Neuromancer** (Interplay, Apple IIGS), partly because it has "no redeeming social value," but is just an excellent game! (Jeff Stetekluh and Richard Clark also shared "new product" announcements: the recent arrivals of baby Gamesiggers, Jessica Marie Stetekluh and Matthew Linwood Clark!)

Unfortunately there was no software to distribute for review this time, since the office was locked and we had no Level 40 thieves on hand to provide access to GameSIG's mailslot. We consoled ourselves, however, with demos of **Neuromancer**, **Manhunter** (Sierra, Apple IIGS with 512K), and an alpha version of Jamie Kowalski's **Onia** (a Mac adventure construction program).

The meeting ended with our usual **Robot Tanks** tournament, in which Jeff Stetekluh (the author) trounced robots designed by Richard Clark, Davy Hakim, Jamie Kowalski and David Porter. (**Robot Tanks**, by the way, was good enough to get Jeff designated as a certified Apple developer.) Meanwhile, look for reviews of **Solitaire Royale** (Mac II version), **Deja Vu** (IIGS version), **The Colony**, **Chessmaster 2100**, **Crystal Quest** with "Critter Editor," **The King of Chicago** and **Vocabulary Challenge** in this issue. The next regular GameSIG meeting will be at 7:30 PM in the main WAP Office on January 5th.

APPLE IIGS SIG

November Meeting

by Paul Tarantino

AppleWorks GS

Our November meeting at Thomas Pyle Intermediate School began with Ted's long-awaited introduction of Bob Fidrych, CLARIS agent for Maryland, D.C. and Virginia, based in McLean. Bob had joined us to provide information on AppleWorks GS, the new do-everything integrated software package for the Apple IIGS. He showed a short video about the new program, and then booted up and led an extended discussion, peppered with lots of questions from prospective buyers and a few eager owners, many of whom had not even gotten the wrappings off the box.

A few introductory remarks about AppleWorks GS are in order. Formerly advertised (before release) as GSWorks by Styleware, this program became a CLARIS product after CLARIS bought Styleware outright last summer. AppleWorks GS is thus a completely new product, not just an upgrade to existing Appleworks packages.

In addition to being a true 16-bit program with the standard GS interface (mouse-based, with menu bars, windows, and all that user-friendly stuff), AppleWorks GS integrates six very capable modules, namely a WYSIWYG word processor similar to MultiScribe GS (also now owned and supported by CLARIS), a spreadsheet with graph generating capabilities, a very versatile database (with pictures, even!), a graphics module which combines bit-oriented (painting) and object-oriented (drawing) tools, a communications module, and a powerful page-layout module (described as "very much like Aldus PageMaker") for desktop publishing.

These modules are truly integrated, and the ability to move information among applications is much more powerful and user-friendly than the familiar but often cumbersome Appleworks clipboard. Just point, click, and drag from one open window to another. (There is also a clipboard, and it purports to be much easier to use than the Appleworks clipboard we all know and love.)

Is there a down side to all this capability? (There ain't no such thing as a free lunch, as the man once said.) Well, at $299 list, the software isn't cheap, although (1) discounts can be had, and (2) CLARIS offers upgrade paths for owners of Appleworks, Multi-scribe, and Applewriter. (Upgrade packets can be obtained by calling (800)544-8554.) In response to a question about how long the upgrade offers will be available, Bob couldn't give us a closeout date, but said he didn't foresee CLARIS ending the offer anytime soon.

As would be expected in a software package this powerful, AppleWorks GS likes lots and lots of RAM. The program will not even boot up with less than 1.25 megabytes, a dismaying prospect for the GS owner with an underpopulated RAM card, especially with chip prices as exorbi-

tant as they have been for the last year. A 1.25 megabyte system with all six AWGS software modules loaded has about 300K left for desktop files.

Sounds like a lot of room, but it could fill up fast, considering that AWGS files take up more space than comparable Appleworks files, and that AWGS will allow up to *fourteen* open windows on the desktop. Looks to me like the IIGS owner with only 1.25M (only? how times have changed!) will have to manage his use of the software modules and files in

"an excellent example of software which passes the "Bangert" test"

RAM carefully when manipulating large databases, graphics, or multiple files. For those of you with more or bigger memory cards, and unlimited budgets for chips, AWGS apparently can effectively use all the RAM you can provide.

Although AppleWorks GS can be run from a single 3.5" disk drive, the literature says two drives are "recommended", and Bob suggested that the one-drive AWGS user is doomed to a lot of frustrating disk-shuffling. It seems clear to me that the most sensible non-volatile storage setup would be a 3.5" drive and a hard disk, both for software storage capacity and for minimizing boot-up delays, which are still there, even under GS-OS. (Your 5.25" drives can, of course, be used for data storage, although they will fill up fast.)

CLARIS has been working at max rate to get AppleWorks GS distributed in time for holiday shopping. Their hard work appears to have been largely successful, and those IIGS SIG members who already own the package have not reported any fatal bugs in the software. Ted asked for help in identifying and documenting any perceived bugs or shortcomings in AppleWorks GS, as we begin to use and experiment with the software.

He will collect our inputs and pass them on to CLARIS through Bob. As always in such matters, document your bug as thoroughly as possible (What's your system setup, what exactly were you doing, is the problem repeatable, etc.), and check your manuals closely before raising an alarm. Remember, one man's "bug" is another man's "feature"!

Here follow some other bits of info about AppleWorks GS (in no particular order), as gleaned from our Q&A session:

AWGS will load all existing Appleworks files directly (but will not *export* "standard" Appleworks files), and will accept graphics from other drawing and painting programs. Some problems may exist with Activision's graphic programs, since their file formats are not 100% compatible with Apple's standard. AppleWorks GS will recognize and use any GS fonts (like the ones in the Pi disketeria).

AWGS runs *only* under GS-OS. (The GS-OS operating system itself (not the GS-OS utilities or manuals) comes with AWGS.) The AWGS disks come with one new desk accessory (a clock). Naturally, you may install and run any of your own CDA's and NDA's, bearing in mind that (like extra fonts), they take up memory space and contribute to boot-up delays.

AWGS should always be run at the "fast" IIGS clock speed. ("Fast", of course, is a relative term.)

AWGS includes printer support for Epson, LaserWriter and Imagewriter (a new driver called Imagewriter CL), but NOT Imagewriter LQ.

AWGS does not include keyboard macro capabilities. (Would Bill Basham's DiversiKey work effectively? Do the Beagle Brothers have any plans?)

AWGS does not have an instant screen dump function like Appleworks' Open-Apple-H. (Perhaps a DA out there somewhere can fill the need.)

Ted's initial experiments with the page layout module revealed some problems/limitations in justifying print in hard copy output documents. It appears that, with respect to WP in at least some fonts (he had only checked a few so far), What You See isn't *exactly* What You Get.

Bob Fidrych pointed out that CLARIS' technical support hotline ((415)962-0371) is available from 9AM to 11PM Eastern Time, Monday through Friday, for those really sticky problems. (Hope they give that poor guy an occasional meal break and a really comfortable chair!)

Ted's early evaluation was that AWGS is a very versatile and powerful program, with which he felt immediately at home, an excellent example of software which passes his "Bangert" test. (But is Ted too savvy a user to qualify as a true Bangert tester?)

Editorial Comment, which your publisher will probably disavow (rightly) as my private opinion: Would your scribe buy this program? Based on what I have seen so far, yes, but probably not right away. Why not now? Because, at least at first glance, AppleWorks GS seems to almost demand a hard disk, much more than a second 3.5" drive, neither of which I have yet. Nor am I eager to rush out and buy a hard disk just now since, with GS-OS just recently on the street, the stage seems set for a lot more (and better, and cheaper) SCSI hard disks becoming available soon for our computer. My plan right now is to watch the market, read the reports, and save my snack money for a few months.

New Site Sought

In later SIG discussions not directly related directly to AWGS, the possibility was addressed of changing our meeting facilities. A committee of volunteers will be examining some alternate candidate sites, hopefully with adult-sized seating.

New Chair Wanted

Ted also restated his desire to turn over his gavel to a new SIG president when a willing candidate can be found. Until that happens, he will continue to serve, but hopefully with a lot more VOLUNTEER HELP (emphasis added) to reduce the time-consuming administrative burdens of the office. (Opportunities abound! Call Ted and offer to help. We have lots for the skilled and the uninitiated to do.)

Hand Hints

This month's *Hand Hints* are for you new GS-OS users.

#1: GS-OS *Does Not* like you to set up your RAM disk with max size not equal to min size. This may cause crashes or other Bad Things. #2: Data disks formatted with GS-OS will offer much faster access to files, due to a superior interleaving methodology. Therefore, move the files you will want to access with GS-OS based software onto GS-OS formatted disks.

Our next SIG gathering, scheduled for Monday, December 19 at 7:00PM at Dolly Madison Library in McLean, will focus on IIGS telecommunications. We hope to have a representative of Quantum Computer Services, makers of AppleLink, to demo the system and provide re-

newed opportunities for members to obtain the AppleLink software package free. (Quantum's postcard offer for free disks and manual has been extended to 31 December, but postcards have been scarce.)

At the December meeting we will also take a closer look at the AWGS communications module, and will hopefully (if Ms. Madison will let us use her phone) access the Pi TCS and/or Compuserve, and perhaps look at some other TC software. To get to the meeting from the Beltway, take Dolly Madison Boulevard (123) east toward McLean. Pass the stoplight at Old Dominion Road, and take the next left onto Ingleside Road. The library is two blocks ahead on the left, and we will be in the downstairs meeting room to the left of the library entrance.

At this writing, the 30 January SIG meeting will be back at Thomas Pyle School in Bethesda, unless our committee finds a new and better locale. Check the February journal or the TCS, or call the office, or catch an announcement at the January general meeting.

SCENE on the TCS

You know it's going to be a rotten day when:

- you wake up face down on the pavement.
- you put your bra on backwards and it fits better.
- you call suicide prevention and they put you on hold.
- you see a 60 Minutes news team waiting in your office.
- your birthday cake collapses from the weight of the candles.
- you turn on the news and they are showing emergency routes out of the city.
- your twin brother forgot your birthday.
- you wake up and discover your waterbed broke and then realize you don't have a waterbed.
- your car horn goes off accidentally and remains stuck as you follow a group of Hell's Angels on the beltway.
- your boss tells you not to bother to take your coat off.
- the bird singing outside your window is a buzzard.
- you wake up and your braces are locked together.

— Curtis Lauret

Music SIG News

by Ray Hobbs

Music SIG held its November meeting at the home of one of our composers, Carlton Coon. It was a meeting that we had eagerly anticipated, since Carl was to demonstrate the long-awaited (and expensive!) Finale sequencer/composition editor by Coda. We rather suspect now that the meeting will go down as one of several of the subject of *Finale*, since it became apparent that this is one of the most complex programs ever introduced.

Carl has wrestled with the many levels of commands in this package for just a short while, and it looks like Finale takes a great deal of time to learn. Just how easy it is to use once it has been digested is something that we will be asking Carl to keep us abreast of.

Upcoming topics that are planned for Music SIG meetings include IBM MIDI Systems and Sequencers, Voice-to-MIDI Conversion, Music Theory and Multi-Instrument System Setups.

Music SIG meets on the 2nd Saturday of each month in the afternoon. The meeting moves around, partly to accomodate members from the District, Virginia and Maryland; partly to accomodate demonstrators who have trouble disassembling kingsize systems, and partly to present a moving target. For the exact time and place (and topic), call Bill Bittle on 236-9898.

Program Interface SIG

by Robert Goldman

Our group met December 5th at the office on the first Monday of the month as usual. We found ourselves displaced by a tutorial due to an error in scheduling. Although loaded with disks, printouts and references we settled for an evening of discussion only.

First time visitors were present so we reviewed the history, aims, and possible future interests of the Pi SIG. Our earlier interests in the Apple II GS being programmed by TML pascal was influenced by what was available at the time but now other interests are becoming apparent. We are hearing of more use of the C language and even of Fortran where appropriate.

We agreed that members gathered primarily to exchange ideas on problems encountered, to help each other with specific solutions, and to be supportive whenever possible in other ways in a clublike atmosphere. We moved on to our concerns about the changing nature of WAP, the Journal, and an organizational structure increasingly dominated by users rather than by the technically-oriented individuals. Concerns were expressed that the ratio of subscribers to active members was increasing. It seems to this writer that the Washington Apple Pi has to have a coherent, formal organization to provide the services we have come to expect, yet has to have an outreach to maintain a clublike atmosphere. The SIGs and Slices should be strongly supported for maintaining intellectual and geographic contact. The central organization should draw upon increasing numbers of volunteers to develop new ideas and methods, to maintain an active interest in WAP. PI SIG reminds its memebers that we can always communicate by phone, telecom, and individual meetings for specific answers to specific problems. The January meeting has been cancelled due to the proximity of the New Years weekend. Have a Happy New Years and we meet again in February.

You say you can't write...

Artists Wanted

...but you can draw!

We'de love to publish your work (maybe even on our cover)

Committee Report:
Washington Apple Pi Facilities Review Committee

Dave Ottalini (Chairman)
Nancy Sefarian
Jay Thal
Pat Kirby (Consultant)

Introduction

Washington Apple Pi will celebrate its tenth anniversary in November. It's an event that will honor our past while pushing us to look into the future. It offers many challenges. But none is so important as this: How to improve services for our members. One answer is to provide adequate space for conducting business, Board and SIG meetings, tutorials and other educational activities, a hardcopy and software library, etc.

The Board has recognized that our current office on Woodmont Avenue is inadequate to meet the needs of our growing membership. Office space is cramped, there is a lack of storage space, heating and cooling causes many headaches and the TCS is operating out of what is essentially a broom closet. The tutorial room in particular is overcrowded as it tries to serve a number of purposes poorly. Any new facility WAP moves into will need to address all these concerns and more.

As a first step, this committee was asked to look at the current facilities of Washington Apple Pi and make recommendations in light of plans to relocate the office. A particular focus has been the tutorial room and how it could best be utilized in a new WAP office.

A Brief History

Washington Apple Pi moved into its current office at 8227 Woodmont Avenue in 1982. The rent is $1452.00 per month including utilities ($1300.00 base rent). An additional $62.50 is spent monthly for storage space. There have been some cosmetic changes done to the office over the years and the Tutorial/Meeting room has had some work done to it.

Current Facilities Description

The main office of Washington Apple Pi has about 798 Square Feet of total space (19' x 42'). As for the Tutorial room, there is about 368 Square feet of space (16' x 23'). The TCS room comes in at approximately 69 Square feet (8'9" x 7'7"), making the grand total approximately 437 Square feet of space. Thus, the current WAP facility has a total of approximately 1235 Square feet of space.

> *"our current office on Woodmont Avenue is inadequate to meet the needs of our growing membership"*

The WAP Office consists of four rooms. The largest one houses three work areas (one for a receptionist, one for the office manager and one for an additional helper); a retail area and the library. Attached to this "Main Office" is a second room that includes storage space, the WAP Disketeria, back issues of the Journal, various commercial software products, some hardware, as well as flotsum and jetsum. A desk in this room serves as the office for the Journal Editor. There is also a lockable closet that contains disks, modems and other items sold by the club to its members.

The Tutorial/Meeting room is separated from the main office complex by a hallway. The room houses a number of computers, monitors and other computer hardware, as well as an overhead projector, other projectors, etc. Tables and chairs have been set up and are used during tutorials, SIG meetings and Board meetings. The room also serves as a storage facility for back issues of old magazines and books. A smaller, lockable room attached to the Tutorial/Meeting room houses the WAP TCS.

While the building is air conditioned, there are numerous breakdowns during the summer. This is not only discomforting to those working or trying to use the facility, but places additional stress on the TCS equipment, housed in a small, unventilated room. The heating system during the winter causes its own set of unique problems, for humans and the TCS.

The Committee has conducted an inventory of equipment housed in the WAP office to see what is on hand and what works (Appendix 1). The inventory covers only hardware housed in the WAP office.

The New WAP Office

The committee discussed a number of options open to WAP for new office space. But the one we liked the best is to purchase rather than rent. Buying an office (home or townhouse) would allow the club to invest its member's funds into a facility WAP would have complete control over. The club has the members able to help in all areas of this endeavor: Real Estate, Legal, Architecture, etc.

Wishes

The committee compiled a wish-list of important items WAP should incorporate into any new club facility. They include:

- Ensuring accessibility for the handicapped.
- Ensuring accessibility for ease of transporting computers.
- Providing a formal/dedicated training (tutorial) room.
- Providing a separate Computer Resource Center (CRS).
- Making the library more efficient.
- Providing space for group purchase items (if continued).
- Providing additional storage space.
- Making good use of what we have.
- Having tables and chairs that fold up and can be stored.
- Providing clean power throughout the office.
- Purchasing a Laserwriter for fun and profit.
- Ensuring office security.
- Finding a facility close to USUHS.

- Having a facility close to the beltway/Metro/parking.

Additional Comments and Recommendations

Main Office Space:

- Design it with security in mind, with front desk and sales counter flanking the front door. This way, one person could do either duty while observing comings and goings.
- Provide a separate office (with windows) for the office manager and editor.
- Have a computer set-up in the office with desktop presentations, announcing upcoming activities, meetings, new additions to the WAP PD Library, etc. This computer (or another) could also be hooked up to the WAP TCS so that members and visitors would see what was happening at any given time.
- A separate work area should be provided for doing such things as mailings and other office chores with storage space, etc. (so that these tasks are not being done in the "lobby" area where the front desk/sales area is located).

Laserwriter for Fun and Profit

The committee members discussed the idea of WAP obtaining a Laserwriter. It would be used to sell various printing services to members and non-members to help earn money for the club, could be used for many club activities (including the Journal), etc.

Tutorial Room

Features should include:

- Angled desk tops so that students can do "hands-on" activities or turn to look at the teacher or projection screen.
- A design that would be usable by those members in wheelchairs.
- A projector hung from the ceiling for ease of use and storage.
- "LANNED" stations so that students could share the same software during a tutorial.
- Clean power (surge protection) available at all work stations.
- One station available for self-study with near-by VCR/TV.
- The storage of club computers not in use above work stations. (see suggestions for Computer Resource Center as well.)
- Tables and chairs would be folded and set aside when not in use.
- A room designed with the idea that it (and the CRS) could be used for the video taping of WAP tutorials (for ultimate use/sale to members and non-members for example).
- Speakers and an amplification system for use during tutorials, or connected to a computer for demos, etc.
- A separate, lockable entrance.

Computer Resource Center

Along with the Tutorial room, the WAP office should also include a "Computer Resource Center" that could serve a number of useful purposes:

- Non-TCS computers now owned by the WAP would be set up for use here during SIG meetings or by members. A library of software would be available to sign-out (with deposit) so that members could "test-drive" them before deciding to purchase.
- Some of these machines could be hooked up to a network for expanded useability by all members.
- A VCR/TV could also be considered for this room, adding versatility (or a cable hook-up so that videos or tutorials could be shown in either room via projectors). As with the Tutorial room, the CRS could also host SIG meetings, an important consideration as the number of SIGs within WAP grows, and the need for meeting space grows with it.

Other Rooms

- Committee consultant Pat Kirby also suggested it would be nice to have a smaller room or two for use by small groups or individuals (when working with music programs, for example).

Library

The library is an important resource that makes our organization special and unique. While there seems to be a good handle on the books (a total of about 500 texts), something desperately needs to be done about the magazines.

WAP Librarian Walt Francis believes that he can probably cull 50% of what we currently have and lose nothing in the process. There are many sets of certain magazines. They should be gone though one good set pulled out. The rest should either be tossed or given away. Walt believes other magazines could be thrown away without hurting the library. This is a project that could be done now.

There are about two bookshelves worth of books. Current magazines take two more and the display case would make a total of five. Francis likes the idea of keeping two years worth of issues out front while back issues could be kept in storage. Walt says that would take a maximum of 15 boxes.

The WAP might also consider having back-issues (of specific publications placed on microfilm/microfiche and obtaining copies of those specified computer magazines already available this way.

While it would allow us to save a great deal of space, the service is expensive and WAP would also have to purchase the appropriate equipment to read and make hard copies of the microfilm/microfiche. It would, however, save us a great deal of storage space.

Another possible way to deal with the magazines, especially those that are now out-of-print (like Softalk) and user group publications would be to have them bound. That would ensure their survivability and security, as well as make them easier to store. We would suggest the WAP Journal is an excellent candidate for this. Binding is costly, however and might be a long-term goal. (For the record, Walt does not think it's worth doing this.)

The committee chairman would suggest this: One 10th Anniversary set of WAP_Journals be bound for the office. Some additional sets could be bound for distribution to local University libraries as part of our anniversary celebration.

The committee chairman believes the library would also be an excellent location for one of the "surplus" computers now housed in the tutorial room. One of the Lisas, upgraded to a Mac Plus, could have HyperCard stacks available containing information on the books, magazines, newsletters, video and audio cassettes in our library. Bibliographies of articles could also be made available. A printer would make hard copies easy. We might also consider making a computer available with real-time access to AppleLink for members to use for

research, etc.

The committee's consulting member, EDSIG's Pat Kirby also suggested the club consider purchasing some audio cassette machines for use with the instructional tapes in our library. With headphones, members could use their own computers or one of ours for private instructional purposes.

The TCS

The TCS could use about three or four times the space it has now to operate efficiently. Space is needed not only for the computers, hard disks, and other equipment, but a workbench with sufficient storage space should be provided, so that there is enough room to work on equipment and store spares. There must also be adequate ventilation, which means an additional air conditioner and exhaust fan should be provided.

Summary

The Faciliites Committee believes now is the time for WAP to begin its search for a new office. We believe the board should seriously consider the purchase of said facility. The office should be secure and accessable. It should also be flexible to the changing needs of our members. Any new facility should be considered with the future in mind.

The new office should be a "showcase" for our members and for prospective members, reflecting Washington Apple Pi's status as one of the nation's biggest Apple user groups. It should also be efficiently designed so that those working there can be as productive as possible. The WAP office is the focal point for our club and should be chosen with the care it deserves. We are likely to be there for a long time!

Biggest Computer Shows

The biggest computer trade shows are as follows:

1. Fall Comdex - 100,000
2. Spring Comdex - 60,000
3. PC Expo - 48,500
4. West Coast Computer Show - 43,500
5. Federal Office Systems Expo - 41,409

Can MacWorld be far behind?

(Source - USA Today, November 16, 1988)

— Lynn Trusal

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Ask for Lee Raesly

On the occasion of Washington Apple Pi's tenth anniversary, we wish to recognize and publicly thank all of the individuals who have contributed so much of their time and efforts to serve their fellow Apple users.

Officers and Directors

Presidents
John Moon (1979-80)
David Morganstein (1981-85)
Robert Platt (1988-)
Bernie Urban (1980-81)
Thomas Warrick (1985-88)

Vice Presidents
(In 1984, WAP added a 2nd Vice President)
Mark Crosby (1981-82)
Bruce Field (1985-87)
Raymond Hobbs (1987-88)
Ray Hakim (1988-)
Jay Heller (1986-87)
Bob Platt (1984-85, 87-88)
Eric Rall (1988-)
Dana Schwartz (1982-84)
Bernie Urban (1979-80)
Adrien Youell (1985-86)
Thomas Warrick (1984-85)
Rich Wasserstrom (1980-81)

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Sarah Lavilla
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Dana Schwartz
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Treasurers
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J.T. (Tom) DeMay Jr.
Bruce Field
Theron Fuller
Sandy Greenfarb
Raymond Hobbs
Harvey Kaye
Martin Milrod
John Moon
Priscilla Myerson
Nancy Philipp
Hersch Pilloff
Lee Raesly
Eric Rall
Nancy Seferian
Bob Shaffer

Washington Apple Pi:

by Robert C. Platt
(With apologies to Carl Becker)

The year 1978 was typical of the calm decade nestled between the "Hippie 60's" and the "Me Decade of the 80's." President Jimmy Carter was launching "the moral equivalent of war" with his new Department of Energy. People were debating welfare reform rather than trade policy.

Although most people had not even heard the word *microprocessor*, a year-old company called Apple Computer was starting its personal computer revolution. Even though the personal computer concept had not yet reached the banks of the Potomac, a few irrepressible hackers just had to obtain their *own* computer and were just as compelled to share their discoveries with others. It was in this context that the Pi was founded.

The early meetings. Because WAP represented the synthesis of several groups, it's difficult to identify a "first meeting." Groups of new Apple owners began forming small groups at individual computer stores. The need to meet was apparent. The new Apple Computers were sold without adequate documentation.

> ***"None on the early members ever imagined that the club would grow so dramatically"***

"When the Applesoft manuals first came out—they were a sight to be seen. That was all we had to explain Applesoft," recalled *Mark Crosby*.

Bernie Urban, who came from a mainframe background, explained that the user group concept was inspired by GUIDE and SHARE, two early groups for IBM mainframe users.

One group began meeting in late 1978 at the Rockville ComputerLand. After two meetings, it shifted to a computer training center near Rockville. *Kim Brennan*, who was working in the Rockville ComputerLand, recalls being responsible for supplying the Apple II for the early meetings. The meetings centered on question and answers with little priority for organizing a formal club. These sessions drew about a dozen Apple enthusiast who were all struggling with a lack of documentation and finicky cassette tape input/output.

Bernie Urban finally pushed to start an newsletter, and the first issue was dated February 1979. It reported on a February 2 meeting at the Silver Spring Computers, Etc. store. That letter proposed the name "Apple π." The March 2 meeting was held at the Montgomery County Library. At the March 31 meeting, the group adopted a Constitution and bylaws which *John Moon* had modified from the Call-A.P.P.L.E. club in Seattle Washington. By this point the WAP mailing list had grown to 61 people.

WAP took a big step when it formed an executive board separate from the monthly membership meetings. This group met at the Urbans' house from the beginning until our Bethesda office opened in 1983. Bob Peck recalls, "It was a given that we should have a board. There were enough professionals in our group who understood the need for a board."

Bernie Urban agreed to serve as President until elections could be held under the new Constitution. John Moon was Vice President, Mark Crosby was Program Chairman, John Ditman was Treasurer and Gena Urban was Secretary.

WAP's first elections under the new Constitution resulted in the following officers: John Moon, President; Bernie Urban, Vice President; Bob Peck, Treasurer;

Founders & Founding

Gena Urban, Secretary; with Sue Eickmeyer, Sandy Greenfarb and Mark Crosby as Directors-at-large.

In the meantime, NOVAPPLE had organized in Northern Virginia. However, NOVAPPLE and WAP agreed to a "trial marriage" which resulted in the NOVAPPLE meeting minutes and articles appearing in the Journal and the Journal being sent to all NOVAPPLE members. This practice appears to end in 1981. Meanwhile, WAP settled upon George Washington University as a permanent meeting site. In July, dues were set at $6 for 6 months.

The Membership List. Until WAP began to collect dues, the mailing list was something very informal which was kept by Bernie Urban. However, once dues were authorized, Treasurer Bob Peck began to circulate a receipt book to get everyone at the meeting paid up. The order of signatures in the receipt book determined each member's WAP number. "There was no significance to the numbering, I just assigned numbers. Otherwise I would have taken #1. Not really. We did give Woz #0 and that was significant, rather than assigning him a number in the hundreds," Peck recalls.

As Treasurer, Peck had to maintain the list and generate mailing labels for the monthly newsletter. "One of the hardest things to get off the ground was a mailing label package. But one member donated it. Later, Dana Schwartz expanded it." Dana remembers, "Bob Peck's program was an Applesoft package with the program and all data files on a single disk. That filled up quickly." Dana modified the program to read a file that extended across four disk drives. Later Paul Malachowski, a WAP member who was coauthor of the General Manager data base program, volunteered to port over the data base. WAP has been using the General Manager ever since.

Membership growth. None of the early members ever imagined that the club would grow so dramatically. Bob Peck "never thought that we would have that many members, and I didn't think we would branch out into all of these special interest groups, but I am glad that we did. I think that WAP is still essential for new Apple and Mac users." Dana recalls, "I never though that it was ever going to be bigger than a classroom of people." Bill Wurzel clearly remember the first meeting when it was necessary to have someone bring in more chairs from other rooms. "It has been on the up from then on." Bill Wurzel notes, "It's just been a phenomenal growth. It's been amazing to watch the growth of the club over the last 10 years, and I expect that it will continue to grow over the next 10 years."

The early members. WAP's early members were true pioneers. John Moon worked for IBM, and was one of the first Apple owners in DC to purchase a modem. He wrote about telecommunications in several of the early issues, and presented programs on this subject at the main meetings. Later, he started WAP's first bulletin board system and donated the use of his personal Apple and modem for the system. John authored the Applesoft bulletin board software to run the system. Unfortunately, when IBM introduced its PC in competition with the II, John felt it necessary to resign from the Pi and became active in a local IBM PC user group.

Bob Peck was working at the Armed Forces Institute of Pathology on computerizing medical records. Through that work, Bob wanted to have his own computer and bought an Apple in mid-1977. Because he had a finance background with the Navy, he agreed to run for Treasurer.

Sue Zakar got into computing for fun and bought her Apple II in the supper of 1978. She hear about WAP through the Com Center, her local dealer. At the time Sue joined, "they had published two newsletters. I have saved every issue since. The most valuable thing for me has not been the great technical knowledge, rather it game me ideas on how to spend my money. I definitely got my Macintosh because of WAP. Having seen Hertzfeld, et al demoing their neat little machine, I went out and spent $3500 for one." Sue owes more than her Mac to WAP. "I

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changed careers from being a linguist to being a programmer. The Apple definitely changed by life." The following story shows how much. Sue had just finished debugging her first major Applesoft program to generate Morse Code and wanted to commemorate it by adding a comment line with her name on it. A few minutes later there was a knock on her apartment door. A man said that he had seen her name on his TV set. (In those days, RF interference made Apple owners unpopular with neighbors.) He found her through the building mailboxes. The story ended happily as that man is now Sue's husband.

She adds, "I can't get rid of my Apple as a result for sentimental reasons."

The Apple also changed *Mark Crosby's* life. "When the Apple came out, it was something I had to have. I got one quickly. For a year I played around. After a year, I got a job programming the Apple. In fact, the Apple gave me my first job with a consulting firm. It changed my whole career. I've been doing programming ever since." WAP has also been valuable to Mark. "When the Applesoft manuals first came out, they were really a sight to be seen. That was all we had to explain Applesoft." Mark remembers the WAP as a valuable place to share information.

