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Washington Apple Pi

Volume 11 March 1989 Number 3

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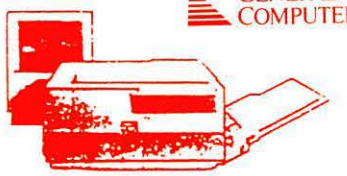

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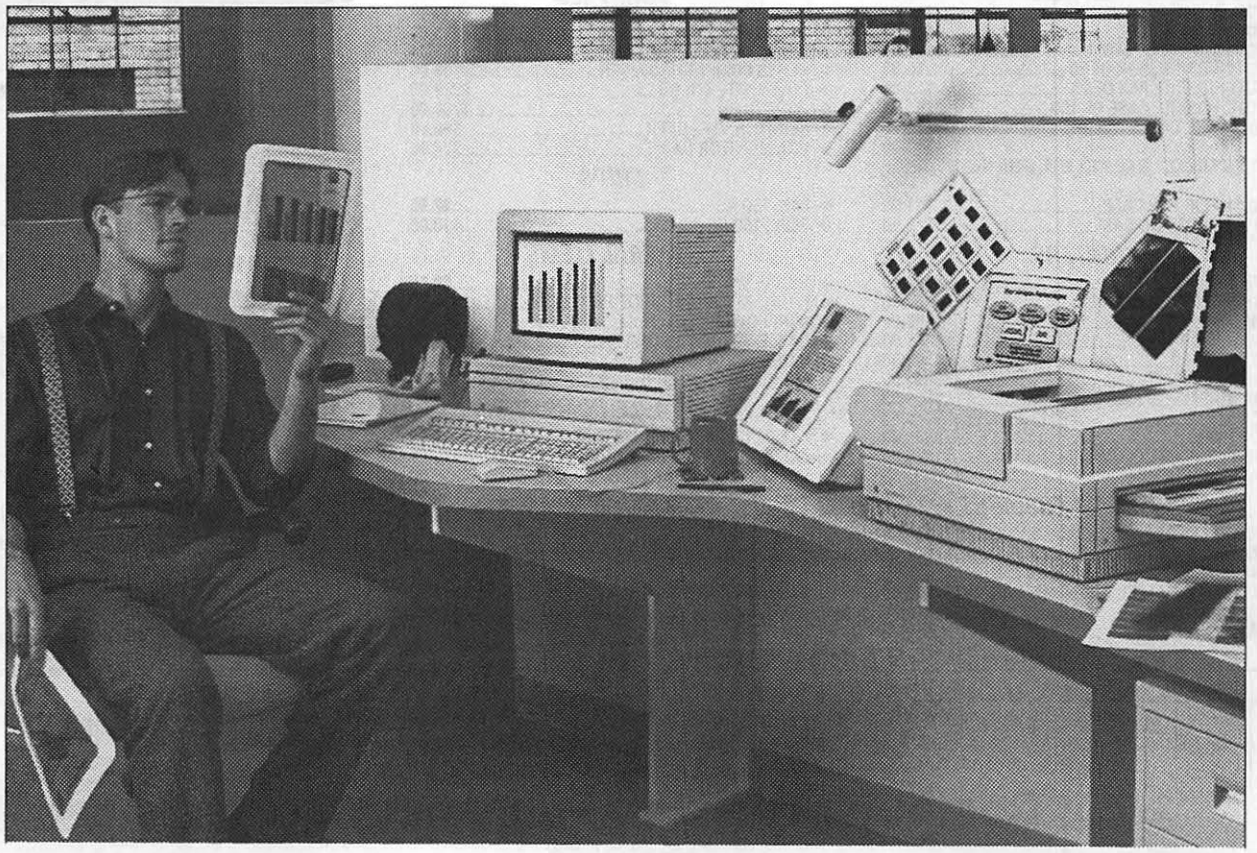

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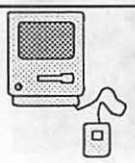

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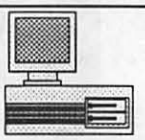

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Journal Deadlines

Writers' submissions
April.....Feb 27
May.....April 3

Editors' submissions
April.....Mar 6
May.....April 10

Ad space reservations
April.....Mar 6
May.....April 10

Camera-ready ad copy
April.....Mar 8
May.....April 12

Distribution Dates
April.....Mar 18
May.....April 22

by Robert C. Platt

Our 13,000th member

WAP has reached another membership milestone. We welcome Cindy Bouwmans as our 13,000th member. Interestingly she heard about WAP from the write up of our 10th anniversary celebration in *A+ Magazine*.

FOSE

The Federal Office System Expo (FOSE) will be held on March 7 through 9 at the DC Convention Center. WAP and its FedSIG are co-sponsoring "Mac Day" on March 9. WAP will also have a booth. If you can staff the booth during the day, please call Chris Bastian at (301) 464-7038. We expect that FOSE will mark the debut of WAP's new display booth. Please drop by and check it out.

Office Move

After interminable negotiations, WAP signed the lease on our new office. A guided tour of the new office is described in a separate article. WAP needs volunteers to help us move down the street to our new quarters. Please call the office if you can help with the packing, moving or unpacking in late March and/or early April. Many thanks to Nancy Pochepko and Edward Feldman for their help in locating our new office.

The WAP Board has approved the installation of wiring for an Ethernet LAN in our office. Thanks to Jay Heller for coordinating this effort. WAP will also purchase a new telephone system and furniture in conjunction with the move. Of course, we welcome contributions of such "extras" as house plants, a coffee maker, framed computer-related art, etc.

Library Stacks

Our new office will feature hands-on access to Apple II and Macs in the main office, and we hope to encourage our members to actively use the machines during our office hours. (Previously, our machines were kept in the Tutorial Room where they were not available for supervised use.) One application which will run on these machines is a HyperCard stack to track the circulation of our book library. Special thanks to Greg Campbell, Joe Clarke, and Joe Nah for designing this project and for also creating a stack documenting WAP periodical holdings. These high school students undertook these projects as part of the community service requirements of their Government class. If you know of anyone who is looking for a community service project, please follow this example and call our office. We can always use volunteers as helpful as Greg, Joe and Joe.

NAUGC

The National Apple User Group Conference (NAUGC) will be held at the end of March in Indianapolis, IN. Although WAP does not have travel funds to attend this conference, volunteers are welcome to attend as WAP delegates. Please contact me if you are interested.

Townhall Meeting

In response to suggestions made by members and the Second Decade Committee, the Committee will hold an open hearing on the future plans for Washington Apple Pi on Saturday, April 8 at 12 noon at Mazur Auditorium at the National Institutes of Health.

The Board and the Second Decade Committee seek to collect a wide variety of ideas and suggestions. Some of these will then be formulated into our annual membership questionnaire which will be distributed with election ballots next June.

New SIGs

The Board has approved the formation of two new special interest groups. The WorkSig will focus on Microsoft Works, an integrated word processor-spreadsheet-data base program for the Mac. The NeXT SIG will address Steve Jobs' new computer.

Meeting Calendar Grows

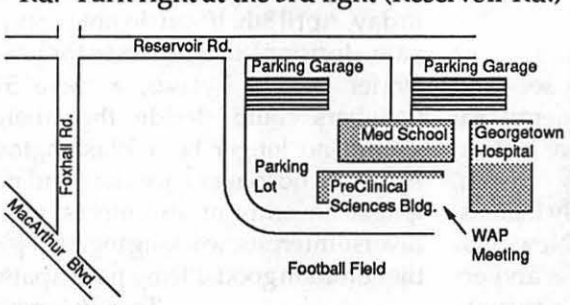
This issue's Calendar is bigger and better than ever. Special thanks to Peter Cook, our new Club News and Calendar Editor, for devoting many hours to tracking down our SIG meeting dates and times. If you are scheduling a WAP event, please call the office so that it can be added to our official calendar of events and be correctly published in the Journal.

March Meeting Location

WAP's March general meeting will be held at Room LA-2 in the PreClinical Sciences Building of the Georgetown University Med. School. (This was the site of our meetings during the first half of 1988.) We will return to USUHS for our April and May meetings.

From Maryland: South on Wisconsin Ave to Tenley Circle. West on Nebraska Ave. South on Foxhall Rd. Left on Reservior Rd.

From Virginia: Cross the river on Key Bridge. Turn left at the end of Key Bridge onto M Street (Canal Rd.) Turn right at the fork onto Foxhall Rd. Turn right at the 3rd light (Reservoir Rd.)



The medical school is at 3900 Reservoir Rd. Park in the garages or drive behind and park near the football field. Our meeting is on the South side of the complex (the side adjacent to the football field.)

JOURNAL BUSINESS

Bursting

We had to squeeze and squeeze to put together this month's issue. The WAP is full of activity and a torrent of information is pouring into the Journal. Three months ago we expanded our calendar listing to a two page spread. This month we did not dare go to three pages but we had to squeeze the lines together very tightly to get all of the March events to fit in their column. The club news section has expanded and there is more growth in sight. This month two new SIGs have been formed: one for the NeXT computer and another for users of Microsoft Works, the Works SIG. We also have a notice from Jess Porter to form a Temps SIG for people who earn their livelihoods by temping or doing freelance work with computers (see his story on page 35).

Board Reports

Members have asked me for more information about how the WAP is being run. To address this we have added a summary of the last Board of Directors meeting and some committee reports. Please let me know if you find this desirable. Do you want more? Should it be made shorter? Should we leave this out completely?

Our Weakest Link

...the staple. This issue is still at 96 pages but our job would have been a lot easier it it had been longer. Editing articles to make them fit limited space is hard work! Besides the need for more ads to pay for more pages, that I addressed last month, we also need stronger staples. Some of you got Journals last month with loose pages. The printer says he can't add pages unless we change the paper or go to more expensive binding. The saga continues...

A No Growth WAP?

(an editorial)

I have been excited to see (and participate in) the burst of energy that has the WAP growing again. Instead of losing members every month, membership is again steadily increasing (see pages 23 and 96). New SIGs are forming and sleepy SIGs and activities are being revived. We're moving to larger quarters down the street from our old digs (see page 7). The Disketeria section contains more reports and more new disks than ever (see pages 89 to 95). The office is reorganized, hospitable, and becoming efficient (see page 18). Many members have volunteered to help with the Journal and other activities and a great team spirit is forming. A number of active Apple and Mac users who quit WAP in disappointment in recent years have rejoined. Spring is in the air.

But some of our senior members are distressed by these changes. They are telling me that it is not their "club" any more. I have not been particularly understanding. As I've said, I'm excited by the changes. Almost four pages of this month's WAP News section are devoted to a proposal to divide the WAP into a number of smaller machine-specific groups (see pages 30 to 33). As I see it, the plan is to Balkanize the Pi. While common functions would be provided by a central administrative unit, individual machine-specific clubs would have to sink or swim on their own. The spirit of working together would be shattered. I believe this is similar to the arrangement at the Boston Computer Society (but the proponents of the plan deny this—possibly because I'm told some machine specific clubs in Boston are not particularly happy to be in BCS).

A meeting has been called to consider this (and other) issues about the future of the WAP. Please give this matter your consideration. Please drop a note (or even a postcard) to the Journal, the President, or some of the principals in the discussion. It is important that the membership speak out. If you can, come to Mazur Auditorium at the National Institutes of Health (Building #10) at noon on Saturday, April 8th. If you do not participate, decisions will be made for you. Under current bylaws, a mere 51 members could decide that there should no longer be a Washington Apple Pi, no longer a Journal, and no longer an army of volunteers, with diverse interests, working together for the common good. Please participate!

— Tom Piwowar

Send Your Journal Submissions to the:

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Washington DC 20005
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(301) 439-1799

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Bowie MD 20715
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David Harris
Cindi Kaiser
Kim Cimmery

A Sneak Preview!

WAP's New Office

by Robert C. Platt

WAP has signed a lease for a new office at 7910 Woodmont Ave., just up the street from our current office. The diagram below shows the planned layout.

The center of the Office will be our new library. As you enter, you will see our "computer museum" which will feature a Lisa and an Apple III running various demo programs and announcements of club events. A built-in countertop will serve an Apple IIgs and a Mac each connected to a LaserWriter for per-page output.

The display case, cash register, computers, copier and stock room are all near the main entrance. This will facilitate efficient staffing of the office during periods when only one staff member is present.

The Tutorial Room will be accessible from the hall during the evening. However, during the day, the hall door will be locked and access will be controlled through the main office. This will facilitate the use of the Tutorial Room for members seeking to use WAP's commercial software library. Special study carrels (designed by Jay Thal) will be built along one wall to assist students in using their machines and watching the front of the classroom at the same time. By the way, the new Tutorial Room will be about 60 square feet larger than our present Tutorial Room. It will include a coffee bar and sink.

The TCS will be reached through the Tutorial Room. It will have isolated electric circuits, an exhaust fan and an extra cooling unit.

In order to avoid the clutter of our present office, all "back room" functions, such as membership records, have been moved to separate offices. The Office Manager will work near the cash register. Her office will have a picture window. Other work areas include an office for the Assistant Office Manager and a mail room. These areas can be locked after hours to permit the library to be used as a second meeting room.

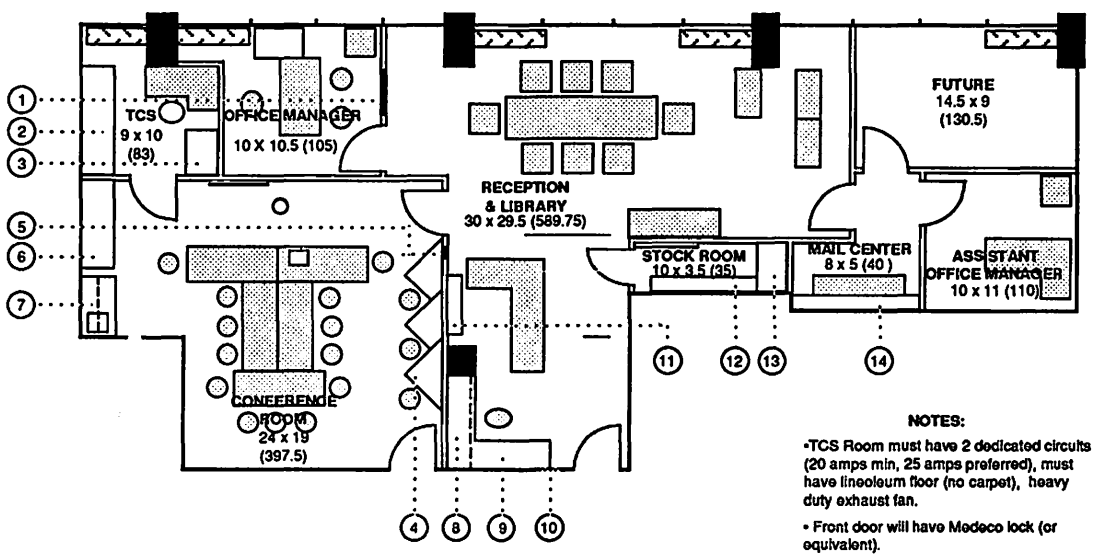
We factored future expansion into our plans. WAP will build and sublease a 130 sq ft office as a part of our suite. Later, the Office Manager can move into this room, and the present Manager's Office will become a group study room. In addition, the lease gives WAP the right of first refusal on an additional 580 sq ft of space adjacent to our suite.

Because the rent for this space is substantially below the amount in our current budget, the surplus (as well as rent from a subtenant) will be placed in a reserve to help finance later years.

We will move in as soon as construction is completed, which is expected before April 1. 🍎

Washington Apple Pi, Ltd.

PROPOSED OFFICE FLOORPLAN (2/8/89)
Landow Building • Suite 910



NOTES:

•TCS Room must have 2 dedicated circuits (20 amps min, 25 amps preferred), must have lineoleum floor (no carpet), heavy duty exhaust fan.

• Front door will have Medeco lock (or equivalent).

Indicates existing furniture

(1) View window 3' x 3'; 3' from floor
(2) Two fixed shelves 2' d x 54"' l; one @ 26" and one @ 49" from floor
(3) Work bench 2' deep x 4' long; 30" from floor (desk height)
(4) Three work stations 30" d x 30" d; set at 90° angles; 30" from floor
(5) Sidelight window 1' wide x length of door
(6) Five fixed shelves 2'd x 8' l with side support
(7) Sink, refrigerator and cabinets 2' d x 7.5' l
(8) Adjustable shelf 2'd x 6.5' w
(9) L shaped counter 2' d, 30" high
(10) Sidelight window 1' wide x length of door
(11) Fixed shelf 1'd x 4' l
(12) Five fixed shelves 2'd x 3.5' w
(13) Two fixed shelves 1' d x 8' wide
(14) Five adjustable shelves 1' d x 8' w

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.