Gordon Stubbs bought an Apple II because his son owned an Apple I. Gordon had worked on a mainframe computer and had a Ph.D. inc computer science. He

"When the Applesoft manuals first came out, they were really a sight to be seen"

was always impressed from the start with the fact that his Apple II could do anything that the mainframe could do, only quicker and easier. Gordon later served as head disk librarian and founder of WAP's FedSIG and LisaSIG.

Bill Wurzel purchased his Apple II in July 1978. Prior to that Bill owned a KIM 6502 board computer kit, and he learned the chip very well from that. Bill liked the Apple monitor ROM which eased machine language programming. "It was the best computer that I could see in the 6502 line at the time." Bill wrote programs in Integer Basic and assembly language. "I had to load Applesoft from tape. It was slow. We tried to get the volume and tone adjustments right. It could take half an hour to load Applesoft successfully." Later Bill bought a Z80 board and Pascal. "It was a significant addition when Apple brought out Pascal." Bill became known for his many fine articles on CP/M and Pascal in the WAP Journal.

Jim Rankin bought his Apple II in 1978. He joined the club at the ComputerLand in Rockville. He remembers that that group combined with another to form WAP. Jim never did much programming, but rather collected public domain software. Jim has remained an member of WAP since its inception.

David Neumann remembers joining WAP at GWU in a small lab with a couple of Apples. There were 40-50 members at that time. "I was looking for a computer with color, so I ended up buying an Apple." Dave recalls, "It was much more important in the early days to hook up with a group of people to get together and find out how to use your Apple. I remember starting out with 16K of RAM and a cassette tape drive. I had all sorts of problems with the take drive. Not too long after than, I increased my memory to 48K. I could then load Applesoft from cassette tape and I had Integer Basic in my ROM. Later I bought the language card and disk drives in order to use a real language like Pascal." David became a loyal member of the Pascal Interest Group as a result, and attended the PIG meetings regularly for years. The thing Dave remembers about the early WAP meetings was spending a lot of time trying to disassemble the ROM to learn what routines could be called from BASIC and the trading of programs.

Dana Schwartz bought his Apple in late 1978 based on the recommendation of coworkers who had read Byte magazine. He would carpool to WAP meetings with Sue Zakar, and joined WAP to learn about software. "There wasn't much software back then. We were starved for code." Dana has been maintaining WAP's membership data base since 1981. However, his greatest service to WAP was during his two years as Treasurer. "WAP took up two years of all of my free time," he recalls. During that period, the club phone and answering machine were at his house and he processed all mail, membership and correspondence for the club. When Dana became Vice President after two years as Treasurer, most of these

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Curt Robbins

David Morganstein

David Morganstein is a statistician by training. He took an early interest in personal computers and has used them both at home and at work.

David main contributions to WAP has been his role as librarian and his four years as President during the time of WAP greatest growth, 1981-85. Morganstein also instituted WAP's tutorial program.

David was an early advocate of WAP obtaining an office and staff as well as incorporating and gaining tax exempt status.

David is also responsible for recruiting a number of other statisticians into the Pi who proved to become active volunteers, most notably, Tom Woteki.

functions were transferred to the Office, and Ed Myerson took over as Treasurer.

The disk library. An important part of the early days of the club was its disk library. At the end of each meeting, the members would go to a GWU computer lab which had three Apple II's to copy software (including some early commercial packages.) *David Morganstein* was credited with the idea of beginning an organized WAP collection of public domain software. The first reference to the club's library appeared in the July 1979 issue of the newsletter. Soon, the library with its dozen became too much for David to handle and he recruited *Bill Bowie* to handle duplication while David continued to assemble new disks. (None of these disks are still in the library, as they predate even DOS 3.2) Bill continued as disk librarian for 2 years. He created the library's original numbering scheme for disks. "It was a damn big job even back then," Bill remembers with pride. Bill used a disk drive and control card which had been purchased by WAP. Someone in the club wrote a special fast copy program which would work with drives on separate control cards and would keep both drive motors running continuously, because the then-available copying programs were slowed by each disk motor turning off as the other disk was being used. Bill still has the original master set of the library as it existed then.

Bill was typical of the early members. He purchased one of the first II+ in the area in order to control his electric train set. However, he never got around to hooking it up to the set. Bill had been collecting silver coins since 1964 and decided to take advantage of their appreciation. One Saturday, he sold the coins and bought his II+. Bill then became an original member of the GameSIG and helped to write an adventure game with the group.

By the time that Bill recruited *Gordon Stubbs* to be his successor, there were 40 DOS 3.2 disks in the library. Under Gordon's watchful eye, the library blossomed. *Jill and Vance Giboney* took over assembling new disks from David Morganstein. Vance loved to program in 6502 assembler and wrote a program which would permit the disks to boot and display documentation without using a word processor program.

"There wasn't much software back then—we were starved for code"

Vance later became a contributor to *nibble* magazine. By the time that the Giboneys left the area in March 1982, there were 34 DOS 3.3, 40 DOS 3.2 16 EAMON, 4 CP/M and 10 Pascal disks in the library. Vance then turned the disk assembly task over to *Bob Platt* who served until September 1984.

The Journal. WAP's newsletter was affectionately called "the Pi" by the early members. Its first editor was Bernie Urban who assembled it as a typed, photocopied and stapled newsletter for distribution at meetings. The first issue is dated February 1979. The first half dozen issues featured a logo consisting of the outline of DC surrounding an Apple with a π within it. By July 1979, Mark Crosby decided that more graphics were necessary and selected an Letraset rub-on type to dress up the magazine. His choice of typeface has appeared on the cover until last month. "It stuck only because no one

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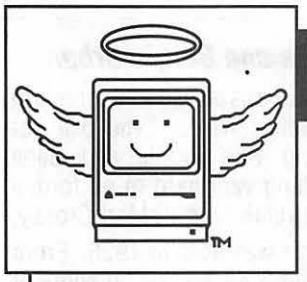

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Barry Fox
Walt Francis

Gena and Bernie Urban

The Urbans played a major role in founding WAP. "The ball got rolling with Bernie and Gena pushing very hard to go formal with a club," recalls Mark Crosby.

Bernie was born in 1926. From 1959-63 he worked on some of the early computers with RCA in Washington DC. In 1963-67 he worked at the Bureau of the Budget and in 1967-82 he worked at the Department of Housing and Urban Development.

Gena Urban was also an early user of mainframe computers and shared her husband's interest in programming.

In addition to Bernie's role in WAP, he was also active in the founding of the International Apple Core, an early federation of Apple Users Groups and in efforts to covert Glen Echo Park into a home for computer user groups and activities.

Prior to WAP obtaining an office, the Urbans would host WAP Board of Directors meetings.

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else was around to do anything better" with the cover, Mark recalls. Besides the cover, Mark also volunteered to do some of the insides and the paste up.

Mark is perhaps best know for founding the question and answer column which continues to be one of the more popular items in the Journal. Mark explained, "The Q&A column started modestly at first as a Tips and Techniques column. There were times when we felt that we had answered it all. Of course, time cured that and there were always more questions coming in." Mark devoted considerable time each month to the column and continued to write it until he turned it over to Bruce Field in 1982.

"The Pi was a kind of sharing—there was always someone there to pick up"

The July 1979 issue (Vol. 1 Number 6) was the first to bear a price on the cover: $1.00. This marked the beginning of newsletter sales in computer stores. Such store sales was an important means for recruiting new members. Dana Schwartz attributes much of WAP's early growth to the visibility of its newsletter.

Store distribution has always been a volunteer effort. Bill Hershey and Dave Martin were credited with this task in early issues. Later Ray Hobbs took over the task. Only in 1985 did WAP begin to user commercial magazine wholesalers to distribute the Journal to newsstands.

In the course of incorporating WAP, the Board decided that "newsletter" did not do justice to the quality of our publication, and the newsletter officially became "the Journal" in September 1982.

Many people helped with the Journal in the early days. Although Bernie Urban was Editor from the start, various people served as Associate Editors. The primary task of an associate editor was to put out the Journal when the Urbans took their annual vacation to Martha's Vinyard. Associate Editors included Mark Crosby, Rich Wasserstrom, Betsy Harriman, Tom Warrick and Bob Platt.

Conclusion. WAP is lucky to have attracted and retained so many members with a pioneering spirit. As our early members look back over the founding of the Pi and our subsequent success, they share a sense of optimism for WAP's future. Some things about WAP never change. As Mark Crosby recalls, working for the Pi was "a tremendous energy drain. It involves many hours. After a while it seems that it would automatically roll over to new people. I remember the Pi as being that kind of sharing. If there was something one person could not do, there was always someone there to pick up the baton." WAP has been fortunate that there were so many people willing to pick up the WAP baton, and this spirit of sharing with fellow computer users will carry over into our second decade.

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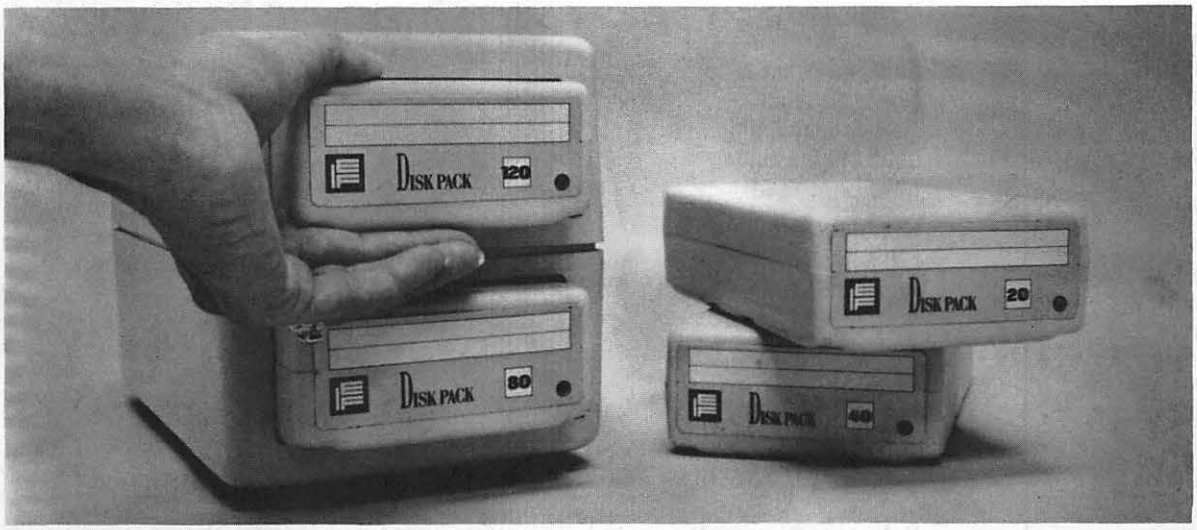

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	A
1	Excel's Greatest Hits
2	(continued)
3	by
4	David Morganstein

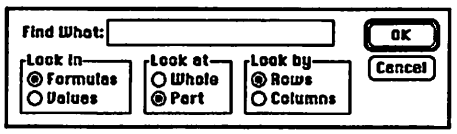
We'll start this month with several quick tips and then move onto a more in-depth problem involving a unique use of the Database and Tables commands to provide a way of computing the ranks of a column of numbers.

Quickies

Speeding Up the Find Command

Many people use Excel as a database program. It has a substantial number of useful commands for examining and analyzing data (although it is not really a database program). One often performed task is to search for a particular row of data, say a specific individual or company represented by that "record". I have seen people spend a fair amount of time doing this in a number of time consuming ways. One method is to sort the whole database and then visually scan down a column looking for the desired row. Excel offers a Find command which makes the search much easier.

To complicate matters, there are two Find commands, one under the Formula menu and one under the Data menu. The Data Find requires that a data base be defined. If you have not done so and don't need to (although it only requires entering labels at the tops of every column, selecting the entire database and doing a Set Database command), you need only use the Formula Find command. This is pretty much like a text search in a word processor, with one nice advantage, as you'll see. If you issue the Formula Find command you will be greeted with this Dialog box:



To use the Find command, enter the text, value or formula you are seeking. Choose Whole or Part depending upon your knowledge and use either the Rows or Columns search option. After hitting Enter or clicking OK, you can watch Excel search through your data. I say watch in that Excel may take awhile if you have a lot of data. You can see a progress indicator showing the row and column numbers as they are searched.

For the quickie, let's say you have more than ten rows and several hundred (even thousand) rows of data. The search will progress from cell A1 either across then down if Rows is selected or vice versa if Columns is selected. If the field you are seeking, say Social Security number, is in the ninth column, you may have quite a wait. The amount of time may be paritcularly important if you are looking up a number of records, one after the other. A speed-up: select the column of containing the information you are searching on before issuing the Find command. Excel will only search in the selected column and will find the record in a fraction of the time.

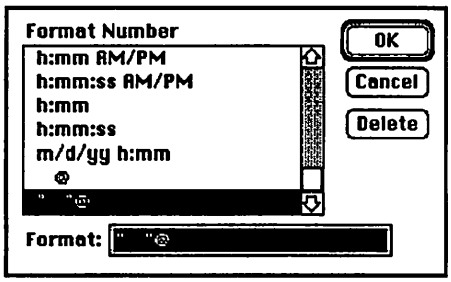
Selecting Discontiguous Cells

Did you ever need to apply the same format to several non-contiguous cells? For example, every fifth row contains a sub-total and you want these rows to appear in bold or with a specific dollars and cents format. The "obvious" way to do this is to select each cell and issue a Format/Style command. If there are a large number of these cells, a lot of repetitive action is needed. Perhaps you wanted to graph discontiguous areas of the sheet? Your lables were in one column while the series appeared in several columns, not adjacent to the labels. In either of these cases, a click followed by a shift click which selects a rectangular area won't do. You need a way to select cells that are not connected.

With Excel 1.5 you can select a set of discontiguous cells by holding the Command key down as you click on all cells after the first one. Once they are all selected, you can issue a single formatting command. (Of course, you can use this technique to issue other commands that you want applied to all of the selected cells). For the graphing problem, once all the cells are selected you can go right to a new chart to exmine your data.

Formatting Text

Do you ever need to indent a column of text in an 'outline' fashion? Up until a recent discovery we had to do this by typing leading spaces into every cell we wanted indented. Fortunately, we found that by using the Format Number command we could get Excel to create a format that will automatically indent. The action of assigningof this format can then be recorded as a macro for easier, though optional, use. To create the indenting format, select the cells you want indented and issue the format number command, bringing up this dialog box:



In the 'Format:' area enter three spaces and an '@' sign. I have enclosed the three spaces in "'s so you can see them but the "'s aren't needed. If you can't find a reference to the '@' sign in the Excel manual or Cobb's *Excelling in Business*, don't be surprised. I couldn't find any reference to it either. It represents all text currently in the cell. The above format says, place three spaces in front of any text found in the cell. The '@' doesn't work with numeric data or formulas, just text. Here is the result of applying the format ("Look Ma, no spaces!"):

	A
1	level 1
2	level 1.1
3	level 1.2
4	level 1.3
5	level 2
6	level 2.1
7	level 2.2
8	level 3
9	level 3.1
10	level 3.1.1
11	level 3.1.2

The '@' has other handy uses, especially when combined with the '*' symbol. The asterisk is used to denote repetition. It instructs Excel to repeat the character that follows so as to fill out the remaining space in the cell. You can use the '*' to fill out the cell with periods so as to provide a more readable display. For example, the format '" "@*.' means three leading blanks and trailing periods to fill the cell. Below, I have turned off the gridlines but added the periods to provide an interesting display. By the way, to format cells A2:A4, A6:A7 and A9, I used the command key to select all the cells simultaneously. I only had to apply the format once.

	A
1	level 1.....
2	level 1.1.....
3	level 1.2.....
4	level 1.3.....
5	level 2.....
6	level 2.1.....
7	level 2.2.....
8	level 3.....
9	level 3.1.....
10	level 3.1.1.....
11	level 3.1.2.....

Ranking

My wife needed to rank order a list of counties based upon a handful of different characteristics. She was given a table of six different variables describing the counties, wherein each row was a different county and each column a different characteristic. Since the numbers were similar in magnitude, making comparisons difficult, we both decided that a display of the ranks of each county for each variable would be helpful. The ranks would reveal who was in first place, who in the middle of the pack and who at the bottom of the heap. For those not acquainted with the term "rank", I mean the order of the counties if they were sorted by the variable. The county with the lowest value would have a rank of one, the next lowest a rank of two while the highest would have a rank equal to the number of counties.

Unfortunately, Excel doesn't contain a rank function. A messy solution that works when there is one variable to rank, one variable that is not going to change, involves sorting the data by the variable and then using Excel's Data Series command to fill in the numbers from one to the number of records. The records, including the new series, can then be resorted to the original order, say alphabetical by county name in Linda's case. As I mentioned, this method is fine if the variable is unchanging. If you decide to change one county, the sort order and rank might change but the Data Series value will not. What's more, if you want ranks for a half a dozen variables, you are going to have to do a lot of sorting and Data Series commands to get them.

Fortunately, through the use of a Table and a database function, DCOUNT, Excel provides a way to obtain the ranks in a dynamic way, a method that adjusts for changes in the variables, yielding the correct rank for the current values.

The basic trick involves the construction of an unusual CRITERIA statement. What you need to compute ranks is a count of all records smaller than the current one. If you can construct a criteria that says, select all records that have a smaller value than this one, and do a DCOUNT on that set, you will get the rank for that record. Sounds easy enough...except that all references to the CRITERIA statement show constant, unchanging values. A common criteria is some variable equal to a specified value, such as CODE equal to 3. You will also find CRITERIA such as a variable greater than some constant, perhaps "and'ed" with a second CRITERIA involving a 'less than' requirement, but always with the values specified, not adjusting to each row of the data.

We need a way of entering into a CRITERIA, an acceptable expression which can be allowed to vary via a Tables statement. We need a CRITERIA which amounts to "<x" where "x" is the name of a cell into which the Tables statement will feed the column of values we want ranked.

=A1&val

ranks

	A	B	C	D	E	F
1	<	val				
2		1	<	<---this is the key. The criteria is created from A1:A2		
3	vals		17	The tables command feeds A4:A20 into A2, changing		
4	0.0273		1	the criteria to different "greater thens", providing		
5	0.4942		8	a count of all values greater then each element in col A.		

In the above screen shot, you see such a CRITERIA in cells B1:B2. Cell B2 contains the expression =A1&val, where 'val' is a name given to cell A2 (using the Define Name command). This expression says to concatenate (which according to the Coach DA means "link together in a chain") the contents of the cell A1 (a '<' symbol) and the contents of the cell whose name

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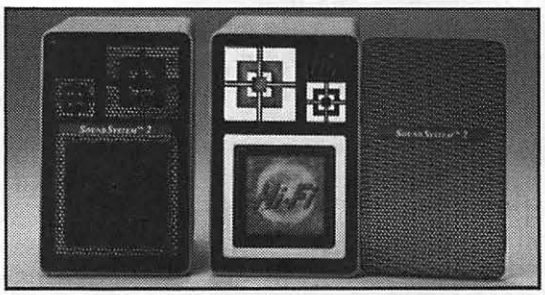

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GS Publishing

More Fonts for Publish It

by Gary Hayman

The fantastic Publish.It desk top publishing (DTP) program from Timeworks comes equipped with six different type faces in a variety of sizes. Not only do you have 21 fonts in the included library containing Desplaines, Wilmette, Deerfield, Madison, Ravinia and Westwood faces, but you can cause each of them to be printed in plain, bold, italic, underline, outline, shadow, superscript and subscript. You also have available the opportunity to add additional fonts for Publish.It to work with. Timeworks sells font disks for this purpose.

Now you may want to go out and buy the font disks but WAP members can get hundreds of fonts that can be made compatible with Publish.It for FREE (if you have a modem and are on the WAP TCS (Telecommunications System) or next to free if you are inclined to purchase WAP Disketeria disks 2009, 2010 or 2011 (GS Fonts I-III) @ $5.00 each.

Your collection of GS Fonts, where ever they came from, in most cases, can be converted to fonts that are compatible with Publish.It. So now, you can have hundreds of type faces and sizes in your DTP documents.

As they stand, the GS Fonts cannot be used directly in Publish.It. I will explain various methods of converting the fonts. The basic solution, however, is to change the $C8 file type of the GS Font to the $F7 file type that Publish.It recognizes.

Cataloging of Publish.It and GS Fonts

1. Normal "catalog" from Basic
2. Finder "view by name"
3. Copy II+ "catalog"
4. Siderfile "catalog"
5. AppleWorks "list files"
6. TimeOut Filemaster "list files"

	1	2	3	4	5	6
PUBLISH.IT FONTS	$F7	User Defined	$F7	$F7	Other	???
GS FONTS	$C8	FONT	FON	FON	Other	FNT

Type Confusion

Wouldn't it be nice if all programs followed a file type convention that was the same. Let me show you what I mean. In the accompanying chart I have include a short listing of how various programs indicate the file types when you view the disk's (or directory's) catalog.

As you can see, it depends upon the application program that you are using as to how the file type is identified. For uniformity I would suggest using the normal "catalog" from Basic to really determine the file type.

Let's Convert

Now let's say that you have some GS Fonts that you want to convert so that you can use them in Publish.It. There are a couple of programs that I am aware of that will allow you to do this. I am sure that there are more, but these are the ones that I happen to have or may be easy for you to obtain - two of them come from the WAP TCS board and you can obtain them quickly by just downloading them.

First, you must load the GS Font(s) to the location where you are keeping the Publish.It fonts. If you then do a Basic "catalog" you will see the $F7 and $C8 file types of the various fonts. If you are using a 5.25 disk to house your fonts and are using a new disk for these new fonts, remember that the volume name should be the same as appears on the Publish.It font disk.

Using Timeout Filemaster (PRODOS 8)

- While in AppleWorks set the location to where your $C8 fonts are located. Do this by going to the main menu, choosing other activities, choosing change current disk drive or ProDos prefix, and select the disk drive or type in the appropriate ProDos prefix
- Call Filemaster with OA-ESC
- Select File Activities
- Select 8. Change File Type
- Select the files you want to change - they should read FNT
- Move cursor to 4. ??? and select it
- Type 247 (that's the decimal equivalent of $F7) and follow screen directions

You can actually convert a whole bunch of $C8 fonts to $F7 fonts very quickly using the above.

is 'val', that cell being A2. You can see the result. Cell B2 contains '<1', an acceptable CRITERIA expression.

After defining a database, in this example A3:A20, and setting the CRITERIA, you can type a number into A2. That number combines with the "<" symbol in A1 to form the CRITERIA expression appearing in B2. If you type a "1", then "<1" appears in B2, etc. Now enter a DCOUNT function, as I have below in cell B3. Since my test data are all numbers less than one, the DCOUNT results in a count of 17, the correct number of values in the database that are less than one.

=DCOUNT(Database,"vals",Criteria)

ranks

	A	B	C	D
1	<	vals		
2	1	<1		
3	vals	17		

The last step required to get the ranks for each value is to select the area from A3 to B20, the entire list of numbers as well as a column to their right, headed by the DCOUNT statement, and then issue a Data Tables command. Besides the selected area, all that the Tables command needs for a one way table is the name of the cell into which the top row ('Row Input Cell') or the left-most column ('Column Input Cell') is to be fed to complete the table. (When creating a two-way table, both the top row and the left column of the selected area are fed into a pair of cells). As you can see, I identified cell A2, by clicking in it, as the Column Input Cell. Excel did all the rest.

Table

Row Input Cell: [ ] OK

Column Input Cell: [A2] Cancel

	A	B
3	vals	17
4	0.0273	1
5	0.4942	8
6	0.5839	11
7	0.5868	12
8	0.4376	7
9	0.033	2
10	0.3259	6
11	0.6054	13
12	0.3108	5
13	0.1295	3
14	0.5176	9
15	0.9118	16
16	0.8169	14
17	0.8618	15
18	0.0272	0
19	0.3042	4
20	0.5359	10

Well that's it for this month. Till we meet again, *"Have an Excel'lent Day!"*

Using SHR.CONVERT (PRODOS 16)

Do not use the SHR.CONVERT that is available on WAP disk 2001 Utilities and Pictures, it is version 1.0B1 and will not do what you want. Instead use version 2.1 that is available for free downloading from the WAP TCS board - look for file SHRCONV2.1BNY. Just a reminder, SHR.CONVERT is a $15.00 Shareware program. In order to use it you must have 512K memory available

- Launch SHR.CONVERT from Finder
- Pull down File Menu
- Choose Change File Attributes
- Select appropriate disk and folder (directory)
- Select file to correct (you should make a list beforehand of the appropriate files so that you will know which ones to choose)
- Open the file
- Move mouse to New File Type box and click it
- Type 3 Deletes
- Type $F7 (note that you must type the hexadecimal not the decimal)
- Continue above procedure for each of your files that needs conversion

Using TYPE.CHANGER (PRODOS 8)

Another useful program that can accomplish the file type change is TYPE.CHANGER. It also can be downloaded from the WAP TCS and is Freeware. Look for file TYPE.CHG1.3.BNY.

- From Basic RUN TYPE.CHANGER
- Select D to change to the appropriate disk. *Caution:* There is a program quirk in that if you have a RAM card with some reserved portion but with no files, the program will hang if it looks at /RAM5/. The fix is to place at least one file in /RAM5/
- Select the appropriate directory and/or file
- Move highlight bar from "200 $C8" to "247 IMG"; press <RETURN>
- Press <RETURN> when asked for AuxType
- Type YES
- Repeat as needed

Incorporating into PUBLISH.IT

Using one of the above programs you have now changed the GS Fonts to Publish.It recognizable fonts. Now let's get them working for us.

Publish.It has room for 24 fonts. 21 are all ready selected when you boot. You can add more in the following manner. Run Publish.It

If Selected Fonts Are 23 or Less

- Pull down the Apple Menu and select Install Font
- From the menu select the font that you like installed and either double click or select and open
- Add more until there are 24 fonts

If Present Selected Fonts Are 24

- You will have to De-Install some fonts that you are not using in the document
- Pull down the Apple Menu and select De-Install Font
- From the menu select the font that you want to de-install and either double click or select and open. *Notice*: You will not be allowed to de-install any of the Desplaines fonts or Deerfield 10, 12 and 24
- Load some new fonts by following the previous section

Well that's it. Now you have available to you hundreds of attractive fonts to make your DTP document using Publish.It more attractive.

GS Publishing
The Print Shop's Gone Askew

by Gary Hayman

So you went ahead and got your copy of Print Shop IIgs. After all you have been using your Print Shop for years for all sorts of cards, signs, letterheads, etc. It has been one of your most "used" programs in your collection. You couldn't resist the new version for the IIgs with it's bells and whistles. Not to worry, you made a good choice.

Putting it to Work—
So I thought!

Perhaps like me, you decided to redo your business letterhead. But when you printed it out on your ImageWriter II, something was not quite right. The lettering seemed shakey, it was not clean, it leaned. The graphic appeared a little fuzzy too. What was wrong? You went back to your old Print Shop and tried the same thing. Everything was fine there - "such a puzzlement".

It happened to me so I packed up my samples and sent them to Broderbund Software and this is what I learned. The IIgs version of Print Shop prints in both directions (left to right and right to left). A problem of misalignment will occur and the dots are not necessarily placed where they should be - causing a less than clear image.

Let Them Eat Cake!

Here's an experiment that you can quickly do. Boot Print Shop IIgs. Go to the Graphic Editor. Load (by picture) CAKE. Examine the tablecloth's checkered pattern. Notice the straight lines. Print the graphic to your printer (I have

ImageWriter II Unidirectional Driver for Print Shop IIgs

Byte#	Code	Byte#	Code	Byte#	Code	Byte#	Code
1	90	27	27	53	0	79	27
2	1	28	156	54	0	80	70
3	45	29	113	55	224	81	48
4	0	30	27	56	8	82	45
5	0	31	70	57	72	83	0
6	8	32	48	58	0	84	2
7	120	33	0	59	72	85	27
8	0	34	2	60	0	86	75
9	72	35	27	51	49	87	49
10	34	36	75	62	4	88	50
11	0	37	10	63	2	89	51
12	49	38	49	64	139	90	48
13	4	39	50	65	27	91	15
14	2	40	51	66	62	92	0
15	27	41	48	67	1	93	0
16	62	42	0	68	13	94	4
17	1	43	0	69	2	95	27
18	13	44	4	70	27	96	110
19	52	45	27	71	84	97	27
20	2	46	59	72	17	98	83
21	27	47	113	73	152	99	48
22	84	48	27	74	1	100	54
23	17	49	83	75	10	101	0
24	1	50	48	76	4	102	2
25	10	51	0	77	27	103	3
26	4	52	2	78	110		

Mac Review

Microsoft Works 2.0

What an upgrade!

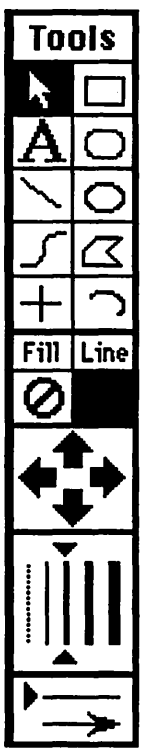
by Colin Povey, WAP 10018

Microsoft *Works*, the most popular integrated package for the Mac, recently was upgraded from version 1.1 to 2.0. The program, which has been on the *Macworld* best seller list for two years now, is a combined word processor, spreadsheet, database, charting, and communications package. The upgrade, which costs $75.00 plus shipping, adds a complete *MacDraw* like package to the program. With the use of the Draw module, you have a mini page layout (*PageMaker* or *Ready, Set, Go*) capability in *Works*. You can layout and print in multiple columns, even to the point of linking stories from one page to another. For those of you with Mac II's, color text, as well as drawing, is now supported. The upgrade also adds integrated spelling checking into the program.

As with any upgrade, there are some problems. The biggest one is that *Works* now requires a full megabyte of memory to work, instead of the previous 512K. *Works* also requires a pair of 800K floppy drives, or a hard disk. *Works* also now requires you to run System 6.0.2, the latest version of the Mac operating system. This System software upgrade costs $20.00 if you buy it from WAP, or $49.00 commercially. Microsoft does include a copy of System 6.0.2 on the *Works* Startup disk, but not all the parts you might need are included. In the README file that is on the Startup disk, Microsoft says that you can use System 5.0 or greater. This did not work for me. I repeatedly crashed while trying to use *Works 2.0* with System 5.0.

Upgrade Features

The upgrade ships with the following: a Startup disk, which contains a System folder, the README file, and the dictionary for the spelling checker. The Program disk includes MS *Works* itself (weighing in at 587K), the help file, the tutorial, and a Works-Works transporter for moving AppleWorks to MS *Works* files. The tour disk includes a *HyperCard* tour of *Works* that is especially good for first time users. Also included in the package are three books, a Quick reference guide, Lessons Guide, and Reference Guide. Unlike the original books, these are perfect bound, not ring bound. This means that they will not lie flat on a table during use. This is a step backwards, Microsoft.



The Draw layer, whose tear off menu is shown here, gives you a good idea of the power of the drawing layer in *Works*. The freehand tool is a Bezier curve tool, as it draws a line that actually consists of a series of objects, each of which can be individually adjusted after drawing. The Fill and Line boxes indicate which of 39 different patterns you will draw in. The four large arrows in the center allow you to nudge a object pixel by pixel in any direction, either by clicking on them, or by using the cursor keys. The draw layer allows you to draw to a grid if you prefer. You also can send objects to the back or bring them to the front. You can group and ungroup objects. The one missing function is the ability to flip and/or rotate objects. In all, the Draw layer is so powerful, many people may not need a separate package.

The Draw layer also lets you do page layout. You can paste text into a column box you create with the text tool in the draw menu. If the text is longer than the column box, you can link that column box to another column box on the same or another page. You link them by simply clicking on them in the order you want the text to go. You can also make text follow a line or an arc you draw. Not too bad for a simple word processor.

The Word processor module has the most changes in it. You now have four types of tabs, left, right, center, and decimal. After you insert a tab, simply click on it and it cycles through the four choices. You can set up six line per inch spacing now, along with the old standbys of single, double, and one and a

---

an ImageWriter II - please note that the problem my be associated to only this printer, I don't have others to test). Closely examine the print-out. Use a magnifying glass if necessary (some of us are getting older). Now look at the tablecloth and other lines that are supposed to be straight (vertical) - they're not. Look at how the candle leans. Even the wick is not correct.

Secret Button

Fortunately, there is a fix. Matthew Siegel of Broderbund Technical Support advised me to do the following so that my ImageWriter II printer would reproduce the graphics correctly:

- Boot Print Shop IIgs.
- Go to Setup portion.
- Instead of clicking the mouse on one of the printers' names, click on the word "Printer" near the top. A secret window will now appear and inside will be the directions for entering some special codes that will correct the problem by creating a new ImageWriter driver which will force the printer to print from left to right only so that everything will be lined up as it should be.
- Enter the 103 codes for the ImageWriter II (see chart). Make sure that they are correct, for if any one of them is incorrect you must re-enter them all again - you can't back-up.
- After the codes have been entered, continue answering the rest of the interface questions.

Back-Up Disk, Please

Although, Mr. Siegel, didn't mention it, I feel it would be wise to do this on a back-up disk. Copy your Print Shop IIgs disk and boot the copy. You will be asked to insert the original disk (it acts as a key), but when it is checked, you can insert your back-up and continue from there.

I've done it! It works and it makes quite an improvement in my Print Shop IIgs print-outs. Do the "cake routine" mentioned above with the revised disk. Notice the difference in the print-outs.

No ImageWriter But have Same Problem

Since there may be other codes for other printers, I would suggest that you contact Broderbund Software's Technical Support at 1-800-527-6263 or write them at 17 Paul Drive, San Rafael, California 94903 and ask them to furnish a list of codes for your printer.

half. You can search for and replace tab and carriage returns. Import and export have been improved with the addition of Rich Text Format (RTF) text to the old standby of ASCII text. The word processor, linked to the database, can now print multiple column labels and reports. The range of font sizes has been increased to 4 to 72 points. Articles such as font selection, size, style, and justification are now chosen with drop down menu's. These pull off to the side and drop down from the main Format menu.

The Word Processor also has what is called Stationery. Stationery is style sheets. This lets you set up fonts, sizes, tabs, and the like into standard formats, so that you can use them over and over again. You could set up a standard memo form, for example.

The spelling checker is, in reality, *Spellswell*. This *MacUser* five-mouse award winner can check for such items as homonyms, a capital letter as the first letter after a period, 2 spaces after a period, and double word errors (for example, the the). To check your spelling, pull down the Spell menu and click on Correct Spelling... . All of the options available in *Spellswell* are available here. If you already have a Spellswell dictionary, *Works* can use it. Just rename it MSWorksDict. If you want a larger than 60,000 word dictionary, you can get a 103,000 word dictionary from Working Software, the people who wrote Spellswell. The expanded dictionary is only $14.95, plus $4.00 shipping. They also have legal and medical dictionaries available.

The Spreadsheet also has several major revisions in it. You can use any type or size font , as long as the whole spreadsheet is the same. The maximum number of rows has been increased to 16,382. There is now a Select All command, which will eliminate a lot of tedious scrolling. Time and Date functions have been added to the list of available functions. You can create notes for any number of cells in a spreadsheet. You can also freeze the title rows or columns to make data entry and editing easier. And, lastly, you can use the drawing feature in the spreadsheet. Why, I have no idea, but you can do it.

The database in *Works* received little attention during the upgrade. The biggest change was to allow the use of many of the functions from the spreadsheet on calculated fields. Any function that does not take a range as an

➥ 46

GS Review

AppleWorks GS - Part 2 - Spreadsheet

by A. E. Hoffman

Last month I presented an overview of AppleWorks GS, the new integrated software package for the Apple IIgs from Claris. I promised to review the spreadsheet and word processing applications next but because of the holiday-shortened deadline for this month's journal I'll only cover the spreadsheet this time.

AppleWorks GS' spreadsheet is very similar to Excel on the Macintosh — a very powerful mouse-based number cruncher with a long list of available functions and surprisingly good control over the appearance of the spreadsheet. For example, cells can be formatted and printed in bold or with underlining. Besides the features you would expect from a spreadsheet, AppleWorks GS includes a graphing routine that allows you to graph a single spreadsheet variable either as a pie chart, bar graph, or line plot (x vs time).

"a very powerful mouse-based number cruncher with a long list of available functions and surprisingly good control over the appearance of the spreadsheet"

In addition to the graphic interface, I consider AppleWorks GS to be a major improvement over plain AppleWorks for 3 reasons: (1) much easier copying and moving of data and text within the spreadsheet (and between spreadsheet and other documents as well), (2) better handling of text that overflows cell boundaries, and (3) graphing. Taken together they make AppleWorks GS hard to top as a spreadsheet.

The available functions include arithmetic, financial, statistical, logical, and string functions. Cell formulas can be either typed or selected from an alphabetic list in a dialog box and pasted into the cell. Editing features include "cut" and "paste" to move a cell or range of cells, "copy" and "paste" to copy the same number (or more) cells from the origin to the destination, and "copy" and "fill" for copying from the few to the many. The "undo" function is another nice feature.

A wide range of formats is available for displaying data and text, including negative numbers in red which should make some of my CPA colleagues happy, but remember that the IRS still wants to see your losses enclosed in parentheses (actually the IRS would rather not see your losses at all).

The size of the spreadsheet is 9,999 rows by 702 (A through ZZ) columns—certainly bigger than what you need or should even contemplate. The drawback of allowing so many rows is that for most spreadsheets (under 50 rows) the right scroll bar never moves down from its top position making it hard to return to the top line of your spreadsheet. Since there is no home key or click button what you have to do is use the scroll bar to first scroll down, then scroll up to get back to line 1.

My suggestion for AppleWorks GS version 1.1 is to set standard size at 999 rows, allowing users to increase as needed. Another solution would simply be a more responsive right scroll bar — Excel's is much more responsive despite its maximum is 16,384 rows.

My other pet peeve is the graphing routine. Two missing features that I expected were the ability to graph more than one variable on the same graph, and x-y plots. Designing a better graphing routine and implementing macros should keep the add-on developers busy. In its defense however, graphs can be imported into the graphics application where they can be prettied up with shadowing, legends, grids, etc. Presumably I should be able to superimpose one graph onto another and get the effect of graphing two variables on the same axis. I'll let you know how it works (or doesn't) in future reviews.

Next I'll cover word processing , which is very similar to MultiScribe GS with some additional features.

GS Review
@If I Am In Sane It's Due To Appleworks

by Gary Hayman

There I was one evening, having just finished a 365K spreadsheet in AppleWorks which was designed to handle some accounting tasks for an association. I had placed many @IF statement error checks in the spreadsheet so that if incorrect numbers where entered they would be flagged. I ran my test month and, of course, found some errors.

One of the error checks involved checking if the added value of two cells equalled the value of a third cell - an easy task for AppleWorks. I found an indicated error, but low and behold, when I checked the entries manually, everything was perfectly right except for the ERROR message.

What's Going On

It drove me up a wall. I called other WAP members and had them enter the same @IF statement and numbers into a quick spreadsheet. *They too had a probelm.* Something was wrong.

First, I want you to experience and be aware of the problem. Create an AppleWorks spreadsheet. In D1 write the formula:

```
@IF(A1=B1+C1,0,@ERROR).
```

Now place the following values in A1 through C1: 57.1, 13.95, 43.15. If you add the last two figures you will see that they equal the first figure, however, the @IF formula will incorrectly give you an ERROR.

Finding The Solutions

Well, if you are doing a spreadsheet, you can't live with this. I called others, they had no solutions. I wrote Claris a long letter and waited for a reply. Eventually Andreas A. Guralas of their Technical Support Department telephoned me and stated that the problem is real and exists in AppleWorks 2.0 and 2.1 (I didn',t ask about earlier editions but I later learned that v1.3 handles the @IF function correctly) and he has reported it to the "appropriate" people.

He advised that unfortunately the error is due to the way AppleWorks handles decimal numbers as it uses the Standard Apple Numerics Environment (SANE). Sometimes errors are inserted in the decimal portion of the number that we don't normally see unless we are doing a comparison of calculated numbers like using an @IF statement. Andreas gave me a "workaround" which I will not discuss since I found another which I like better and which I am encouraging you to use in similar circumstances.

While reviewing a back edition (August 1987) of 'Forum' published by the National AppleWorks Users Group (NAUG), I ran across an article written by Professor Richard Engle who, in great detail, discusses this problem. It seems that SANE rounds most (not all) decimal numbers. "Only numbers whose component to the right of the decimal is the sum of powers of 2 (e.g., 1/2, 3/4, and 3/16) are handled accurately; all other decimals are approximated", reports Engle. This means that inexplicable errors often arise. He suggests that instead of @IF testing for equality, when using decimal numbers, test for "tolerance". This means that in my original example you would write the test formula as:

```
@IF(A1-
@ABS(B1+C1)<.001,0,@ERROR)
```

Try this in that spreadsheet that you just made. You will see that it will work. I am using the tolerance of .001 because all the numbers that I am putting into the spreadsheet represent dollars and are only to two decimals (cents). If you have larger decimal numbers you will have to make some adjustments to the tolerance number. Now the general rule is test for tolerance after subtraction. If there is any calculations in the formula statement then make sure you use the @ABS of the calculation.

Other Quirks

Engle identified some other AppleWorks problems:

- "When adding a large set of numbers that includes many small numbers and a few large values, you sometimes get incorrect results."
- "AppleWorks does not follow the standard algebraic sequence of mathematical operations... (it) calculates a formula from left to right, without concern for the arithmetic operation. (Thus) 2*3+4*5 = 50 (not 26 as it would in Applesoft Basic)."
- "(When using @ROUND) ... if the "x" in the number "x.5" is odd, Appleworks rounds up. When "x" is even, it rounds down."
- "(In @IF statements)... if the formula is written to the right of the equals sign, Apple Works truncates the formula and chooses the first value (only) in the formula." Therefore, @IF(A1=B1+C1,0,@ERROR) would really be treated as @IF(A1=B1,0,@ERROR). Thus I had two things going against my original formula - truncation as well as decimal handling.

The following are directly out of the Engle article in "Forum". I would suggest that you read the article for a better understanding of the problem and it's fixes. Also I would recommend membership in NAUG so that you can receive an excellent monthly magazine will all sorts of AppleWorks help. Write NAUG at Box 87453, Canton, Michigan 48187 or call them at (313) 397-1594.

Recommendations

1. When comparing spreadsheet values, use "=" only when all values involved are integers, otherwise check to see if the values are within a tolerance. For example, use the formula:
   ```
   @IF(@ABS(A2-A3)<.0001,1,0).
   ```
2. Whenever possible, do not use formulas in @IF statements. If you must use a formula, enclose it in parentheses and put the operation to the left of the equals sign. Use parentheses liberally within the formula. Check the results of all @IF operations carefully.
3. Remember that AppleWorks' spreadsheet operations do not conform to the algebraic hierarchy of operations. Use parentheses liberally to insure no ambiguities. Check you results with a calculator to insure correct output.
4. Remember that AppleWorks uses floating point arithmetic and rounds off all fractions that do not have a power of two in the denominator. To be safe, assume that any non-integer will be rounded and therefore is not exactly correct.
5. When summing a large number of cells, most of which are very small in comparison to the targets cell, you should sum all the small values first and then the larger values.
6. Check the results of @ROUND operations on calculated decimal numbers; they may be incorrect.

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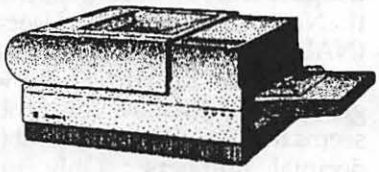

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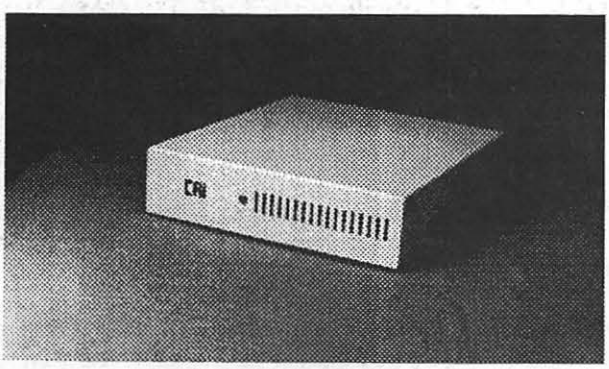

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Mac Review

Tempo II

by Eric Rall

Months ago, I wrote about Apple's MacroMaker. MacroMaker comes along with Apple's system software versions 6.0, 6.0.1, & 6.0.2. I won't comment any further on the multiplicity of 6.0.something system software. Much to my surprise, a number of members contacted me expressing keen interest in MacroMaker. A few suggested QuicKeys as a superior utility.

> *"Possibilities are limited only by your imagination"*

Many complained that MacroMaker was interesting, but fell short in power and utility.

At the August MacWorld in Boston, I had the chance to meet Rick Barron of Affinity Microsystems. Rick was proudly showing a product called Tempo II. This utility seemed to offer all the features of MacroMaker and QuicKeys with quite a bit more.

After working with Tempo II for a number of months, I can say that I have only begun to discover a fraction of what this package can do. I hardly know where to begin with the description.

Installing Tempo II

Tempo II is an INIT. That means you need to place it in your system folder. To install Tempo II, a desk accessory file (a suitcase for the icon lovers out there) called DA Booster needs to be installed into your system file. You may also use Suitcase or Font/DA Juggler to install DA Booster.

Tempo II is a big file. The INIT is over 200K, but in practice Tempo II will use about 79K of memory under Finder. Running Tempo II under MultiFinder uses only about 25K of memory. If you have enough memory to run MultiFinder, you don't care much anyway. I've checked these memory requirements out carefully and verified this information with Affinity. *Don't believe the brand-X reviews that tell you otherwise.*

Affinity has also supplied FKey installer scripts. If you use one of these you can call Tempo II with a simple Command-Shift-9. For flexibility, they also provide FKey installer scripts for the numbers 5 through 8.

There are also other ways to get Tempo II running. If I describe all of the possibilities, there will be no space left to talk what Tempo II does.

Basic Operations

Simply explained Tempo II allows you to record and play back your keystrokes, menu selections, mouse clicks and start up applications.

Tempo II also lets you select nearly any amount of text or a graphic image and store it as a single macro. You can then "Autopaste" this selection with a single command. Anything that you can put into the clipboard is fair game for an Autopaste macro. Every time I need "Tempo II" typed into this article, I have only had to press Control-t. More than one Autopaste macro is permitted. This way you can have Option-Shift-m type the word "macro", Command-Option-a can type your Name and address, and so on.

Tempo II allows the user to play macros by keystroke or name. According to the manual there are seven ways to play macros and 3 ways to stop them.

Macros can be played multiple times. This feature came in particularly handy. A colleague had a file of names, addresses, phone numbers and other information stored in some strange MS-DOS shareware format. I wanted to get this file into QuickDex on a civilized machine, like my Macintosh SE.

We first converted the file to a DIF (Data Interchange Format) file. Next the DIF file was read into Lotus 1-2-3 and saved as a Lotus 1-2-3 file. The 1-2-3 file was transferred by modem to the Macintosh, read into Excel version 1.5 QuickDex required the first line of each record to start with a capital "N" (for new) or "P" (for printed). All I had to do was read in the first line of each of 280 records and insert an "N". With Tempo II, this was incredibly easy. I simply recorded the action of doing this once and then moving to the next record. Then I told tempo to play the macro 279 times in a row.

Tempo II will also allow you to transfer between applications. So you can assign your most commonly used applications a Command, an Option, and/or a Control key sequence to launch your desired application.

Menu items can be recorded and played by name. Time delays of hours, minutes, or seconds can be created. It's possible to invoke a macro at a specific clock setting that will dial up the Twilight Clone BBS and download Apple's System version 6.0.2. while you sleep.

Advanced Operations

For the truly sophisticated macrophile, logical and condition branching capabilities are available. This capability would let you call up a BBS, check to see if you have any E-mail. If E-mail was there for you, the macro could read it and then go check to see if the latest system upgrade was there and then download it. If no E-mail or new software was there, the macro could just sign you off.

For Ron Wartow and the rest of the GameSig members, Tempo II will record your steps through the depths of Wizardry XXXIV. If you mess up and get killed, no problem. Just edit out those last ill fated steps, restart the game, and let the edited macro play back to your former good health.

Note: For those of you who read the December issue of *MacUser*, let me correct the following points:

- The reviewer said that Tempo II is slower than other macro programs at playing back text strings. The manual explains that the output of text strings is much faster if you Autopaste them than allow Tempo II to "retype" the text.
- If you want the cursor to return to where it was before you played the macro, just select "Return cursor after play" in the Configure menu.

The program's possibilities are limited only by your imagination. Tempo II offers the capabilities present in OnCue, QuicKeys, and MacroMaker with much more.

Strongly Recommended

The program's possibilities are limited only by your imagination. Tempo II offers the capabilities present in OnCue, QuicKeys, and MacroMaker with much more.

Rick Barron will come to WAP on April 22, after MacWorld, to show us what Tempo II can do. Even if you already own it, plan on being there. Tempo II is amazing to watch under his experienced hand. I've watched Rick have a tempo II macro call another macro and then branch to a third macro. You have to see this to believe it.

Tempo II comes with 90 days of free tech support and a free MacroPak to registered owners. The MacroPak isn't available yet, but will be shipped when ready.

Tempo II lists for $149.95.

III Hacking:
III EZ Pieces in .RAM

by Jim Suthard

One of the most useful features of the III + IIe Board for the Apple III (in addition to emulating an Apple IIe) is its ability to act as a .Ram Drive board in the III native mode. As far as the SOS operating system is concerned, ".RAM" is another data storage device where you can store files of all kinds, electronically. The danger of this is that when the power is turned off, everything in your ".RAM" "Drive" disappears.

This ".RAM" board is useful for placing text files for later editing when you are using a telecommunications program such as on three's communication manager; after you hang up, you can go back and edit the file with a text (using an interpreter switcher such as "Catalyst" or "Selector III" — if you reboot, you loose EVERYTHING stored in ".RAM") before putting it in its final resting place. The advantage to using ".RAM" in this situation is its great loading and saving speed. There is also a driver for ".RAM" available in our public domain library that allows you to change program by installing your SOS boot disks without loosing the material you have stored in ".RAM", as long as you boot by pushing CONTROL-Reset rather than by turning the power switch off and on.

But another useful feature of the ".RAM" board is its ability to load a program [such as the "III EZ Pieces" program (Appleworks for the III)] into ".RAM". You may ask, "Why would you want to do that?" For one reason, when you boot "III EZ Pieces," in order to save space and time, the entire program is not placed into memory. The first time you load a word processing file, it consults the disk. The same thing happens when you load a database file or a spreadsheet.

The first time you use an option, or do any new function, it consults the program. If the program is loaded into ".RAM", this action takes place considerably faster than a floppy and is even faster than your hard disk because the entire action is electronic. It also saves wear and tear on the medium which is read over and over in the same place by having this action take place only when the program is loaded into ".RAM". It also gives you a freedom to tinker with printer commands without messing up your program; this we will explain more fully later in this article.

This article will first give you the program you need to automatically load your "III EZ Pieces" into ".RAM" and how to install it on your "Catalyst" MENU (see the listing at the end of this article). The method for "Selector III" is basically the same so you will find it easy. Also, a program for unloading the program will be given, as well as how to make a number of versions of the loading program so that you can load different "special printer set ups" (since the "III EZ Pieces" program only allows you to set up one "special printer." The Program "Loader" is a Business BASIC Program which load "III EZ Pieces" into ".RAM". One great feature of SOS's Business Basic (as well as the new GSIOS) is its ability to invoke an external routine module written in assembly language. This program depends on being able to invoke Daryl Anderson's "Copyfile.Inv" module which is available on our public domain disk that includes the "2nFro" program.

A Note on Using Invokable Modules on Hard Disks

Invokable modules are a simple matter when merely placed on a floppy disk with the program they are to accompany. On the other hand, if you have a number of BASIC programs loaded on your hard disk, along with a number of directories, and subdirectories... it becomes a complicated matter and one which not only causes confusion, but also can waste a great deal of hard disk space.

My solution to the problem has been to create a subdirectory on my 5 Mb Profile hard disk: .ProfileIBASICIINVOKE. Under that subdirectory, I have copied all of my BASIC external routine modules. Then, somewhere near the beginning of each Business BASIC program placed on my Profile, I have added a line:

```
Pfx.Inv$=".ProfileIBasicIInvokeI___.inv"
```

(Of course I fill in the blank with whatever the invokable module is named.) Then I go through the program and find any statement where the module is invoked:

```
1000 INVOKE "_____.inv"
```

and change it to:

```
1000 INVOKE
Pfx.Inv$+"____.inv"
```

This enables you to be able to run the program from any directory, and even another storage device, and not have to change prefixes or load more than one copy of the invokable on your hard disk. Otherwise, you end up loading numerous copies of the same invokable under different directories. For example, if you want to run the renumber program on a program you are developing under another subdirectory, you can see the inconvenience it would be to change the prefix to run the renumber program and then have to type in the full path for the program to change and the new version path. (See lines 310 and 320 in the above program to see how we used Inv.Pfx$ in this program).

The Unloading Program

There will be times when you need ".RAM" for other things, and to easily remove it, it have included a "unloading" program.

.Ram Unloading Program

```
5  ON ERR GOTO 50
10 DELETE".Ram/SEG.MN"
20 DELETE".Ram/SEG.ER"
30 DELETE".Ram/SEG.00"
40 DELETE".Ram/SEG.PR"
50 PRINT"Three EZ Pieces
has been removed from .RAM"
60 CATALOG".Ram"
70 FOR PAUSES=1 TO
1000:NEXT
80 BYE
```

Instructions for the Business BASIC Programs:

"EZ Loader" and "EZ Unload"

These programs will Auto Load the Three EZ Pieces Program (Appleworks for the Apple III) into III+IIe ".RAM" and then clear the ".RAM" disk as needed.

"Catalyst" permits the autoload program to be selected at "boot up" time, which means that the program can be loaded at boot time; you may want to do that and you may not. Also, both programs can be selected from the main selector menu.

All of your Three EZ.Pieces needs to be copied onto Profile hard disk under Subdirectory title: "Three.ep"

If you have another hard disk, the file directory address in the program needs to be changed from "IprofileIthree.ep" to whatever your hard disk is named.

Create a subdirectory under "Ithree.ep" named "Iloader" and when you copy "ez.load" to that directory,

rename it "hello." Then create a subdirectory under "lloader" named "unloadI." Under that subdirectory, copy "ez.unload" and change its name to hello. Also, under a subdirectory called BASICIINVOKE, copy Daryl Anderson's Public Domain Invokable Module, "copyfile.inv."

Your file directory should look like this:

```
IPROFILE  File Type Blocks
 THREE.EP Directory     1
EZ.INTERP ProDos=FF     24
(This file was SOS.Interp
on your original—Change the
name for easy identifica-
tion— since its not a boot
disk, it does not have to
be sos.interp)
SEG.MN Unknown    256
SEG.ER Codefile   1
SEG.00 ProDos=FF  9
SEG.PR ProDos=FF  6
LOADER Directory  1
 *HELLO    Basicprog     5
 UNLOAD    Directory     1
 *HELLO    Basicprog     1
BASIC
 INVOKE
 COPYFILE.INV    Codefile 8
```

If you have "Catalyst," now go to your "Catalyst" Edit program (the program which sets up the main menu for interpreter switching. If you have "Selector III" or another switching program, the information you will need is most likely the interpreter prefix and the program path).

The set up for your regular Three EZ Pieces should look something like this and should remain there unless you are running out of room on your menu for those times when you don't want to clear ".RAM" to run your program. It should look like this:

```
Display Name:    III EZ
Pieces
Interpreter Prefix:
.PROFILEITHREE.EPIEZ.INTERP
Extra Drivers:
Character Set Path:
Screen:   N
Keyboard Path:
Initial Prefix:
.PROFILEITHREE.EP
Max Files Allow Open:   0
Program Path:
```

In setting up your interpreter switcher for Three.EZ Pieces (".RAM" Version) the interpreter should be set to "three.epIEZ.interp" and the initial prefix to ".Ram"

```
Display Name:          III
EZ Pieces .RAM
Interpreter Prefix:
.PROFILEITHREE.EPIEZ.INTERP
Extra Drivers:
Character Set Path:
Screen:   N
Keyboard Path:
Initial Prefix:  .RAM
Max Files Allow Open:   0
Program Path:
```

For the EZ.Load, the interpreter should be set to the BASIC interpreter (normally CATALYSTIBASIC under "Catalyst," or if you like, you may install your SOS.Interp from your latest BASIC update disk as BASIC.INTERP under a subdirectory called BASIC as I have) and the initial prefix should be "Three.epIloader." This is the same BASIC directory that contains the INVOKE subdirectory.

```
Display Name:    Load 3 EZ
into RAM
Interpreter Prefix:
BASICIBASIC.INTERP
Extra Drivers:
Character Set Path:
Screen: N
Keyboard Path:
Initial Prefix:
PROFILEITHREE.EPILOADER
Max Files Allow Open:   0
Program Path:
```


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The Unload program should be set up the same way except that the initial prefix should be set to "Three.epIloaderIunload."

```
Display Name:    Unload 3 EZ
RAM
Interpreter Prefix:
BASICIBASIC.INTERP
Extra Drivers:
Character Set Path:
Screen:   N
Keyboard Path:
Initial Prefix:
.PROFILEITHREE.EPILOADERIUNLOAD
Max Files Allow Open:  0
Program Path:
```

Update your "Catalyst" (or other switcher program) by following menu or manual directions. In "Catalyst," you press [ESCAPE] and then press 5 from the menu to update the "interps" file. After that, you can choose "no" on the next prompt; if you choose yes, your original "Catalyst" disk is required to be in .D1. After that, you just hit "7" to return to the MAIN MENU.

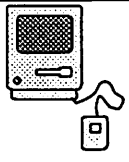
Running your "III EZ Pieces" program from ".RAM" also enables you to play around with printer settings without the fear of messing up the printer file permanently. If you like the file you create, you can use a switcher program ("Selector III" or "Catalyst") to put you into System Utilities and then save two files, SEG.PR and SEG.ER, under different names, such as ASC.PR and ASC.ER. If you have the revised .Ram Driver, I suppose you could reboot System Utilities without loosing the files as well; remember, do not cut the power off.

After you save your SEG.PR and SEG.ER under new names, you can then adapt the loader program to load the new printer versions (in this case ASC.PR and ASC.ER) for different applications. I use them for my Habamerge Program which requires a special printer to Disk application.

```
10 REM Program for Loading
Three EZ Pieces into .Ram
20 REM TO CHANGE FIX VER-
SION$, F.ER$, F.PR$
30 VERSION$="ASCII .Printer
Version"
40 F.ER$="ASC.ER"
50 F.PR$="ASC.PR"
```

As you can see, only lines 40 and 50 need to be changed, so load your loader program and then issue the command: LIST 40-50. Press ESCAPE... your cursor will have a little "+" inside it. Use you UP arrow to move the cursor on top of the "40." Press ESCAPE again, and then guide the cursor over "F.ER$=" using the RIGHT ARROW. STOP the cursor on top of the "S" of the "SEG.ER" of line 40. Type "ASC" (or whatever 3 letters you wish to use) over SEG and then use the RIGHT ARROW to take you to the end of the line. If you go too far, use the LEFT ARROW to come back. Press RETURN. Your cursor will then be in front of line 50. Use the RIGHT ARROW to again go to the "S," this time on "SEG.PR," and change those three letters. Again, use the RIGHT ARROW to go to the end of the line and press RETURN. Now issue the COMMAND: SAVE... with your NEW name for the different printer loader. In my case, I would issue the command: SAVE "ASC.Loader." You can then access this program from BASIC or from a BASIC menu, such as an adapted MENU.MAKER. With MENU.MAKER, you have to make a few adjustments, such as getting rid of ".d1" prefixes.

Have fun with this. If you have any questions, come to the SIG meeting or leave a message on the III Board on the Pi TCS, Conference 1.