Hotline Coordinator	
Larry Feldman	(202) 546-9556

Apple II

General
Dave Harvey (703) 578-4621
John Wiegley after 2:15 (703) 437-1808

Accounting Packages
BPI Programs
Jaxon Brown (301) 350-3283
BPI & Howardsoft(Tax)
Otis Greever (615) 638-1525
Dollars & $ense
Barry Fox (717) 652-2899
Home Accountant
Leon Raesly (301) 431-0853

APPLE SSC
Bernie Benson (301) 951-5294

AppleWorks
Ken DeVito (703) 960-0787
Bob Martz (301) 795-5689
Ray Settle (301) 647-9192
Harry Erwin (703) 391-0295
Michael Osborn (301) 505-1637

AppleWorks Data Base
Morgan Jopling (301) 261-3886

Communications Packages
ASCII Express
Dave Harvey (703) 578-4621
ProTerm
Allan Levy (703) 578-4621
Talk is Cheap/Pt.toPt.
Barry Fox (717) 652-2899

Data Bases
dBase II
John Staples (703) 255-6955
dBase II&III,Data Perfect
Leon Raesly (301) 431-0853
Profiler 3.0
Barry Fox (717) 652-2899

Dvorak Keyboard
Ginny Spevak (202) 362-3887

Hard Disk
CMC (not CMS)
Barry Fox (717) 652-2899
Corvus Omninet
Tom Vier (BBS) (301) 986-8085
Corvus
Leon Raesly (301) 431-0853
Sider
Jaxon Brown (301) 350-3283
Otis Greever (615) 638-1525

Hardware - //c
Michael Osborn (301) 505-1637

Languages
Applesoft
Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
Leon Raesly (301) 431-0853
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294
Integer Basic
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294
Machine
Ray Hobbs (BBS) (301) 490-7484
John Love (703) 569-2294
Pascal
Michael Hartman (301) 445-1583
C and TML Pascal
Harry Ewin (703) 391-0295

Operating Systems
Apple DOS
John Wiegley after 2:15 (703) 437-1808
CP/M
Art Wilson (301) 774-8043
ProDOS
John Love (703) 569-2294
John Wiegley after 2:15 (703) 437-1808
ProDOS 8 and 16
Barry Fox (717) 652-2899
RWTS, Disk structure
John Wiegley (703) 437-1808

Print Shop
Thomas O'Hagan (301) 593-9683

Spreadsheets
General
Walt Francis (202) 966-5742
MagicCalc*SuperCalc2.0
Leon Raesly (301) 431-0853
Terry Prudden (301) 933-3065

Telecommunications
Alan Levy (301) 340-7839

TimeOut Series
Morgan Jopling (301) 261-3886

Utilities:ProSel
Barry Fox (717) 652-2899

Word Processors
General
Walt Francis (202) 966-5742
Apple Writer II
Dianne Lorenz (301) 530-7881
Leon Raesly (301) 431-0853
Letter & Simply Perfect
Leon Raesly (301) 431-0853
Mouse Write
Barry Fox (717) 652-2899
ScreenWriter II
Peter Combes (301) 251-6269
Gene Carter (202) 363-2342
Word Handler
Jon Vaupel (301) 593-3316
Word Perfect
James Edwards (301) 585-3002
Henry Donahoe (202) 298-9107
Word Star
Art Wilson (301) 774-8043
Michael Osborne (301) 505-1637

Apple IIgs

General
Barry Fox (717) 652-2899

General/Monitor
Neil Walter (301) 946-4526

General/PaintWorks+
Paul Tarantino (703) 455-7670

//e Upgrade
Morgan Jopling (301) 261-3886

APW
Andy Gavin (703) 734-3049
Jim Frison (703) 525-9395

Deluxe Paint II
Rich Sanders (703) 450-4371

GS BASIC
Barry Fox (717) 652-2899

Multiscribe GS
Ray Settle (301) 647-9192

Telecommunications
Dale Smith (301) 762-5158
Alan Levy (301) 340-7839

TimeOut Series & Utilities: ProSel
Chuck Ward before 9pm (703) 830-3720
Barry Fox (717) 652-2899

VIP-Pro/Multiscribe
Jim Frison (703) 525-9395

816 Paint/Writr's Ch.El
Andy Gavin (703) 734-3049

Macintosh

General
Jeff Alpher to midnight (301) 630-2036
Bob Wilbur (703) 379-2960
Donald Schmitt (717) 334-3265
David Gursky (703) 522-8345

Art & Video
Nancy Seferian (202) 333-5817

Borland Products
Doug Ferris day only (800) 826-4768

Data Bases
Fourth Dimension
Bob Pulgino (202) 474-0634
FileMaker+
Tom Parrish (301) 654-8784
Helix
Jim Barry to midnight (703) 662-0640
David Gursky (703) 522-8345
Harvey Levine (301) 288-9380
MS-File
John Love (703) 569-2294
John Spencer (301) 730-1084
Omnis 3 & 3+
Paul Tabler (703) 278-8657
Jeff Alpher to midnight (301) 630-2036
OverVue
J.T.Tom DeMay, Jr. (301) 461-1798
Tom Parrish (301) 654-8784

Desktop Publishing
General
Jay Rohr (301) 655-0875
PageMaker
Kate Burton (301) 621-6351
Eleanor Sontag (301) 251-0695
ReadySetGo
Jim Graham (703) 370-5737
Marty Milrod (301) 464-5981

Graphics
General
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
David Gursky (703) 522-8345
Adobe Illustrator
Ling Wong (703) 378-5102
Canvas
David Gursky (703) 522-8345
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
MacDraft
Bob Wilbur (703) 379-2960
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084

HyperCard
John Love (703) 569-2294
Holger Sommer (301) 474-3467
Rick Chapman (301) 989-9708

Inside Mac
Jon Hardis (301) 330-1422
John Love (703) 569-2294

Languages
Pascal
Michael Hartman (301) 445-1583
Machine
Ray Hobbs (301) 490-7484
MS BASIC
John Love (703) 569-2294

MacMoney
Chuck Sicard (301) 963-2879

MacProject
Jay Lucas (703) 751-3332

Spreadsheets & Graphics
General
David Morganstein (301) 972-4263
Bob Pulgino (202) 797-0879
Excel
David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 370-5737
Dick & Nancy Byrd (703) 978-3440
MultiPlan
John Boblitz (301) 356-9384
John Love (703) 569-2294

Sidekick
Ray Hobbs (301) 490-7484

Telecommunications
General
Allan Levy (301) 340-7839
David Gursky (703) 522-8345
MacTerminal
David Gursky (703) 522-8345
Versaterm
David Gursky (703) 522-8345

Thinktank-More
Jim Graham (703) 370-5737
Tom Parrish (301) 654-8784

Word Processors
Word
Marty Milrod (301) 464-5981
Harris Silverstone (301) 435-3582
WriteNow
Bill Baldridge (301) 779-8271
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 Wiegley after 2:15 (703) 437-1808

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

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

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

Music Systems
Ray Hobbs (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

Pitch In!

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

You too can be a volunteer!

Call the WAP Volunteer Bank

at the Pi Office...654-8060

CALENDAR AND SIG NEWS

MARCH

1 Wednesday
7:30 PM ....Mac Programmers ..... office
7:30 PM ....dPub (Desktop Publishing) SIG ..... PEPCO

2 Thursday
7:00 PM ....Columbia Slice ..... Columbia
7:30 PM ....GameSIG ..... office

4 Saturday
9:00 AM ....Tutorial: Appleworks IIgs ..... office
9:30 AM ....DTP Seminar: Visual Communication Fund. ....Imprints

5 Sunday
1:30 PM ....DTP Seminar: Font Management ..... Unicorn Graphics

6 Monday
✒ Editorial Deadline - April issue
☎ Ad space reservations deadline - April issue
7:30 PM ....PI-SIG (Program Interface) ..... office

7 Tuesday
7:15 PM ....Tutorial: Introduction to Apple IIe/c/+ ..... office
7:30 PM ....DTP Seminar: Pre-Press Print Prep ....Colortone Press
10:00 AM ..Federal Office Systems Expo ..... DC Convention Ctr

8 Wednesday
6:30 PM ....Board of Directors meeting ..... office
10:00 AM ..Federal Office Systems Expo ..... DC Convention Ctr
✉ Ad copy deadline - April issue

9 Thursday
9:00 AM ....FedSIG ..... DC Convention Ctr
10:00 AM ..Federal Office Systems Expo ..... DC Convention Ctr
7:30 PM ....Database/4D SIG ..... Computer Factory
8:00 PM ....StockSIG ..... office

10 Friday
7:00 PM ....Tutorial: Introduction to the Macintosh ..... Alexandria

11 Saturday
9:00 AM ....Tutorial: Appleworks IIgs ..... office
9:30 AM ....Annapolis Slice ..... Anne Arundel Co.
9:30 AM ....Frederick Slice ..... Frederick
2:00 PM ....Music SIG ..... Laurel

13 Monday
7:15 PM ....Tutorial: Introduction to the Macintosh ..... office

14 Tuesday
7:15 PM ....Tutorial: How to Use Apple IIe/c/+ Software ..... office

15 Wednesday
7:30 PM ....Excel SIG ..... office
7:30 PM ....AVSIG ..... Foxhall Rd.
7:30 PM ....HyperTalk SubSIG ..... Arlington

16 Thursday
8:00 PM ....PIG (Pascal Interest Group) ..... office

17 Friday
7:00 PM ....Tutorial: Intermediate Macintosh ..... Alexandria

18 Saturday
8:00 AM ....AppleWorks SIG (also at noon) ..... Georgetown U.
9:00 AM ....WAP General Meeting ..... Georgetown U.
noon .....HyperCard SIG ..... Georgetown U.
noon .....Telecomm SIG ..... Georgetown U.

20 Monday
7:15 PM ....Tutorial: Intermediate Macintosh ..... office
7:00 PM ....Apple IIgs SIG ..... Bethesda

21 Tuesday
7:15 PM ....Tutorial: Popular Apple IIe/c/+ Applications ..... office
8:00 PM ....Mutual Fund SIG ..... office

22 Wednesday
7:30 PM ....Apple III SIG ..... office

24 Friday
7:00 PM ....Tutorial: Persolalizing Your Macintosh ..... Alexandria

27 Monday
7:15 PM ....Tutorial: Persolalizing Your Macintosh ..... office

28 Tuesday
7:00 PM ....Works SIG ..... office

29 Wednesday
7:30 PM ....DTP Seminar: Statistical Art ..... StatUS
7:00 PM ....NeXT SIG (or possibly the 30th) .UM Comp. Sci. Bldg.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at the Uniformed Services University for the Health Sciences Building B, affectionately known as USHUS (pronounced You-Shoos). It is located at 4301 Jones Bridge Road on the campus of the National Navy Medical Center in Bethesda. Come as early as 8:30 a.m. to join, buy public domain disks, pick up your monthly WAP Journal. Attend the Q&A sessions to get your questions answered and hear the latest rumors. Listen to the main meeting topic at 9:30. We also have a special session to welcome new computer users and get them started. Group purchase items can be bought at the office after the meeting, beginning at noon.

March 18 at Georgetown U. Medical School

Broderbund Software demonstration. Charlie Jackson, President of Silicon Beach Software, will be our 10th Anniversary Speaker. A TelecomSIG special. Microphone, Red Ryder, and Versaterm shown and given away plus give away of a 2400 baud modem.

April 22 at USHUS

MusicSIG annual concert. Rick Barron, President of Affinity Microsystems, demonstrates Tempo II. Special NeXT SIG program features Bruce Wetsler, author of "The NeXT Book."

Meeting Notices

Annapolis Slice 2nd Saturday; Anne Arundel Community College - Careers Bldg. lecture hall, Arnold, MD, 9:30 AM.

Apple IIgs SIG the Monday after the regular WAP meeting; alternates between Dolly Madison Library in McLean and Thomas Pyle Intermediate School in Bethesda, 7:00 PM.

Apple III SIG 4th Wednesday; WAP office, 7:30 PM.

AVSIG (arts and video) 3rd Wednesday; Bethesda-Chevy Chase HS 7:30 PM (March 15 meeting will be held at 1425 Foxhall Rd. N.W., DC)

Columbia Slice – 1st Thursday; at the Howard County Board of Education bldg., Route 108, Columbia, 7:00 PM.

March

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	28	30	31	

Meeting Notices (continued)

Database SIG 2nd Thursday; Computer Factory, Bethesda, 7:30 PM.

dPub SIG (desktop publishing) 1st Wednesday; PEPCO auditorium at 1900 Pennsylvania Ave., N.W., 7:30 PM.

Excel SIG 3d Wednesday; WAP office, 7:30 PM.

Fed SIG (Federal) *no meeting in April.* 3rd Wednesday; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892 Preston White Dr., Reston, 7:30 PM.

Frederick Slice 2nd Saturday; at the library at 110 East Patrick St., Frederick, 9:30 AM.

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

HyperCard SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon (meets at Georgetown Medical Center in March).

HyperTalk SubSIG 3rd Wednesday; Fairlington Community Center, 3300 S. Stafford St., Arlington, 7:30 PM.

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

MusicSIG 2d Saturday; call Bill Bittle at 236–9898 for location and times.

NeXT SIG meets monthly, for info. call Hugh O'Neill (301) 328-9510. Feb 27 meeting at U of Md. Computer Science Center Bldg. 7:30. Demos of NeXT computers.

PIG (Pascal Interest Group) 3rd Thursday; WAP office, 8:00 PM.

PI–SIG (Program Interface) 1st Monday; WAP office, 7:30 PM.

StockSIG 2nd Thursday; WAP office, 8:00 PM.

Telecomm SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon (meets at Georgetown Medical Center in March).

Works SIG 4th Tuesday; WAP office, 7:00 PM.

For information on SIG's not listed on the calendar, please call the appropriate SIG chair. Phone numbers are listed on the Officers, Staff, and Volunteers page.

April

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

APRIL

1 Saturday
9:00 AM ....Tutorial: Microsoft Word ..... office

3 Monday
✏ Writers deadline—May issue
7:30 PM ....PI-SIG (Program Interface) ..... office

4 Tuesday
7:15 PM ....Tutorial: Introduction to Apple IIgs ..... office

5 Wednesday
7:30 PM ....Mac Programmers ..... office
7:30 PM ....dPub (Desktop Publishing) SIG ..... PEPCO

6 Thursday
7:30 PM ....GameSIG ..... office
7:00 PM ....Columbia Slice ..... Columbia

8 Saturday
9:30 AM ....Annapolis Slice ..... Anne Arundel Co.
9:30 AM ....Frederick Slice ..... Frederick
noon .....Open Hearing: 2nd Decade Comm. ..... Mazur Aud. NIH
2:00 PM ....Music SIG ..... Laurel

10 Monday
✒ Editorial Deadline - May issue
☎ Ad space reservations deadline - May issue
7:15 PM ....Tutorial: Introduction to the Macintosh ..... office

11 Tuesday
7:15 PM ....Tutorial: How to Use Apple IIgs Software ..... office

12 Wednesday
6:30 PM ....Board of Directors Meeting ..... office
✉ Ad copy deadline - April issue

13 Thursday
8:00 PM ....StockSIG ..... office
7:30 AM ....Database/4D SIG ..... Computer Factory

17 Monday
7:15 PM ....Tutorial: Intermediate Macintosh ..... office

18 Tuesday
7:15 PM ....Tutorial: Popular Apple IIgs Applications ..... office

19 Wednesday
7:30 PM ....Excel SIG ..... office
7:30 PM ....AVSIG ..... BCCHS
7:30 PM ....HyperTalk SubSIG ..... Arlington

20 Thursday
8:00 PM ....PIG (Pascal Interest Group) ..... office

22 Saturday
8:00 AM ....AppleWorks GS SIG (also at noon) ..... USUHS
9:00 AM ....WAP General Meeting ..... USUHS
9:00 AM ....NeXT SIG (sponsor of general meeting) ..... USHUS
noon .....HyperCard SIG ..... USUHS
noon .....Telecomm SIG ..... USUHS

24 Monday
7:00 PM ....Apple IIgs SIG ..... Bethesda
7:15 PM ....Tutorial: Introduction to the Macintosh ..... office

25 Tuesday
7:00 PM ....Works SIG ..... office

26 Wednesday
7:30 PM ....Apple III SIG ..... office

Note! **Calendar information is by no means assured to be correct. It is based on the best information available to us at press time. Before you change your plans or make a long trip: call to confirm.**

Tutorial details are on page 74 and 86.

Desktop Publishing Seminar info. on 68.

NEW!