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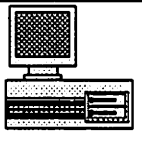

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```
10    REM Program for Loading Three EZ Pieces
into .Ram
20    REM TO CHANGE FIX VERSION$, F.ER$, F.PR$
30    VERSION$="Regular Printer Version"
40    F.ER$="SEG.ER"
50    F.PR$="SEG.PR"
100   REM Program Command Center
110   GOSUB 2000:REM Screen Info
115   REM ***********************************
120   GOSUB 430:REM File Name Assignments "SEG.MN"
130   GOSUB 300:REM Invoking Copyfile Module
135   GOSUB 500:REM Assign infile$;outfile$
140   GOTO 1010:REM ---- copy files
145   REM ***********************************
150   GOSUB 440:REM File Name Assignments "SEG.ER"
160   GOSUB 300:REM Invoking Copyfile Module
165   GOSUB 500:REM Assign infile$;outfile$
170   GOTO 1030:REM ---- copy files
175   REM ***********************************
180   GOSUB 450:REM File Name Assignments "SEG.00"
190   GOSUB 300:REM Invoking Copyfile Module
195   GOSUB 500:REM Assign infile$;outfile$
200   GOTO 1050:REM ---- copy files
205   REM ***********************************
210   GOSUB 460:REM File Name Assignments "SEG.PR"
220   GOSUB 300:REM Invoking Copyfile Module
225   GOSUB 500:REM Assign infile$;outfile$
230   GOTO 1070:REM ---- copy files
235   REM ***********************************
240   GOSUB 3000:REM Program Close Out
300   REM Invoking Copyfile Module
310   Pfx.Inv$=".profile/basic/invoke/"
320   INVOKE Pfx.Inv$+"copyfile.inv"
350   REM Setting Prefixes
360   pfx1$=".profile/three.ep"
370   pfx2$=".Ram"
380   RETURN
400   REM File Name Assignments
430   A$="SEG.MN"
432   B$="SEG.MN":RETURN
440   A$=F.ER$
442   B$="SEG.ER":RETURN
450   A$="SEG.00"
452   B$="SEG.00":RETURN
460   A$=F.PR$
462   B$="SEG.PR":RETURN
500   REM Assign infile$;outfile$
510   infile$=pfx1$+"/"+A$
520   outfile$=pfx2$+"/"+B$
600   REM Notice of Action
610   PRINT"- copying "+infile$+" to "+outfile$
620   RETURN
1000  REM ---- copy files
1010  PERFORM
copyfile(@infile$,@outfile$,@ecode%)
1020  GOTO 150
1030  PERFORM
copyfile(@infile$,@outfile$,@ecode%)
1040  GOTO 180
1050  PERFORM
copyfile(@infile$,@outfile$,@ecode%)
1060  GOTO 210
1070  PERFORM
copyfile(@infile$,@outfile$,@ecode%)
1080  GOTO 240
2000  REM Screen Info
2010  HOME
2020  PRINT:PRINT:PRINT"Moving 3EZ Pieces Into .RAM"
2022  INVERSE
2025  PRINT VERSION$
2026  NORMAL
2030  RETURN
3000  REM Program Close Out
3010  PRINT:PRINT"File copy complete!"
3020  CATALOG".Ram"
3030  FOR PAUSE=1 TO 1000:NEXT
3040  BYE
```


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FoxBASE+/Mac

New Screen Painter in v. 1.10

by Michael Yourshaw

Review Update

Summary

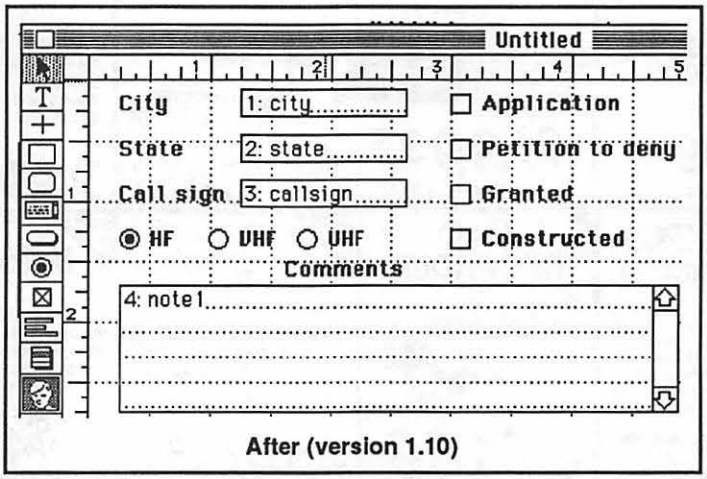
Fox Software has just released a major upgrade to its fast, IBM-PC compatible database, FoxBASE+/Mac version 1.1. The new version augments command-line control of the Mac interface and, most importantly, adds a top-notch screen design capability that follows standard Macintosh drawing and object manipulation conventions. The update is free to owners of version 1.0. (This update supplements the full review of FoxBASE+/Mac published in the December Pi Journal at page 31.)

What's New

Maybe a picture is worth a thousand words. "Before" is the program you had to write in version 1.0 to create a simple data entry screen. "After" shows how you do the same thing in version 1.1:

```
* Program.: fcc.fmt
* Data....: 12/ 7/88
* Version.: FoxBASE+/Mac, revision 1.10
* Notes....: Format file fcc
*
SCREEN 1 TYPE 0 HEADING "Screen 1" AT 40,2 SIZE 288,492 PIXELS  COLOR 0,0,0,-1,-1,-1 TOP
@ PIXELS 99,18 GET Fcc->frequency STYLE 65536 FONT "Chicago",12 PICTURE "@*R HF;VHF;UHF" SIZE 3088,41 COLOR 0,0,0,-1,-1,-1
@ PIXELS 18,216 GET Fcc->frequency STYLE 65536 FONT "Geneva",288 PICTURE "@*C Application" SIZE 15,108 COLOR 0,0,0,-1,-1,-1
@ PIXELS 45,216 GET Fcc->frequency STYLE 65536 FONT "Geneva",288 PICTURE "@*C Petition to deny" SIZE 15,139 COLOR 0,0,0,-1,-1,-1
@ PIXELS 72,216 GET Fcc->frequency STYLE 65536 FONT "Geneva",288 PICTURE "@*C Granted" SIZE 15,78 COLOR 0,0,0,-1,-1,-1
@ PIXELS 99,216 GET Fcc->frequency STYLE 65536 FONT "Geneva",288 PICTURE "@*C Constructed" SIZE 15,109 COLOR 0,0,0,-1,-1,-1
@ PIXELS 18,17 SAY "City" STYLE 65536 FONT "Geneva",288 COLOR 0,0,0,-1,-1,-1
@ PIXELS 45,17 SAY "State" STYLE 65536 FONT "Geneva",288 COLOR 0,0,0,-1,-1,-1
@ PIXELS 72,17 SAY "Call sign" STYLE 65536 FONT "Geneva",288 COLOR 0,0,0,-1,-1,-1
@ PIXELS 117,116 SAY "Comments" STYLE 65536 FONT "Geneva",288 COLOR 0,0,0,-1,-1,-1
@ PIXELS 18,92 GET Fcc->city STYLE 0 FONT "Geneva",12 SIZE 15,97 COLOR 0,0,0,-1,-1,-1
@ PIXELS 45,92 GET Fcc->state STYLE 0 FONT "Geneva",12 SIZE 15,97 COLOR 0,0,0,-1,-1,-1
@ PIXELS 72,92 GET Fcc->callsign STYLE 0 FONT "Geneva",12 SIZE 15,97 COLOR 0,0,0,-1,-1,-1
@ PIXELS 135,20 GET Fcc->notat1 STYLE 0 FONT "Geneva",12 SCROLL  SIZE 75,331 COLOR 0,0,0,-1,-1,-1
*
* EOF: fcc.fmt
```

Before (version 1.0)



After (version 1.10)

The screen layout process (including automatic generation of the code for later tweaking and hacking if desired) took only a few minutes of intuitive drawing and button pushing in a FoxForm® window. FoxForm, coupled with Fox's template language and program generator, is a very easy-to-use, yet extremely powerful, screen layout designer. The expert programmer can eliminate hours of tedium; the dedicated novice can gradually ascend a gentle learning curve, producing useful and attractive results along the way. FoxForm includes standard drawing, text, and database field tools similar to those in other popular Macintosh database products, as well as tools to create scrollable lists, control buttons, radio buttons, check boxes, and pop-up menus. Screen creation, editing, and linking to the database is straightforward and intuitive. Features such as customizable rulers and grids, and grouping of objects help save time and eyestrain. There is even a comprehensive ability to adjust the screen being created to match various Mac monitors.

FoxBASE+/Mac is now fully competitive with the screen design features of other high-end Mac databases such as 4th Dimension and dBASE Mac. My initial reaction is that Fox's overall implementation is even a bit more elegant and complete than the others'.

Unfortunately, all of these improvements in the user interface apply only to the creation of Mac screens, not to printed reports. Fox plans to update its clumsy, PC-cloned print reporting facilities in the future. Because Fox released the screen painter essentially as promised, and obviously has made a major commitment to serve the Mac market, I am relatively sure that other future enhancements will really happen, and won't be too late.

In addition to the major improvement in screen creation, Fox has enhanced its internal program editor, improved and expanded its programming language especially in areas related to implementation of a Mac-like interface for the end user of a database program, and fixed miscellaneous bugs.

Recommendation

I can recommend FoxBASE+/Mac even more enthusiastically for professional or semi-professional database developers. Less sophisticated users should realize that any high-end database product will take some effort to learn. Still, those who are especially concerned with speed of operation or require relational capabilities should give FoxBASE+/Mac serious consideration. Casual users , especially those who will be emphasizing highly formatted printed output, should probably look elsewhere. A good place to start would be FileMaker II by Claris.

P.S.—A DA to Read dBASE Files

DAbase by Vic Rubenfeld is a potentially useful new shareware ($9.95) desk accessory for Mac users who need to look at ".dbf" style data — the files created by FoxBASE+/Mac, McMax, and IBM-PC dBASE or its many work-alikes. Version 1.0 of DAbase allows you to browse or search the data, but not change it. This could be handy for someone who occasionally needs to look at PC-generated dBASE-type files, or even for quick reference by a regular FoxBASE+/Mac or McMax user. Unfortunately, version 1.0 refuses to work on my Mac II under MultiFinder and MasterJuggler (which is why you haven't seen my shareware check yet, Vic), although it seems to perform well with the regular Finder.

You can get a copy of DAbase from CompuServe or on the local D.C. area Twilight Clone bulletin board operated by Paul and Diane Heller at (301) 946-5032.

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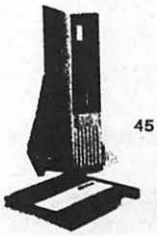

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Friday, December 16 Crystal Gateway Marriott Hotel

7-8 p.m. Reception - 2nd floor

8 p.m. Dinner - Salons A-E

Introductions and Presentations - Robert C. Platt

Remarks - Andy Hertzfeld.

Mr. Hertzfeld was a member of the original Macintosh design team and has also designed products for Radius Corp.

Note: If you parked in the Crystal Gateway Marriott garage, please obtain a parking validation from our hostesses at the reception.

Saturday, December 17

Uniformed Services University of the Health Sciences

Throughout the day in the lobby:

- Autograph the WAP Timeline.
- Pickup your copy of the 10th Anniversary Issue of the Journal.
- Disketeria sales continue through the day.
- Purchase tickets for the 10th Anniversary Raffle. Only 2,000 chances will be sold to win a Mac SE computer. We wish to thank Apple's Columbia Regional Office for donating this prize

Keynote Session in Auditorium:

9:00 a.m. Announcements

9:15 a.m. Welcome by Art Lundquist, President, Clinton Computer

9:30-10:25 "Imagining Tomorrow - The Coming Paradigm Shift" - Larry Tessler.

Mr. Tessler is Vice President for Advanced Technology of Apple Computer.

Computer Journalists in Auditorium

10:30-11:30 Panel Discussion - Chaired by Walt Mossberg Wall St. Jn.

- Jerry Burrell - Editor, MacWorld
- Bob Lindstrom - Editor, A+
- Fred Davis - Editor, MacUser
- Tom Weishaar - Editor, Open-Apple

Wiser

Macintosh Question and Answers

10:30-11:30 in Cafeteria (with our guests)

Lunch in Cafeteria

11:30-1:00 Meal tickets may be purchased from WAP for $4.50 per person. (Dessert is provided with the complements of MacWorld Magazine.)

Historic Perspective in Auditorium

11:30-12:00 "Lessons from the Apple ///" - Don Williams. Mr. Williams is President of Productivity Software, the company which Developed Microsoft Works.

12:00-12:30 "History of Apple II family" - Rich Williams. Mr. Williams joined Apple in May 1979 and worked on the II+, //c, //e and IIgs. He is known best as the developer of the DOS Programmer's Toolkit.

Apple II Question and Answer Session

12:30-1:30 in Cafeteria (with our guests)

Hi-Tech Talks in Auditorium

12:40-1:15 "Prof. Mac demos his creations" - Steve Brecher. Mr. Brecher is the developer of Suitcase II and writes the Prof. Mac column in MacTutor.

1:15-2:15 "Scientific Visualization Workstation of The Future" Kurt Schmucker. Mr. Schmucker is Project Leader of Apple's Scientific Computing Project.

2:15-2:45 "PIG Roast: Dr. Wo looks at early software development efforts by Pi members" - Tom Woteki. Mr. Woteki works at DBM corporation and was a founder of WAP's Pascal Interest Group.

Raffle Drawing

2:45 In auditorium. Tickets are $2.

Acknowledgments

We wish to thank our guests for sharing this occasion with us. We also thank John Gardner, Ray Hakim, Kim Knutson, Ellen Leanse, Tim McGraw, Martin Milrod, Terry Mock, Ed Myerson, Priscilla Myerson, Fran Poling, and Bob Shaffer for their assistance in the planning and execution of this celebration.

Special thanks to Clinton Computer for generously sponsoring this celebration. We also thank Apple Computer for donating the raffle prize and MacWorld Magazine for sponsoring the dessert at the Saturday lunch.

Clinton Computer

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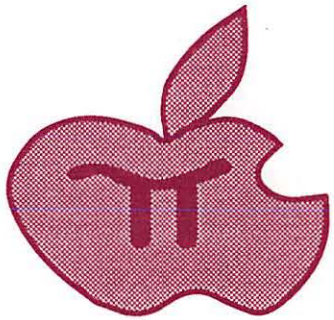

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Apple II Games

Vocabulary Challenge

An educational game

By Jim Ohlson

Vocabulary Challenge (Mindscape, Apple II series with 48K, printer recommended) has four activities (games) that reinforce word association, analogy recognition and meaning. The disk comes with over 3,000 words and users can add their own words.

As Charles Don Hall said at the time *Vocabulary Challenge* was distributed at the GameSIG meeting, this program should more properly have been reviewed by the EdSIG. But since I am one of the few members still using an Apple II+ and since few games are produced today not needing 128K or more, I volunteered to review this "game," which requires only 48K.

I was delighted with this program's ease-of-use. I like to test new software by seeing how far I can go without reading the instructions. *Vocabulary* Challenge is very intuitive, and you can easily begin without reading the documentation. The program offers a choice of four games: 1) Matchword; 2) Sticks and Bones; 3) Oddball; and 4) To Be or Not To Be.

In *Matchword*, you select a level and attempt to match a word with one of its synonyms. You can play a timed game against the computer. The game consists of a set of 50 matches. At the end you can get a printout of the score and the words from that session.

Sticks and Bones has you decide if a presented word is a compliment or an insult. Again you choose the level at the start, and at the end you can print out your score. You can also print out a list of ten words with definitions for study.

Oddball presents sets of four words out of which you must select the "oddball." Once again you get a printout of the score and words from the game at the end if you wish.

To Be or Not To Be has you choosing from a list of presented words whether it is better to be or not to be so described. You again get a printout of the score and the list of words at the end.

I found these four exercises very easy to use, with excellent fool-proofing for mis-keying. The wrong choice always resulted in encouragement to try again. My kids, ages 13 and 10, enjoyed the games too. They're not usually found at the computer learning vocabulary lessons, and consequently their actions in staying with the program and "studying vocabulary" say more than my words!

A "control-T" command from the main menu will bring up utilities options. These allow your entering your own set of words for each of the four exercises. I tried to enter my son's spelling words and found it very easy. The only trouble here (and in fact the only shortcoming of the program) is that you must enter a set of 50 words each time—most children's spelling lists aren't that long. If you don't enter 50 words, the four exercises don't function.

The second utilities option allows you to view users' names and scores, which the program writes to disk following the exercises. In other words, the teacher/parent can return to the disk after use to see how the student/child did. *Vocabulary Challenge* comes with a back-up disk and a 90 day warranty. Other replacement disks cost $10.

Although this is not a traditional computer game of the kind normally reviewed by GameSIG, I highly recommend it for fifth graders through high schoolers. The authors appear to have taken advantage of proven learning techniques in their program design. As a parent with an eighth and a fifth grader, I am very pleased to have the program on hand. I suggest that all of you out there with the need to increase your vocabulary buy this program!

➥ 34 Appleworks GS

argument can now be used in the database portion of *Works*. The Macro function works in the database as well, allowing for automating of repetitive tasks.

The communication module received no upgrades from version 1.1. However, they did improve the documentation, by explaining the big mystery of *Works*. They explain the Keypad menu selection. This menu bar item was never explained in the version 1.0 or 1.1 documentation I have. It turns out that it is for use on Mac's that don't have numeric keypads to allow them to emulate DEC VT 100 or VT 52.

There is a Macro recorder/player, available in all the tools. With it, for example, you could create a macro to logon to the WAP Telecommunications system. The macro recorder works by simply remembering your keystrokes and mouse actions as you do them. You can even record pauses as they occur, essential for creating a log on macro. Or you can record a macro with out pauses, at the fastest possible speed of *Works*.

Shortcomings

These are the good points. Now the bad. The Reference Guide is OK, but not great. It does explain how to use, *Works*, but barely. The Lessons Guide, however, is terrible. It is a copy of the earlier version 1.0 Lessons guide, with the same silly bike race used as an example. But the worst is yet to come. The Lessons Guide does not explain how to use any of the new features. None. There is one paragraph that suggests using the word processor and the draw layer together to produce a newsletter, then it makes no mention of how to do it. None at all. It does not even use the draw layer in the lesson. This is almost criminal, Microsoft.

The second problem is memory. Version 2.0 is a 234K larger program than version 1.1. Whereas 1.1 ran beautifully in a 1 megabyte machine, 2.0 is more of a memory hog. I was unable to spell check a long memo I wrote, due to memory limitations. I had to eliminate several INIT files from my system to run the spelling checker.

Should you upgrade?

So, is it worth it to spend around $100.00 (the cost of the upgrade plus the cost of System 6.0.2 from WAP) to upgrade a package that most people only spent around $200.00 to buy? If you already have one megabyte or better of memory, the answer is yes. For me, the draw layer will eliminate a lot of tedious switching and copying and pasting as I move drawings from *MacDraw*. Even if you do your drawing in a fancier package and then move them into Works for inclusion in a report, the ability to touch them up is invaluable. The spelling checker is also a valuable addition. Just think of trying to buy *MacDraw* and *Spellswell* for $100.00. The going price for that pair in the magazines is around $200.00. In that light, the upgrade is a bargain.

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Dinosaurs Are Forever

by Kevin A. Hobbs

Kids save reptile favorites from extinction

Most parents are wondering how they are going to get their children to stop asking them if they can have money to buy a lot of crayons and stacks of paper so that they can draw dinosaur pictures. And of course, children will plead and beg until you give them the money they want. And when Christmas is a few days away, their lists may be filled with dinosaur drawing books, great big boxes of crayons, and thousands of sheets of paper.

Well, I know you can't stand it, but there is something you won't mind buying your children. If you have an Apple computer that has 128K of memory, you will wish you had thought of this before.

Polawware has introduced a new product called *Dinosaurs Are Forever*. You need only one small disk, and you never have to buy crayons and paper again. Just run the program and your child will find all sorts of dinosaurs he/she can color. Just about every dinosaur there ever was has been included.

When you start the program, a dinosaur picture appears on the screen, ready for coloring. All you have to do is click the mouse on the color chart (below the picture) to choose a color from the palette of 16 solid plus 16 mixed colors, and then color in the picture with the crayon provided. After coloring in one of the 28 pictures included in the program, you can go on to color another. You may move forward or backward through the pictures, too. You can even erase what you have done if you made a mistake.

After they have been colored the pictures can be printed, so you can make your own dinosaur calendar. *Dinosaurs Are Forever* also comes with stickers you can mark your calendar with. When all of the pictures have been colored in, you can un-color them and start all over again if you want.

The package is $29.95 and is not copy-protected. You get all that in one box and it includes a dinosaur family tree! It is one of the best programs a kid could ever have.

[Editor's note: Kevin is in the third grade at Harrison Elementary School, where he is a regular columnist for the Harrison Bugle.]

GS Games Chessmasters 2100

By David Wood

Fidelity's *Chessmaster* 2100, published by The Software Toolworks, is supposedly the big brother of their *Chessmaster 2000*, published by Electronic Arts. It's written for (among others) the Apple IIGS with 768K, one or two disk drives, and maybe a printer. It's loaded with features, customizeables, and (who's surprised?) a few irritating bugs.

First off, a disclaimer: as chess goes, I have ten left pawns . . . er, thumbs. I figured that if I could play a few good games, or see some played by experts, I could learn more. That the experts were ones and zeros in a memory matrix didn't matter.

Features

The program is loaded with features:

You can select any of three views of the board: two-dimensional (you look straight down at the pieces), War Room

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CONGRATULATIONS TO THE Washington Apple Pi ON ITS 10TH ANNIVERSARY!

(you look straight down at smaller pieces to make room for the chess clocks, move recorder, captured pieces, and Thinking window), and three-dimensional (a fairly spectacular side-and-slightly-up view of the board).

You can enter your moves with either the mouse (clicking on the piece and dragging it to its new position) or the keyboard (entering the coordinates from and to).

It has fourteen levels of play ranging from "60 moves in five minutes" to "Infinite," which requires you to [F]orce it to move when you think it should. You can also let it use Opening Book moves, Coffee House selection (varies play sometimes by selecting other moves), etc. But the way, the Opening Moves Library has over 150,000 posi-

> *"It used a non-existent piece to capture a pawn"*

tions, so it'll save the system the time of thinking four minutes on a move it was probably going to make anyway.

It has a minimalist sort of Teaching mode where you pick up a piece, and it shows you what moves are legal. It allows play between Man and Chessmaster, Two Men, or One Chessmaster playing itself (but the latter has problems - see below). It also contains a Library of 110(?) classic games on disk with annotations describing approximately what's going on, as well hints, game analysis, blind play, blitz play, printing and saving finished or in-progress games, etc. Finally, for the artists out there, if you have a steady eye, a good mouse hand, a great concept, and any paint program, you can design your own chess set! You need to draw the light and dark sets and white, red and blue masks for the pieces in 2D, War Room, and (gah!) 3D modes. To help you, there's a template file that they forgot to put on the appropriate disk. However, a little examination of STAUTON.PIC and a bit of math will show you where your pieces belong.

Shortcomings

Then again, *Chessmaster 2100* has a few problems:

- When I realized that I couldn't beat it without understanding it a little better, I decided to run a few Long-Term games. While I was asleep, or out of the house, I would set it up to play a high-level game which I hoped would be done by the time I got back. Imagine my surprise when I discovered:

	White	Black
1.	e2-e4	e7-e5
2.	g1-f3	b8-c6
3.	d2-d4	f6xd4???

It used a non-existent piece to capture a pawn. If only I could put my pieces into such non-existent peril. By looking over the log, the mystery piece appeared to be a bishop, a piece having no business in the middle of the board that early in the game. The second time through, however, it recognized it as an illegal move. I am still running the marathon games, but now, I'm compiling the untrapped illegal moves to send to The Software Toolworks and ask exactly what I should do about them. I find it disconcerting; a chess program that cheats is like a spreadsheet that embezzles or a graphics program that won't let you use certain colors because they don't suit the mood of your artwork.

- Some of the features listed on the back of the box are repeated or absent completely. Consider "Save and print all games in progress" vs. "Save and/or print games." Aren't these the same thing? Worse yet, you get to "Enter moves by keyboard in all three major notations," and "Joystick, Mouse, or Keyboard control—your choice!" You don't have joystick control in the GS version, and *Chessmaster 2100* only supports one notation. Also, the proposed "on-screen graphic chess tutorial teaches you have to play (and win!) chess." It doesn't. All the 'teaching' mode shows you is legal moves from each piece as you pick it up. It does nothing to show you how to win.
- It gives hints, but sometimes they're not so good. It will sooner or later advise a strange piece sacrifice or tell you to stop defending a piece. By following its advice, I wind up in terrible positions. Playing like a blind man is better than playing like a blind man being led by a cannibal; I now try to ignore its hints whenever possible.

Overall Evaluation

In short, the game provides some good competition as long as you have a human to watch over it. I'd recommend it because it is a nice package, what with the games and the opponent, even if it can't play itself without cheating.

Rating

Look	10/10 (Their chess set and its presentation in all three modes is fantastic! Many people should look this good at 3 AM!)
Feel:	10/10 (Using the mouse to drag pieces is the most natural-feeling process that I've used yet. Oh yeah, there's the keyboard, too.)
Play	7/10 (Against a human, it's fine. As a referee, it's great, but you'd think two people would find better things to do with each other.)
Overall	8/10 (A good game from a good opponent is all most people want. So what if he cheats at solitaire?)

Mac Games
Crystal Quest with Critter editor

by Richard Clark

I keep seeing articles in other magazines talking about the addictive nature of the arcade style game Crystal Quest (Casady & Greene, Mac). I for one, simply can't understand what is so addictive about a game that lets you amass 47 ships, 1693 smart bombs and 21+ million points in the first wave! I was bored silly within the first half hour.

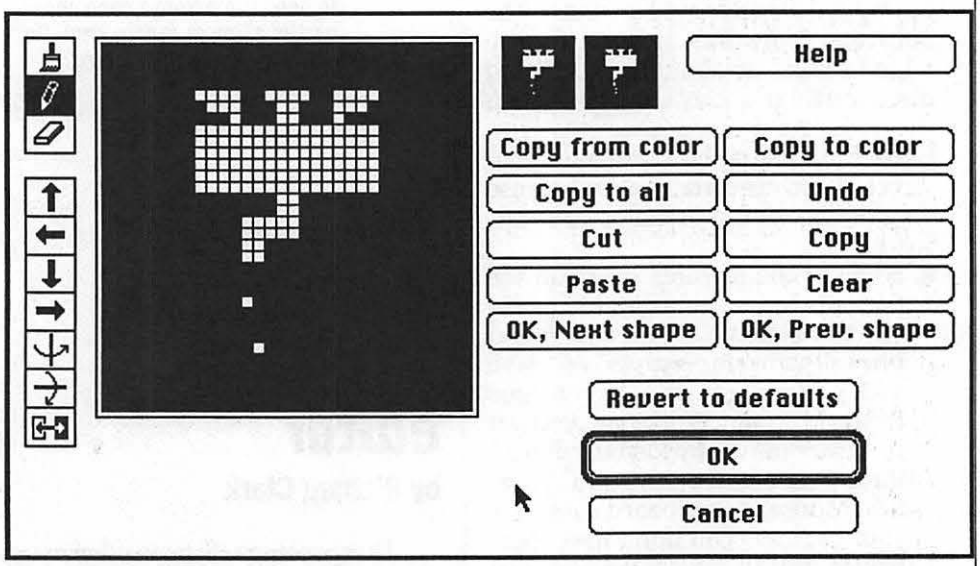
> *"How did I accomplish this... I cheated and so can you"*

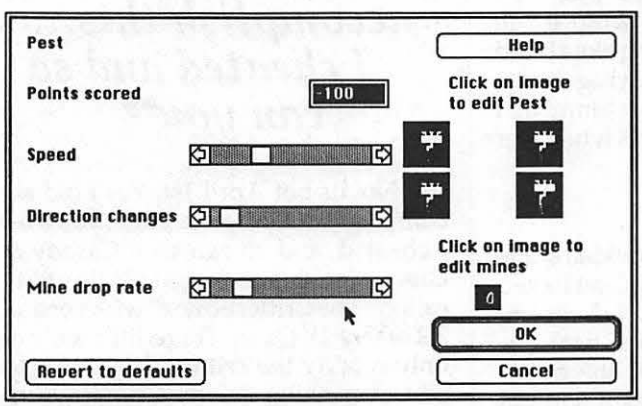
No, its not April 1st. Yes I did accomplish what I stated. How, you ask? I cheated, and so can you! Casady & Greene Inc. has packaged a little utility called "The CritterEditor" with version 2.2 of *Crystal Quest*. This editor will not only modify the critters, but will also edit everything else in *Crystal Quest*, including the kitchen sink.

The CritterEditor allows you to edit all aspects of the following areas (*Note*: # = number of):

- General—mines, gateway sides & lid, portal size and look and starting wave #.
- Wave Data— # crystals in wave, # mines, # and value of specials, # missiles, # nasties, smart bomb frequency, gateway speed, # bonus crystals, % of which nasty and start up.
- Dem—wave # to start on, time demo runs, auto trigger timer, fire rate, smartness of trigger and ship's speed.
- Crystals— values, twinkle rate and image of crystal.
- Explosions—speed of explosion and the 3 images that make up the effect.
- Nasties (full Color) 4 picture detailing, speed (normal/homing), acceleration, direction changes, points scored/subtracted, individual characteristics.
- Bonus crystal shape, speed, min/max score.
- Time bonuses, set initial time, max time, increment per wave and bonus per second.
- Sound— play, copy, paste and silence each of 26 sound points in the game. Editor reads/writes sound files and Hypercard files.
- Tasks—sets queue handler & priorities for every action.

When you've finished your editing you can save these new attributes in the game itself or in an attribute file. These attribute files are smaller than the actual game, allowing you to post your version on a BBS or share it with your friends; anyone who has the editor can run your file. The real highlight of the editor package other than its ease of use and very good documentation, is its full Mac II color support and sound editor. Using the complete WAP sound library (vols 1-9) and borrowing Clinton Computer's Mac II (while they were installing my new 45MB internal), I created a whole new look to my now "personalized" copy of *Crystal Quest*. I changed all nasties to Fish; their missiles became bubbles, my ship a diving bell, and my shots little harpoons. I then scoured the sound library and used appropriate recordings for that added extra you need to make gaming fun. The final touch was increasing the number and frequency of everything, making the crystals worth 50,000 and bonuses worth from 40,000 to 999,999. Well, you get the idea here, instant HI-Game.





GS Games

Deja Vu

All of this has happened before!

By David Wood

Has this ever happened to you? You wake up in the men's room of a bar, knowing that someone has drugged you and that's it? If you own a Macintosh, it probably has; it's the opening scene from Mindscape's graphic adventure, *Deja Vu* (see review in 1/86 WAP Journal). Thing is, if you own an Apple IIGS with at least 768K of memory, it's happening again. They have finally released the GS version of all three of their graphic adventures: *Deja Vu, Uninvited* and *Shadowgate*.

Unlike Infocom's classics, you rarely use the keyboard in *Deja Vu*. There is a bar of commands like Examine, Operate, Go, Hit, Open, Close, etc. above the graphics window. By clicking on "Examine" and the can opener, odds are you'll get a snide remark stating that it's a can opener. Click on "Operate," the can opener, and the can, then you can have lunch, or feed the cat. Every action involves clicking somewhere on the screen.

Inventory is innovative, too. You carry things around by dragging objects from the graphic screen to your inventory window. This allows you to manage a larger number of objects because you can see them all spread out in whatever order you like. Some things just won't fit, like doors, houses, cabs, etc. But you can try!

The story goes like this:

You've been injected with something. Now you have no memory, and a strong need to know, because there's a body upstairs and in the trunk of the car outside. There's a nice-looking woman out there who really wants to get even with you (for what, you'll have to guess for now—just avoid her), and you have several leads to follow up before you black out completely.

It's a fairly intricate adventure, full of leads to follow up as long as your money supply holds out (remember Thomas M. Disch's *Amnesia* by Electronic Arts? No? Good!). But bugs? Look who's reviewing it.

The first problem is the GS's speed related to the activation and deactivation of windows. The cycle of commands is more like: click on "Operate,"

Mac games

Solitaire Royale - Mac II Version

By David L. Porter

This review is of Solitaire Royale v1.0 for the MAC II *only* (Spectrum HoloByte, Mac II). I refer the reader to the review of the regular version of Solitaire Royale in the April 1988 issue of the Washington Apple Pi Journal. For those not fortunate enough to have that issue, I will briefly summarize. The game allows you to play eleven different versions of solitaire, three of which are geared for the very young. My young children love them. Very complete rules are available in the well written manual and from the menus. It has a tournament system which allows many players to try their skill against the same puzzle and keep score. It has many extra presentation features such as shuffling sounds, dealing animation and so forth. Most of these slow the game down without really adding to the play. It has several "decks" that the user can pick from to change what his cards look like. In general, the program has several problems with the way you end games that you do not win. Scores are not saved for individual games from use to use. Shuffling leaves a lot to be desired in the order the cards come out.

For the most part, the game and its play have not changed in the Mac II version. They did add one game for children. The Concentration ("Pairs") game can now be played by one or two children. This is a great boon for two children families. Scores are also saved from use to use for *the series game only!* The "series" game is one in which you play each of the adult games once, one after the other, trying for a large total score. Color has been added and the playing area made larger, to use most of (but not all of) the larger screen. The size of the playing area cannot be adjusted wider so those people with very wide screens will gain no extra playing area. It can be made longer to accommodate longer stacks of cards. The addition of the color is a mixed blessing. The game has several decks of cards that the player can use, each with different artistry. On the oriental one, the addition of color is wonderful and very beautiful. On the jungle deck, it makes the cards almost unreadable.

Overall, while I like the package, I remain a little unimpressed. I did not feel that the color so enhanced the package that I would have gone out and traded my older, black/white version, especially since the older version could be played on many different classes of Macs. The package remains a final remedy for terminal boredom.

Ratings

(given as Good/Neutral/Bad)	
Mac Interface:	Good
Documentation Content:	Good
Product Physical Quality:	Good
On-Line Help:	Good
Performance:	Neutral
Presentation:	Good
Price Value:	Neutral
Overall:	Neutral

then click on the can of lard (a second delay while the old window closes and the new window opens), then click on the chihuahua (another second delay while the window with the lard closes and the one with the dog opens). Repeat until you finish the game, which also suffers from the "Life is Cheap" syndrome: it should have been subtitled *Chicago: Eight Million Ways to Die.*

The second problem is the command bar structure. Sure, it's innovative, but the type-in command format was good enough for David Wood, the Living Thesaurus. I'd take a good fight to all this sneaking... er, I'd take a good keyboard to all this clicking around any day—just my personal preference.

This is a game best suited to game people, or anyone who has lots of time and patience. It's a good game, but if you don't have the leisure to do a lot of experimenting, you'll take a long time to finish it.

Look—9/10 (The scenery graphics were very good to excellent.)
Feel—6/10 (With windows opening and closing all the time, this is one of the few mouse-based games where the mouse wasn't the most natural-feeling.)
Play—8/10 (Really tough game, but things make a good deal of sense . . . except for that mugger. Gah!)
Overall—8/10 (It's a fun game; just time consuming, that's all . . .)

Mac Hardware

SIMM Shoppers' Guide

Facts for memory hungry Mac owners

by Tom Piwowar

As memory prices are beginning to drop more of us are able to consider adding the memory that our Macs are thirsting for. Unfortunately deciding what to buy is not quite as simple as operating our Macs. Here's what you need to know:

What to buy

Memory comes in modules called SIMMs, single in-line memory modules. These memory modules fit into special sockets inside the Mac.

The choices involved when buying SIMMs are three:

1. Package: surface mount or DIP
2. Speed: 150, 120, 100, or 85 nanosecond
3. Capacity: 256K or 1 Meg

Package

The newest type of packaging for memory is called surface mount. An older technology called DIP for dual in-line package, has recently reappeared as dormant production lines were fired up in response to the current memory famine. Both type of packages work equally well but SIMMs that use DIPs are considerably bulkier. Memory in the DIP package will cost slightly less. Macs were designed with the expectation that you would use surface mount packages. Consequently memory modules made with DIPs may obstruct the installation of other items such as accelerator cards or internal disk drives.

Speed

The memory you buy should be able to keep up with your Mac's central processor. Mac SEs use 150 nanosecond memory and Mac IIs use 120 nanosecond memory. Faster memory costs more and does nothing for your Mac. However if you are considering an accelerator for you Mac you will need memory that can keep up with the accelerator. A 68030 running flat out would like to have 60 nanosecond memory.

Capacity

SIMMs come in two sizes: 256K and 1 Meg. The Basic Mac SE and II

nswers

Platt

GS/OS

I have an SCSI hard disk connected to my IIgs. I am currently using ProDOS 8 and 16 with this disk. How can I install GS/OS on my hard disk?

First, copy your GS/OS system disk onto a new 3.5" floppy. Second, install a SCSI driver onto this new copy of the system using the Installer program found on the GS/OS Utilities Disk. Third, put this new floppy in your drive and reboot the computer, either by turning off the power or pressing open-apple-control-reset. When you boot with a GS/OS system which has the SCSI driver installed, your hard disk should appear on the desktop. Fourth, insert the Utilities Disk and run the Installer on the copy of your system which is currently located on the hard disk. If the slot of your hard disk is designated as the startup slot, you will now automatically boot into GS/OS from your hard drive whenever you turn-on your computer.

Slots

What is a "slot?"

Rather than being a special machine in Reno, slots refer to places in the //e where additional printed circuit cards can be inserted. Because disk drives where connected to the main circuit board through control cards which were located in such slots, early Disk Operating Systems for the Apple refered to specific disk drives by reference to the number of the slot to which the drive was attached. By convention, most people attached their drives to Slot 6. Later when the //c was designed, it assumed that the disk drives were in slot 6 for compatibility, even though the //c has no slots.

Startup Drive

I have an Apple 3.5 Drive connected to the Smartport of my IIgs and a 5.25" Drive connected to the 3.5 drive. When I boot from a 5.25" disk, everthing is fine, but when I insert a 3.5" disk for booting, the machine spends time trying to boot the 5.25" drive first. How can I avoid this?

The Smartport ROMs in the IIgs automatically assign the 3.5" drive as Slot 5, Drive 1. The 5.25" drive is assigned Slot 6, Drive 1. If the Startup Slot on the Slots menu of your control panel is set to "SCAN", then the IIgs will first try to boot from Slot 7 and work its way down to lower numbered slots until it finds a bootable disk. To avoid this problem, set your startup slot to 5, and then change it manually to 6 just before you boot from a 5.25" disk.

AppleWorks/GS

What operating system does Appleworks/GS (AWGS) use?

It runs under GS/OS.

How can I install AWGS on my hard disk?

The installer program which ships with AWGS appears to be just the GS/OS Installer program. You don't need to use it if you already have GS/OS installed on your disk. However, you will need a folder (subdirectory) named DICTIONARIES in the root directory of your hard disk. Copy all of the dictionary files to this folder. The AWGS application does not appear to require being located in the root directory.

Does AWGS import all Appleworks files?

Yes. No apparent limitations exist except for amount of RAM memory. Because AWGS is bigger, an Appleworks file using all available memory may no longer fit under AWGS.

If I open a AppleWorks file under AWGS and then save it without any changes, will it grow in size?

A word processing document will still occupy the same number of disk blocks.

How can I work around insufficient RAM memory when I use AWGS?

AWGS gives you the option of not loading all segments of the program into memory at the same time. However, using this option will slow you down when you shift between functions. To change from the default, which loads the entire program into memory, use the Apple menu to change the default load options.

Will AWGS create a $C1 file?

Yes. It's an option on the dialog box which appears when you select "Save As..." from the File menu. AWGS can also load object oriented drawings created by StyleWare's TopDraw program.

Some paint programs support multiple page drawings. After printing you can tape the pages together to make a big poster. Can AWGS do this?

No. Maximum physical size of a graphics document is determined by the dialog box appearing when you select "Print Setup" from the File menu.

In AppleWorks, the IF statement could only generate ERROR cells. Can AWGS's spreadsheet generate blank cells, labels or even alert dialog boxes?

Yes. For example:

```
IF(ISERROR(A12),ALERT("ERROR
IN CELL A12"),NULL)
```

would generate a dialog box if A12 has an error value, otherwise the cell would be empty. Any combination of formulas can be used as the second and third parameters of the IF. Using the CONCAT function, you can customize error messages to fit specific contexts.

➥ SIMM Shopping

come with four 256K SIMMs which provide 1 Meg of memory. Owners of a Mac SE can add either two or four SIMMs. Mac II owners can add either four or eight SIMMs. You can mix both sizes of SIMM. In some cases you will discard some or all of the SIMMs that your Mac came with as you replace 256K SIMMs with 1 Meg SIMMs. Possible configurations for the SE and II are summarized in the chart.

SIMM configuration #	256K	#	1 M	Memory Total (M)	SE	II	Add SIMMs	Discard SIMMs	
4	1	0	0	1	√	√			standard configuration
2	1	2	2	2.5	√		2 x 1M	2 x 256K	
0	0	4	4	4	√		4 x 1M	4 x 256K	
8	2	0	0	2		√	4 x 256K		
0	0	4	4	4		√	4 x 1M	4 x 256K	possible but unlikely
4	1	4	4	5		√	4 x 1M		
0	0	8	8	8		√	8 x 1M	4 x 256K	

There is one very interesting possibility here for those who broke their bank accounts to get a Mac II. Upgrading a Mac II to 2 Megs could be quite inexpensive. Just hunt around for an SE owner who has recently upgraded their computer to 4 Meg or two SE owners who have upgraded to 2.5 Meg. They will be wondering what to do with their extra SIMMS.

Find out what's up at MACWORLD Expo.

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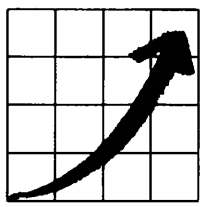

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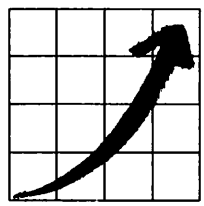

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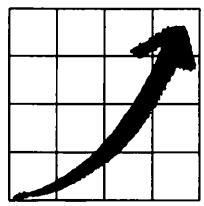

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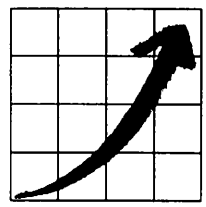

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MACWORLD EXPOSITION.

Apple Telecom
Best of the TCS
by Paul Schlosser

New Computer, Old Drives?

from Frank Evangelistca on 11/16

After 9 years of faithful service by my II+, I decided to enter the 80's and purchase a //GS. Since I have a collection of II+ programs and data that I still want to use, I would like to adapt my 5.25 disks for use with the GS. Can I use my disk controller as is? Are adapters available? I read file 6 in the library, but it seems that all I would get from the cable described there is a disk drive at the end of the 3.50 daisy chain. How could I boot from one of my old diskettes? After just one evening with my new machine, I can see that I have a lot to learn.

from Dale Smith, on 11/16

You can plug the old controller card into one of the GS's slots and choose "My Card" in the Control Panel for that slot. You will be able to use your 5.25's just like before — and boot from the #1 drive if you have it in S6 or 7 with Scan or just be selecting the slot. That's the old familiar way.

Text Files and Modems

from Bill Wydro, on 11/02

The newspaper sponsor at my school has student reporters with misc. non-Apple II computers at home (Mac, IBM, Commodore). They would like to compose articles on their home computers. The newspaper will be done using an Apple IIe (with AW, MS, or maybe Publish It!). Can these reporters send me text files via modem, so that I can thereby translate them to an Apple II format? Can you foresee any complications?

from Lee Raesly, on 11/02

Yes, they can send the files to you. They will need to be ASCII Text files, not formatted for their Word Processors. You can then load them in AppleWorks or Publish It and print them out. You would set your modem software to auto answer, and they could call and upload.

The AppleWorks 2.0 Upgrade

from James Fahs, on 11/05

How do you get the Appleworks upgrade kit? Does it apply to //e versions?

from Richard Zeman, on 11/05

Just call Claris and they'll mail you the kit. The kit is nothing more than an order form with the various upgrade paths on it. Mine took about three weeks to arrive. It has paths for upgrading to AWGS and E/C/+ 2.1.

from Harry Bacas, on 11/07

I'm wondering what happens to all the great Appleworks add-ons and enhancements we have enjoyed, once we upgrade to AppleWorks GS. Will we need to upgrade all the TimeOut modules? The AE (and other) expanders? Pathfinder? Has anyone heard whether any of this stuff will be compatible with the new AW/GS, or whether the respective publishers have upgrades ready. Or is AW/GS so full-featured that it won't need any enhancements? Ha ha.

from Dave Harvey, on 11/08

I doubt very seriously that any of the enhancements will work on the AWGS. It's a completely new program! Now there's nothing stopping Beagle Bros from coming out with some new add-ons for the AWGS! They could be working on that now, for all we know!

The New AppleWorks

from Sam Knutson, on 11/15

I was surprised to see that Appleworks GS was in stock at the Clinton Computer in Laurel and I guess at other local dealers. How many who sent for the upgrade have gotten it in the mail?

from Harry Bacas, on 11/17

I got AWGS in the mail yesterday, Nov. 16. No, not mail, UPS. The manuals are not quite as elegant typographically as Apple's. But very full of pictures of screens and menus. And they seem to be pretty well organized and thorough. But so much ground to cover—I mean, six modules! I followed the installation procedures to the letter, put it on my hard disk. And was mad when the "installation scripts" deleted one of my system files (APPLEMIDI driver), which had nothing to do with AWGS. But the installation was smart enough not to put in a lot of unnecessary AppleTalk stuff.

The program itself seems unbearably slow after AppleWorks. But I'm an impatient person. I'm glad there are abundant keystroke equivalents for menu-mouse moves. But the feeling is very different from AppleWorks. It takes forever to load a long AppleWorks file (document). I suppose the time is taken in converting one format to another. And then the document on the screen is titled "Untitled". So you have to rename it. And I haven't yet found a command for renaming a file on the screen. You can only rename it if you "Save As..." It will take a lot of learning. I have just begun.

Incidentally there was an "update" sheet in the package which said, among other things, that the installation would load a driver called IMAGEWRITER.CL, which would work better than Apple's own IMAGEWRITER driver.

from Ted McGlohn, on 11/17

The printing is slow and the program is a memory hog but the ease of use is great! My wife loves the easy way she can now do the NovApple newsletter. The graphics mode is fairly quick. Not as good as a text program but then it's hard to do desktop publishing on a text screen. The graphics are saved in Apple Preferred format (53h). I have no idea what this new file type means since Claris does not give any more info about this file type. Oh well, time to close this Appleworks GS document and get back to writing a letter...

from Dan Hughes, on 11/14

The big one—Appleworks GS—arrived at my door today. It's a monster of a program and seems quite nice from my first impressions. It has its own install program for your hard disk, which takes about 10 minutes to get all of the files in the right folders, etc. The word processor looks familiar—a lot like Multiscribe GS. I wonder why. The layout program is quite nice. It seems easier to work with than Medley, though not as extensive. The funny thing is that when you import graphics into the layout or graphics modules—the palettes are completely messed up. You can edit the colors in the graphic mode, but that is a hit an miss sort of adjustment. The spreadsheet is unbelievably slow and a big memory hog. I ran out of memory (1.25 Meg machine) trying to load Rocky Ragano's 1987 AW tax template after just trying to change one cell. Guess you're going to need a couple of Megs to run that part efficiently. The Comm program looks pretty ordinary, and it requires a special initialization string for the modem. Naturally the one supplied doesn't recognize my Avatex 100. It's going to take more than an evening to get into this behemoth.

from Bob Henderson, on 11/16

I received my upgrade of Appleworks GS last night, and while I haven't had much chance to play with it I was a little disappointed. First the bad news - AWGS only works with GSOS (so you have to change operating systems to run software that is not yet compatible with GSOS). Next the worse news - GSOS doesn't recognize my (Apple) SCSI hard disk. I seem to recall someone saying on here that Apple scsi cards need to be upgraded. Can anyone tell me if this is true, the details of what needs to be done, is it free, etc.? Last the awful news - it's sllllooooowwww on a 3.5" drive. Finally a question - how does one get into the control panel in GSOS? Open apple control

escape doesn't work on my machine (although under ProDOS 16 it does). It just gives me the old boot screen!?

from Dale Smith, on 11/16

Re: the SCSI card — you have to get Rev. C roms on the card and, if I remember right, it should be a free upgrade. Re: Control Panel access — you got it right: <OA><control><esc> brings up the control panel IF INTERRUPTS HAVE NOT BEEN DISABLED. I have not encountered many programs that do that, but have heard of them.

from John Khoury, on 11/16

I've just started using AWGS, and I know one thing! I will keep on using Appleworks 2.0. Why? Try printing a document with AWGS. It takes AWGS about 3-4 minutes PER PAGE to print up a document.

I tried it with just a 5k document I had, which ordinarily would have taken about a 1 or 2 mins on 2.0. Unbelievably slow! It uses graphics mode to print I believe, and since then, I have not used the printing ability so I don't know if there's anyway to speed it up. Anyone else had this experience?

from HARRY ERWIN, on 11/21

I was working on a word processing file last night and scrolled to the top. It didn't make it. Rather the program came back with the message: A Serious System Error Has Occurred. Resume or Reboot? I rebooted.

from Harry Bacas, on 11/20

I am still finding my way into the program. It takes 4 minutes to load from a hard disk and it occupies 1075K of RAM. Printing in anything but draft mode is very slow. So far I have only played around in the word processor to any extent. And I am beginning to appreciate some of the many features.

For example, you don't need any add-ons like "Sideways" to print sideways. That is incorporated And you don't need any add-ons to use all kinds of fonts, both on the screen and in printing. The switch between modules or applications is slick and easy.

When cataloging a directory (there's no Catalog command; you choose Open) you can have it show you ALL AWGS-compatible files, or only those in word processing form or database form or graphics form or whatever.

Many of the AW keystrokes are carried over to AWGS. And there are many additional editing keystrokes that you used to go to UltraSuperMacroWorks for. Like moving the cursor to the next word or end of line and deleting characters to the right or to the left.

In the end, though, for the kind of writing or editing I do, which does not include desktop publishing, I'll probably continue to use AppleWorks with macros. Soon I'll try the communications. It supports a lot of file transfer protocols. That's nice. But I don't think I can live without ProTerm's scrollback feature, which I don't think AWGS has.

from Dan Hughes, on 11/27

While performing a routine save in the layout module of Appleworks GS, I failed to save my document and received the very disquieting message Volume HD (hard disk) may be damaged, remove files to another volume! As it turns out, this was a false alarm, some sort of bug in AWGS. I got back to the Finder and the same message flashed two or three more times.

But the hard disk does not appear to be damaged. I just ran Mouse Talk WAP file from it with no problem. Any body have this experience? I like the layout program a lot. It's not PageMaker, but it's close enough, considering the low resolution of the GS compared to the Mac. You'd have to have very keen eyesight to read the screen filled with 8 point type. Nine point is not terribly east for me either. Guess I'm getting old.

There seems to be some sort of problem with saving a document over the old document. After printing out a couple of pages, changing a few items—like the leading which is way to wide, my printer bombed on the second print out attempt. But anyway, AWGS leaves Medley and GraphicWriter 2.0 in the dust in my book.

Publish It! and Fonts

from John Massey, on 11/18

Publish It! does not allow me to load more than four other fonts no matter how many I de-install from the program. Is this me doing something wrong or the program? Also have not been able to access the fonts unless they are in the root directory of what ever storage device I use. Is this correct?

I had a problem with the 51 file limit until I downloaded a directory mod that will set aside more blocks for the root directory (got it from AppleLink). Called about updating the program to the latest version out. Cost was $37.50 and send in the front page of the manual to Timeworks. Is the new version worth this amount (about half the discount cost of a new package) and does any one have a complete description of what is new.

from Dave Harvey, on 11/22

There are some fonts in Publish It! that can't be removed, but even then, I thought you could load more than 4 new ones. There is a problem with having the fonts in the right subdirectory as you found out. The new update lets the program take advantage of the extra memory of the gs. That's the main new feature. It also lets you load Print shop graphics directly. If you don't have a gs, I don' recommend the update. They'll be selling both versions in the stores I gather.

ProSel and Hard Drives

from Ken Hutton, ON 11/23

I have copied a large number of files to HARD1. I have also copied System Disk 3.1 to the same volume. Prosel.System is also there. When I boot slot 7 I naturally get the Finder. I wish to get ProSel program selector menu on boot-up of HARD1. I copied SYS.DISK 3.1 because I have a number of programs that do not work properly with GS/OS. Ultimately, I would like to first have the ProSel program selector menu appear, be able to select Tetris and have it load and run. How do you get it to load SYS.3.1 first, then Tetris. Any help would be appreciated.

from Dale Smith, on 11/23

ProSel can be set up to run ProDOS 16 programs directly by renaming the START program in the SYSTEM folder to 'FINDER' and copying in the START program from the ProSel disk into the SYSTEM folder. You must install PROSEL and PROSEL.SYSTEM in the root directory (volume directory) of the System Disk (/HARD1 in your case). Make sure that PROSEL.SYSTEM is the first SYS type file in the root directory. Now when you boot the HD, ProSel's START will run PROSEL.SYSTEM first and you'll have you usual ProSel screen. You can install Finder as an application and you could install the principal Tetrys program as an application or just launch Finder and use that to launch Tetrys.

GS/OS and You

from Rich Jaroslovsky on 11/02

The more I use other software with GS OS, the more compatibility problems I am running into. I have GS OS installed on / HARD1 of my Sider D4. So far, I have discovered: A. The speller in WordBench, a new 8-bit word processor, will not function correctly—even when the program is run from a floppy—if GS OS is present. B. Fidelity Chessmaster 2100, a brand-new GS game, bombs in the presence of GS OS—again, even if the program itself is being run from floppies. C. Anything saved in the buffer of Point-to-Point prints out hopelessly garbled after about 2K or so. D. WordPerfect 2.0 is incompatible with GS OS—although 2.1 is OK. E. Other programs seem to behave erratically from time to time. My question: Are these problems with GS OS, problems with these particular programs, or problems with my own set-up? Anyone got any suggestions or insights?

from Tim McGraw, on 11/02

I'm no expert, but most problems will relate to not following Apple's guidelines. My beef is that Paintworks Gold — the newer program — doesn't work under GSOS but Paintworks Plus — the older program — does. However, WordPerfect 2.0 works fine — I use it everyday! The new partitioning scheme that comes with the Advanced Disk Utility, however, isn't recognized by Beach Comber.

from Harry Bacas, on 11/03

I have found an incompatibility too. Music Studio won't run with GS/OS. But a small change will fix that. In the SYSTEM/DRIVERS directory, rename APPLE.MIDI to APPLEMIDI and Music Studio will run. I assume Music Studio will come out with an update recognizing APPLE.MIDI; then you can rename the file back to that (the only difference in names is the dot in the middle.)

A New //gs Owner Asks:

from Frank Evangelista on 11/16

From the looks of the messages on this board, I will have to spend more time here instead of 'II games', because I just bought a //GS. Right off the bat I am having a problem. My system boots fine from the distributed system disk, but when I try to start from a copy I made, the message '$/00002 can't find ICON FILES' or something very similar appears. I checked out my copy and the only icon file that is present on the distributed disk is also on my copy. OK, friends, what page of the manual should I go back and read? I must have missed something.

from David Page, on 11/16

Are the files in the Icons folder there? Which version of the system disk are you using? Was it a file by file copy or a disk copy? Which program did you use to copy the files/disk? The error you received is a ProDos call, I mean it is looking for something that is not there, like a file or the Icons for the finder. A disk copy should work, unless you have a bad disk that you made a copy on. Try verifying the disk that has the copy on it.

from Frank Evangelista on 11/17

We found that the disk drive formats OK, but a full disk copy and verify shows bad blocks 672, 640, 608, 576 and 544. This has happened consistently about 8 times. Notice that the block numbers are 32 apart. The Disk 3.5 manual does not have enough technical information for me to determine what might be wrong, but I might guess that there is something wrong with the disk drive when it writes to those particular blocks. We used three different diskettes. Any other guesses? Anyone know enough about the disk block/cylinder structure? We managed to get a working copy of the System disk by doing a full disk copy, renaming the Finder.icons file, then copying that one file again. The dummy icons file keeps the drive from using the bad blocks.

from Harry Bacas, on 11/18

I'm no techie, but your analysis certainly persuades me that the drive is faulty. The 32-block gap can't be a coincidence, and if three different disks yielded the same results, the disk is exonerated.

from Frank Evangelista on 11/19

It seems we found the culprit. After swapping for a new disk drive (didn't do any good) then swapping for a new cpu (didn't do any good either) we decided that it had to be in the expansion board. So, we took out all the additional chips (that we put in to upgrade to 1 meg) and tried out 256k—came out good and continued adding chips until we had them all in. Surprise!!! So anyone who may find a similar problem might look at the ramdisk. What is surpris-

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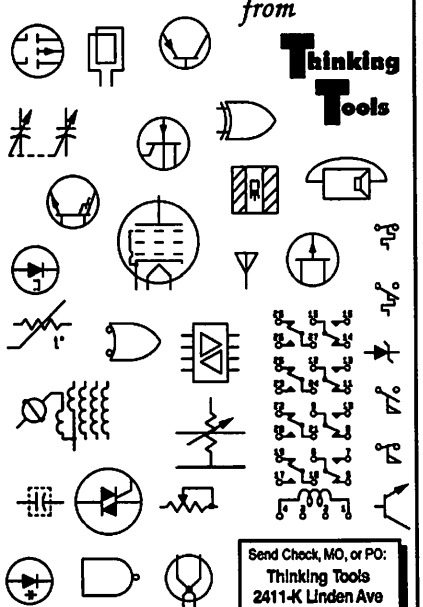

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ing is that the diagnostic check built into the system kept coming up "system good". Are there any other more sophisticated diagnostics available for this machine?

from Dale Smith, ON 11/19

Yes, there's a IIGS Diagnostics disk available on AppleLink that will jam your GS through every test the technicians have. I don't recall whether this is available here on the TCS or not. I'll check into it.

from Harry Bacas, ON 11/20

Glad you found the problem and fixed it. Question: did you put the SAME chips back in, or different ones? What expansion board are you using? I had a similar DRAM-test experience with a Multiram board in my IIC. The once-over diagnostic test provided by MultiRam (Checkmate Technology Inc.) showed all good chips. But when I ran the continuous test, one chip showed up bad and I replaced it. There is a RAM testing program in the file transfer section here. I think it is in GS Misc and is called A2T. It is in PBH packed form and you must unpack it to a 5.25 disk. The disk must be named A2T and booted. The program is the one used by Apple dealers to test the GS. I got it off the Novapple board (Arlington) and uploaded it here.

A Modem for Christmas?

from Gary Larson, ON 11/18

A friend with a IIc wants to get a 1200 baud modem for her husband for Christmas, and she knows even less about such things than I do, if that's possible. What do the experts recommend? Thanks.

from Harry Bacas, ON 11/18

First of all, the IIC needs an external modem. Hayes is the most expensive. Apple must be the next most expensive. After that, there are tons of makers and models. Nearly all of them will do the same things, since the Hayes "command set" is nearly universal. I gather from messages here that "better" modems may be better at rejecting telephone line noise. As for me, after a fling at Apple (satisfactory), I have bought the cheapest. A Capetronic from the WAP office worked fine.

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MacNovice Column

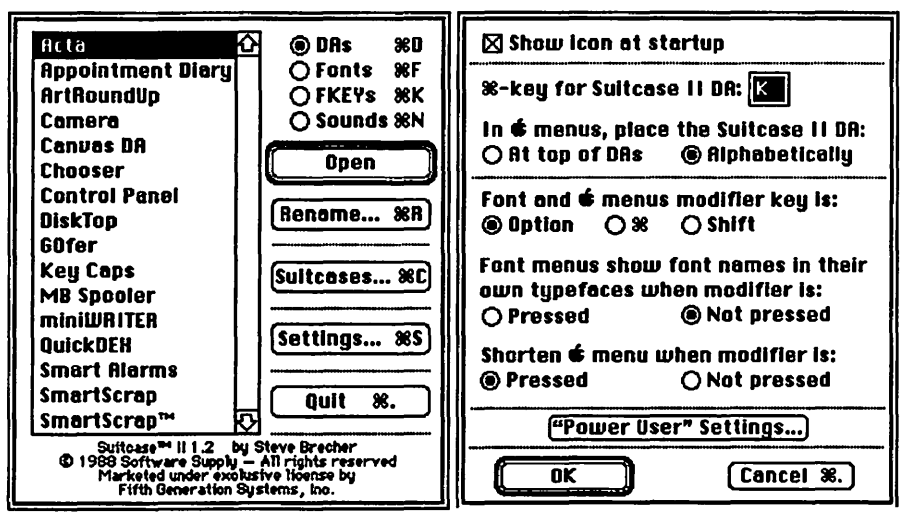
© by Ralph J. Begleiter

Top Ten Utilities

Maybe you've already decided on the major software programs you'll be using on your new Macintosh. You've already picked out the word processor, the spreadsheet, the graphics program. But you haven't yet begun to scratch the surface of making your computer simple to use and complete in its usefulness.

For this, you really should review a series of Mac *utility* programs which offer tremendous value for the relatively *small* investment (of money and time to learn them) you make.

Here's my MacNovice list of the ten best small utility programs which can add versatility and simplicity to your Mac work. Review the list yourself to see if *you* can use the features these programs offer. Then... add some of them to *your* system!

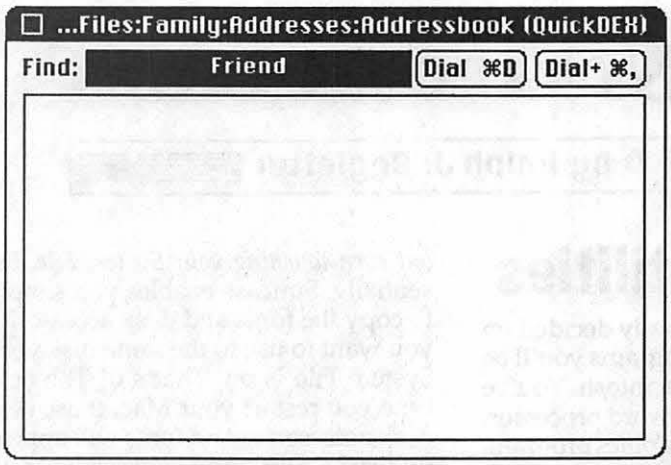


SUITCASE II

If, as a MacNovice, you've had trouble figuring out how to add a variety of fonts and desk accessories to your Mac system, of if you haven't even *attempted* it because Apple's "Font/DA Mover" has you puzzled, then Suitcase II will set you free. This utility program virtually eliminates the need to use "Font/DA Mover? at all. Suitcase helps you to add and remove fonts and desk accessories at will, *without even touching your System File.* Essentially, Suitcase enables you simply to copy the fonts and desk accessories you want to use to the same disk your System File is on. That's it! The next time you restart your Mac, those new desk accessories and fonts will appear under the Apple and Font menus in all your programs. If that were *all* Suitcase accomplished, it would be well worth its price (less than $40). But Suitcase II version 1.2 provides a variety of other handy features. It invisibly helps your Mac keep various fonts correctly identified so they won't suddenly disappear from documents in which you use them. And, it can make the font *list* under your Font menus display each font it its own distinctive style, helping you remember what they look like *before* you choose one to use in your document. (Suitcase II by Software Supply)

QuicKeys

This "macro" utility, like Suitcase II, remains invisibly nestled in your System Folder while it provides you with the ability to create automatic sequences of actions on your Mac. You define virtually any action you'd like to perform (selecting & formatting spreadsheet areas, formatting word-processing documents, typing whole chunks of "boilerplate" text, etc.). Then you tell QuicKeys which keyboard combina-



tion you'd like to use to perform that sequence of actions. Forevermore, you simply type that keyboard combination (such as COMMAND-SHIFT-F for "format my word-processing stationery") and QuicKeys does the rest automatically! Add or change these "macro" commands anytime. Combined with one of the extended-key keyboards now available for the Mac, QuicKeys can simplify your life. QuicKeys costs less than $60. (CE Software)

QuickDEX

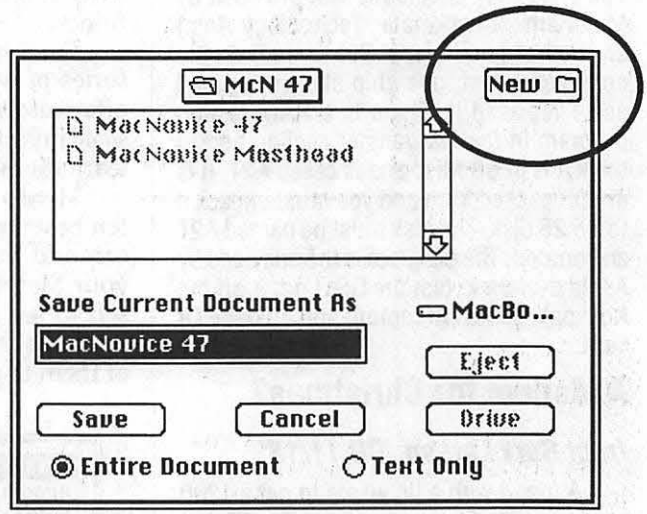
If you've ever wanted to have a truly *handy* rolodex-style card file, with phone numbers, addresses and anything else you need available all the time on your Mac screen, QuickDEX is the answer. This inexpensive ($35) utility puts a card file under your Apple menu whenever you work with your Mac. You may create as many different files as your disks will hold, with virtually unlimited capacity in each. QuickDEX finds what you're looking for *fast* (almost instantly). And, if your *really* into high-tech, you can even get QuickDEX to automatically dial your telephone when you look up a number. Use QuickDEX for "things to do" lists, client contact files, etc. You can even youse it to copy addresses into letters and envelope-printing, without having to retype the address! (by Greene, Inc.)

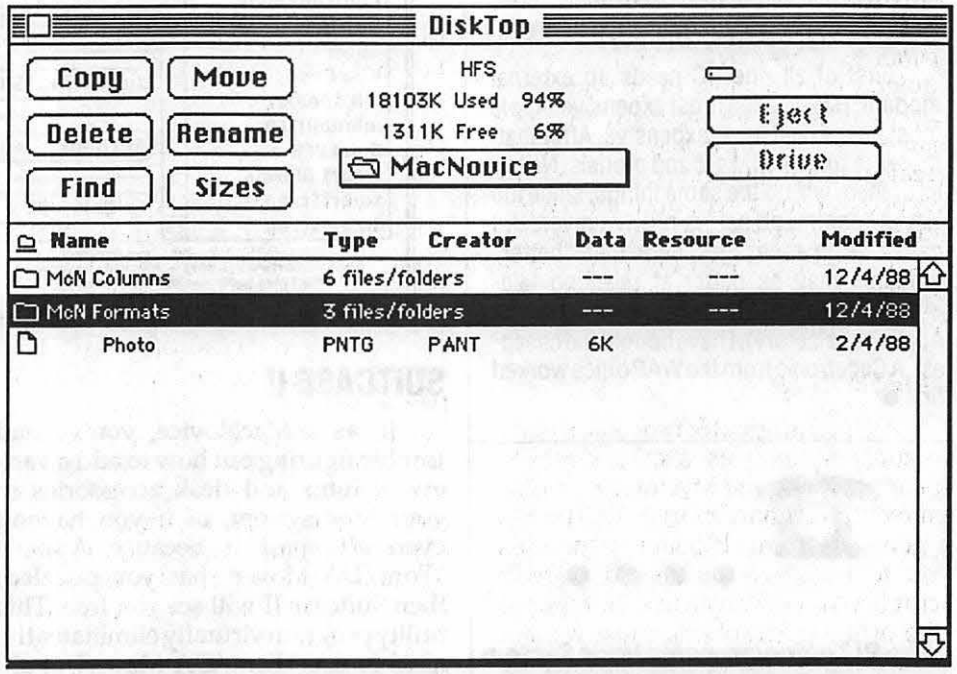
QuickFolder

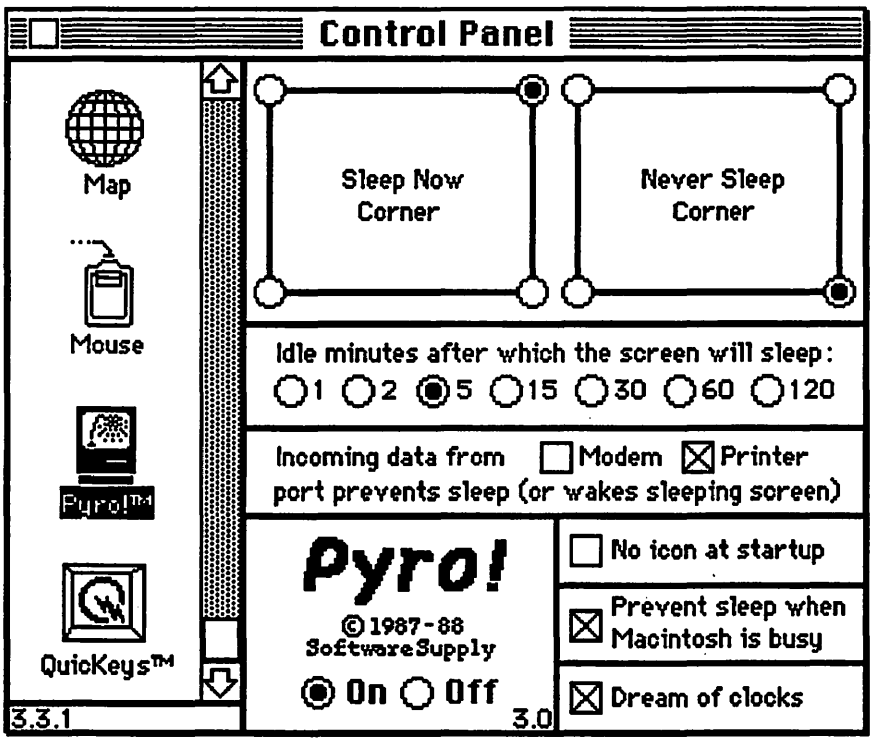
Positive proof that good things come in small packages. This tiny utility hides away in your system folder until you create a new document or SAVE AS... in any Macintosh program. Then, just at the moment when you're deciding where to file away your new document, QuickFolder (2.0) provides an extra button in your SAVE dialog box allowing you to instantly create a fresh new folder! You can even select whether to simultaneously *create* the new folder *as well as open it* so the next step you take, pressing the SAVE button, will instantly save your document into your newly-created folder. QuickFolder saves you a trip to the desktop to create a folder for new documents. It's a little gem shipped as a bonus with QuickDEX. (by Greene, Inc.)

ArtRoundUp

Anyone who injects a lot of artwork into word processing or other documents... or even people who use several different graphics programs on their Macs... will benefit enormously from a desk accessory called ArtRoundUp. This utility allows you to import MacPaint-type artwork into any other application without opening a graphics program. ArtRoundUp (2.0) opens any "paint" document and offers a nice variety of simple tools for last-minute touch-ups and adjustments. It allows you to copy-and-paste all, or any *part* of a paint document. And it even features a scaling command which enables you to reduce or enlarge the size of a graphic as you copy-and-paste. There are commands to rotate and flip your selections, and a cute "slide-show" feature with which you can quickly scan a series of paint documents in a single folder to see what's on them. This accessory is a real time-saver, since it saves frequent trips out of one program and into a graphics program when you're dressing up a document. ArtRoundUp is







shipped by Dubl-Click with any of its excellent clip art collections. Makes the clip art products well worth their modest cost.

DiskTop

For MacNovices who have become weary of QUITTING to the Macintosh desktop between every task on their Mac, DiskTop (3.0.3) is a welcome relief. This desk accessory essentially packages Apple's desktop "Finder" program in a fashion which makes most of the "Finder's" features *available from within any other program*. You can locate (quickly) any document on your hard disk, maneuver through any disk, rename, delete, copy and move files, create new folders and perform a variety of other housekeeping chores without leaving the program you're working in. DiskTop's usefulness is hard to describe, but easy to appreciate. (by C.E. Sopftware)

SmartScrap

Apple's original Scrapbook, a place to store frequently used text and graphics, was among the Macintosh's major innovations. SmartScrap (1.08C) makes a good thing much better. It permits you to keep any number of *differen* scrapbooks, with any name you choose (the original Scrapbook must remain named that way and must be the only one of its kind on a disk). Once open, SmartScrap offers you a "table of contents" which pictures miniatures of the "scraps" it contains. You can go directly to the scrap of your choice without paging through the rest... a major imrpovement over the original. Also unlike the original, SmartScrap allows you to select-and-copy any *portion* of a scrap, rather than allowing only selection of the *entire* scrap (a boon when you're working with large graphics). SmartScrap is distributed in a package with another desk accessory called "The Clipper" (allows cropping of graphics to size) or as a bonus with Microsoft's PowerPoint desktop presentation software. (by Solutions, Inc.)

Pyro!