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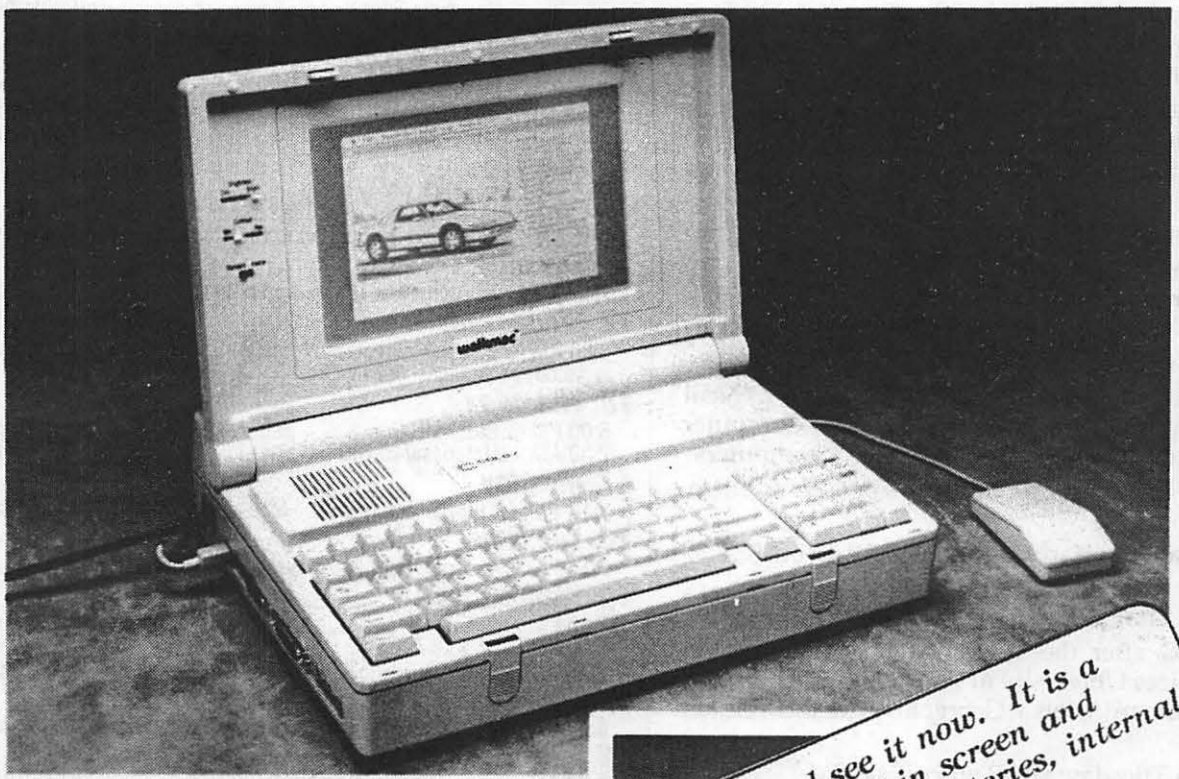

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Macintosh Meeting Report

January 1989

by Karen Rall

The January Macintosh meeting got off to a late start again, but it was well worth waiting for. The speakers were Steve Edelman, chairman and chief scientist of SuperMac Technologies, and Chris Chapman of Cultural Resources, Inc.

SuperMac Technologies, Inc.

Steve Edelman stood in front of two 19-inch SuperMac color monitors with beautiful graphics and said he was going to take questions first and demo later. The Pi members saw a chance to get the inside scoop on all their hard drive questions, problems and desires. Their questions showed no mercy, and Steve fielded these questions with his usual finesse, humor and honesty. He also took notes of the needs expressed by the audience. It was interesting and enlightening for all.

If you were not there, here are some of the insights we heard. (I'm really sorry I did not have a tape recorder for this meeting. I wrote fast and furious notes, but there was no keeping up verbatim with the information stream. Too bad you can't upgrade a pen to faster MIPS.)

What about cartridge drives?

Currently there are several styles of removable drives available. Whenever there is more than one format available, there is always the chance the format you pick will become an orphan in the future. If the sales do not reach a critical mass, no matter how great the hardware is, it won't succeed.

There is (now or soon to be) the SWIM (Saunders and Woz Integrated Machine) chip that will allow floppies to hold one, two, maybe even four, megabytes each.

Is SuperMac still marketing Acknowledge?

Acknowledge, the telecommunications development program, has been spun back to the company which created it, LAMIR, and is no longer being sold directly by SuperMac. Acknowledge is a good hi-tech communications development package.

MacNet is a big, national BBS, kind of an AppleLink for everyone else. It is much cheaper to use than most of the national boards and is accessed by most of the major computer-related companies. If you want to reach the decision makers and big names in the Macintosh community, post a message on MacNet or AppleLink. SuperMac also runs their own BBS for special communications about SuperMac products.

What is the static brush and why is it so loud?

The early DataFrame drives were noisy because of the static brush. Inside the drives is a rotor which spins. The spinning causes static build up. The static brush gets rid of this build up, but it is noisy. This technology was designed to work with IBM computers which were noisy anyway, so the static brush noise was not a problem.

Mac users did not like it, and finally, after lengthy negotiations, the hard drives for the Mac now have a quieter design. (You've heard the expression: You can always tell the pioneers—they are the ones with the arrows in their backs.)

My hard drive died and I lost data.

Edelman asked how many of us backed up our hard drives more than once a week (nervous laughter and not many hands). We were informed that every hard drive will crash. It may be three or five years until it happens or possibly sooner, but it will happen. He has considered creating an INIT that will announce to you exactly one month after your hard drive was installed, that the drive has crashed and data is irretrievable. This was said in jest, but it seems no one ever backs up until after they have experienced their first major crash.

SuperMac is trying to create backup programs that are at least easy to use so backups can be delegated to a lower cortex function, like chewing bubble gum, something you can do without thinking while you chat on the phone. (SuperMac's backup program is called DiskFit).

What about tape backup and why is it cheaper on the IBM?

Tape backup is like life insurance. Who wants to spend money to prepare for the worst? The IBM market volume keeps the price down.

For most people, even with big hard drives, you can backup your new work on a daily basis on floppies using a good backup program. If your program creates massive changes in the data stored on a daily basis, then you might require a tape backup that can back up many megabytes at once. As the volume of Macs increases, tape prices should come down.

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WAP NEWS

Why isn't there an upgrade path for hard drives?

It is nearly impossible for the manufacturer. To change from a 20 megabyte to an 80 megabyte drive, the physical mechanism has to change. It is not just slipping in a new chip. In the industry today, a technology can be totally outdated in 12 to 24 months. You probably will never see upgrade paths. Protect yourself by buying twice the storage space you think you need, so you will be prepared for the future.

Culture 1.0— Cultural Resources, Inc.

Chris Chapman with Cultural Resources showed us an amazing 4.5 megabyte HyperCard product. Over a year ago, Bill Atkinson told us that HyperCard would allow us to make free links between many kinds of information—visual, textual and sound. Culture 1.0 achieves this magnificently, with over 2,000 links between various aspects of the history of culture. This is based on two decades of research by Walter Reinhold, a specialist in music history and the humanities. It connects many aspects of music, art, literature, religion, philosophy and history. It contains over 200 graphic images of famous people, places and works of art; 75 melodies from famous composers; and numerous essays that explain some of the details. The audience, warmed up from earlier questionning asked "Where's the science?" Although not covered in depth, there is some science listed under "miscellaneous."

This is original work, not just an encyclopedia of information. The complete works of Shakespeare are still more interesting to read from a book than off of a monitor. But the ability to relate Shakespeare to his time, his peers and his environment is quite another thing. You can add your own notes to any card or create your own links. It also gives you the ability to create pathways you might wish to retrace, if you were going to use the stack to make a particular point.

Chris mentioned someone had once asked, "Can't you do this with books, like at a library?"

Answer: "Sure. First get a thirty-foot table covered with books and about a half-dozen people to start the tape players and flip through the books to keep all the information visible at once."

The price of Culture 1.0 is $175. This includes six 800K disks. Substantial discount coupons were distributed to those attending the meeting.

Mac (or MacWorld) Q & A

The Macintosh users, Steve and Chris all picked up and moved into the cafeteria for more fun, questions. I generally do not cover the Q & A, but it became an extension of the meeting and a chance for more casual grilling of our speakers.

SuperMac Demo

The Q & A started with the demo SuperMac did not get to show at the meeting. SuperMac specializes in advanced graphics software and hardware. Currently they are interested in doing true color imaging that will continue to keep the Macintosh world a full generation ahead of OS2. He held up the fancy color brochures complete with real photographic-quality graphics, and said these will be done from the desktop.

True color is 24 or 32 bit colors with 16.77 million colors to choose from at a time. (The eye of an artist can distinguish about 30,000 colors at a time.) Index color or 8 bit color is what is usually available on the color machines; only 256 colors can be used in any picture. Also there is improved dithering. Dithering is how colors flow into each other; older processes have stair-step color changes, but the newer method is more like the blending of water color paints.

True color cannot be distinguished from a photographic image. All Mac IIs can deal with true color and very soon it will be available with the appropriate true board from SuperMac. (They had some working at MacWorld in San Francisco and it was unbelievable!)

PixelPaint 2.0 has color matching with the Pantone colors, better dithering and allows you to bring in pictures scanned in 24 bit color to show well in 8 bit color. Your graphics can be output using the Techtronics color printer (to be shown at our next meeting in Feb.), the paint jet color printer (about $1,000), film output devices (such as Mirius) or full color separations where you go to a printer and have him print four black and white images on a Linotronic printer. Using the Pantone color matching the printer can recreate your on-screen image exactly. The HP paint jet works with a specific palette. **PixelPaint** includes a palette with these colors so you can create on screen what you will see on paper.

According to Edelman, the future of Mac will include CD sound, true color and moving pictures. The price of video projection will come down so that the average business could have this type of equipment instead of the slide projector. The new high definition TV will help bring prices of the projection equipment down.

The new Mac SE 030

There will be an upgrade path for current SE owners, but it will not be cheap. It will probably be more economical to sell your current SE and buy new if this looks like the path for you. The drive, the motherboard and the chassis all need to be converted to upgrade.

The SE 030 is about four times the speed of the current SE. It has a color ROM, is wired for stereo sound (still has one speaker) and can handle bigger boards. Each board can have up to 110 pins. They will be shipping in about three weeks to those who ordered at MacWorld.

Apple Computer (Columbia, MD) lent us one to check out at the meeting. Bob Marder graciously brought it in to share with WAP and did some demos. They come with a single floppy, 1 megabyte of memory and a 40 megabyte hard drive, or 4 megabytes of memory and a 80 megabyte hard drive.

When will SIMM prices drop?

By the middle to the end of next year, there will be a gradual improvement in SIMM prices.

Why do hard drives fail?

If you drop it, the head may scratch the disk. The head motor may fail or the electronics can die.

What do you think of read/write opticals?

They are slow. It takes two passes, one to read and a second to write. Also there are still a number of formats and no one, clear winner so far. When this happens there is always the risk of buying a future orphan.

Insight on trends from Apple

At MacWorld Gassee said that virtual memory will ship this year in the Macintosh. Apple is starting to support the mid-price range, starting with the SE 030. No longer is the main distinction color vs. black and white. It will be a choice between the larger modular line (Mac II) or the compact line (SE). There are rumors of a third line (to be introduced at MacWorld in DC in April?). Look for more color. Affordable color will be available in the mainstream machine, but there will always be the lower-priced black and white available.

SuperMac door prizes

SuperMac had a drawing for a copy of PixelPaint, several copies of SuperSpooler and some SuperMac hats. Finally the meeting was over. Sorry the report is so long, but there was too much interesting information to cut back much, and remember, I've just reported the highlights.

Apple Meeting

No report available.

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Columbia Slice News

by Steven H. Gaston

This is my first article, and I must admit a certain reservation. I apologize to the Columbia Slice members; I thought I had gotten this article to WAP successfully last month, but as it turns out I had not. But here it is, better late than never. December and January were rather exciting months for the Slice, and from what I hear Santa was good to all of us kids. The visions of hardware and software which danced in our heads turned into real live fun and games for some and challenges for others. I ordered a new Epson LQ 850 printer with a serial port and PrintWorks to run it—I'm still waiting.

December's meeting was "All you ever wanted to know about programming the Mac or Apple II but were scared stiff to ask," and it was great. Pat Cappelaere talked about Macintosh programming and Tom Cowley talked about Apple II programming.

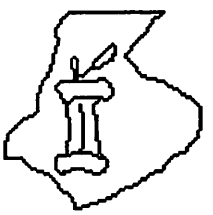
Neil Gordon, our resident CPA, was the speaker at January's meeting and demonstrated his new version of MacInTax. Bob Leedom demonstrated his new program called Gravity — I got hooked.

Leon Raesly, our WAP BBS Sysop, spoke at our February meeting to a packed crowd. We must have had at least 50 people there. If this keeps up, and we keep growing at this rate, we'll have to start looking for an auditorium to hold our meetings. Bob Leedom demonstrated his latest version of Gravity, and I think we got everyone else hooked this time. (Ann, you were right: we should have charged big money for disks and sold tickets.)

I have been getting a lot of phone calls lately from Columbia residents interested in our Slice and what it might be able to do for them in the way of Apple II and Macintosh support. (We seem to be split down the middle into half Mac, half Apple II.) So for those of you who might read this, pass the word to others: if you live in Columbia, find out about joining the Columbia Slice, and if you're not a Pi member, find out about it, too! Our group is getting stronger, and our membership spans all sorts of interests and occupations. We have lawyers, accountants, government service and all types of business people—even programmers.

As usual, March's meeting will be at the Howard County Board of Education building, Route 108 in Columbia, and will cover the fun of sounds including MIDI and music on the Mac, so look forward to having fun. As usual, the meeting starts at 7:00 p.m. and is formally over at 9:00; but it is usually 11:00 before everyone leaves.

Frederick Apple Core



by Oscar Fisher

The January meeting began with a discussion concerning the values of Washington Apple Pi membership to Frederick residents. After some deliberation, the following points were made:

1) Most computer retailers give a 25% discount to WAP members on hardware purchases and Applecare. The savings from this alone far exceeds the $25/yr. membership dues.

2) Membership in WAP includes a one year subscription to the WAP Journal.

3) The WAP currently allows the FAC a $100/yr. budget toward its operating costs.

4) The WAP currently subsidizes the phone line for the local BBS, for which hardware and maintenance are provided by a FAC member.

Beth Pelle of the C. Burr Artz library informed us that the Frederick County Public Libraries will be placing Apple IIgs computers for public use in the Frederick, Thurmont, Emmitsburg, Walkersville, and Brunswick (when the new branch library building is finished) libraries and needs 5 volunteer "trainers" to make the program work. These "trainers"

will teach the public how to use the IIgs (turn it on, boot it up, properly handle diskettes) and inform the public of the library's rules concerning their use. The sessions should last approximately one hour and could be offered once a week or once a month. If anyone is available and willing to donate time to this venture, please contact Beth at (301) 694-1613. FAC member Ken Carter has been providing this service to Frederick for the past six months and is to be commended.

For the January Disk of the Month (DOM) for the Mac, Doug Tallman provided **Z-TERM** (a terminal program which supports many different transfer protocols), **On-Queue** (an adventure game) and **Bill the Cat** (a graphic demo). For the Apple II series computer the following were offered: a commercial-quality graphic game program **Wheel of Fortune; Chameleon** (a shareware file translator utility for ProDOS - DOS 3.3 - CP/M - PASCAL); **IIC.GIF** (a Graphics Interchange Format program for use on the Apple IIc with the upgraded ROMs), patching programs for BLU (Binary Library Utility); **Copy II+** v8.2 - 8.3; and **SQUIRT** file selector, to allow for changing of file types. Included as well was **LAUNCH.BOX** a non-desktop showpic (a IIgs desk accessory to show graphics on the screen) and **START.PIC** (a graphic picture display for the IIgs on boot-up).

Next month's DOM for the Apple II will include **FAZ** (file attribute zapper—a utility allowing one to easily change file attributes), and a new packing protocol similar to **STUFF-IT** called **SIT** which uses the newest packing algorithms, either for whole disk packing or for creating an archive file which allows additional files to be added after creation.

This month's featured presentation was provided by Al Freund of MicroProse Simulation Software. Al, a programmer/designer from New Jersey who recently joined MicroProse in July 1988, was hired for his programming expertise and his knowledge of the Apple computer. One of his major accomplishments after graduating from college was writing a terminal program for MicroShare. The program provides a means for pharmaceutical salesman in the field to remain in contact with the home office, as well as to provide the salesmen with a gateway to other computer databases.

As the name implies, MicroProse specializes in simulation software. Their most recent release, one Al claims to be the "state of the art" in flight simulators, is **F-19 Stealth Fighter**, currently available for the IBM and soon to be available for the Mac II. Bill Stealey, the president of MicroProse who formerly flew F4's in the Air Force, insisted that the F-19 simulator be true-to-life. This program is no meager game, but a simulator whose manual is 200 pages in length and flies like the "real thing." Utilizing 3-D graphics, a mouse in one hand and a joystick in the other, **F-19 Stealth Fighter** sounds like the ultimate in flight simulators. In fact, it will be one of the programs available for public interaction at the National Air and Space Museum this summer.

Al stated that as of now, F-19 will not be made available for the IIgs due to its not supporting page-flipping, a feature supported in the original IIgs, but removed from the production model. Page-flipping allows for the writing of a complete graphics page before displaying, and eliminates that irritating flicker one sees in most animated graphic programs. He also stated that the IIgs CPU is capable of operating at 4 MHz but is slowed down to 2.5 MHz. It's his opinion that the changes were brought about by Steven Jobs so as not to compete with the Macintosh line of computers. MicroProse does, however, have IIgs versions of **Pirates**, a graphic pirate adventure game which allows the gamer either to begin his own quest, or attempt to relive an actual historical event; and **Silent Service**, a submarine simulator which incorporates the characteristics of a WWII submarine and captures the excitement of World War II undersea combat. I myself own a copy of **Pirates** for the IIe and IIc and enjoy the game. The graphics are well done, and the game provides many scenarios for hours of enjoyment. Al demonstrated the Mac II version of **Pirates**. The resolution of the graphics was phenomenal, but I believe releasing this program for the Mac II and not taking advantage of its color capabilities was a major mistake; to say I was disappointed in this respect is putting it mildly (the Mac version is monochrome—Yuk!)

Al stated that the company was considering the development of more programs for the IIgs, until Apple Corp. announced on Jan. 11th that it will release a $1,000 Macintosh. There is now confusion within the company about what Apple is planning, and MicroProse has put program development for the IIgs "on hold" until more is known.