Another "small packages" gem. This screen-saver utility works invisibly in your system folder, sensing when your Mac has been idle for a user-specified period of time. If the computer's been idle, Pyro! blacks the screen (preventing image burn-in) and shows either a cute fireworks display or a roving clock. These displays remind you that your Mac is still "on," even though your screen is dark. Pyro! doesn't interfere with most "background" functions of your Mac (such as printing or receiving data over a modem). Until recently, Pyro! was distributed as a bonus with Suitcase, but version 3.0 is now sold separately. (Software Supply & Fifth Generation Systems, inc.)

Acta

Anyone who's used an "outline processor" (such as "MORE!") on the Mac knows the pleasures of instantly being able to organize your thoughts. Now, imagine the flexibility of an outliner *available within any other program you're using!* That's Acta (2.01), a full-featured outline processor *as a desk accessory.* If you like making lists, this one's for you. Acta even includes commands to "Find" specified text in your outline and to "Sort" your lists. (by Symmetry Corp.)

Smart Alarms & Appointment Diary

This combination program operates as a desk accessory, too, so its features are available at the drop of a hat from within any other Macintosh program. Smart Alarms creates a "reminder" file which resides unobtrusively on your disk, popping into action automatically to prompt you with reminders you create. You can remember appointments, birthdays, meetings and other important events by creating an "alarm." The accessory even allows you to tell your Mac to alert you a few hours, days or weeks in advance, and to *repeat* the alarm annually, quarterly or at other intervals. Appointment Diary is an electronic calendar similar to many others available for the Mac. It shows you a calendar into which you can place small memos for days, months, years... even decades into the past and future. These memos may be linked to Smart Alarms to prompt an alarm at the appropriate time. Versions prior to 2.8 had some problems with certain other Macintosh programs, but later versions seem to operate well. (by JAM Software)

These utilities are among the best the Mac has to offer, and they're all simple enough to be useful almost immediately to the MacNovice.

Many more utilities are available, including a variety of specialized programs for users with special needs. (For example, Apple provides two tiny utilities to aid handicapped Mac users: "Easy Access" helps users who can't easily use a keyboard. "CloseView" helps users who have trouble *seeing* the small cursor on the Mac's screen.)

Take advantage of these inexpensive utilities to expand your facility with the Mac and to smooth the work you accomplish using your computer.

II GS Stuff

The Finder Version 1.2 and GS/OS FAD

by Ted Meyer

I only have time for a short article this month since December's meeting and the Journal deadline are moved up because of the holidays. Well take a quick look at the differences between the old Finder and the new, and update the Finder/AppleWorks Disk for GS/OS.

The Finder

Since this summer Apple has made available three versions of the Finder for the IIGS. System Disk 3.1 had Finder version 1.0 on it. In July or August Apple released System Disk 3.2 which include version 1.1 of the Finder. And finally, at AppleFest in September we got System Software (2 disks) version 4.0 with GS/OS. As mentioned last month this release included version 1.2 of the Finder. In the next few paragraphs, I hope to quickly cover the differences that a user might see in these versions of the IIGS Finder.

Just looking at the screen that appears when you have booted-up with an original system disk, you will see no change at all between versions 1.0 and 1.1. In version 1.2 a user will notice that his 5.25 drive icon is missing. As I mentioned last month, the software that accesses the 5.25 drive has to be installed before GS/OS will recognize these drives. When installed the 5.25 has a new name: "APPLEDISK5.25A." A second will be named "APPLEDISK5.25B."

On the user level there are no real differences between Finder 1.0 and 1.1. The menus are all have the same items and function pretty much the same way they did previously. The big change between these two versions is the speed. The Finder boots faster and once running reacts more quickly to your mousing around. "Graphics caching" is used to save windows and menus in RAM if memory is available. If the windows are unchanged, then reopening them is much faster because the image just needs to be retrieved from RAM.

The big changes occured when Version 1.2 came out. First, under the Apple menu, a disk caching desk accessory is available. A disk cache is an area of memory which is used to speed access to your disk drives, depending on the type of program you're running. Within the Finder, this utility helps to speed file copying by saving directories and other data in RAM. Between GS/OS and disk caching the Finder is now a real competitor speed-wise in the file copying utility arena, being as fast or faster than programs such as Copy II+ and Prosel.

Other changes in Finder 1.2 include the addition of file validation and disk verification. These functions, which are on the "File" and "Special" menus allow you to check your file or disk to see if there are any physical problems with them. The initialize option in the new Finder allows you menus of options for interleave, size, and operating system.

As more FTS's (File System Translators - mentioned last month) are created, more options will appear here. You havea new option under the Preferences option on the "Special" menu which allows you to save the contents of your RAM disk when restarting. Finally, there is not a Quit option on the "File" menu. Now you have a Shutdown option under the "Special" menu that allows you your choice of either: preparing for powering down, rebooting, or returning to whatever ProDOS program you started the Finder from.

Generally, if you've been using the old Finders you'll find version 1.2 won't require much relearning (The only problem that I've had is that "Open-apple Q" does not quit and has caused me a few double-takes). All in all, I really like the improvements available in Finder Version 1.2 and I'm looking forward to version 2.0. (It will probably have an interface to the Mac Finder which will be running concurrently on your 68000 card! I hope?!)

FAD Revisited

In the September '88 Journal, I described a disk which allowed you to run the Finder and AppleWorks without swapping disks. It ran under ProDOS 16 and 8. I've had several requests for a similar description for a GS/OS disk. The following table is an update for GS/OS of the disk directory set-up in that article. It boots faster than the ProDOS 16 version of FAD, and in this version, the Finder performs file and disk copying better, as I described above.

On other subjects, it looked like IIGS software and hardware was available in large amounts at the December 3rd Garage Sale, everything from Supersonic Digitizers to TML Pascal. I'm sure a lot of "discount" presents were picked up there. Remember to back up all that software you got for Christmas.

That's it for this month. Next month I'll talk a little about desktop publishing. I've been having fun running AppleWorks GS and even though I'm finding some bugs, I have some favorable comments on its page layout capabilities.

File Name	Type	Blocks
PRODOS	SYS	4
ICONS (DIR)		
FINDER.ICONS	$CA	32
FINDER.DATA	$C9	1
AW (DIR)		
APLWORKS.SYSTEM	SYS	18
SEG.XM	SYS	9
SEG.RM	SYS	9
SEG.PR	SYS	9
SEG.M1	$00	219
SEG.M0	$00	46
SEG.EL	BIN	12
SEG.00	SYS	9
SYSTEM (DIR)		
START.GS.OS	P16	23
GS.OS	P16	86
ERROR.MSG	EXE	10
START	S16	133
P8	SYS	32
FSTS (DIR)		
PRO.FST	$BD	42
CHAR.FST	$BD	4
DRIVERS (DIR)		
APPLEDISK3.5	$BB	5
CONSOLE.DRIVER	$BB	14
IMAGEWRITER	$BB	46
PRINTER	$BB	5
APPLEDISK5.25	$BB	13
PRINTER.SETUP	BIN	1
SYSTEM.SETUP (DIR)		
TOOL.SETUP	STR	1
TS2	$BC	30
DESK.ACCS (DIR)		
CACHE.NDA	NDA	6
TOOLS (DIR)		
TOOL014	TOL	40
TOOL015	TOL	20
TOOL016	TOL	18
TOOL021	TOL	26
TOOL018	TOL	33
TOOL020	TOL	15
TOOL022	TOL	8
TOOL028	TOL	8
TOOL032	TOL	15
TOOL029	TOL	5
TOOL027	TOL	27
TOOL026	TOL	9
TOOL025	TOL	13
TOOL023	TOL	24
TOOL019	TOL	25
FONTS (DIR)		
(Fonts for SuperFonts)		
Blocks Free: 468		

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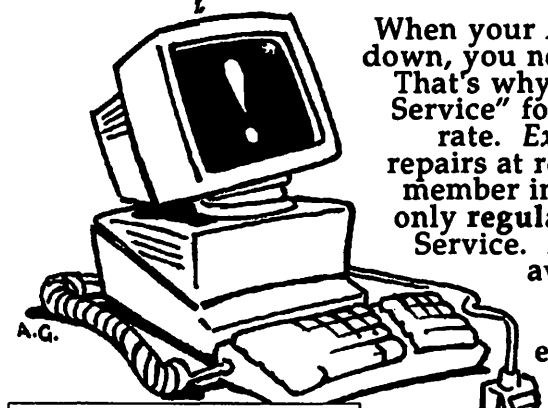

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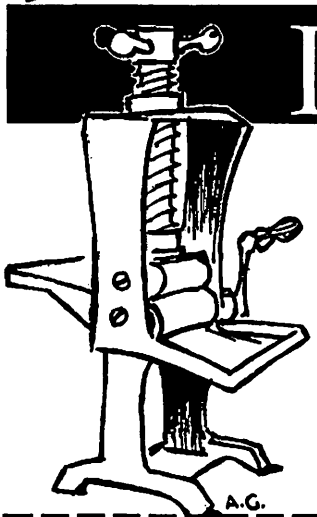

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Mac Answers Q&A

My hard disk and my scanner will not work when they are "chained" to each other. What's wrong ? How do I fix it ?

The problem probably turns about SCSI ID numbers. What's that you ask ? Well let me discourse and then recommend a specific fix.

Post-MacPlus Macs have a special Mac parallel-type connector port called a Small Computer System Interface (SCSI) – pronounced "scuzzy." Earlier version Macs, the 128K Mac and the 512K (Fat Mac), did not have SCSI ports. SCSI devices may be hard disks, scanners or virtually any directly connectable peripheral device for the Mac. Internally, they are numbered 0 through 6; only seven such devices can be connected in what is called "daisy-chaining."

When two daisy-chained peripherals have the same internal ID number, the whole connection system in unable to distinguish between them and hence nothing is "seen" properly. In short, you have to find out what the respective SCSI ID numbers are for each of the peripherals you are chaining together to make sure that duplicative numbers are not present.

Now, how does one do that ? Well, it depends on the kinds of device you have. Most newer peripheral devices have a dialing mechanism or DIP switch device, usually located on the rear of the device. These are easy to change by just reading the instructions – a convenient thing to do when all else fails. In other cases, about which one can only mutter nasty words, you may have to switch jumper connectors manually. That means that you have to open the case of the peripheral, which is a scary experience, and physically disconnect one connector and attach it to another place.

How will you know which to unconnect and what to reconnect it to ? Well, there is no easy answer to that. Obviously read the documentation which came with the peripheral and hopefully some clear instructions are contained therein. If that is not the case, call up the manufacturer and ask for technical assistance; tell them your tale of woe and hope that you get a decent human being on the line. Lastly, find a good technical person to take it to and pay them to change your SCSI ID number to whatever you want. (Personally, I use Sue Crawford of Clinton-Laurel for any tinkering with my Mac.)

You might want to write the SCSI ID number on the outside of all of your peripherals so that when and if you hook it up to another system, you or the user will know what its SCSI ID Number is without a lot of agony and false starts.

Wait a second now, I have a MacPlus and it won't read any hard disk or peripheral device. How come ?

Bless their little heads, Apple had three different motherboards for the MacPlus, and the 128K Read Only Memory (ROM) The earliest of them did not read later SCSI devices. Of course, the WAP has the first motherboards in both of its Plusses so that my hard disk will not boot with either Plus. Ah well, such is bad fortune.

If you have this problem, and must fix it, take your Mac to a knowledgeable technician (knowledge of good "techs" is more import that "good stores.") and have them replace the needed chips. The cost is, I think, about $140.

I've just hooked up my new Mac and ImageWriter, yet I'm getting scattered print garbage when I print a document. What should I do ?

The most common problem with new hookups is that the connector cables are not firmly connected. Reaffix your cables or reverse the ends if they are reversible. The second most common problem is the failure to properly use the Chooser option needed for the printer being used.

By the way, if nothing is printed please put a ribbon or cartridge and paper into your printer. (Hey folks, honest, it happens.)

I can't afford double-sided disks for my 800k disk drives. What can I use ?

One of the greatest commercial ripoffs in the Mac world is the impression that you must use 800K (double-sided) disks in your Mac because they are better quality.

You can initialize or format single-sided (400K) as 800K disks and use them with up to 95-98% reliability. The magnetic media within the hard-case plastic shell really is a floppy piece of mylar plastic with some form of iron oxide coating on both sides of the mylar plastic disk which can take and hold magnetic impressions. This is almost just like cassette music tapes which can record on both sides.

The real difference in quality is in the quality control and polishing of both sides of the coated disk. So-called single-sided disks are normally polished and verified or checked on only one side – the bottom side from which you can see the metal hub. Dual-sided disks are polished and verified on both the top and bottom side of the floppy. In reality, since almost all "floppies" come from one or two "cookie cutter" companies, the variances in price are due to polishing, verification, packaging, marketing and overhead costs.

You can reliably use "single-sided disks" from good companies such as SONY as if they were double-sided. Otherwise you are paying more for the extra step taken of verifying the smoothness of the iron oxide placed on both sides of the mylar plastic core.

I recommend that you stay away from super-discount houses which sell you either single- or double-sided disks for 85¢ apiece.

You can safely buy bulk packs – no paper labels or names on the gate of 50 disks, from companies selling "good" disks such as SONY or KAO. Buy Avery or Dennision non-permanent 1.5 x 3 inch labels at any office supply store and use them as your labels.

Above all, do not buy disks at retail stores; they are outrageously priced. Try any good mail order house and buy bulk packs. I use 800-USA-FLEX and 800-USA-DISK most often; compare their prices in any standard Mac magazine such as MacUser. Single-sided disks range around the $1 apiece price and double-sided disks about one-third more.

Also the WAP office has solid prices for disks and ribbons.

Music May Be Santa's Little Helper

by Raymond Hobbs

It generally befalls all parents of boys sooner or later. Gifts for children - especially boys - can easily get out of hand, and I suspect that many boys' gift ideas are designed specifically to cause pain. Not pain to the boy, of course, but pain to his parents. Let's face it. Sooner or later, most boys ask for — a drum set! And Christmas is upon us.

Now, drum sets - even the toy variety - are not cheap, and the thought of spending hard-earned money for the priviledge of submitting to nonstop noise causes fathers to stay outdoors for excessive December yard work and mothers to peel their nail polish. When the drumhead finally breaks (mercifully, this is usually before January), most parents breathe a sigh of relief and begin to piece their lives together again.

MacDrums

To restore some peace to the household, and to keep everyone happy comes MacDrums from Coda Software, along with walkman-type earphones to the rescue (Apple users, read on - there's something for you, too). Junior can create all the racket he wants in the privacy of his own damaged eardrums and the computer's RAM, while his parents enjoy an eggnog. The only problem which might remain is that MacDrums will probably appeal to boys of all ages - Dad may forsake his eggnog to join Junior.

What It Does.

MacDrums is fun, easy-to-use and educational. The manual is all tutorial, written on a level that is comprehensible to children, yet not obnoxious to adults. Actually, the program is so easy to use that within fifteen minutes the manual will probably be closed for the duration. All the sounds come out of the Mac (unless MIDI mode is used, on which later), so speaker phones or external speakers, although not strictly required, will prove to be necessary in order to get realistic-sounding drum.

When loaded, the MacDrums screen displays 16 lines of percussion instruments at the right, broken down into four groups of four instruments each. To the left of each instrument are 16 boxes. When a box is highlighted, the instrument will play on the beat (or fraction) indicated by the horizontal position of the box on the line. Clicking the mouse on the box changes it from plain to highlighted and vice-versa. A drum set icon at the left of the screen serves as the "start/stop play" command. Clicking on it will start or stop the drum pattern playing. A 16-step rhythm counter at the bottom of the screen gives the user a visual indication of what beat/fraction is being sounded during playback.

MacDrums is designed to allow 2 four-beat measures to be input at a time. These "patterns" may be pasted together to form a rhythm "track", or "song" of almost any length. The procedure for doing this will send you to the manual for five minutes or so.

MacDrums will also act as a MIDI sequencer, with additional features which depend on the MIDI equipment you are using. The MIDI implementation is discussed separately, below.

Limitations

MacDrums has two limitations (as I see it). First, only four notes can be played through the Mac (generally, a Mac limitation - not MacDrums'), so the user is limited to four simultaneous notes while working in non-MIDI mode (in MIDI mode, the synthesizer used sets the limit on simultaneous notes, up to a maximum of 16). MacDrums implements this constraint by only allowing one instrument in each four-instrument grouping to be played at any given moment. However, if care is taken when setting up the instruments, this is not a severe limitation. For example, tom-toms in four different pitches can all be loaded into one grouping. Since a drummer would rarely strike two tom-toms simultaneously, realistic tom-tom parts can be written without being bothered by the single-instrument-within-group constraint, e.g., tom 1 (high pitch) plays on beat three, tom 2 on the subsequent upbeat, tom 3 on beat four and tom 4 (low pitch) on the upbeat. Similarly, closed, open and pedal hi-hats can be put in the same grouping, along with crash cymbals, with little worry that they would have to be played together. The second limitation of MacDrums is that volume control and meter control are applied globally, rather than to each instrument individually, and are not changeable during the pattern. This limitation is more serious, since without individual instrument volume management, much dynamic control is lost. Similarly, the inability to change meter in midstream limits the composer's creativity.

MIDI

MacDrums can act as a MIDI sequencer, driving as many as 16 independent MIDI devices on 16 channels. Used in this way, each MacDrums instrument is assigned a channel, note value and volume. These are all global controls, so they cannot be changed during a composition. Since only 16 instruments are available in MacDrums, driving a standard synthesizer (as opposed to a drum machine) will be somewhat limiting, as only 16 notes will be supported. Moreover, the inability to send on/off velocities, controller values, pitch bend and aftertouch is a drawback even for a MIDI drum machine sequencer. I prefer to use MacDrums right through the Mac, and load up a more powerful sequencer to drive synthesizers.

Conclusion

Despite a couple of constraints on usage, MacDrums is quite well-done. Its visual interface and easy-to-use tutorial make it ideal for trying out rhythmic ideas before putting those ideas into a full-blown composition. Under the tree, with earphone monitoring, I think it's a great way to give Junior a drum set while preserving peace and quiet in the house.

On The Apple Side.

If I've said it once, I've said it a thousand times. I would give Lee Raesly's right arm for a music program that used the Ensoniq chip inside the //gs plus allowed me to control external synthesizers. I wondered when Passport, Opcode or one of those big guys were going to get around to putting it all together. Not once did I suspect that a smaller company would play Santa

Claus right under the big guys' noses. Enter Bill Basham to the rescue with Diversi-Tune, a knockout Apple //gs sequencer in the under-$100 class with big-time capabilities, and just in time for Christmas!

To get the most out of Diversi-Tune, you can use it with a stereo card, external speakers (or earphones, remember?), a MIDI interface and synthesizer(s). Diversi-Tune will support up to 32 MIDI channels, so there's plenty of room to grow. However, Diversi-Tune will perform with a minimal configuration of just 512 K memory and a single floppy drive with no other add-ons!

Playback.

When loaded, Diversi-Tune starts playing. You can press the escape key to stop the playing and get to the Main Menu, but you probably won't want to. The music is delightful, and can provide a lot of entertainment all by itself, alternating between sit-back-and-listen and sing-along. Diversi-Tune recognizes the fact that a music sequencer is concerned with sound, not with graphics, and so instead of an arrow or something slowly crawling through a scroll bar onscreen, two different screens are displayed during playback. If the song is just for listening (there are several blues, reveries and the like), a piano keyboard is displayed with an indication of what notes are being played at what time and how loud. If the song is a sing-along type, however, the screen displays the words to the song and — a bouncing ball! Of course I know that it sounds hokey, but after watching it for a moment or so, you just can't help singing along. And for someone who imagined a computer being used by the whole family, I found that it was just like magic, seeing (and hearing) the family all together around the Apple, singing like meadowlarks. This is fun, gang, and it's what Apple computers are all about. By the way, if you don't care for one display or the other, you can tell Diversi-Tune to change it. Also, the songs that Diversi-Tune plays (there are 22 of them) come with the program disk, but there are other song disks available for the system (and I expect to see a few song disks in the WAP library before long). New song disks are easy to load, even with a one-disk gs setup, since the program disk doesn't need to be mounted at any time after the program is started. Songs may be played individually or catalogued into a music program which plays automatically.

Playback features of Diversi-Tune act like those on a tape recorder, and are always visible at the bottom of the screen, so the use of these controls requires no further exposition here, except to mention that tempo changes and transposition are also available, and without adding any MIDI equipment to Diversi-Tune, you can change instrument assignments. These changes can be made either on a temporary or a permanent basis.

Record

In order to record your own songs, you hook up a MIDI keyboard to the gs, set your input/output assignments, enter "record mode", and start playing. When you're finished, press the "stop button", save the song, and that's it. Overdubbing can be done in several ways, giving you the ability to record over a part, add to it, step-overdub and punch in/out. Some of these features are more difficult to do with Diversi-Tune than they are with the expensive sequencers, but with just a bit of practice, they are all easily mastered.

Availability

Diversi-Tune is currently being placed in local Apple dealerships, but in case it hasn't made it to yours yet, you may order it for $55 either by mail (DSR, Inc. 34880 Bunker Hill Farmington, MI 48331-3236) or by phone (1-800-835-2246, ext.127).

Conclusion

Buy it and put it under the tree - but make sure that it's the last present opened up, because as soon as it's loaded up on the gs, Diversi-Tune will start playing, and it's so delightfully engaging that any unopened presents will go begging.

- THE WIRE -

BY: Allan Levy

To start my first column I would like to answer the perennial question on call waiting - can it be disabled and how.

For some reason C&P has not implemented the call waiting disabling feature - in other parts of the country *70 will disable call waiting for the following call. On a pulse phone 1170 is used. But here in good old DC, the answer is NO!

The question of high speed modems that function above 2400 baud is also asked. The situation is somewhat chaotic. There are at least three competing modem techniques.

■ The Courier HST is used by many bulletin boards across the country. This modem does a nice job at 9600 and is available to sysops for approximately $550.

■ The Telebit Trailblazer is a signal processing modem that incorporates the ability to run on absolutely terribly lines. The maximum speed is 17.2 k but the throughput is actually 14.2 K baud at a maximum.

The story is told of an airline that had to use a 300 baud line to get to a distant location. 300 baud was the maximum that would work on the line. When the airline switched to the Trailblazer the throughput was 600 baud.

■ Hayes protocol V9600 series. These are similar to the Courier HST modems.

The International Standards is recommending V32 also known as Trellis modulation. Until recently, modems that could run V32 were several thousand dollars. V32 is different from the other schemes since it is a full duplex protocol.

Recently, USRobotics, the Courier HST manufacturers, announced their new modem. The new modem will run V32 and has an option to talk with the current HST modem. This modem is approximately $1600.

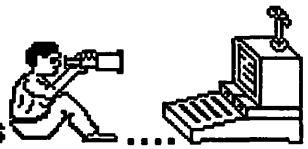
In order to encourage System Operators to buy this new modem, it is priced at 695 for the non-HST compatible and $725 for the dual HST/V32 model. I would guess that Sysops were being encouraged to buy the dual model.

The new modem will automatically drop down from 9600 to 7200 and 4800 if bad lines are encountered.

The WAP bulletin board is currently looking at using some HST modems in the system.

The best advice is probably to wait until all of these modems settle down and we see who the winner is since none of these modems are compatible with each other at 9600.

Well, look for me next month at - THE WIRE -

Views and Reviews  by Raymond Hobbs

An oldie but goodie for the Mac

If you took a cross-section survey of microcomputer users and asked the question "What is the all-time most popular database management system?", almost unquestionably the most common answer would point to the dBASE packages from Ashton-Tate. That answer would, no doubt, surprise many Apple and Macintosh users, because Ashton-Tate currently represents a minor player in those environments. In the IBM world, however, Ashton-Tate's dBASE is ubiquitous. It may be even more surprising to find out that the product got its first push to stardom on the Apple][as dBASE II, which ran under the CP/M operating system back in the early '80s. Nowadays, CP/M is all but forgotten, and Ashton-Tate never ported the product to any other Apple operating system, and only recently moved in into the Mac world with the somewhat abortive dBASE Mac attempt.

"Not having to rewrite systems to port them to the Mac is very appealing"

Now, this review isn't on dBASE Mac, but I think that it's important to look a little into the dBASE line of products, in order to develop a context within which to conduct the review. Therefore, I'm going to take a few sentences to briefly outline the progress of the Ashton-Tate line of database products.

There never was a dBASE I. The package started life as dBASE II because Ashton-Tate thought that the name would imply a more mature (and less buggy) product. As mentioned before, dBASE II first ran under CP/M, but it was ported over to MS-DOS when the IBM-PC line really took off. dBASE II ran through a couple of revisions for the IBM micros, until it evolved from version 2.4 into dBASE III. After another revision, dBASE III version 1.1 was replaced by dBASE III Plus, the product that established Ashton-Tate as the microcomputer database management leader. All of the releases subsequent to the original CP/M package were designed for the IBM-PC family and clones. That's why some of us have never heard of it. The product's history has continued, and now dBASE IV is available for the IBM line, but this is a recent release, and dBASE III Plus is still considered to be the standard.

What has always set dBASE apart from the rest is the associated command language - you can program in dBASE. [Guy Kawasaki recognized the value of this feature, and parlayed his Fourth Dimension into a front-runner by giving it the same programmability.] In the IBM world, there are literally thousands of commercially available dBASE applications which ensure the acceptance of the dBASE standard.

The Review

dBFast Mac is a rather full-featured dBASE III Plus development system for the Macintosh. Using dBFast Mac, programmers can write standard dBASE III Plus code and the Mac will run it. Moreover, all of those thousands of applications already done can be ported over to the Mac environment under dBFast Mac. Additionally, the programmer can use dBFast Mac extensions to employ a standard Mac interface for those applications. Although compatibility with dBASE III Plus is not 100%, it is more compatible than Ashton-Tate's own dBASE Mac!