It is interesting to note that MicroProse originally did their programming on the Commodore, but has switched to programming on the IBM PC. They have found that programs written in assembler vs. C run only approximately 20% faster, so have begun doing most of their programming in the C environment and then porting the code over for the other computer types. For programming on the MAC, they are using **Lightspeed C** because they found **MPW C** too slow. Al stated that **Pirates** is comprised of programs written in BASIC and assembler.

As to determining the market, Al stated that many of the game designers were originally from Coleco and, based upon their experience, they know what people are looking for in software and don't solicit surveys, etc. He also noted that the design of the graphic on the software packaging plays a major role in program purchase, and there have been occasions where misjudgment on package design has hurt sales.

I found the presentation interesting and informative and want to thank Al for donating his time and effort to give us this presentation. I also wish to thank MicroProse for donating its games and posters, which will be raffled off as door prizes to FAC members over the course of the year. And, last but not least, a very special thanks to my wife Terry, who has been helping me fold, stuff, stamp and seal all these newsletters since I've taken over as editor.

Of special interest for February: Rodger Meade of Frederick Computer

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Products will be bringing a CD ROM compatible with both the IIgs and the Macintosh. This gives FAC the opportunity to make available a large selection of PD software.

For the Mac, Carl Myers will demonstrate his program **Keeper Desk Accessory**, a dedicated database system. Doug Tallman will also demo two games, **Balance of Power** and **G.O. Politics.**

Scott Galbraith will demo **Yahtzee**, a commercial-quality public domain game for the IIgs, which can be purchased at regular club library prices.

At the regular mid-month FAC board meeting (open to any interested parties), many topics were discussed, including publicity. We are going to print some **Print Shop**-type posters, which we will try to get posted around town and possibly distributed to local teachers at an in-service day.

Also it was mentioned that the **Frederick News Post** makes free public service announcements on a space-available basis. Doug Tallman subsequently was successful at getting a good sized article in the Friday, February 3rd issue (page A-11). The subject of membership cards was discussed, and they have since been produced by Carl Myers. The Software door prizes at future meetings will be distributed through a raffle, and you must have paid your Local FAC dues to be eligible to participate. Also it was announced that the library is not available for our May and November meetings so an alternate site is being sought; please mark this on your calendars.

Frederick Apple Core

Meetings are held the 2nd Saturday of each month at the library, 110 East Patrick St., downtown Frederick, at 9:30 am.

Annapolis Slice

by Katherine M. Cave

The January 14 meeting in the Lecture Hall of the Careers Bldg., at Anne Arundel Community College featured Ray Settle on "Integrated Software." Over 30 attended.

The drawing for the 1200 baud modem was held; Ray Settle won. This contest was held as a result of WAP Journal articles submitted. Ray had 8 articles, Jurij Solovij, Ray Arndt and Grayson Merrill each had one. The contest continues, but this time Apple items will be offered. An Apple pin will be given for the first article sent in; then for succeeding articles, a credit of $3 toward other Apple items will be offered. In June, the participants will be able to choose their items.

Barry Conner, our Sysop for CRABBS (301) 974-0221 announced the new service to tie into Fidonet and will be under the title "Network Messages." He also announced that a new 3-minute warning signal has been installed. Also, should you log on more than once within 5 hours, the BBS will credit your time used, instead of giving you another 30 minutes. When your 30 minutes is gone, you will have to wait at least 5 hours before logging on again. Sneaky, eh?

Remember that the end of February is the cut-off date to pay your 1989 dues. After that, your status on the BBS will be non-member. A new membership list is planned for March.

At the general meeting, February 11, Louise Tanney presented "How to File your Taxes by Computer" and Steve Toth gave a presentation on MacinTax. Timely issues.

The March 11 meeting is on Telecommunications presented by Barry Conner in the Lecture hall of the Careers Bldg. at Anne Arundel Community College, at 9:30 a.m. The April 8 program is "Financial Planning."

The Apple II SIG has found a home at the Magothy Middle Junior High School on Peninsular Farm Road the fourth Wednesday of the month at 7:30 p.m. The Mac SIG continues to meet the third Thursday of the month at the West St. branch of the Anne Arundel Co. library. January's program moderated by Bob Peterson was on the new System 6.02 disc and its advantages. The next Mac SIG meeting is scheduled for March 16. The Laptop SIG meets the second Friday of the month at various homes, call Seth Mize (268-0860).

WAP Office News

It is our pleasure start writing this monthly column to let you know about the office. We're working hard on upgrading the services of the office to serve you better and faster. Our move to new offices is coming up soon. If you can volunteer to help with the move, please contact Nancy Pochepko at the office. Give her times and dates you are available. Thank you for your help.

If you have recently renewed or joined WAP and are waiting for your new membership card, you should know that our stock of cards has been depleted. New cards and membership forms are being redesigned. The new card may be plastic so it will not wear out as soon as the cards we have now. We hope to send out new cards soon.

While we're working hard to help you by making the office a more efficient place, you can help us too. Please direct all your technical questions to the experts. The WAP Hotline is better prepared to handle trouble shooting than the office staff; we are best at handling business questions. Direct questions about membership, TCS and Journal advertising to Kym Knutson. All other questions can be answered by any member of the office staff.

We're looking forward to serving you soon. Do drop by or call if we can help you out.

—Nancy & Kym

GameSIG News

by Steven Payne

On February 2nd, GameSIG regulars braved the terrors of Groundhog Day to attend our regular monthly meeting. Chairman Charles Don Hall started off by booting up a demo disk of **Oids** (FTL, Macintosh), from the people who did **Sundog** and **DungeonMaster**. It seems to be a kind of space-arcade game in which you must "save the Oids from the Biocretes that hold them captive"; from what we saw, it looks like a "zero gravity **Choplifter**" (to quote one of our members).

Also, yours truly offered a demo of **Deja Vu II: Lost in Las Vegas** (Mindscape & Icom Simulations, Mac 512Ke or better), which Charles later handed out for review. The game is a sequel to the original **Deja Vu** (even starting you out in the bathroom again), and uses the same "MacVenture" interface, but with new locations and animation. This time, gangster Tony Malone is wondering what happened to the $112,000 missing since Joey Siegel died in the earlier game, and has you figured as the thief. You have only a few hours to extricate yourself from this mess or one of his thugs will terminate you. If you liked the first installment, you'll enjoy this one also. As the great philosopher Yogi Berra once said, "It's like **Deja Vu** all over again!"

Charles talked about several current and forthcoming games, including **Might and Magic II** (New World Computing, Apple II series), **Magic Candle** (Mindcraft, Apple II series), **War in Middle Earth** (Melbourne House, Apple IIGS) and a female version of **Leisure Suit Larry** (Sierra), tentatively to be called "Polyester Patty." He also discussed (with disgust) some of the more outrageous quotations culled from *Computer Gaming World*'s story on the most recent Conference on Computer Game Design. (In the interests of diplomacy, we won't mention the finalists in our own "jerk-of-the-year" awards!)

Next we held our monthly tournament of **Robot Tanks** (now up to version 0.7); Dave Romerstein's new entry defeated tanks by Dave Porter, Davy Hakim, Jamie Kowalski and designer Jeff Stetekluh. The meeting ended with a demo of an all-text Washington Cathedral adventure ("Cathedral Wars"?) written by Thomas Johnston and Beryl Schwarztrauber; Jeff Stetekluh is converting it to the Macintosh. Look for more details in future issues.

Meanwhile, our next regular GameSIG meeting will be held on Thursday, March 2nd at 7:30 p.m. in the Main WAP Office. Remember, you're all welcome!

Send Your Game Reviews to our Games Editor

Steven Payne
Discalced Carmelite Friars
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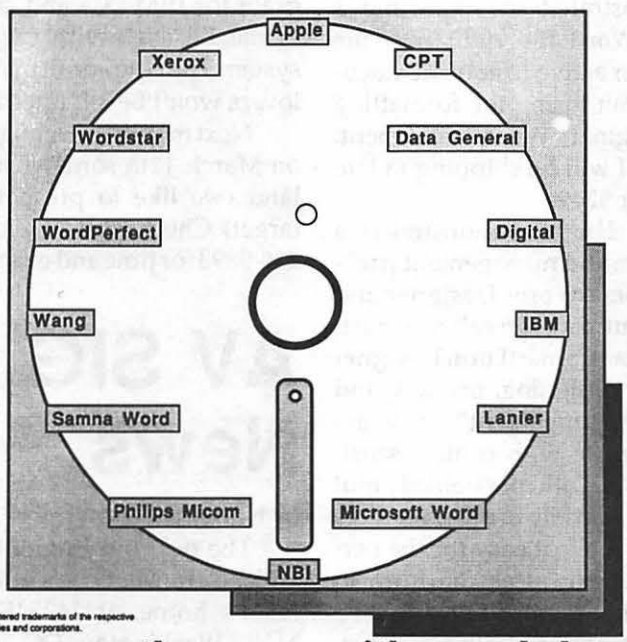
WAP NEWS

Can all these word processing systems interchange formatted documents?



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WAP NEWS

Desktop Publishing SIG News

by Peter Cook

The February 1 meeting of the Desktop Publishing SIG was mainly devoted to demonstrations of several Claris products for the Macintosh, and to a discussion of Claris' product philosophy and future direction. Two Claris representatives, Bob Fydrich and Woody Hume, answered numerous questions and showed us highlights of **MacDraw II** v1.1, **MacWrite II**, **Claris CAD**, and **SmartForm**.

Bob began by explaining Claris' product philosophy. As we saw with **MacDraw II** v1.1 and **Claris CAD**, the company is moving toward a user interface common to all of their products, to facilitate easy learning of new products. The company is also developing interfaces to other vendors' products. A perfect illustration of this is **MacWrite**'s ability to import text from virtually any other Macintosh-based word processing program, while retaining the original format and styles. Claris does this through a modular approach to import filtering, which seems to allow the fast development of interfaces to other programs. In this way, Claris is apparently hoping to become the central product in today's multivendor environments.

Bob continued with a demonstration of the new **MacDraw II**, version 1.1. The product's new features include a slideshow capability complete with attached notes (à la **PowerPoint**); an online help facility; enhanced rulers with pica and point measurements; PICT2 support (color); and a Microlytics-based spelling checker. Foreign-language dictionaries will be available for $49 within a few months. To the delight of many of the attendees, **MacDraw II** v1.1 also puts back the shortcuts (command-key menu selections) which were available in **MacDraw I** but were taken out in the first version of **MacDraw II**.

MacDraw II can be purchased new for $395—the upgrade is $30.

Next Bob showed us **Claris CAD**, a design program targeted to architectural and engineering users who need greater precision and flexibility than **MacDraw** can provide. CAD combines the easy-to-use **MacDraw** user interface with a comprehensive set of design tools, including angle and linear measurements; automatic dimensioning of objects; fillets and curved polygon joints; perpendicular lines; and jump to endpoint, corner-point, centerpoint and tangent. Available now for $799; as an upgrade from **MacDraw II** it is $399.

Claris' new-generation word processing program was next. **MacWrite II** has been completely rewritten from the original **MacWrite** and includes such features as foreign-language dictionaries, a Wordfinder Thesaurus, mail merge, copyable ruler formats, custom styles, multiple open documents, and WYSIWYG columns. Tabs can be precisely placed with a dialog box. The document can be reduced for a preview of the overall layout. Graphics can be drag-scaled and cropped, as in PageMaker, and they can be precisely scaled using a dialog box, as in some of the better graphics packages. Perhaps the most impressive facility is **MacWrite II**'s ability to import text from virtually any other word processing program. Bob demonstrated by importing a Microsoft **Word** file right into the middle of an active **MacWrite** document, without losing the formatting of the original **Word** document. **MacWrite II** will be shipping in late February for $249.

Woody Hume demonstrated a forms design and management package called **SmartForm Designer** and a forms input package called **SmartForm Assistant**. **SmartForm Designer** is a tool for designing, printing and maintaining "intelligent" business forms, complete with context-sensitive help, fields with constrained input values, and a variety of other features designed to make it easy for the person who actually uses the form to enter the proper information. **SmartForm Assistant** is the "run-time" system; people performing data entry use it to fill in the forms, taking advantage of the intelligence that the form designer has built in with **Designer**.

Currently, **SmartForm** cannot access a database; each record created when a user fills in a form is stored as a separate file. However, Claris is working on the ability to link **SmartForm Assistant** to a networked database. **SmartForm** is available now.

Music SIG News

by Raymond Hobbs

Music SIG is a group of music/computer aficionados that finds a place to meet on the second Saturday of every month to discuss computers and music, to listen to and play musical compositions, to share ideas and tips, and to play musical chairs.

February's meeting was held in the cozy den of Chris Ehmann's house in McLean on Saturday the 11th. We have been pestering Chris to give us a demonstration of IBM's computer music capabilites, and he responded with an afternoon of Personal Composer, a sequencing/notating program for IBM PCs and compatibles. While I'll stick with my Macintosh system, I have to admit that IBM music lovers won't be left out in the cold.

Next month's meeting will be held on March 11th somewhere in Maryland (we like to present a moving target). Check with Bill Biddle at (301) 236-9898 for time and exact location.

AV SIG News

by Nancy Seferian

The next meeting of the AV SIG will be on March 15 at Nancy Seferian's home, at 1425 Foxhall Rd., N.W., Washington, DC. Dirk Bakker will show a state-of-the-art computer graphics video.

Apple IIGS SIG

by Paul Tarantino

December Meeting

First and foremost, apologies to those IIGS aficionados and my devoted fan (Hi, Mom!) who couldn't find the December meeting report in last month's Journal. I wrote it, I submitted it (on time, via personal courier from Springfield to the Pi office), but it ended up on the cutting room floor, or somewhere. Better luck this month.

Once again, circumstances forced a change in our group's planned meeting agenda. The Dolley Madison Library's reluctance to provide the SIG free and undisturbed access to their telephone lines forced us to postpone a scheduled demo of AppleLink **Personal Edition** by the friendly folks at Quantum Computer Services. This topic will be rescheduled as soon as we can locate a meeting place with a phone line we can use for a while. As promised, however, fresh copies of Quantum's AppleLink software giveaway postcard were distributed to those SIG members who had not yet acquired access to AppleLink. Nor were the giveaways limited to such mundane things as software. In the spirit of the season, Ted presented a genuine Apple platinum (colored) wristwatch to a lucky SIG member who was celebrating his birthday at the meeting. The fortunate recipient will remain anonymous, mainly to avoid pesky income tax complications, but also because I neglected to make note of his name. Anyway, it's a really slick-looking watch, which even appeared to keep time, although it may need a ROM upgrade.

While all this was going on, Rich Sanders was laboring mightily to set up a GS with Checkmate's **MemorySaver** card and two Apple 1-megabyte cards in order to demonstrate the **MemorySaver**'s capabilities. **MemorySaver**, like Applied Engineering's **RamKeeper**, enables the IIGS user to install two memory cards in the GS expansion slot, and keep them powered up by battery when the machine is shut down to allow super-quick boot-ups of system software (or anything else) from ROM. At least that's the way it works in theory. Despite several attempts, Rich could not make his **MemorySaver** card work with two RAM cards installed. With one megabyte installed, however, we were able to check Checkmate's claim of a 12-second boot-up of GS-OS from ROM, having configured the card to set 640K aside as ROM memory to hold the operating system. (It actually took us thirteen seconds, but that's a quibble.)

A few more comments about **MemorySaver** are in order. It comes with disk-based configuration software, which must be used to partition memory the first time you set up the card. If a second RAM card is attached, it appears to block slots four and five. The MemorySaver is designed to handle up to four megabytes of RAM on one or two cards.

Lively discussion across a broad range of IIGS-related topics has always been a hallmark of our SIG meetings, and December's was no exception to this rule. Here follow random rumors, hints, questions and gossip, in no particular order (which is pretty much the way we do things). Question number one: has anyone had any experience with "brand X" 3.5" drives and a IIGS? Which ones work or can be made to work? Our Journal's ads frequently offer up various good deals in disk drives for the Mac crowd, from such fly-by-night manufacturers as Sony and others. Can any of these be used on our machines? If you can answer any of these questions, please let us know!

Rumor number one, inferred from comments made by some of the movers and shakers who gathered for the Pi's tenth anniversary gala: Is there a **HyperCard** for the IIGS in our future? Roger Wagner was supposedly urged by Apple to expedite the introduction of his **HyperStudio** software; is something waiting in the wings? An observant SIG member noted that Applied Engineering's latest catalog includes a **Transwarp GS** accelerator card, with speeds up to 7 Mhz. Does it really exist yet?

To reiterate Apple's stated policy regarding GS-OS upgrades: your dealer should be willing to copy the two GS-OS disks onto your blank disks, although he would (obviously) prefer to sell you the package which includes the manuals.

Appleworks GS does not appear to be as bug-free as we would wish, at least for some of our SIG members who have been experiencing occasional program crashes at strange times. One question to ask is whether as many crashes would occur on a system with more than the minimum required 1.25 megabytes of memory. AWGS really fills up RAM fast, and apparently tends to bump up against some memory limits too quickly. If you develop a bug, check it out as thoroughly as you can and see if your compatriots can contribute to a solution!

On Monday, February 27 we expect to be back at Dolley Madison Library in McLean, at 7:00 p.m. Take Dolley Madison Boulevard (Rt. 123) east from the beltway, past the light at Old Dominion Road, and take the next left onto Ingleside Road.

January Meeting

Our January 30 meeting convened at Thomas Pyle Intermediate School, which graciously (but at outrageous cost) arranged to set up real people-size chairs, which afforded us people-size SIG members a measure of comfort during the proceedings. Efforts continue to identify alternate meeting sites in Maryland; possibilities to be explored include Clinton Computer in Rockville and a site in Wheaton.

Ted Meyer announced his resignation as SIG president, effective immediately following the May SIG meeting. Between now and then, we need to get some more volunteers in place to handle some of the administrative tasks, so that our next leader will not have to function so much as a one-man show. And, of course, we need nominees for the office itself.

There was some discussion of the various proposals making the rounds (via TCS, petitions and various caucuses) for re-organizing Washington Apple Pi. SIG members were urged to

follow the issues, participate in the discussions, and, above all, attend and take active part in any special meeting which may be convened (possibly in April?) to establish where the membership wants the organization to go. A key point to remember is that a majority of the attendees at a properly convened special meeting (not necessarily a majority of the total paid membership) can approve significant changes in how the Pi works. Participate!

To the extent that I understand what went on at the January business meeting, the Pi is going to acquire a LaserWriter. We in the IIGS SIG hope that this machine will be set up to permit suitably trained users to access the printer through the club's Apple II computers (for an appropriate per-page fee). Mac people have pay-as-you-go access to LaserWriters in many places, but us II-types don't have such opportunities in the commercial marketplace.

Sam Knutson led an informative discussion on the current state of the art in computer viruses, their detection, prevention and cure. At greatest risk are networked computers, of which there are lots more Macs than II's. But anyone who uses a hard disk, downloads software from bulletin boards, or boots up programs of, shall we say, dubious origin is a potential victim. It's important to remember that a computer virus cannot physically damage your system, but some of the nastier infections can reformat (i.e., erase) any disk in use, from a 143K floppy to the 60-Meg hard disk you have all your software and key data files stored on. Restoring a large hard disk is no easy task, so simple precautions are in order, like, for instance, disconnecting your hard disk while downloading from a BBS, or while examining or using suspect software on disk. Viruses usually affect .SYSTEM files, so changes in the creation date or block size associated with a given .SYS file might cause you to be suspicious. New WAP disk 819 provides a mixed bag of anti-virus utilities and informative text files on the subject for all Apple II users.

On a less gloomy note, and speaking of Disketeria disks, WAP 2000 is the **IIGS New Member's Disk**, which should be available for sale by now. Check elsewhere in this Journal for descriptive info. GS-OS system disks and 1988 Appleworks tax templates are also available in the IIGS library.

Bill North provided demos of three new IIGS games. The first was **Reach for the Stars**, a science-fiction simulation from SSG which enables up to four players (including the computer) to develop competing galactic empires, managing guns-vs-butter resource allocation issues to rise above their rivals. The game is unprotected and fully employs the standard GS user interface, and provides various skill levels, up to an "enhanced" level in which the computer opponent(s) can cheat! This is a complex game with lots of variables; one weakness is its inability to dump status reports or inventory to the printer, forcing players to keep track of lots of data off-line.

Bill's other selections were two miniature golf games, Accolade's **Mini-Putt** (billed on the box as "the ultimate challenge", which sounds a bit hyperbolic for a non-contact sport) offers four nine-hole courses of progressively greater weirdness, up to the "Classic" course, which includes animated obstacles. Up to four players can participate. There is no course architect as in Accolade's **Mean 18**. Electronic Arts' **Zany Golf**, written by Will Harvey of Music Construction Set fame, has only a single nine-hole course (plus the fabled "mystery hole"), but much more elaborate sound and animation for each hole, as well as a very entertaining opening title sequence. All three games list for $40 or so.

We reviewed ways to get the word out about our SIG to more IIGS owners. Volunteers are preparing flyers, arranging for SIG meetings to be publicized in **Capitol Computer News** and the **Post**'s Monday computer calendar. Members were also encouraged to turn their lessons learned into articles for the Journal. Share your experiences!

Please note that the dates in the February Journal calendar for our next two SIG meetings were incorrect. Our February meeting will be held at 7:00p.m. on Monday, February 27 (the Monday after the main meeting) in the meeting room at Dolley Madison Library in McLean (take Rt. 123 east from the Beltway, past the light at Old Dominion Road, then the next left onto Ingleside Road). On Monday, March 20 we will return to Thomas Pyle Intermediate School in Bethesda (from the Beltway, Take River Road (Rt. 190) east to Wilson Lane (Rt. 188), turn left and continue half a mile to the school. We meet in the cafeteria.

Pascal SIG

by Robert C. Platt

The next meeting of the Pascal Interest Group will be held on Thursday, March 16 at 8 p.m. in the Washington Apple Pi Office. New members are always welcome. Please bring your questions and "unsolvable" programming problems. The PIG provides support for both Apple II and Macintosh Pascal programmers.

II GS Wish List

At present, an Apple Pascal programmer seeking to port p-System programs from the IIe to the IIgs faces a serious dilemma. On the one hand, he can stay with the p-System. Pecan Software sells a p-System hosted under ProDOS 16. Apple Pascal 1.3 will also run on the IIgs. Yet, neither system permits direct calls to the IIgs ROM tools. On the other hand, new Pascal programming environments have appeared. Apple's APW features Pascal compilers from TML and ORCA/M. Stand-alone Pascal systems are also available from TML and ORCA, which feature their own "shells." Such shells make debugging much easier and eliminate the delays caused by disk accesses between program editing and compilation. Needless to say, these programming environments support fully the IIgs ROM tools. Of course, converting UCSD Pascal source code to run under these new environments is a little like pulling teeth. There are two possible solutions to this problem, and hence my wish list:

- Someone (are you listening Rich Norling and Eli Werner?) could

write a translator to convert UCSD Pascal source into TML or ORCA Pascal source files.

■ A set of glue routines written under the p-System assembler which would permit calls to the IIgs ROMs should be fairly straightforward. These were promised by Pecan when they first released the ProDOS 16 version of the p-System. We need them!

■ One of the neatest features on the IIgs is its support of fonts. The font files on the IIgs are similar to those on the Macintosh. The Apple Pascal p-System has traditionally supported bit-mapped fonts under the Apple II's hi-res graphics. The only font supported was stored in a file called SYSTEM.CHARSET. An interesting programming project would be to modify the WSTRING and WCHAR routines in the APPLESTUFF library to display fonts from any IIgs font file rather than just from SYSTEM.CHARSET. Perhaps one of the above wish list items would make an interesting group programming project for the PIG. How about it?

Note for IIc Plus Owners

Apple Pascal 1.3 is available from APDA on a 3.5" disk format. Don't miss out on this programming bargain! I would be interested in hearing from a IIc plus owner who would be willing to run benchmarks to see whether performance improves when running Apple Pascal on this new accelerated machine.

HyperCard News

by Robert C. Platt

HyperCard SIG

The HyperCard SIG meets after the main meeting at USUHS. Last month, Brad Smith and John Chin of Kismet Technologies presented a set of HyperCard stacks which present different prototypes for a computer-based home automation system. These prototypes were developed for Custom Command Systems of College Park, MD. Perhaps the most interesting of their interfaces was a "thermometer" or "slide-rule" type of input. The user clicks along a number line to select a particular temperature value used to control a home heating system, etc. The thermometer was covered by a large button, and the button's script then took the clickloc and used it to compute the selected value.

Disk Library

Our Stackware librarians, led by Dave Condit, continue to produce many impressive new disks of stacks, XCMDs and XFCNs. You can purchase them at our monthly meetings, at the WAP Office, or by mail order using the form at the back of the Journal. Dave still has about 50 megabytes of stacks to sort and document for our library. If you can review a few disks, please call him at (703) 349-8752. We now have 23 disks of stacks and four disks of externals in our collection.

Apple-Originated Stacks

Apple introduced the new SE/30

WAPNEWS

Satellite Scientific

Practical Peripherals 2400 Modem	$190
Avatex 1200HC Modem	$125
New - Avatex 1200e Modem	$90
Orange Micro C/Mac/GS	$75
Applied Engineering GSRAM +	$450
Proterm V2 (Communications Package)	$85
Anchor 2400e	$170

We have memory for the MAC and GS and II

1 Meg Simms - $375

Chinook Hard Disk for IIC/IIC+ $740
Chinook 20 $650/ 40meg $860
Chinook 40 comes with 2 year warranty
Chinook Drives come with Apple SCSI

Anchor Mac Pac
2400 Modem/Cable Software $190

Applied Engineering
2400 Internal w/software $190
GS Accelerator - Call
GS Ram + $450

Crate for Mac
60 meg $750/40 meg $650
Crate for IIGS
60 meg $850/20 meg $650
2 year warranty

Crate comes with Apple SCSI

Authorized Applied Engineering Dealer
Allan Levy
301-340-7839
Satellite Scientific
15200-A Shady Grove Road, Suite 800
Rockville, MD 20850

with a special HyperCard stack which highlighted its features. The stack included an "exploded view" of the SE's internals with a description of each component. The stack also offers some nifty animations. Special thanks to Bob Marder for demoing it at the last SIG meeting. Bill Atkinson's HyperScan stack, which shipped with Apple's Scanner, has also been licensed to ship with the ProViz line of scanners from Pixelogic, Inc.

Other New Products

The San Franciso MacWorld Expo introduced a number of important new products. Silicon Beach software launched SuperCard, an extension of HyperCard which incorporates many features of SuperPaint, including color support.

TENpoint0 introduced a CD-ROM version of its adventure stack Manhole. The CD-ROM version expands the disk version of this adventure to the equivalent of 67 floppy disks.

Heizer Software announced CompileIt!, a stack which compiles scripts into external commands and functions and then reinstalls them into the designated stack. Compiled scripts offer more security and protection against misappropriation and some slight speed improvement over interpreted scripts. CompileIt! has a suggested retail price of $99.

HyperPress Software is shipping four new products:

- Intelligent Developer is a HyperCard-basedexpert system, with a list price of $395.
- Script Library assists developers in managing stack scripts, with a list price of $49.95.
- HyperOne is a home stack replacement, which also includes stack development tools. It launches applications, desk accessories and stacks. It also supports copying, finding, deleting and renaming files. Its list price is $49.95.
- Silver Screen is a $69.95 stack for organizing home videos. It handles animations and sound.

HyperTalk SubSig

John Chin has agreed to serve as chairman of the HyperTalk SubSig. The next meeting is Wednesday, March 15 at 7:30 p.m. at the Fairlington Community Center, 3300 S. Stafford Street, Arlington, VA. To reach the meeting, take the Shirlington/Quaker Lane exit from I-395 south. Go one block past the first traffic light and turn right on 33rd street. Stafford is one block west of Quaker Lane. The Center is at the corner of 33rd and Stafford.

Fed SIG

by John Nelson

Upcoming Meeting at FOSE

Our next meeting is March 9, 9AM to noon, at the Federal Office Systems Expo (FOSE). This meeting is open to anyone registered for the FOSE exhibits. WAP members should receive a separate mailing with a registration ticket. Our topics will include a forum of federal Macintosh users, the advantage in desktop publishing, and networking Macintoshes with other systems. Apple will follow our meeting with a demonstration entitled "Multi-Media Solutions for Learning and Training." Apple assured me any new product would be in their booth.

No March Meeting

Our March 15th meeting is canceled. We are not having an April meeting due to all the activity around MacWorld. On May 17th we will hold our annual organizational meeting.

Macintosh and Multimedia

Apple Federal Systems hosted January's meeting. The main event was a presentation of Apple's multimedia solutions. Mike Martucci began by demonstrating a HyperCard front-end to a "where we were then and where we are now" videodisc. This started with the "1984" commercial of the woman runner throwing the sledge hammer through the on-screen image of "big blue brother." It continued with emphasis on how Apple and the Macintosh evolved into a mainstream business machine. Mike continued by demonstrating the CD ROM Explorer disc that Apple delivers with the Apple CD drive. HyperCard was again the glue that tied the information together. However, coupled with CD ROM you can create full-screen and full-color applications even with HyperCard driving them. Mike then demonstrated that HyperCard can do animation on its own. He used a stack generated by Apple and full of example techniques; rotating icons, active drawing, blinking, crawling, etc. He also demonstrated a stack called **101 Sample Buttons and Scripts**. Apple ended their program by demonstrating the Apple scanner. It has a HyperCard interface designed for flexibility in scanning images for display in Macintosh applications.

Note: The HyperCard VideoDisc Toolkit is available from APDA and contains materials to extend HyperCard to access and control the images, action and sounds from a videodisc.

NeXT SIG

by Robert C. Platt

WAP has formed a Special Interest Group on the NeXT computer.

The first meeting of the SIG featured Ron Weismann, Special Assistant to the President of the University of Maryland. Ron coordinated Maryland's participation in the NeXT project and served on NeXT's Academic Advisory Council.

The SIG elected Hugh O'Neill as its first chairman. A regular journal columnist is yet to be appointed.

Latest News

Ron Weismann's talk was highly informative. Ron introduced John Carroll and Mike Feldman of the U. of Maryland, who are responsible for the hardware and software, respectively, of UM's NeXT Project.

Ron predicts that NeXT will become a machine available to everyone, notwithstanding the initial marketing limited only to higher education.

Ron praised NeXT's integrated object-oriented software development system and predicts that NeXT is well-positioned to be the platform for the 1990's.

In the future, companies will be selling environments, not just hardware. Hence, products will be developed which take into account how software will be developed, as well as the hardware necessary to deliver performance to the end user.

NeXT will facilitate sharing of software and data to a greater extent than occurs for **MacApp** or for **HyperCard**. NeXT anticipates large libraries of public domain objects.

As of January 30, when Ron gave his talk, only version 0.8 of NeXT's operating system had been released. As a result, NeXT has told developers that the code being developed on machines to date is not guaranteed to be compatible with the final operating system, version 1.0. However, version 0.9, to be released in March, is promised to be "feature-complete." That is, it will offer all of the features and system calls of the final operating system.

Two word processing packages are available at present on the NeXT: **WriteNow** and **Emacs**.

In sum, Ron views NeXT as offering all the essential hardware features necessary for the ideal academic workstation, except for color support. NeXT's development tools are excellent and its operating system offers all the essential workstation features.

The two unknowns surrounding the NeXT are whether third party developers will support it, and whether its marketing strategy will maintain it as a viable product.

Upcoming Events

On February 27, the NeXT SIG will meet at the University of Maryland Computer Science Center for a hands-on demonstration of the NeXT computer.

On March 29, Toni Bonidy, the Regional NeXT Representative, will address the SIG on NeXT's plans.

The NeXT SIG will sponsor Bruce Webster, the author of the NeXT Book, as a speaker at the main Saturday WAP meeting.

The following are excerpts from the draft minutes of the February 1989 meeting of the WAP Board of Directors. The minutes have not yet been approved by the Board and thus have no legal status. These minutes were supplied by the WAP Secretary, Peter Combes, and have been heavily edited in the interest of conserving space and maintaining interest, by the Journal Managing Editor, Tom Piwowar. These excerpts are supplied as a service to WAP members only. The full text of the draft minutes and previous Board minutes are available on the TCS bulletin board system.

Board of Directors

The chairman, Bob Platt, opened the meeting at 6:39 p.m.

Also present were: Eric Rall, Priscilla Myerson, Ed Myerson, Frank Potter, Cynthia Yockey, Nancy Seferian, Harvey Kaye, Leon Raesly, Lynn Trusal, Jay Heller, Bob Shaffer, Chris Bastian, Samuel Knutson, Bill Wydro, Bill Campbell, Seth Mize (Annapolis Slice Liaison), Dave Ottalini, Bill Logan, Tom Piwowar, Hugh O'Neill, Kym Knutson, Nancy Pochepko, Jim Little, Ted Meyer, Peter Cook, Dana Schwartz, Peter Combes.

Announcements

- The Chairman proposed a retreat for Board members, and suggested March 12, 1-4 p.m.
- The March general meeting would be held in Georgetown.
- There was no confirmation that USUHS would be available for March or April.
- We were in touch with Apple about two future events. One was with FOSE, the other involved MacWorld, possibly with John Sculley.
- On Friday, two envelopes were left addressed to the President in his mailbox, but had disappeared.

The Marty Milrod Proposal

Marty had torn two muscles and was absent; however, he wished the Board to act on his proposals.

The Second Decade Committee had voted that his proposals needed more financial study, and had invited him to attend their next meeting. They had written a report, which was handed out to the meeting. The petition was in the hands of the Secretary.

The Secretary reported that he had received a petition calling for a meeting on April 8. The petition had 49 signatures, two of which did not appear to be members of the Pi. (The petition requires 50 signatures to succeed). The Secretary's main difficulty was that the proposed meeting did not apparently meet the "single subject" requirement for a special meeting. He had posted the petition and the problems on the Glasnost Board, and had attempted to reach Marty, who had not returned his call.

Eric thought the difference between the Board calling a meeting and members calling one was important. Marty wanted a general discussion with the membership. Eric did not feel that the intentions were malevolent, but the Board had a duty to hear the feelings of the membership. The Board should hold a "Future of Washington Apple Pi" meeting, but the discussion was important.