dBFast Mac includes an editor for entering program code, facilities for creating dBASE III Plus-compatible databases, index and format files, and a compiler for compiling the completed dBASE code. dBFast Mac also includes a "runtime engine", which is a companion program which may be distributed (without royalty payments) along with the programmer's application. The runtime engine concept has advantages and drawbacks. On the plus size, having a runtime module means that machine-specific routines need not be present in the compiled code loaded into memory, but are accessed as needed during the execution of the program (which is running under the engine). It's a lot like loading up an interpreter at the same time as the program. On the minus side, having an extra module (the runtime engine itself) is a little messy, since it adds another file to the distribution disk. Runtime engines tend to make programs run a little slower, but not nearly as slow as an interpreted language would run. In any event, dBFast does not need to apologize for its execution speed, which is quite snappy enough. Another good feature of the package is the fact that compilation and linking are done in one step. Most compilers require separate linking, which can consume a good deal of time. dBFast places emphasis on the "Fast" part, and compiles and links like milk going through a tuba.

Compatibility

I had absolutely zero complaints about dbFast's compatibility with dBASE III Plus. There are a number of programmers who would disagree with me, since not all dBASE III Plus commands and functions are supported identically or entirely by dBFast. However, I found that those commands that were not supported by dBFast were those that I would never be caught dead including in any of my code. Mostly, they were confined to interactive functions which (to my way of thinking) good programmers avoid like the plague, since they give the user ample opportunity of crashing a system. Anybody who cannot write good dBASE code using dBFast should turn in his or her chippies.

Mac Extensions.

In addition to dBASE III Plus compatibility, dBFast Mac includes Macintosh extensions for creating windows, menus and buttons a la Macintosh. In the version of dBFast Mac that I have, these extensions are not fully implemented, although there is still plenty of capability remaining to create a good, serviceable Mac-like working environment.

Missing are things like scroll bars and grow boxes on the windows, all of which are planned for a future release of the product. Also missing (and no mention of including it in a future release) is the creation or importation of

graphics. To be sure, dBASE III Plus never made any pretense of doing graphics, so that is asking a lot of dBFast Mac, but it would be nice to do for the Mac environment. We've been spoiled, you see. Included now, however, are pulldown menus and buttons, all with highlighting features, and even editable icons.

Import/Export

Included with the dBFast Mac package are utilities for importing files from dBASE III Plus. There is even a 5.25" disk for use in your (their?) IBM-PC for this purpose. By the way, I tried importing one of my IBM dBASE III Plus programs and running it on the Mac under dBFast, and it worked fine, without revision . Later on, I added the Mac interface to spruce it up.

The Manual

The dBFast Mac manual is well-written and very useful, especially to someone who is familiar with the dBASE language. A chapter is included for those not already familiar with dBASE, plus separate chapters on building a Mac interface and on importing and exporting between dBFast Mac and dBASE III Plus.

Experienced dBASE programmers will probably study the latter two chapters, then reside in the very well-ordered reference sections on commands and functions.

Conclusion

I think that the dBASE language is too well-entrenched to be abandoned, and I know of a lot of programmers who are making a living writing nothing but dBASE code. I personally have several systems on the market in pure dBASE code, and not having to rewrite the systems in order to port them to the Mac is very appealing to me.

This package allows me to bring a familiar system directly over to the Mac, and that's enough to convince me. There are a few additions I would like to see in the Macintosh interface facilities, but most of these are in the works now, and should be coming out with the next release.

For those who don't know the dBASE command language already, you have a decision to make on whether or not to get into this language at all for development. Fourth Dimension is already out there for the Mac, and it's quite powerful (of course, at a powerful price, too). dBFast doesn't pretend to be Fourth Dimension. But it delivers on what it says it will.

Macintosh Bits and Bytes

by Lynn R. Trusal

AutoTrace - What is it?

More and more software now includes a so called "auto-trace" feature which converts "bit mapped" graphics to "object oriented" graphics. It basically traces a hairline between black and white pixels to create object oriented or vector graphics. Other vendors may use a slightly different approach to achieve the same result, but basically autotrace features find the outline of distinct objects and convert them into separate objects. The end result can be somewhat controlled by altering brightness and contrast of a scanned image prior to using this feature.

A recent review in MacWeek pointed out that not all autotrace features are created equal and end result varied widely in quality. Autotrace is found in such software packages as Adobe Illustrator 88, Canvas 2.0, and Digital Darkroom 1.0. In fact Adobe made some significant changes in its autotrace feature after it did not fair too well in MacWeek's review.

Apple MacroMaker

I find the MacroMaker accessory very handy for creation of basic global macros. It comes as part of System version 6.0.2 and appears as a small casette tape on the right side of the Menu bar. It can record key and mouse strokes and save them as macros. I am using the Apple extended keyboard which makes mapping macros to the 15 function keys very easy.

I found it useful to create macros for activating DA's such as the control panel or calculator without having to use the mouse, simply by hitting one function key. MacroMaker recognizes the shift key but not the option or command keys for macro creation. If I remember my past reading, it is not as functional as Tempo but then MacroMaker is free.

System 6.0.2 is Here and it is Still Free!

System version 6.0.2 is now available and appears to function ok with applications I have been using including MultiFinder. It is too early too tell how bug free it is but remember it is a FREE upgrade. When we all complain about Apple's high margins on hardware, keep in mind that Apple has never charged for an operating system upgrade which can not be said of IBM. Users of the new Presentation Manager (PM) for OS/2 computers will have to shell out big bucks for the PM and that doesn't even address the additional big bucks for the 4+ MB of RAM needed to use it. Apple is to be congratulated for not holding each new operating system for ransom.

If you want the system disks and the documentation, it lists for $49 but can be purchased for about $37. Otherwide take four empty disks to your local Apple dealer and they will copy the new system on to them for free.

Is Your System Icon Too Big?

I had added so many fonts and desk accessories to my system icon that it was necessary to use three 800 K disks to back it up. This can be a pain if you want to be able to drag icons from one disk to another without using software to do so.

This is one area that makes a program like Suitcase II come in so handy. You can install the most popular fonts, font sizes and desk accessories in the system icon and use Suitcase to add lesser used fonts and DA's to special "Suitcase" files. The Suitcase files can be placed in a folder and opened up from Suitcase so that any of your applications can use them. Either way they will be transparent to the user and all fonts, font sizes and DA's will be available in all applications.

I did run into one problem that bears mentioning. Using System 6.0.2 on a Mac II using Suitcase and running MultiFinder, I had problem with some of the Suitcase fonts and point sizes. Helvetica appeared to be bold and refreshed the screen very slowly. The other fonts in Suitcases appeared to be ok. The problem disappeared when I used the DA/Font Mover to transfer Helvetica from a Suitcase to the System icon. I can not place the blame on any one factor since I have not isolated the

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• Inkjet by GCC

The new *WriteMove* high quality portable inkjet printer from General Computer (the makers of the *PLP* laser printer) is here ! It is light (3 lbs) and fully compatible with your Mac Plus, SE or II. Battery or AC power and at 192 dpi (puts a dot matrix to shame).

• OmniPage OCR is here!

The best in Optical Character Recognition software is now available. Works with any Mac scanner..reads from 8 pt. to 72 pt. size. Reads typeset, proportionately spaced and kerned characters. Automatically differentiates columns as well as graphics. Scanning speeds up to 115cps.

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problem. If I do, I will inform readers in a later Bits and Bytes Column.

Small Facts about Apple

1. Macintosh sales represent 75% of Apple's total revenue of $2.66 billion dollars in 1987. Apple sales reached $4 billion in 1988.
2. Apple Computer provides a 9-week sabbatical for all employees after just 5 years of employment, 15% or their salary in profit sharing, flexible work hours and ability to telecommunicate from home.
3. Apple Computer just opened a state-of-the-art workout center for employees with computerized training, full aerobics staff and a nutritionist.
4. Apple Computer is recruiting for the following personnel: *Project Supervisors* - AppleTalk Protocols, IBM Network, ISO/CCITT and Asynchronous Communications; *Technical Leads* - IBM Data Communications, AppleTalk Server Technologies; *Tool Developers* - Macintosh Network and Communications, AppleTalk Server Technologies; *Test Engineers* - MacWorkStation, A/UX Network, AppleTalk Macintosh, AppleTalk VMS and IBM Data Communications. Any takers out there?

NeXT, Inc.

Well, Steve's new Dream Machine has been released and although it has some nice technology, most analysts not only feel it is too expensive for the intended university market but also too cheap for the technology it represents. Some flatly state that Steve has be be loosing money on every machine sold. Stay tuned, only time will tell on this one.

NeXT and IBM

Steve's old nemesis IBM has crawled into bed with NeXT, Inc. and licensed the rights to the graphical interface (NextStep) found in the recently announced NeXT computer. IBM will pay NeXT from $8 to 10 million for rights to use the interface in its line of Unix workstations. This marks a departure from reliance on both in-house operating systems and it long term alliance with Microsoft. IBM also recently stated that it would draw from a number of sources to make improvements in the Presentation Manager.

It may be that IBM and Microsoft's relationship is becoming more distant and the noticeable absence of Bill Gates from the NeXT unveiling was noticed very loudly. Part of this reason was Steve's use of a Canon optical disk drive which conflicts with Microsoft's plans in this area. It will be interesting to see what develops in 1989.

Pixar

Pixar of San Rafael, CA is owned by Steve Jobs and produces high-end graphics systems used by the government and business community. It recently released a Macintosh compatible graphics processor that when combined with the Mac II costs about $39,500. This is $10,000 less than the Pixar processor used with any other computer. Pixar's aim is to bring full-color magazine publishing to the desktop. It seems Steve can't seem to totally put Apple behind him. (Source - Business Week, Aug 8, 1988)

Use of PageMaker

Not only is PageMaker very useful for desktop publishing but I find it very useful as a printing vehicle for all kinds of graphics and text. Since it readily accepts gray scale scanned images saved as TIFF files, it serves a very useful purpose for resizing, cropping and printing gray scale graphics. It is also hard to beat PageMaker's ability to quickly resize and manipulate all types of graphics including, Paint, PICT and TIFF files including incorporating additional text before printing.

Just as Excel can be very useful for row and column layout without using any of its math functions, PageMaker can provide a similar usefulness independent of it main function.

Software Sales for 1988

The personal computer software market grew 48% during the first three quarters of 1988. MS-DOS software sales accounted for $2.17 billion and Macintosh $302.2 million. Although Macintosh software is only 12% of the total sales, it did represent the fastest growing segment of the software market with sales up 87% from a year ago. (Source - Investors Daily, Nov 1, 1988)

Will More RAM Chips Become Available?

IBM is one of the few U.S. computer makers that make the majority of the DRAM (dynamic random access memory) chips it needs for its own computers, but this capacity was not enough until recently. Apparently, IBM chip yields have increased to the extent that they have cancelled some contracts with Japanese suppliers. This may free up 1 million memory chips of both 256K bit and 1 megabit for other manufactures.

IBM uses an 8-inch silicon wafer compared to the normal 6-inch ones used by other manufactures. This results in 78% more available space for additional chips. One 8-inch wafer can produce 560 1 Mbit DRAM's. (Source-PC Week, Oct 31, 1988)

Hard Disks Pass the Gigabyte Barrier

Imprimis Technology Corp. became the first hard disk manufacture to increase the capacity of a 5.25" hard disk to exceed one gigabyte (1.08). This breakthrough reflects a new way of recording data onto distance portions of the disk using "zone-bit recording." This technique permits tracks further out from the platter's center to store larger amounts of data. The tracks of the disk are divided into zones and all tracks within a zone have the same data storage capacity. Data capacitates of zones increase in relation to their diameter. (Source - PC Week, Oct 31, 1988)

Apply to College by Computer!

George Institute of Technology (Georgia Tech) may be the first university in the U.S. to permit perspective students to apply for admissions by computer. The system is called Georgia Tech Apply-By-Computer (ABC) System. Perspective students can use a modem and any PC to call the schools mainframe and fill out a preliminary application on-line. The form is then mailed to the student to verify the information and return with a $15 application fee.

Processing of these forms is faster than the more manual application process and students can use the computer to check later on the status of their applications. (Source - PC Week Connectivity, Oct 10, 1988)

Who Purchased Whom – Part II ?

A lot of *local* computer stores have been changing hands lately and here is the basic rundown. Oracle Corp. has purchased *Falcon Systems Inc.* for $18.7 million. Oracle is one of the leading database vendors in the computer marketplace and recently introduced a

Macintosh version of its widely popular database. Falcon Systems Inc. will become part of Oracle Complex Systems Corp. and the sale included Falcon's Systems Sales Division. More familiar to most WAP members is Falcon Microsystems which will remain an independent entity from Oracle and which was again recently awarded the GSA contract for Apple product sales to the U.S. Government. Falcon Systems sales were approximately, $42 million in 1987 and are estimated to be between $60 and 65 million in 1988. (Source - Federal Computer Week, November 14, 1988)

In addition, Frederick Computer Products is now called Frederick Computers Plus and is owned by Computers Plus located in Ardmore, PA. Computers Plus is only a two store chain which is smaller than Frederick Computer Products. Frederick Computer Products was one of the largest and most active dealerships in the Washington, D.C. area and is also one of the leading Apple and IBM vendors in the U.S. Hopefully, the sale will be good for computer users.

Furthermore, *Clinton Computers* has been sold to Computerland. Clinton is a six store chain in the Washington, Baltimore area. It now joins one of the largest computer store chains in the country which has had its share of well-publicized problems in the past several years.

Finally, *Entré Computers* has been purchased by Intelligence Electronics located in Exton, PA. I don't know anything about this group but it seems Pennsylvania is on a buying spree of computer stores.

The Macintosh and Ventura

Many readers have undoubtedly heard of Ventura (Xerox) which is considered by many in the MS-DOS world to be the best page-layout software. It is designed for large document oriented jobs and less for page oriented ones.

I recently completed a large study using Microsoft Word and used MacLink translators and the Apple 5.25" external disk drive to transfer it to WordPerfect on the Zenith. I had also created four graphs in Cricket Graph and thought I would have to do a paste-up but my Macintosh background resisted doing "cut and paste" in real life.

I found that Ventura will accept Macintosh PICT and Paint files. I saved my graphs as PICT files and added the prefix ".PCT" to the end of each file name as required by Ventura. With help from Automation Management, I copied the PICT files to an MS-DOS formatted disk using the Apple 5.25" external drive. It was then a simple matter of accessing the graphs on the Zenith using the proper commands in Ventura.

I was pleasantly surprised that even the 3D aspect of the bar graphs and the shading pattern of the stacked bars came across without a hitch. The only problem was deletion of the Y-axis label which is usually turned sideways by Cricket Graph and a decrease in the font size although the Helvetica font appeared ok in Ventura. It might be advisable to add axis labels and graph titles in Ventura.

If you have a need to use both the Macintosh and Ventura don't be afraid to experiment and you might be surprised by the results.

Lynn R. Trusal, Ph.D. may be reached at 301-845-2651 to answer questions about material that appears in the Bits and Byte Column. The opinions expressed in this column are solely his.

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1989 Road Show Schedule

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WAP INDEX

The WAP Journal Index for 1988

by Harvey Kaye

This index includes all of the articles which were published in the Washington Apple Pi Journal during the year 1988. This index is published alphabetically by subject. Next month's issue should include the index alphabetically by author (when there is more than one author each author is alphabetized), and the issue after that (Mar), the index alphabetially by title (keeping in mind that initial articles in a title are ignored).

Please send in any suggestions or comments you have for improving this index. We presently have the indices completed for the years 1985-1987, and expect to have 1984 completed shortly. When the indices for the years 1980-1988 are available they will be placed onto disks and will be available on both Apple // and Mac disks for purchase at the Office.

* *Note*: issue No. 9 was mistakenly shown as No. 10 on the cover.

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Apple's Taylor Pohlman On GS Basic: Part 1	Ottalini & Lomartir	88	11	35	10	Transcript from a seminar given by Taylor Pohlman at the Oct 87 Phase /// Conference in Chicago. Part 1.
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GS Ram + $450

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CMS for II/GS
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Saturday WAP Tutorials	Trusal, Lynn R.	88	*09	84	10	Listing of the tutorials for Saturdays.
Spring Tutorials	Platt, Robert C.	88	04	81	10	On Tutorials.
Summer WAP Tutorials	Platt, Robert C.	88	06	84	10	Tutorial information for the summer.
Summer WAP Tutorials	Platt, Robert C.	88	07	85	10	Tutorials available this summer.
Virginia Macintosh Tutorials	Bradley, Russ	88	*09	84	10	Tutorial given in Virginia, including a map.
WAP Tutorials	Trusal, Lynn R.	88	10	86	10	Information on WAP tutorials.
Winter WAP Tutorials	Platt, Robert C.	88	02	79	10	Tutorial which are being given during the winter.
volunteers						
HyperCard SIG News	Platt, Robert C.	88	05	70	10	Profiles of Lee Raesly and Paul Koskos.
President's Corner	Platt, Robert C.	88	*09	04	10	About the volunteers.
Volunteer Profiles	Platt, Robert C.	88	01	35	10	Profiles of Marty Mllrod and Bruce Field.
Volunteer Profiles	Platt, Robert C.	88	02	05	10	Profiles of Gordon Stubbs and Walt Mossberg. volunteers
Volunteer Profiles		88	04	37	10	Profiles of Ray & David Hakim, and Bob Platt.
Volunteer Profiles		88	06	67	10	Profiles of Rick Chapman and Jay Heller.
Volunteer Profiles		88	07	72	10	Profiles of Walt Francis and Ed Myerson.
WAP Apple // disks						
Disketeria Dispatch	Little, Jim	88	08	74	10	Info about WAP Apple // disks 508-512
Apple //gs Disketeria News	Todd, David	88	02	80	10	WAP Apple //gs disks.
GS Disketeria News	Todd, David	88	03	85	10	WAP Apple //gs Disks.
GS Disketeria News	Todd, David	88	04	80	10	News of the WAP Apple //gs disks.
WAP Journal						
1987 WAP Journal Index By Author: Part 2	Kaye, Harvey	88	06	38	10	Index of 1987 WAP Journal by author.
Index By Author: Part I	Kaye, Harvey	88	05	35	10	Index of 1987 WAP Journal by author.
Index By Subject	Kaye, Harvey	88	01	36	10	Index of the WAP Journal for 1987 by subject. WAP Mac disks
Mac Disketeria News	Welkert, David & Mllrod, Martin	88	02	82	10	WAP Mac disks.
Mac Disketeria News	Mllrod & Welkert	88	02	82	10	As above
Mac Disketeria News	Mllrod & Welkert	88	03	82	10	As above
Mac Disketeria News	Mllrod & Welkert	88	03	82	10	As above
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Mac Disketeria News	Mllrod & Welkert	88	08	75	10	Info on WAP Mac Disks 154-156, and Mac Disk 16.11:SU 11 and 16.12: SU 12.
Mac Disketeria News	Mllrod & Welkert	88	*09	85	10	As above
Mac Disketeria News	Welkert, David	88	10	80	10	As above
Mac Disketeria Notes	Mllrod & Welkert	88	01	79	10	As above
Mac Disketeria Notes WAP meeting	Mllrod & Welkert	88	01	79	10	As above
General Meeting - April 23	Yockey, Cynthia	88	06	06	10	News of the April 88 general meeting.
Meeting Report	Platt, Robert C.	88	05	18	10	Report of the Mar 88 WAP meeting.
WAP volunteers Volunteer Profiles		88	03	06	10	Profiles on Ray Hobbs and Ted Meyer.
word processing						
Aardvark File: Deciphering Mousewrite Dictionary	FitzHugh, Richard	88	*09	24	10	Mousewrite word processing program review.
word processing	Gutenberg 3.0 (ProDOS): A ReviewBlass, Mark	88	0236		10	Review of the word processor program Gutenberg v3.0.
How Perfect Can WordPerfect be?	Walker, Bonnie	88	08	62	10	About WordPerfect.
MS Word 3.01 MailMerge	Platt, Robert C.	88	02	70	10	Using Word's mailmerge feature in connection with a Wang data base called AIMS.
Patchmania (Apple //):	Oringel, Bob	88	03	10	10	Review of PatchMania,
A Review	Oringel, Bob	88	03	10	10	an assortment of Patches to AppleWorks Two.
Quick Editing With Quickeys	Pecora, Louis M.	88	02	54	10	QuicKeys word processing is discussed.
Word Footnotes Made Easy	Geer, Charles Jr.	88	03	67	10	Using footnotes using Word v 3.01.
WordPerfect 1.1 (Apple //): A Review	Oringel, Bob	88	03	10	10	Review of WordPerfect v 1.1 word processor.
WordPerfect On the Apple //gs:A Review	Ward, Chuck	88	07	26	10	Review of WordPerfect for the Apple //gs.

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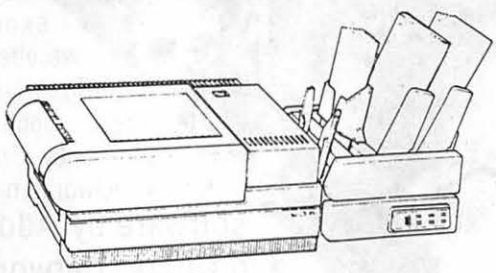

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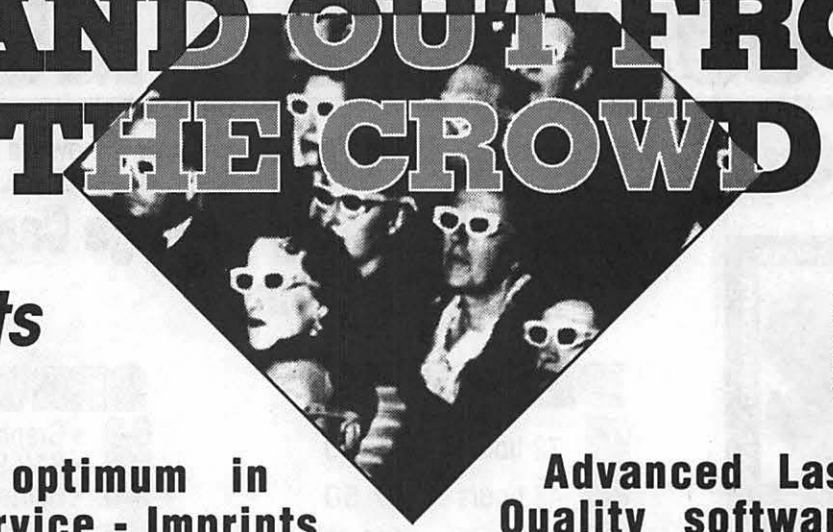

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ImageWriter II. Call Morgan Jopling at 261-3886.

For Sale

Corona StarFire 5 Winchester Hard Disk for Apple II. Possible history - used for TCS or WAP Date Base. They will be sold as is - best offer in 3 days. Come and see them at the WAP office or call (301) 654-8060.

For Sale

2 Axlon Ramdisk 320s for Apple II with interface cards. They will be sold as is - best offer in 3 days. Come and see them at the WAP office or call (301) 654-8060.

For Sale

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For Sale

Pagemaker 3.0 for sale. Factory sealed. $350 or best offer. Doug 585-3684.

For Sale

Mac II - Apple monochrome monitor and cables - $225.

Mac II - Apple 1 Meg expansion kit. 4 -256 SIMMS - $275.

Apple II+ - NEC 8023A-C dot matrix printer. Has been in storage for 4 years. $125.

Orange micro grappler+ (parallel interface card) - $35.

Call Bill Kline 560-3928.

For Sale

Apple IIe, 1 Meg ramworks, 2 floppy drives, hard drive, prism color printer, clock, mouse, superserial card, lots of software, manuals, books - $2300. Will sell individual components. Call 703-378-0750.

For Sale

Mac II, 2 MB memory, 1 800k drive, HD 40 MB Internal Hard Drive (from Apple), 1 Apple RGB color monitor and Apple video card. $5,700. Call Rob at 301-428-9207

For Sale

Apple High Resolution RGB color monitor, monitor stand and Apple video card $1,250. Call Rob at 301-428-9207.

Wanted

Inexpensive used external hard disk for my Mac Plus. Call 654-1745.

For Sale

Apple Macintosh II's - new in unopened, factory sealed boxes. Each with 1x800K internal floppy, 1 Meg RAM, list $4869 + 244 tax = $5,113. Sell $2,979. Chevy Chase 654-1745.

For Sale

New Macintosh software. Pagemaker 3.0, $29; MacPaint v. 2.0, $50; MacDraw II, $165; CricketDraw v. 1.1, $140; and SilverServer, $80. All above are latest versions still in factory shrinkwrap. Also, used copies of Adobe Illustrator (not "88"), $125; Microsoft Word v. 3.02, $95, Power Station v.2.5, $30; Microsoft Excel v 1.5, $125. Also selling like new 60 MEG external hard drive for Macintosh for $675 o.b.o. Call for details. Paul at (703) 471-9305.

For Sale

Apple IIGS with two 5 1/4 inch and one 3 1/2 inch drives, monochrome monitor, and 1.25 Megs memory— $1399. Call John Willis, day: 301-353-4095, night: 301-694-9410.

For Sale

PageMaker 2.0a with original documentation-$150. Word Perfect 1.0 with original documentation-$125, PowerPoint 2.0 - $125. Excel 1.5 Upgrade Package (includes some new documentation but not original manuals) $50. Cauzin Strip Reader, $50. Call Lynn Trusal 301-845-2651 evenings before 10:30 p.m.

For Sale

Mac software. Double Helix][relational database package, Geoquery mapping program by Odesta, Full Impact spreadsheet from Ashton-Tate. Call David evenings 301-972-4263.

For Sale

Apple Lowest Profile SIMMS for SE&II. Toshiba 120 nanos will install in Mac II for free (or SE if you provide tools). Four Megs.available @ $350/meg or all four for $1,300. Call 656-6832 evenings and weekends.

For Sale

MacProject 1.2 $75. Complete in sealed package. Call Rob at 301-428-9207.

For Sale

SuperMac SuperView II. 19" mono monitor and card (for MacII). Only five months old, perfect condition. $1,500 for set. Call 656-6832 evenings and weekends.

For Sale

"Paintworks Plus + ClipArt Gallery" for //GS. Raffle prize but no //GS. List $110; asking $45. Call Eric at (703) 557-2522 (w) or 525-5188 (h).

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WAP DISKETERIA

New III SIG Disks

By Dave Ottalini
III SIG Co-Chairman

We add two new disks to our Apple III PD Library this month.

THREE.SIG.1041

Cap'n Magneto for the III

Disk 1041 is the long-promised Cap'n Magneto game. Before there was Cap'n Magneto for the Mac, there was Cap'n Magneto for the III! Developed by Al Evans, this is an interesting and challenging game you are sure to enjoy. Documentation is included on side one, although one could rightly wish for more (the program apparently never really came with complete instructions). The program is especially interesting because of its extensive use of fonts. It will keep track of your highest score and even includes a game that has been taken to a fairly difficult level. It is self-booting on side one. You will have to make a copy of side two and place it in .D2 (the outboard disk drive) for best operation.

THREE.SIG.1042

GUCSPAR by Bloom

Disk 1042 is "GUCSPAR by Bloom." GUCSPAR, in case you didn't guess, is the "Great Unified CatalystISelector Pascal Runtime" Disk. Designed with Catalyst primarily in mind, this is basically a run-time version of Pascal that loads and runs your Pascal-based programs up to 30% faster (normally, the whole Pascal operating system must be loaded before running a program).

For further explanation, here are some additional notes from Dr. Al Bloom:

This disk holds two different Pascal startup programs. After not hearing from Quark for over three months, I decided to write a functional clone of the Pascal Startup program that accompanies Quark's Catalyst program selector system. After I finished my program, Quark released its program to the non-commercial domain. My first thought was to flush my program and just distribute the commercial-quality Quark program with this disk. Then my ego kicked in. I like my clone better than Tim Gill's original version. It's less obtuse and more flexible. No amount of user input can alterlupdate the Quark program. I'm still open to suggestion.

You have a choice. I've documented both programs — PSTART for mine and START for Quark's. In two forms. The AW3 suffix implies an Apple Writer III source file, and the DOC suffix implies a text file "printed" to disk. Look at each. The actual working systems are in the BLOOM. STARTUP and in the QUARK.STARTUP sub-directories of this disk. Take your pick.

Looking Ahead

Next month, we will offer two versions of the Apple II Emulation Disk, including extensive notes and information about EM Mode. As always, we welcome your comments or contributions to our PD library.

Mac Disketeria

by David Weikert

Recent Virus Scare

Situation

Members recently reported a possible virus on some WAP Disketeria Mac disks. This information resulted from running Interferon Anti-virus utility from Mac Disk 16.07A which reported "INFECTION: Type 003 virus detected on file ..." an indication that the disk may be infected with the "sneak" virus. Interferon notes that the "System" file is the one that may be problemmatic. Disks reported as possibly infected are 147, 19.01A, 19.08, 19.11, 19.12, 19.15 & 21.01. Disks reportedly clean are 16.07A, 19.09 & 19.10.

Background

During the earlier outbreak of the "Scores" virus, we swept the entire WAP Disketeria for the "Scores" virus and found the source library (on 20 MByte Bernoulli cartridges) to be completely clean. We also performed a random check of a limited number of disketeria programs using Interferon and found these disks to be uninfected with anything that Interferon looks for. At that time, we assembled an Anti-virus disk, distributed it to all Mac library duplicators and then made it available to general membership as Mac Disk # 16.07. That disk has subsequently been reissued as Mac Disk # 16.07A.

Current Status

Since the reports, we have re-examined a number of WAP disks and have found no evidence of the "sneak" virus infection. I think that the Interferon message about possible infection is the result of WAP's use of a small INIT startup program. The INIT is a "System" file and is hidden (not visible on the desktop) except through the use of certain utilities such as such as CE Software's DeskTop. The INIT is active only if booting is from the floppy on which the INIT is installed. At boot, it displays a message that includes WAP's name, address, telephone number and copyright notice and then resets the computer. All the disks with the INIT show evidence of infection when checked by Interferon; all disks that do not include the INIT are clean. Marty and I have been using Vaccine or Guardian anti-virus INITs and neither have given any indication of any unexplained resource changes. I have seen no evidence that the WAP INIT spreads to any other disk or infects any other program (either application or other file) on the disk on which it is resident.

We plan no additional investigation or further testing for the "sneak" virus at this time unless additional problems arise. We will, however, add a paragraph to Disk #16.07 program notes noting this situation the next time that the disk is revised.

How to Read MacDisketeria Descriptions

- The folder information, where appropriate, precedes the listing of program contents.
- Folder information is underlined
- **Program and file names are printed in bold**
- ***Shareware information printed in bold italic print.***

Revised Disk Catalog Still Available

The 84 page Mac Disk Catalog, containing comprehensive information about the entire WAP Disk collection, is current through the disks released for November (October meeting). The catalog is available for $4.00 at the office or general meetings or by mail for $5.50 including postage and handling. The catalog is organized into four sections: (1) list of disks by disk number and name, (2) descriptive listing of files on each disk by disk number and name for the functional series of disks, (3) descriptive listing of files on each disk by disk number and name for the serially numbered disks and (4) alphabetic listing of all files across all disks.

Recent Telecommunications Series

Last month we revised the sequentially numbered 400K Telecommunications disks to the 800K functional series format.

Over half of the programs in this eight disk set are either new or revised. The eight disk set is labeled Mac Disk #13.01 through #13.08 and is available for $28.00.

The New Disks

We have 13 new 800K disks this month, five Sounds series, four Adobe Screen Fonts series and four HyperCard StackWare series. This month's submissions are brought to you by David Condit, Marty Milrod and Dave Weikert and the efforts of all the duplicators listed under the masthead.

New Sounds

We have five disks of sounds (Mac Disk # 12.10 through 12.14) to add to the sounds series. These are all new to the library and are first segment in the incremental extension of the sound series being compiled and annotated by Dave Weikert and the Synertech Associates team. The five sound disks will be available for a limited time at a special price of $17.50 for all five disks. There are about 20 Mbytes of sound files remaining to be reviewed for addition to the library, so expect to see lots more sounds in the coming months.

More Adobe Screen Fonts

We've added another four disk of Adobe Screen Fonts; Mac Disks #18.11 through #18.14. Remember, the screen fonts on these disks require the downloadable fonts sold by Adobe in order to print anything other than a bit mapped image.

New HyperCard StackWare

New StackWare this month includes Mac Disk #19.17 through 19.20 thanks to David Condit, our HyperCard librarian. David was aptly assisted in this month's compilation and annotation efforts by David Kreisberg, James R. Newton, Chase Ridgely and Gail West.

Mac Disk # 12.10
Sounds 10

"BigTop" *f*: **Gina.pwee, Lunch.pwee, Romance.pwee** and **Vance.pwee** are Pee Wee Herman sounds from the movie Big Top.

"Dig a Pygmy" *f*: **I Dig a Pygmy** from John Lennon of the Beatles and the donation request in the file **Read Me Please.**

"I Hope We Passed" *f*: **I Hope We Passed...** "I'd like to say thank you on behalf of the group and ourselves. I hope we passed the audition" from John Lennon of the Beatles and the request for a donation, in the Read Me Please file.

"Lost Ark" *f*: **Bad Dates... Raiders** and **Come on down! -Raiders** are Harrison Ford's "Bad dates" and "Why don't you come on down here, I'll show you" sounds from Raiders of the Lost Ark.

"Stripes" *f*: **Lean Mean Machine 1** and **That's the Fact,** Jack are Bill Murray's "Your're a lean mean fighting machine. I'll do it." and "That's the fact Jack. That's the fact Jack." sounds from the movie Stripes.

Mac Disk # 12.11
Sounds 11

"The Producers" *f*: From the Mel Brooks movie The Producers and actors Gene Wilder, Madeline Kahn, et. al. come the following: **Ah, you see this?, AhWooAh..., Cardboard Belt, Cough!, Good da poor day, I'm wet, It Will Work!, Kvetch, Loitering, May I speak to you?, No way out, No, no, no, no, Oh, man, not again, Oops, Ow, Persecute, Please be unconscious, Two Three Kick Turn, What can I do for you?, Who are you...** and **You see this?.**

20sec11k is the "You have twenty seconds to comply." sound of Ed 209 from the movie RoboCop.

5 Note Response from the movie Close Encounters of the Third Kind.

6 shots or 5... The "Uh-unh. I know what you're thinking. Did he fire six shots or only five? Well, I'll tell you the truth, in all this excitement, I've kind of lost track myself. But being that this is a 44 Magnum, the most powerful handgun in the world and would blow your head clean off, you've got to ask yourself one question. Do I feel lucky? Well, do you, punk?" lines by Clint Eastwood in the movie Dirty Harry.

Mac Disk # 12.12
Sounds 12

9th.Stereo the opening bars from Beethovens Ninth Symphony.

A Little Button *f*: **A Little Button**: "What possible harm could there be in pressing a little button." could be from Dr. Who. **Teaser** is the ad.

Afterburner from a military jet aircraft.

ahem is a discreet clearing of the throat.

Aircraft carrier? "Any of you boys seen an aircraft carrier around here?" may be by Tom Cruise from the movie Top Gun.

Ajax/11 "So use Ajax, boom boom, the foaming cleanser, booma boom boom boom boom boom, floats the dirt right doun the drain, booma..." is the commercial from the past for all the nostalgia buffs.

Also Sprach Zarathustra from Richard Strauss (used as the theme music in the movie 2001! A Space Odyssey)

And Now For Something... "And now for something completely different." from Monty Python.

Anticipation "So, come up to the lab, and see what's on the slab, I see you shiver, with antici - pation." could be Audry from the movie Little Shop of Horrors.

Mac Disk # 12.13
Sounds 13

Army training "What kind of training, son? Arrr-my training, sir! Army training, sir!" is from the Bill Murray movie Stripes.

Asta La Vista *f*: **Asta la vista:** "Hasta la vista" from Jody Watley's Looking for a New Love as described in **Be reading this.**

Australia 11s/s "Australia, Australia, Australia, Australia, We love you. Amen." is another sound from Monty Python.

Badges "Badges. We ain't got no badges. We don't need no badges. I don't have to show you any stinking badges." from the movie Treasure of the Sierra Madre.

Be Good... from the movie ET.

Beam Up is a transporter sound.

Beep sounds like a dropped pan.

beep-ken3 is a road runner-like beep-beep sound.

Beulla "Your time is up." could be a line from Best Little Whorehouse in Texas.

BLASTE "Yes Morbius, a simple blaster." from Dr. Who.

Blistered Fingers "I got blisters on my fingers!" may be a line from John Lennon on a Beatles album.

Body Heat "Your're not too smart, are you? Huh-huh. I like that in a man." from the movie of the same name.

Boomshakalakalaka "Boom-shakalakalaka, boom-shakalakalaka, boom-shakalakalaka, boom." is another sound from the movie Stripes.

Boring The "With all due respect, sir, you're beginning to bore the hell out of me." line from Clint Eastwood in the movie Heartbreak Ridge.

Mac Disk # 12.14
Sounds 14

Bond bang and **Bond bang short** are two different length themes from a James Bond movie.

Brain *f*: **What would you do with a brain:** "What would you do with a brain if you had one?" by Judy Garland from the Wizard of Oz. **Be reading this** is the copyright notice.

Bridge Button *f*: **Bridge Button 1** through **Bridge Button 7**: This is a collection of sounds you may use in response to a button push or other action. **Read Me Please** is the guiltware request.

Bug-Eyed Monster *f*: **Rooar** (and the unmistakable sound of crunching bones and chewing) and **StartupScreen** make a good pair.

Bugs Bunny *f*: **EyeEyeEye 2, LeftTurn** and **WabbitSeason 2.** "I knew I should have taken that left turn at Albuquerque." and "Duck season. Wrabbit season. Wrabbit season. Duck season."

CARDS.BIN "You guys playing cards?" from the movie Animal House?

WAP DISKETERIA

Cartoon "Let the cartoon begin" from the movie Who Framed Roger Rabbit?

Casual Sex? "Casual sex?" from the movie of the same name.

Mac Disk # 18.11
Adobe Fonts K

Adobe fonts info *f*: **F-AFM.MAC, F-INFO.TXT, F-MAC.TXT, F-NEW.TXT** and **F-PR.TXT** are files listing the Adobe fonts available for download from CompuServe.

HelveticaNeue 1 F59 *f*: **HelveticaNeue1 Screen Fonts** and supporting AFM files.

HelveticaNeue 2 F60 *f*: **HelveticaNeue 2 Screen Fonts** and supporting AFM files.

HelveticaNeue 3 F61 *f*: **HelveticaNeue 3 Screen Fonts** and supporting AFM files.

Typography Bibliography lists references to font design and use.

Mac Disk # 18.12
Adobe Fonts L

Adobe fonts info *f*: **F-AFM.MAC, F-INFO.TXT, F-MAC.TXT, F-NEW.TXT** and **F-PR.TXT**.

Clarendon F64 *f*: **Clarendon Screen Fonts** and supporting AFM files.

ITC Kabel F57 *f*: **ITC Kabel Screen Fonts** and supporting AFM files.

Kaufmann F63 *f*: **Kaufmann Screen Fonts** and supporting AFM files.

Peignot F65 *f*: **Peignot Screen Fonts** and supporting AFM files.

TimesTen F62 *f*: **TimesTen Screen Fonts** and supporting AFM files.

Typography Bibliography lists references to font design and use.

Mac Disk # 18.13
Adobe Fonts M

Adobe fonts info *f*: **F-AFM.MAC, F-INFO.TXT, F-MAC.TXT, F-NEW.TXT** and **F-PR.TXT**.

ITC Clearface F67 *f*: **ITC Clearface Screen Fonts** and supporting AFM files.

New Caledonia F66 *f*: **New Caledonia 1 Screen Fonts** and **New Caledonia 2 Screen Fonts** and supporting AFM files.

Typography Bibliography lists references to font design and use.

Mac Disk # 18.14
Adobe Fonts N

Adobe fonts info *f*: **F-AFM.MAC, F-INFO.TXT, F-MAC.TXT, F-NEW.TXT** and **F-PR.TXT**.

Amer F68 *f*: **AmerScreenFonts** and supporting AFM files.

Helvetica Condensed F14 *f*: **Helvetica Condensed Light Other, Helvetica Condensed Light Plain, Helvetica Condensed Other** and **Helvetica Condensed Plain** and supporting AFM files.

ITC Serif Gothic F69 *f*: **ITC Serif Gothic Screen Fonts** and SerifGot AFM (F69) *f* containing supporting AFM files.

Typography Bibliography lists references to font design and use.

Mac Disk # 19.17
StackWare 17 – DTP Utilities and Extras

Dec. Inch Ruler: A useful utility for DTP'ing. This stack makes it easy to convert measurements using a regular ruler in inches, mm, agats, picas, points and fractions to decimals. No need for a calculator as this stack does all the figuring for you and all the various conversions at one time, so you can take your pick of numbers.

Exploring AEC Info Mgr™: This is a HyperCard demo of a project-oriented manager program for people who can't afford to leave anything to chance. The stack is extremely well laid out and thoroughly thought out.

HyperBib 2.1: Very convenient stack for recording the books in your library. This stack comes with 278 listings of Macintosh specific books already entered, all you need is the find command to go to any specific title.

Proportion Wheel 2.1: Handy utility for DTP to proportionally scale photos for publication. This stack is well laid out and is easy to use.

Relations: Another tool for DTP to help solve various problems of sizing or kerning type. This stack can help you size a line of type to fit a space, set kerning, properly deriving cap sizes and in resizing proportional characters.

The Reference Database 1.95: This is a reference database stack originally written for a specific scientific project but it could be used for any research project and allows you to cross-reference, import, export and keep track of all facets of your information. If you are doing research, this stack can save a lot of time and effort. ***Shareware $5 or $10.***

Type4 *f*: **Type4pre Part 1** and **Type4pre Part 2**: A demo for the book "Desktop Publishing Type & Graphics" and for a complete stack, "The Typefaces of Desktop Publishing." This stack is devoted to information about PostScript typefaces, 17 in the demo, that are now available for desktop publishing. It also includes basic information on your alternatives in leading, line weights, screens, clip art and more. The complete version of the stack, two 800K disks, is $24.95 and the book is $29.95, or both for $39.95. Worth looking at for any Desktop Publisher. Read Me! contains information on ordering the complete stack and book. ***Demoware – $24.95 for the complete set of stacks.***

Mac Disk #19.18
StackWare 18 – Health and Christmas

Bartender: A large Bartenders guide stack containing the recipes for 65 of your favorite cocktails and drinks. The directions for making them are relatively easy to follow and if you like entertaining and trying different mixed drinks, then this is a stack for you.

Christmas card stack: A musical Christmas card with a large selection of Christmas music. This stack gives you the ability to play all of the songs one after another, with each music selection done in a different 'voice'. The graphics included are cute, and this is a very enjoyable stack at this time of year.

Meyers-Briggs: This stack is a HyperCard version of the Meyers-Briggs Personality Type Indicator program. You answer a series of fifty questions and the program will give you a good idea of what type of personality you have. You might even be surprised at what the program tells you.

Poison demo .09: This is a demo of a stack of treatments for poison and drug mishaps. The demo includes suggested general treatments for 20 different poisons and drugs. A really handy listing if needed, but not a replacement for Medical assistance.

poisoncontrol: A compilation of information obtained from the Pampers Baby Care Magazine and from First aid for children pamphlet by the Association of Retired Police Chiefs. The information included is a very good guide for possible household emergencies. Remember the information should not be used as a substitute for obtaining proper medical care.

Tom's Christmas Show: A quality stack of Christmas tunes. This one will play for over 100 hours if you just let it go. Graphics included. A large music selection included. I promise it will bring back fond memories of Christmas past. ***Shareware – $5.***

Mac Disk #19.19
StackWare 19 – Miscellaneous 2

A.P.D. Generator 2.0: This stack lets the user customize printer drivers for PageMaker. Really an ad for Studiotronics Computer Publishing Resource Center but useful if you need a customized print driver for a laser printer to be used with PageMaker.

Animator: This stack demonstrates how to set up an animation sequence using HyperCard's drag commands. It allows you to setup and try different animation techniques.

dbImporter: Imports database text file into HyperCard format with fields separated by tabs and records separated by carriage returns. After editing and reworking, the HyperCard data file can be exported for other uses. Shareware – $2.

DEQ Promo: A slow-moving promo for Design Equilibrium, a Macintosh consulting firm. Not very practical, but the animation, using drag and other commands in the stack script, is quite interesting. And since it's free...

Elevator Finder: Another Finder alternative,

How to Read MacDisketeria Descriptions

- The folder information, where appropriate, precedes the listing of program contents.
- Folder information is underlined
- **Program and file names are printed in bold**
- ***Shareware information printed in bold italic print.***

this time catering to the user who has an insatiable desire to punch every button in sight to launch applications and documents.

FileCabinet: An extension of Frank Patrick's XrefText Stack that lets the user create linked records and words (hypertext).

HyperFind 1.4: Still another application/document launcher with a slightly different interface. ***Shareware – $10.***

HyperWrite 1.1: A text editor for HyperCard that claims to improve the printing capabilities of stackware. Allows you to import, modify, save and print a text file.

Margin Notes: A hidden until called up method of adding brief jottings relating to any hypertext document. Useful for appending thoughts and ideas in the "margins" of HyperCard cards.

MPG 1.0: Calculates and graphs gas mileage of user's car. ***Shareware – $5.***

RightTriangle: Calculates the values of all sides and angles of any right triangle given two known values. Good stack of limited interest, but does show of the calculation capabilities of HyperCard. Shareware – $3.

Software 1.0: An inventory form for recording and maintaining your software library.

Super Memo Pad: A simple note card for "scribbling." As good as any of several other similar note-type stacks.

Time Travel 1.5: No, not a science fiction game, but a stack allowing the user to find the actual time of major world cities, and with an add-a-city capability for customizing.

Traffic Stack: Don't be fooled by the title into thinking this is another freeway game. No, this is well drawn, graphic wise, science fiction adventure of intrigue in the 41st Century.

Goodman Article Stacks *f*: All the following are modifications of Danny Goodman's "The Tickler" stack published in MacWorld:, December 1987, pages 191-206. The stack is designed as a reminder stack of things to do. The various versions give you a good idea where you can go from a basic idea. The stacks vary from slightly improved to totally rewritten.

Reminders: Goodman's basic stack with minor modifications. The actual visual interface is slightly different also.

Tickler: This is the basic stack Goodman published with the addition of a "Special Date" button.

To Do/Reminders: This is the basic stack with the addition of two other buttons to get next week and next month items.

ToDoNu: This stack started off as Don Shannon's version, Reminders, of Danny Goodman's "Tickler" stack. It has been extensively rewritten and now includes all the bells and whistles available with HyperCard.

Stack Replacement Icon *f*: **Stack Replacement Icon**: Use ResEdit to change the regular HyperCard stack icon resource for one that shines. **StackIcon.Text** tells you how to change the icon resource with ResEdit.

VHS Library *f*: **VHS Library**: A stack for recording and labeling a VHS video tape library. Enter tape information and sort by title three levels deep to get access to even similar-worded titles. **VHS Library Docs** is the explanation on how to use the stack.

Mac Disk #19.20
StackWare 20 – Education

Andrew's Favorite Songs: This stack includes six nursery rhyme songs that can be played by clicking on large buttons. Primarily for young children but easily adaptable for all music fans. Digitized synthesizer sound is used for the songs.

Birthday: Want the headlines from the day you were born? With this stack after you enter your name and birthday, this stack will create a "front page" about world events that happened when you were born.

Flash/V1.2: This demo is designed to help a young child learn to read using a sequence of flash cards with words and the accompanying MacIntalk speech. ***Shareware – $10 for the complete stack.***

Match Mac: This HyperCard version of the Simon musical game allows you to play on a four or eight note keyboard. The computer generates sounds and you must match their order. ***Shareware – $5***

US States V.2: Click on a state and information about state capital, flower, nickname, motto, and population will appear. Nicely done.

35mm Tutorial *f*: **35mm Tutorial Sample**: This well done demo stack has working sections on 35mm apertures, camera types, and depth of field. There is one 35mm project in the demo. The documentation for the tutorial is included in **35mm Tutorial Instructions**. ***Shareware – $12.***

Map Quiz *f*: **Map Quiz v. 1.0**: Map Quiz is both a game and a teacher, it tests you or your child's ability to locate U.S. states on a map, and at the same time it offers to help you if you don't know Ohio from Idaho. It will randomly ask for each of the 50 states, and won't repeat a state that has been correctly identified. Don't bother reading this! is the documentation. Also included within the folder is **Home**, which includes two special buttons, **Elapsed Days**, which calculates the number of days between any two dates, and **Julian Date** which calculates the Julian date for today. Also included is the documentation for each button.

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8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814

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42 One Key DOS
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45 Diversi-Copy
46 French Vocab. Tutorial
47 Tic-Tac-Toe in French
48 Boot for I'Hote
49 I'Hote Story
50 I'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
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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
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

*Requires disk #181
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

Pascal Volumes

(See also 133)
300 :ATTCH 1.1/BIOS
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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

1000 /// SIG PD Catalog
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
Pohlman Disks:
1017 Disk 1 1018 Disk 2
1019 Disk 3 1020 Disk 4
1021 Disk 5
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
1031 Basic Extension
1032 TERMINALL Manual
1033 TERMINALL
1034 PowerKeys DM+
1035 The Best of Bloom
1036 RAM+3/2NFRO
1037 CustomFONT Manual
1038 CustomFONT Ptogram
1039 Fonts Disk 1
1040 Ottalini Articles 1
1041 Cap'n Magneto
1042 GUCSPAR by Bloom

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
2016 Slide Show II
2017 Slide Show III
IIGS Systems Disk

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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
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
84 Fun & Games XVI
85 Fun & Games XVII
89 Fun & Games XVIII
91 Fun & Games XIX
92 Education II
93A & 93B Fonts VI
95 Fun & Games XX
96 Fun & Games XXI
97 Fonts VII
99 Inits I
100 Fonts VIII
101 Fonts IX
104 Fun & Games XXII
105 Fun & Games XXIII
106 Fun & Games XXIV
108 Fun & Games XXV
110 Fonts XI
113 Fonts XII
120 Inits II
123 Graphics II
128 Fun & Games XXVI
134 Fun & Games XXV
143 Games XXVI
146 Fonts XIII
147 New Member's Sampler
150 Games XXVII-Arcade
151 Games XXVIII-Strategy
153 Games XXIX

Mac II (800K)

20.01 Graphics I
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20.04 Graphics II
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20.06 Color
20.07 Graphics 3

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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 AppIns.
19.08 The AIDS Stack
19.09 Music Generation Stacks
19.10 Music and Sound Stacks
19.11 HyperCard Test Team
19.12 Clip Art
19.13 Christmas Stacks
19.14 Neat Stacks
19.15 Miscellaneous Stackware

Apple System 6.0.2

4-disk set @$20
System Tools Utilities 1
Printer Tools Utilities 2

HyperCard Externals

21.01 21.02
21.03 21.04

HyperCard Upgrade 1.2.1

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Mac II (800K)

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20.02 GrayView & DAs
20.03 Miscellaneous
20.04 Graphics 2
20.05A Ray Trace Programs
20.05B Ray Trace Source
20.06 Color
20.07 Graphics 3
20.08 Utilities
20.09 Miscellaneous 2
20.10 Image .61
20.11 Pixel Paint Picture
20.12 Vision Lab
20.13 Miscellaneous 3

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(301) 654-8060

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☐ Macintosh Plus	☐ Apple IIc	☐ Franklin
☐ Macintosh SE	☐ Apple IIe	☐ IBM-PC or Compatible
☐ Macintosh II	☐ Apple II GS	☐ Other _____

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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. We are currently alternating months between the IIgs and other Apple IIs. (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.

☐ **WELCOME TO THE WORLD OF APPLE**	January 3 (IIe, c specific)
☐ **HOW TO USE YOUR APPLE SOFTWARE**	January 10 (IIe, c specific)
☐ **POPULAR APPLICATIONS**	January 17 (IIe, c specific)

Macintosh: Tutorials for the beginners are regularly given on 3 Monday evenings of the month at the office, from 7:15 - 10 PM. There will be tutorials in Northern Virginia in January or February. They will resume in March (every other monnth). 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.

☐ Jan. 9 (Office) - Introduction to Macintosh. Prerequisite: Guided Tour and Users Manual.
☐ Jan. 16 (Office) - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.
☐ Jan. 23 (Office) - Personalizing Your Mac for Productivity. Prerequisite: 1st two sessions or equiv.

Special Tutorials: The following tutorials are being offered in the next few months. The fee for these tutorials is $20 ($25 for non-members). A more detailed description is given elsewhere in this publication or was given in a previous month.

☐ **Macintosh, Adv. MacDraw - Ann Larose, Monday, January 30, 7:15 - 10PM Office.** Fee $20 ($25). Do not bring computer. This is not an introduction to MacDraw course. It is for users already familiar with MacDraw who wish to learn more advanced drawing techniques.

☐ **Macintosh Mac Music - Judy Moore, Saturday, February 11, 9-12 noon Office.** Fee $20 ($25). Judy Moore is a practicing musician and teacher who will cover from sounds to notes using the Mac to notate readable music. The following software packages will be demonstrated: Performer/Composer, Concertware+/midi, and HB Music Engraver. Bring yourMac and midi interface and keyboard if available.

Effective January 1989, the WAP Tutorial fees will increase slightly. The regular monthly Beginning Tutorials will increase from $10 to $15 per session for members, and from $15 to $20 for non-members. Special (non-regular) tutorials will increase from $15 to $20 for members, and from $20 to $25 for non-members.

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