Lynn Trusal said that he had no problem with discussion, but had a problem with 100 people taking action for five thousand. The matter should be presented as a questionnaire in the Journal to 6000 members. Chris Bastian thought a general discussion was a good idea, except that the petition said,"...purpose...to restructure the club..." The narrow grounds laid out in the petition could not be supported. Article XV said that only regular meetings could change the bylaws.

Tom Piwowar said he had received many letters and he would like all members to have a say. The proposal could be done in the form of a questionnaire. Eric moved that, assuming Marty was willing to withdraw his petition, the Second Decade Committee should convene a public hearing, purely for discussion purposes, on April 8 at the Jack Masur Auditorium and the Board should request members to be there to generate a questionnaire to be published in the Journal.

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Minutes Approved

December minutes be accepted as amended. The floor asked that Ray Hobbs' related letter be appended to the December minutes.

Approval of the January minutes was deferred.

November minutes were approved as amended with changes reported from the TCS and appended to the November minutes; Tom Vier's letter be incorporated into the November minutes.

Agent Appointed

Bob Platt explained that a registered agent was needed for service of process. Cynthia Yockey be the Pi's agent for service of process.

Financial

Ed Myerson reported that the cash position was $89,777.57. He requested the Board authorize the President and the two Vice Presidents to sign for up to $1000. Cynthia moved that Nancy Pochepko have signature authority on the main account for authorized expenditures up to $6000. Seconded by Bill Logan. Ed commented that the bylaws assigned financial control to the Treasurer — he would not have control under this arrangement, and would be unable to carry out his duties.

Harvey suggested that we open two local accounts, one for deposits only, and the Office Staff not have authority to sign checks. A second account would be the imprest fund. Lynn suggested we keep the status quo and see how it worked out. Harvey moved to table.

Membership

147 new members joined WAP in January. There were 6002 active members, and over 13,000 WAP numbers had been assigned. There were 400 renewals. Ted Meyer reported a significant rise in membership, and promised an article in the Journal.

Ray suggested that we send 10 copies of the new member brochure to each Apple dealer, together with current leaflets. Redesign of the brochure had been discussed.

Since the Journal was to have another 8 pages, it was suggested that the dues quoted in the brochure be increased to meet the extra foreign mailing costs. Ed moved the committee be charged with making a brochure to reflect current costs.

Bob Platt had written to various companies for membership drive prizes, and suggested that review software be returned to the club for use as prizes. Eric Rall offered to request software from his presenters.

Tax Status

Bob Platt reported that the 501(c)(3) application could be finalized soon, but we still needed four years of financial data. Ed replied that the request from Bob had recently been increased, but he hoped to supply all that was needed by the end of the month, perhaps earlier. Cecile would do as much as possible. Priscilla said that she herself was giving 12 hours a week of professional time to the club.

Priscilla thought that 501(c)3 implied that we would have to get much more involved with social and charitable work. Ed said opening tutorials to the public was in violation of 501(c)(7). Others disagreed.

Bob moved that we hire accounting help to prepare paperwork for 501(c)(3) status. Ed estimated that $450 was involved.

Journal

Tom Piwowar distributed information on Journal advertising rates. The policy was adopted with the following amendments: Discounts: 5% if payment accompanies ad copy and meets ad-copy deadline; 2% 10 days, net 30, 1 1/2% thereafter. Agency commissions:. new advertisers only (not running an in ad last year), 15% to ads brokered by WAP members. Discounts 15% for WAP members, their companies, and corporate WAP members with under $1,000,000 annual gross revenues. The Journal cover price was raised to $2.95.

SIGS

Chris Bastian reported that the WorkSIG had been set up. He was acting Chair and Journal columnist. He wanted to have meetings on the fourth Tuesday of each month. Voted to recognize the SIG.

Hugh O'Neill reported on the first meeting of the Next SIG. Voted to recognize the SIG.

Bylaws

Harvey presented the interim report of the committee. Bob Platt explained the Hare system. Chris thought we could never convince the membership that this was a rational system. Eric thought it did not address the problem at large. For example, all Apple II candidates who ran had been elected. Lynn Trusal moved to table the issue.

Beagle Buddy Report

Harvey presented a report which included a draft contract. Ed explained that if it were a service, it would be taxable. Lynn Trusal moved to table. Ed moved that the Beagle Buddies be encouraged to continue with no fees, and that the Board consider the details at its next meeting.

FOSE

John Nelson reported on arrangements with FOSE. Chris Bastian volunteered to organize volunteers to run the booth.

Office Relocation

Nancy Pochepko outlined the physical space for the new offices. Bob said that there was every expectation that the move could be made by April 1. Bob Shaffer suggested that we ask for volunteers to lend us a truck to help with the move. President was directed to sign the contract. Bob also asked for authority to seek a subtenant.

Jay Heller reported on cabling needs, and on simple and expensive alternatives. Ed moved that Jay be authorized, directed, and encouraged to install the more elaborate network.

Jay Thal would help with the carrels, and probably more furniture would be needed.

Staff Remuneration

Sam Knutson noted that the office staff had not been paid on time in four pay periods. Ed said that payments would be made within four days of the close of the pay period.

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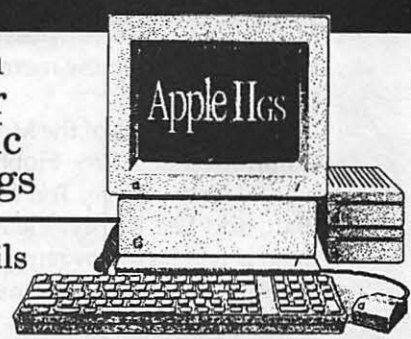

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The delay was that time sheets had to be shipped to the Treasurers, and brought up on an Apple II program. Ed asked the board to reimburse him for appropriate software for payroll. Bob Platt thought the matter should be settled by the office software committee. Ed's motion passed 5:2.

Exhaustion

Bob Platt called for a quorum. There was no quorum and the meeting was declared closed at 11 p.m.

Membership Committee

by Robert Platt

WAP's membership contest is in full swing. As of February 8, WAP has 6,002 members! Our contest has helped us cross the magic 6,000 mark before the Capital PC group reached that goal. Hence, the Committee claims victory in our friendly crosstown rivalry for membership.

You can win valuable prizes by participating in WAP's contest. Points are awarded on the following basis:

- Sponsoring a new member: 10 points.
- Sponsoring an organizational membership: 20 points.
- Sponsoring a renewal: 5 points.
- Assisting at a membership booth: 5 points.

To win points under this last category, WAP needs volunteers to staff our booth at the Federal Office Systems Expo (FOSE) on March 7, 8, and 9 from 10 a.m. to 4 p.m. FOSE will be held at the DC Convention Center. Please call Chris Bastian at 301-530-1935 to book a time slot.

On Three has generously donated their mailing list of Apple III owners to the Pi. We will send a test mailing in a effort to recruit new members from these ranks.

The members of the Membership Committee are: Ray Hobbs (Chairman), Harvey Kaye, Ted Meyer, Bob Platt, and Lee Raesly. Please contact them if you have any suggestions for membership recruitment and retention.

Special report on

Bylaws

The Hare System of Preferential Voting and Proportional Representation

by Arthur B. Spitzer

A preview of a proposal being considered by the Bylaws Committee.—ed.

Several members of the Pi have expressed concerns about the current "winner take all" method of electing Directors-at-Large. As our membership becomes more diverse, some feel that there should be a guarantee that members of WAP's various affinity groups perceive that Directors sensitive to their interests are on the Board.

One major difficulty in addressing this concern is that of defining the various constituencies. Is machine ownership, SIG membership, geography or programming language preference the key basis for identifying a constituency? Even if one of these categories is selected, implementation is difficult: if geography is used, should it be one's place of residence or employment that counts? If machine ownership is used, how do you handle a candidate who owns different kinds of machines?

Another set of difficulties arises from the nature of our election system. In Pi elections, each voter may cast a ballot for any number of candidates from one up to the number of seats to be filled (generally seven). This is a very imperfect method of reflecting the voters' preferences, since, if a voter casts seven ballots, her seventh-choice candidate receives as much of her support as her first-choice candidate. Each voter must, therefore, choose whether to give maximum support to her favorite candidate(s) by voting for only one or two candidates, at the cost of wasting most of her voting power, or to use all of her voting power by casting seven ballots, but at the risk that her own ballot may cause her seventh-choice candidate to prevail over her first-choice candidate by one vote.

It is also the case under our electoral system that many voters' ballots do not "really" count, because they do not have any effect on the close races. To illustrate: suppose there are seven candidates for four seats, and an electorate of ten voters, each of whom can vote for up to four candidates. Candidate A receives 10 votes, candidate B receives 9 votes, candidate C receives 8 votes, candidate D receives 6 votes, candidate E receives 5 votes, candidate F receives 1 vote, and candidate G receives 1 vote. A voter who voted for candidates A, B, F and G really had no impact on the outcome of the election, since candidates A and B had plenty of votes to win without her help, while candidates F and G weren't really in the running. This voter actually had a very strong preference for candidate E (her fifth choice, and almost a toss-up for fourth place in her mind) over candidate D (her last choice, and a real jerk, in her opinion), but there was no way for her to express those views and her preference therefore counted for nothing.

Finally, bloc voting will have disproportionate weight in a system such as ours. At the extreme, 51% of the voters, by casting their ballots for the same candidates, can elect all seven Directors, while 49% of the voters will be unable to elect any.

There is a better way — a voting system that comes nearly as close to perfection as Steve Wozniak's circuit designs.

This is the "Hare System," named for its inventor, Thomas Hare. See T. Hare, On the Election of Representatives, Parlimentary and Municipal (1859); J.S. Mill, Thoughts on Parlimentary Reform (2d ed. 1860). The Hare System permits each voter to express her relative preference for every single (or married) candidate on the ballot, but applies a voter's full voting power entirely to her first-choice candidate until that candidate is either elected or eliminated from the running. It then takes the voter's second and subsequent preferences into account, giving them appropriate weight. It makes bullet-voting, bloc voting, and all other known methods of fancy footwork ineffective, while assuring

➥ 65

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STATEMENT BY THE SECRETARY

I have received a petition that reads as follows:

"We, the undersigned, in accordance with Article VI, Section 2 of the WAP Bylaws, do hereby request a Special Meeting of the General Membership to be held beginning at 12:00 Noon on Saturday, April 8, 1989, at the Jack Masur Auditorium, Bldg 10, (the Clinic Bldg), on the NIH Campus on Wisconsin Avenue, Bethesda. The purpose of this meeting is to consider restructuring of a successor organization to WAP, to be known as the Washington Computer Club (WCC), an organization of affiliated "machine-specific clubs" whose respective Presidents jointly form the Council of President which is the executive arm of the WCC. They will hire an Executive Secretary to administer central affairs. Further, this is to become effective on July 1, 1989; the current ByLaws election is hereby suspended.

Machine-specific clubs are to nominate and elect their respective Presidents during the April/May cycle who will take office on July 1, 1989. In accordance with the above-cited Section of the ByLaws, notice of this petition statement and "the date and hour of the meeting and the place where it is to be held, shall be given by publication in the March issue of the WAP Journal and by a mailing to all members..." The concept paper statement attached to this petition is to be printed in the Journal as well."

There follow 49 signatures, two of which do not have WAP membership numbers. The requirement is for 50 signatures. However, I have stated that this does not appear to be an insuperable problem, as I suppose more signatures could be supplied if requested.

My principal concern is that Special Meetings are restricted by ByLaw to the discussion of one issue, and several issues seem to be raised by the petition, e.g. the reorganization of the club into semi-autonomous CPU based sections, the change of name, the suspension of elections.

I reported this to the Board of Directors at their February meeting. The board also pointed out that several ByLaw changes were implied by the petition, and, under Article XV of the By-Laws, only a General Meeting may change Bylaws.

The board decided to ask the Second Decade Committee to hold a "Future of the Pi" meeting, open to all members, at the time, date, and place specified in the petition. This meeting would be for unrestricted discussion, but could not change ByLaws.

I reported this to Marty Milrod, the principal signor of the petition, and he agreed to this proposal. The meeting will thus take place, and all members are encouraged to attend.

In a spirit of cooperation and compromise, I have asked the editor of the Journal to publish the Proposal cited in the petition. I understand that the Second Decade Committee has also asked to publish its reactions, and I have no problem with that.

Peter Combes
Secretary, Washington Apple Pi
Washington, DC, February 14, 1989

January 11, 1989

Proposal for Changing Washington Apple Pi (WAP)

WAP has had a long and honorable history replete with accomplishments which most of us have enjoyed for some time. We now believe that this is an appropriate time to reconsider what WAP should be looking towards for its future growth and development in providings service to home computer users in the Washington, D.C. area and throughout the nation. Above all the growth and success of WAP now means that we should seek to institutionalize the organization and to restructure ourselves to place the business, administrative aspects of our organization into a more professional organization responsive to the views of users. Few of us would dispute the fact that our members seek enjoyment and interaction with other persons interested in their home computers; many of us have felt that the business of business operations have interfered with our major computer club focus on education, sharing and information exchange and administration.

To this end, we propose that WAP evolve into a broader organization to become capable of supporting a broad range of member interests – even beyond dealing with machines produced by one manufacturer. This organization should have the "broad role of consumer and public education about computers" suitable for its classification by IRS as a 501(c)(3) organization.

Specifically what is proposed is that the business side of this expanded organization deal with maintaining membership rosters, sending out and processings new and renewal membership applications, collecting dues, providing a central mailing , phone facility and tutorial facility, etc. All other functions (meetings, tutorials, publications, hotline helper operations, specific machine-related information to coordinating reviews and reviewers, inviting speakers and appearances at computer conventions, expositions, etc.,) are to be controlled and managed by the respective "machine-specific" clubs.

Where economy-of-scale issues are involved, (such as in obtaining both tax-exempt status [(501)(C)(3)], accepting gifts, obtaining and mailing bulk-mailing permits, bulk mailing services, maintaining CarrierRouteSorting(CRS) Postal Service codes of members, etc.,) the central office may be directed by the "machine-specific" clubs to perform such functions; ***responsibility but not***

the authority for such directed functions can be carried out by the central club staff. Decision-making authority rests with the "machine-specific" clubs. WCC (as a tax-deductible contribution organization,) may provide long-term loans of donated equipment to its constituent "machine-specific" clubs, and otherwise provide harmonious assistance to such clubs.

It will be necessary to change the name of our organization to Washington Computer Clubs, Inc., (WCC), to fully incorporate it as a tax-exempt corporation, to re-write its Bylaws to reflect the new organization changes and to reach consensus on fundings and other items of administration.

We propose the following features:

- That any new "machine-specific" club may be formed if (1) no identical machine club already exists within the Club, (2) that new "machine-specific" club must have 100 (or some other agreed-upon,) number of members, and, (3) that they have or adopt a set of By-Laws not incompatible with those of the WCC. Clubs may set up their own electronic bulletin board systems, publish their own journal, and have their our office/tutorial facilities.
- That each "machine-specific" club elects its own President who serves for a specified Fiscal Year (July 1 - June 30,) and who then serves as its voting representative to the Council of Presidents. Requirements for "club" affiliation include non-piracy policies and the adoption of principles and rules of democratic organizational structure. All membership fees are to be paid centrally to WCC (see next item); additional club fees may be cooperatively added by the Central Staff to a common billing system.
- That the Council of Presidents hires and supervises an office head (Executive Director of Office Manager,) responsive to the the Council of Presidents, and that they retain all hiring and contract authority for WCC.
- Each "machine-specific" club President shall have only one vote on the Council of Presidents.
- The Council of Presidents shall elect their own Chairperson who shall only cast a vote in case of ties.
- That each "machine-specific" club shall be assessed $20 per person (or some figure to be refined,) as its capitization tax to defray the costs of the central office.
- That Robert's Rules of Order, latest edition, shall prevail at all meeting of the Council of Presidents and the "machine-specific" clubs.

Naturally a great deal of additional work is needed to re-write the existing WAP ByLaws and to plan for an orderly transition of finances and management functions within the new structure of WCC. For these reason we propose a Fiscal Year basis (July 1 - June 30,) similar to that of WAP, and that the WCC organization come into being on July 1, 1989. Further, we request that WAP provide its good offices in providing both information on this proposal and a referendum forum for its adoption in its normal election cycle beginning in April, 1989.

It is proposed that the WAP Board hold a special meeting in February, 1989, (IAW Article VII, Section 7,) called by "either Vice-President or two or more Directors on seven (7) days notice to each Director..." for the purpose of hearing a presentation on the evolution of WAP. It would be desirable that the WAP Board call for a Special Meeting of the general membership to consider this restructuring proposal in March (18th at USUHS?). If the WAP Board is unwilling to call such a Special Meeting of the general membership, we will initiate the obtaining a signed petition of fifty (50) members, (IAW Article VI, Section 2,) which requires that a written notice be placed into the WAP Journal "...stating the date and hour of the meeting and the place where it is to be held... No business other than that stated in the notice shall be transacted."

It would be hoped that a motion would be adopted which would evolve WAP into the WCC, with all the successor organization carryover of legal rights and obligations, property and goods, etc. In terms of timetable, we should, if this main motion of adopted, move to suspend the normal WAP election Bylaws provisions and substitute for them the election of "machine-specific" club Presidents with the understanding that the current Office Manager is to temporarily continue as the Acting Executive Director of WCC. Nominations would be accepted in March/April with election in May and assumption of positions on July 1, 1989. The transition period would be from the May/June election results through June 30, 1989. It is to be assumed that current WAP membership years would be permitted to run their course; upon renewal period, the new yet-to-be-defined WCC membership periods and fees would be implemented.

There are a host of important issues which this brief statement of purpose does not pretend to approach. But myriad other issues (office location, separate journal issuances, common application and renewal forms, etc.,) truly can await the hoped-for acceptance by the WAP board of this overall proposal. We earnestly believe that this proposal enhances the enjoyment and usefulness of our organization, and we believe that our members should have the deciding voice on it.

Martin Milrod
End.

A Note to Our Readers

The nature of the material published on these two facing pages is such that normal editorial procedures do not apply. Our proofreaders want you to know that these pages are being run exactly as they were submitted to us.

Second Decade Committee response follows ➡ ➡ ➡

WAP NEWS

WAP NEWS

Second Decade Committee

Interim Report On Milrod Proposal, February 2, 1989

The Committee's first meeting was held on Thursday, January 5, 1989. The Committee has a broad charge to examine Washington Apple Pi's (WAP) future services and areas of growth. We have been appointed to draft a strategic long-range plan for WAP. Most of our first meeting was devoted to reviewing WAPs last planning effort in 1984 and to identify key markets for future development: the government and education.

At the first meeting, Ray Hakim presented a proposal by Martin Milrod to reconstitute Washington Apple Pi (WAP) into separate machine-specific groups (MSGs). The key ingredient in Milrod's plan is that functions which offer "economies of scale" would be performed by an umbrella organization and other activities would be performed by MSGs. Because neither the Committee, nor the Pi as a whole, has a good understanding of where economies of scale occur, we voted to study this issue and to invite Mr. Milrod to present his plan at our second meeting.

On February 2, Mr. Milrod presented his plan to the Committee. He contemplates a dues structure which would allocate $20 per member to the umbrella organization and $10 per member to the MSG. The umbrella budget would support publication of the Journal(s), office rent, office staff to maintain membership records and accounting services. All other functions would be performed by the MSGs, unless economies of scale can be found. All revenues from Group Purchase, Disk Library Sales and Tutorials would support the MSG budgets.

Findings

1. The Milrod proposal has important financial implications. The Committee will study these implications and develop financial models of alternative structures. We will attempt to determine where economies of scale occur in WAP's operations and whether the amount of discretionary income warrants separate administrative structures.

2. In our opinion, the plan has not been defined sufficiently to determine whether it is feasible or whether it is preferable to our present structure. The sponsors of the plan should enumerate what is to be done at the MSG level and what is done by the umbrella organization. Without this definition, debate on the plan will not be productive.

3. Before any reorganization plan is presented to the membership for adoption, it should be concrete, offer tangible benefits over the current structure, and represent a consensus of at least the active volunteers and officers of the Pi. (Additional legal research is required to determine what steps would be necessary to approve a restructuring.)

4. The Second Decade Committee's purpose is to investigate new directions for WAP and to target our larger market for WAP services. Hence, the Committee will consider whether there are more effective alternatives to achieving Mr. Milrod's goals, which he outlined to the Committee.

5. The Committee recommends to the Board the importance of keeping the organization focused on the tasks of serving its members. The Board has instituted several important changes in the last three months, including: a new office, a new staff, and a new Journal design. Now Mr. Milrod would change the organization's name and structure as well. Given these changes, it is difficult to accept Mr. Milrod's premise that a restructuring must be accomplished between now and July. The benefits claimed by Mr. Milrod do not warrant rushing the change through without adequate study and debate.

6. Any change of this magnitude would require a great deal of consensus building on a much larger scale than has occurred to date. Any change of this magnitude cannot be accomplished at a special membership meeting. Ultimately, careful study, considered debate and a referendum of the entire membership is necessary to validate such a plan.

7. The Second Decade Committee seeks to encourage debate on how to improve our organization. We intend to hold a public hearing open to the membership to examine WAP's goals, members' needs and structural improvements. Several members, including Mr. Milrod, have shared with us their lists of perceived areas for WAP extension and improvement. We welcome similar lists from other members. Before WAP embarks on a particular plan for the future, WAP requires a better understanding of our needs and goals as a first step.

Conclusion

WAP's future is a matter of great importance, and the Committee intends to explore it candidly and fairly. The Committee intends to continue with its study of all the options.

Letters to the Editor

A Call to Pro Bono Action

One of the biggest areas where WAP has fallen down is taking advantage of the services of its members who are computer professionals, or tapping more into businesses for services. For example, the TCS would be a much better system if a professional computer systems analyst had done a life-cycle analysis of WAP's needs for telecommunications services.

As one of the biggest Apple computer organizations in the world, we should really be leaning on Apple to make us a showcase for what can be done with Apple products. Apple could donate the equipment to make the WAP office a model of what an Apple office network should be.

With the Department of Education next door to WAP, figuratively speaking, WAP, the Department of

Education, and Apple Computer could set up some model school computer programs in the Metro area. WAP could do a world of good and get a ton of good publicity by organizing computer-based tax-preparation classes for both individuals and users, then organizing trained member volunteers to go to senior centers, sheltered workshops, halfway houses, etc. and help people prepare their income tax returns.

Computer professionals should have the opportunity to do some 'pro bono' volunteer services both on the Hotline and in other settings where the limits of what's free are spelled out.

— Theron Fuller

I agree. It is frustrating to see all of the opportunities that the WAP misses. At the last BOD meeting there was speculation that such activities might need to be stressed if WAP is to achieve the tax exempt status, currently being worked on. Other computer groups are certainally more socially active than the WAP—in particular CPCUG, the local IBM group, offers scholarships and academic awards. In fact, last year my son was awarded a prize by CPCUG for his Mac-based project. Where was the WAP?—ed.

Future of the Pi

This has been a stormy year for Washington Apple Pi. Those of you that have attended the November general business meeting have seen a motion to remove the President of Washington Apple Pi from office. The January general business meeting ran over 30 minutes into the presentation time because of other "hot" issues. During this meeting, Marty Milrod circulated a petition to call a special membership meeting to discuss an alternative structure for Washington Apple Pi.

There have been a number of BBS messages, phone calls and conversations about what Washington Apple Pi should be and how it is not meeting member's needs. Some people have suggested that the Macintosh portion of the club is walking over the Apple II membership. Others say that the Apple II members are hostile towards the Macintosh membership. I have heard people call for the breakup of Washington Apple Pi. Some want two separate journals. Others want an even bigger single journal with higher advertising rates and more advertising dollars. Some members want a much larger club of over 10,000 members. Others want a smaller, more closely knit group where they can be comfortable with each other and their machines.

Marty Milrod is one key volunteer that has suggested an alternate structure might better satisfy the needs of the future. Some individuals misinterpreted this action to be some sort of hostile "palace cabal." I feel that a meeting in which Marty and other interested members could present their ideas and suggestions might dispel some of the fears of treasuries being robbed in the night. This meeting is an opportunity for Marty and others to come forward and present their views and suggestions.

— Eric Rall, V. Pres. for Mac

During my brief tenure as editor, I have been impressed by how well the II, III, and Mac members work together. We've devoted a number of pages in this issue to these divisive issues at the expense of substantive articles. But I wonder if so much attention focused inward is particularly warranted. I believe that most of the WAP wishes to pursue their primary interest, Apple computers. The WAP has over 6,000 members. My impression is that hardly a dozen vocal members are involved in all of the recent turmoil. That is 2/10ths of one percent of the members! The events at both the November and January general Meeting were not greeted favorably by those in attendance. The vocal group was repeatedly asked why it was making such a scene and holding up the meeting. Their motions were tabled by almost universal votes of displeasure.

It hardly seems right that a vocal dozen members should so severely impede the workings of the WAP. The most recent situation, the attempt to hold a meeting where the vote of a mere 51 members could reorganize the the WAP, is distressing. I hope that airing these issues will generate communication from the members to the officers so that they can better assess how much time to devote to organizational issues. This proposal is severely diverting WAP from its main mission. —ed.

New Ad Rates!

Effective with April 1989 issue

insertions:	1 to 2	3 to 5	6 to 11	12 plus
Full Page	$450	$383	$338	$270
Inside Cover (full page)	$550	$468	$413	$330
Back Cover (3/4 page)	$550	$468	$413	$330
Half Page	$300	$255	$225	$180
Two-thirds Page	$360	$306	$270	$216
Third Page	$225	$191	$169	$135
Sixth Page	$125	$106	$93	$75
Market Place	n.a.	$70	$60	$50

Advertising Policy

1. Written contract required to earn multiple-insertion rates.
2. Market Place ads must run for a minimum of 3 months. No change of copy.
3. Contract-rate advertising is to run in consecutive issues unless otherwise prearranged.
4. Contract-rate reverts to single-insertion-rate if payment overdue more than 60 days past ad-copy deadline.
5. Terms are 2% ten days, net 30 days, 1.5% per month thereafter.
6. Ads will not be accepted if payment overdue more than 60 days past ad-copy deadline.
7. Advertisers who fail to comply with frequency contracts will incur a short rate.
8. Ad space deadline is 15 days before the monthly WAP meeting.
9. Ad copy deadline is 10 days before the monthly WAP meeting.
10. Previous ads will be repeated if new artwork is not received by the ad copy deadline.
11. The word "advertisement" will be placed with copy which in editor's opinion resembles editorial matter.
12. Listings in the advertisers' index are at the pleasure of the editor.
13. Editor reserves the right to determine ad placement.
14. Conditions in conflict with advertising policies contained herein will not be honored.
15. Advertising copy is subject to editor's approval.

WAP NEWS

16. Advertisers assume all liability for content of ads and assume full responsibility for any claims made against the publisher.

Surcharges

1. Special position request (excludes cover positions): 10% surcharge.
   - Position request must be identical for entire run of contract.
   - Ad copy may change.
   - Surcharge refunded if request cannot be met.
2. Ad prep for ads not camera-ready or wrong size: $50 per hour for staff time plus printer's extra handling charges.

Discounts

1. Early payment: 5% if payment accompanies ad copy and meets ad-copy deadline.
2. Member: 15% for WAP members, their companies and corporate WAP members. Discount only to companies under $1,000,000 annual gross revenue.
3. Discounts may apply cumulatively (early payment +member).
4. Discounts do not apply to Market Place ads.

Commissions

1. 15% to bonafide advertising agencies (status to be determined by president or designee).
2. 15% to ads brokered by WAP members or authorized parties (pre-authorized by letter from pesident or designee).
3. Non-agency commissions paid only for new advertisers (those not advertising in the past year).
4. Member discount does not apply to commissionable ads.

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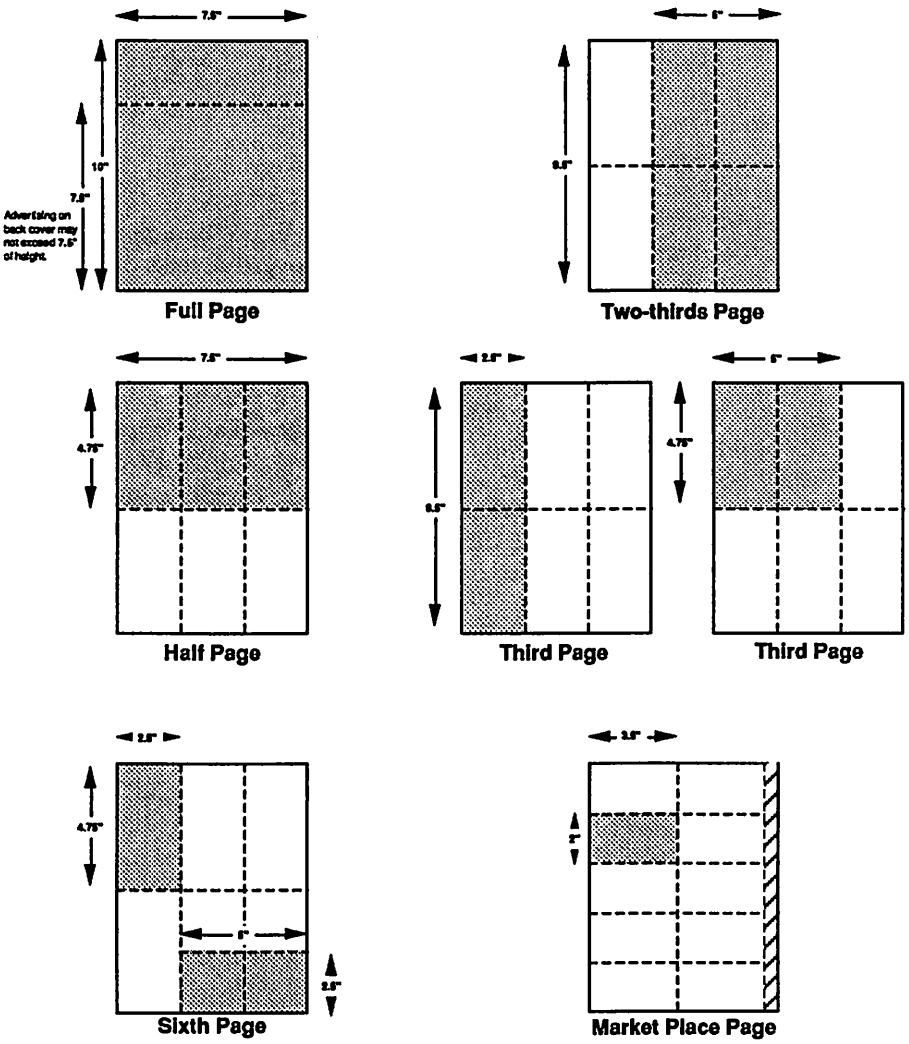

APPEAL

BEDS FOR BOSTON!

The Mac Section of the Boston Computer Society will be here in force for MacWorld Expo DC from April 23 (Sunday) through April 28 (Friday).

Some of them are looking for places to stay. If you can spare some space on a couch or your living room floor, someone from Boston would like to sleep there. Its a good way for you to get to know a fellow Mac owner from Bean Town. Its also a good way to make some connections if you are planning to be in Boston for their MacExpo next August.

If you can help out leave a message at the WAP Office with the following information:

1. *Your name, address, and phone.*
2. *Proximity to Convention Center and public transit.*
3. *How many bodies you can house.*

Call (301) 654-8060

NOTICE

Commissions to be Paid on Journal Ads

At the February Board meeting the payment of commissions for those selling advertising in the WAP Journal was authorized. For more details read the column immediately to the left of this one and the Board minutes elsewhere in this issue. Note that you need a prior letter of agreement with the WAP to qualify for a commission.

Feature Story

A Mac Temping Career

Making $50,000 a year with no fixed address

by Jess Porter

This article is about my experiences working with temporary agencies. I have been working through temporary word processing, computer, and now Macintosh temporary agencies for over three years now, since being laid off. I have three years of college, with a major in art (photography), and I have Wang word processing and Lotus 123 skills.

Getting Started

In approaching a Temporary Agency (hereinafter referred to as TA or agency) for the first time, you should ask, over the telephone, if a fair amount of Macintosh assignments are available. Some agencies will have few assignments, but you could still leave your name and phone number. It is important to evaluate the agency's answer and see if it is worth taking the time to register. Even agencies which get few Macintosh assignments may get a good assignment you won't want to miss. Accurate evaluation comes with experience.

It is fairly simple to register with a TA. Just call and make an appointment. The agencies are very busy and do not like people just walking in without an appointment, but I have done it. The key to walking in unannounced is having skills that are in demand and using the right approach. "I happened to be in the area, and will not be working here much longer, but wanted to see if it was possible to register today." They will take you, because good Macintosh people are always in demand. Registering consists of a few different procedures. First is testing, which consists of short clerical tests, and always a typing test. Almost all graphic Macintosh assignments have a certain percentage of typing involved, and the agencies do get word processing assignments for the Mac. I have found that most Mac operators do not enjoy word processing. They really prefer to do graphics, but it is difficult to separate the two. Agencies do guarantee certain typing speeds to their clients. After the testing is completed and tax forms are filled out, the interview takes place. You are now registered. The process takes approximately one to 1-1/2 hours.

A temporary position is rarely available for you on the spot. The recruiter who interviewed you will tell you to call back that afternoon, or if you registered at 3pm, the next day. It is very important to check back and try to talk with the same person who interviewed you. The recruiters are busy registering and talking with many people each week. Do not hesitate to call frequently, so you can become known. When the TA has an assignment, they will call the people who are current, then people who have made a favorable impression, and lastly they work their files for the first person that meets the needed qualifications. This means if you have just registered and have not made your name a household word with the TA, you could be passed over. If I am looking for a new assignment, I call every day, usually late in the afternoon. After you have registered with at least four agencies, you are ready to begin working as a temporary.

Types of Agencies

Depending upon your skill level, there are three different types of temporary agencies to register with: Word Processing agencies; programming agencies, which use computer programmers and engineers; and agencies which place only people with Macintosh skills. Word processing agencies usually have entry level positions, as well as entry level pay. The programming and Macintosh agencies are for people with at least a year of intense Macintosh experience, and along with that comes better pay. My first job was for six months, working almost 60 to 70 hours per week using just MacDraw. It is that type of intense exposure that gives one the credentials to move upwards and command higher salaries.

I have noticed a new trend in private industry for companies to reduce their work force to compete in today's marketplace. It is becoming advantageous to hire needed talents on a temporary or consulting basis and not have to pay benefits or retirement. There are even firms that lease people. The company that leases the people does all of the bookkeeping and provides benefits for their people just as the temporary agencies do.

Benefits

Some people feel that they have to have a permanent job with a company to receive medical coverage. Most TA's, however, offer medical coverage, at a cost, for a nominal amount of hours of work. The National Association of Temporary Agencies in Alexandria, Virginia offers medical coverage, which you should be able to get through any TA. A third way to acquire coverage is to join one of the professional associations, most of which have offices right here in Washington. (There are no requirements to join an association. I was a member of the American Mathematical Society for three years before I got over my interest in pure math and resigned.) The TA's offer paid vacation after so many hours with them, usually 1,000 to 1,500. You have to keep track of your own hours and let them know when you are eligible for a paid holiday or vacation week. I recently got paid for Christmas and New Year's

"I will never again be insecure about being laid off because I know I will never be out of work for more than one week"

day, because I discovered I had more time in with the agency than I realized. There are more benefits, such as transportation reimbursement. You have to read each agency's literature.

Procedures

All of the agencies have similar procedures. If you are registered with an agency and are looking through the Sunday Washington Post, you may see an ad for a Macintosh assignment through your agency and wonder why you were never called. These are recruiting ads. That job probably does not exist. However, you can call and ask if it is a recruiting ad or an actual job, since it may exist.

When you are called with an assignment, it is important to ask questions. Many times the job description you are given over the phone is inaccurate. (This is not necessarily the TA's fault; it may be the client's.) It is important to tell the agency if you don't know a particular package, but they will probably still send you on the assignment. If the assignment involves the use of a software package you are very weak in or have no knowledge of at all, it is important to ask if their client is willing to train. It is not uncommon to get sent home from an assignment because your skill level is below what their client needs. You do get four hours pay to compensate. All of the Macintosh training I havereceived has been from temporary assignments.

The TA's will rarely tell you what the hourly rate is. You must ask. (If you accept an assignment prior to asking what the pay is, they will probably quote a lower rate.) Before accepting an assignment, there are some criteria to consider, such as whether the pay is to your liking in accordance with the length of the assignment and the location. I live in Maryland, so if a job does not pay a certain minimum salary, I am not going to drive to Reston or McLean. Also, I am not going to spend sixty minutes on the Metro commuting to Crystal City, unless "the price is right."

If it is a long-term assignment, do you want to work somewhere for six or eight months at less than you usually make per hour? On the other hand, you may be willing to take less money for a week or two to hold you over until a long-term, high-paying assignment comes along. The time of year can also play a big factor because of the Government proposal cycle and the Christmas season, both very slow times of year. This situation happened to me just this past Christmas. I was out of work for a day or two in late November, and was offered an assignment until December 23, 1988 at a lower rate than I normally make. I accepted the assignment nevertheless. The job was extended through February 28, 1989. I called the agency and told them that I could not afford to stay on at my present hourly rate and would not. The agency talked with the client, and I got my raise and am waiting to hear about staying on for a much longer time. I like the company and the company is very happy with my work.

> *"you are often treated as a second class citizen, constantly being watched and talked down to"*

Salaries

Now it is time to cover one of the most important topics: salary. Let me begin by explaining why I have been doing temporary work for a living for so long. If I were to plot my salary over the last three years, it would soar up at almost a ninety-degree angle. I make a very good income for a person with a lot of college, but no degree. The salaries I have been offered, for a permanent position, are usually $8K to $12K per year less than what I am earning at present. No one can afford that large a decrease in pay. I would consider a $2K to $3K cut in annual salary, but no more. I really cannot complain; I have medical coverage, and am making a satisfying income. Also, a person hired to do graphics for a Government contractor, has limited career opportunities when surrounded by engineers and scientists. I have discovered that large and small companies alike hire few non-degreed people for non-clerical positions. However, to save on the cost of employee benefits, a company will pay a TA a 30-40 percent profit on every employee to perform specific tasks.

I went to my first WAP dPUB SIG meeting in January of this year. A woman asked how much she should charge to do some work on PageMaker. As I knew the answer would be lengthy, I told her I would talk to her after the meeting. The meeting went very late and I looked at her seat and she was gone. I hope the following answers her question. An entry level temporary Macintosh word processing position, should never pay less than $10.00 an hour. (In contrast, a security clearance can get you $15.00 an hour to do word processing.) If you can type very fast (at least 70 w.p.m.), you can get more than $10.00 an hour. I worked at a company where the main part of my job was on PageMaker and MS Word. I was getting $10.00 an hour, but the training I got was worth 100 times that amount. I also learned MS Works and RedRyder. After you get past the entry level stage, you can begin to command higher hourly rates.

If you register with the TA's, no typing test is required. With a few exceptions, the minimum pay you should accept at this level is $15.00 an hour. Some of the jobs at these agencies require the submittal of a resume and samples of your work to the client and sometimes an interview with the client. I have submitted my resume to clients for jobs paying as much as $25.00 an hour. I have not been on an assignment with that salary as of yet, but I am working in that direction.

Once you begin a long assignment, and you feel you deserve a raise, there is one obstacle to consider. Many of the agencies have contracts with their clients. This is a delicate situation. If your job duties have expanded four months into an assignment, you rightfully deserve a raise. Most likely you will not get the raise. This is because your agency is under contract, it was the lowest bidder in all of the salary/skill categories, and it has the exclusive right to provide all the temporaries the company needs. If the agency cannot provide a person to the company, then the company can go to another agency.

Under non-contractual conditions, you can always get a raise if conditions

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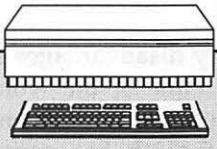

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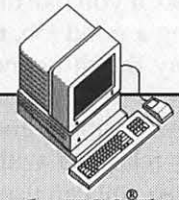

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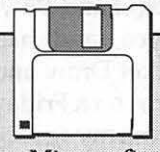

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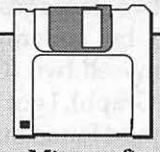

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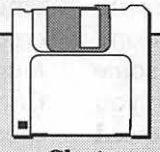

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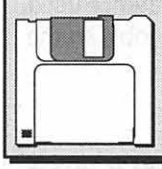

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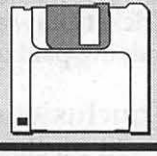

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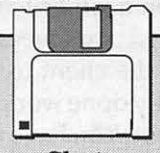

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warrant it. I have gotten myself raises on numerous assignments. If your TA has a contract, you have to do the following. Ask before you except the assignment if they have a contract with the particular client. If you have not done that and deserve a raise, you just have to call them and tell the agency professionally that you deserve a raise and cannot continue the assignment at the current rate of pay. You can also go to the client and mention the fact to them also. If you like the company and are doing a good job, they will sometimes pay the difference. If all of this fails, you have to be prepared to look for a new position, and still maintain friendly relations with your current agency, so you can use them again.

The bottom line is that being a temp can make you $50,000.00 a year or more. Here's how: if you make $22.00 an hour, there are 2,080 hours in one working year, 22 X 2080 = $45,760.00. With 10 percent figured in for overtime, that adds $4,576.00. $45,760 + $4,576.00 = $50,336.00. Not bad!

Required Skills

There are really only two levels of expertise involving the use of Macintosh software: beginner and advanced. Temporary employees are almost always more skilled than the Mac personnel at a company where you are working. I am often either the only Mac person on a job or I am working with less-skilled employees. It is not uncommon for the client to bring you some incorrectly done work, which puts you on the spot. You have to take advanced or creative measures to solve the problem. You also have to be prepared to give a good estimate of the amount of time required to correct the document.

To come into a company either through an agency or as a consultant and not be able to perform adequately leaves a bad impression of your skills. You will not be going back to that company.

If you feel you can solve any horrendous Macintosh problem, you may want to consider becoming a consultant, and work directly for a company. On the back of any TA's timesheet is a statement that 12 weeks (90 days) must pass before you can be hired by or solicit work from a company yourself. Read the statement carefully; some say ninety days after starting an assignment, and some say ninety days after completion of an assignment. If under the terms of the statement either of those actions happens within 90 days, a fee is owed to the agency for hiring you. However, as a direct consultant, you will be able to get $20.00 to $25.00 an hour depending on the requirements of the job. One has to keep up with the consulting industry to know how much to charge.

Disadvantages

There are many disadvantages to temporary work. Some of the worst ones are: getting home from work and finding out that the job has ended (usually on a Friday), and being on a six month assignment and having it end three weeks after starting the job. Some companies have "superior attitudes," and you are often treated as a second class citizen, constantly being watched and talked down to. Often you are given the less desirous work.

Advantages

I feel that the advantages far outweigh the disadvantages. There are many opportunities for software training, either given by an employee or learned on your own during slack periods. I was three-and-a-half weeks into a six month assignment, on which I was taught two packages (Excel and Powerpoint) by an employee, and had taught myself two (Cricket Draw and Cricket Graph). I got home on a Friday evening and found out from my agency that the job had ended. I was upset, but thought about the four new software packages I had learned, and proceeded to enjoy my weekend. I have since used Cricket Draw and Excel on jobs, so the training paid off well.

Conclusions

In conclusion, I feel that a career doing this kind of work can be very rewarding. It is possible to make $50,000.00 a year or more doing this, depending on your knowledge of hardware and software.

Looking beyond financial reward, however, over the years I have made some new friends and associates. I have learned new techniques on proposal preparation and organization, which I have taught to other companies. I have become familiar with the corporate personalities of many of the larger companies. I will never again be insecure about being laid off, because I have the knowledge that I will never be out of work for more than a week.

Jess Porter takes on Macintosh assignments through various temporary agencies and as a consultant in the Washington, DC metropolitan area. He is considering taking this article to book length, and would appreciate hearing from anyone doing the same. Please write to:

Jess Porter
P.O. Box 3112
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Temp SIG?

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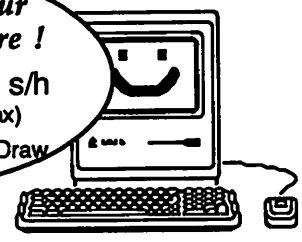

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Advice from Lee

AppleWorks Outside-In!

by Leon H. Raesly, LCSW

This is going to be a sometimes column. Sometimes it will be here, and sometimes it won't. It will depend on 3 things: one, if I think I have something to say; two, if the editor agrees; and three, if you like what you read and let the editor know!

Also, the column will concern itself with Appleworks in a very loose way: the inside of **AppleWorks**, and the outside of **AppleWorks**. Even disk repair could be covered, for aren't all **AppleWorks** files kept on some kind of disk? So we will be looking at anything that relates to **AppleWorks**.

It is aimed at the advanced and intermediate **AppleWorks** user. What you will never see here is building an **AppleWorks** template in a spreadsheet row by row! Place this data here or that formula there. Not for me to write about! I find them very boring! And I suspect you do too. Tips are fine, but a whole column of that stuff? Never!

So, O.K., Lee, what have you seen exciting this month? Hmmmm. Just about the best thing for spreadsheets since sliced bread! The **TimeOut** SpreadTools disk. I got them in beta versions and had to wait until they were released to write about them. So here goes.

No More DIF

Right, never again will you have to DIF (Data Interchange Format) data between spreadsheets! The latest **TimeOut** module (SpreadTools) has a utility called CellLink which does just that! It links cells in one spreadsheet to the cells in another. Up to 550 cells can be linked. And from anywhere!

How do you use it? Usually you place it at the right hand top of your spreadsheet (so it will be out of the way for printing your spreadsheet). Place a column titled Links on its left, and title a column Imports. It is not really necessary to title it, but it keeps things neat. Now, under the Links column, place the cell location in the Export (where you are getting the data from) file, and the file name in parentheses. It might look like this:

AQ1(REGCHKLED.JAN88)

This indicates to the **TimeOut** CellLink program that it should look for the file REGCHKLED.JAN88 and extract the data from cell AQ1. And this it does! Pow! Just like that. I regularly use it to link a total of 540 cells from 24 different files into the import file. Picture this:

A regular checkbook/ledger with a chart-of-accounts of 40 codes. These codes are used to identify what account it is. (There would obviously be (there are!) 12 sets of these for a year. Also, as with most businesses, a separate payroll account with its own checkbook/ledger exists for each month. Thus, there are 12 of these, each with 5 additional account codes.) This makes 24 files all told, with a total of 540 linked cells! Wow, that is neat.

Let's carry it one step further. Let's say you have this file called "INC.EXP. SUM.88" (which would stand for Income/Expense Summary for 1988, of course,). Also, on your desktop you have another file, called FAC.1120S.88 (standing for facsimile of CorporateForm 1120S for the year 1988). And the final one called "FAC.1040.88 (which is the 1988 Form 1040 for individuals). Now, with all three on the desktop, you have linked the FAC.1040.88 to the FAC.1120S.88. This in turn is linked to the INC.EXP. SUM.88. And it is linked to your regular check/ledger spread for each month of 1988 (REG.CHK.LED. JAN88, etc.).

Now, at any time during the year, just place those three on the desktop, and you know where you stand and fast! On myincome/expense summary with 540 links to 24 different files (on a **Sider D4T Turbo Hard Disk**) it takes just 8 seconds to do the linking! You can force CellLink to do a recalculation with the command in the linking column of RECALC as well as chain to the next summary spreadsheet without your having to do it (if it is on the desktop) with the CHAIN command.

So, you need never DIF the data from one spreadsheet to another again. Just **TimeOut** CellLink them ... and watch the data flow .... fast!

Although that is my favorite on the SpreadTools disk, there are many more.

Block Copy

What **AppleWorks** users have always sorely missed is a method of doing a block copy within the spreadsheet; either to the clipboard or to another location. It would be very useful in moving a long block of data down. Say with your Links column above, you left out one block of data in each month. So you need to move the linking information down block by block to make room. You don't wish to enter rows, as this would throw your spreadsheet out of line and have big holes in it. You just want to move these four blocks down, then the next four, etc.

Now you can! You knew that was coming, didn't you? (Yes, ***TimeOut SpreadTools*** has a block copy; within spreadsheet, to clipboard and from clipboard.) *It works just fine, thank you!* Copy blocks however and wherever you like.

It also gives you more choices. Besides relative or no change, it lets you also select row fixed or column fixed (and the other relative). It does not insert a row when you copy to a block, but it writes over it. If there are values already there, they're gone. However, when copying to the clipboard, you can add or subtract the values to what is already there. Also very neat.

Quick Columns

TimeOut QuickColumns lets you change a column width by entering the actual column width as a number or even all of them in any pattern you like. Just place the cursor at the starting point, call up QuickColumns and enter the numbers. And there they are!

Row <=> Columns

A quick method of converting a row to a column or vice versa is the TimeOut Row to Columns. Just place the cursor at the beginning point you wish to use, call up **TimeOut's** Row to Column, move to the end of the desired transposition, hit return, move to where you wish the changed row/column to begin, and press return. Voila! It is done.

FRM.2.VAL

This handy little module does just what it indicates. It changes a formula (or row/column of formulas) to the value that is there. This is handy if you need to conserve space as values always take less memory than a formula.

Data Convertor

This module lets you move data 3 new ways in AppleWorks. To use, place your data on the clipboard from the data base, spreadsheet or word processor. Then start Data Convertor. You can go fromspreadsheet to data base, fromdata base to spreadsheet, or from word processor to spreadsheet. Of course, you can also go from a word processor to a data base by first going to the spreadsheet, then back to the data base.

Analyzer

I have saved the most fun to last! The analyzer is really six utilities in one. They are:

1. Scan for errors
2. Cell cross reference
3. Bird's eye view
4. Adjust column widths
5. Track references
6. Show cell values

When you wish to run, bring up the Analyzer and you are offered the choices above. Let's look at each one.

Scan For Errors

This will indicate the type of error and where it is as well as the number of times you must recalculate to get accurate (hopefully!) results. The various errors it looks for are:

Unreferenced values. These are values that are in the spreadsheet but no other cell references them.

References to a blank or label cell. This is not always an error, since proper spreadsheet design is that summation (or other mathematical operations over ranges) should start and end on divider labels, so that rows or columns can be inserted or deleted. Thus, a small piece of a spreadsheet might look like this:

```
     A     B     C     D     E
1 ____________________________
2
3
4
5 ____________________________
@SUM(C1...C5)
```

Whenever you insert rows or delete them, in this example, the formula stays accurate. Besides, such divider labels make the printed results look prettier; and believe it or not, looking prettier gives the impression of a more polished effort. Hence, its credibility is increased. If it looks that nice, it must be accurate!

In such a properly drawn range, this would show as an error, which it isn't. But you can ignore it!

Forward References. Again, these are not necessarily errors but could be. They are caused by a cell referring ahead to a cell formula that has not been calculated yet. The remedy for this (if such a forward reference is necessary) is to recalculate 2 or 3 times.

Number of Recalculation Times. This is, of course, not an error condition, but results from the forward calculation information. It tells you how many times you must recalculate to get rid of the forward error.

Circular References. This is a true error and can drive you nuts when it happens. It means that somewhere in a cell's reference it loops back on itself. Thus, every time you recalculate, you get a new value. This can be used in some iterations to find a value that is subsequent to another. For example, if I want this much net income, and taxes are this much, what gross salary do I have to earn to net that? In this example, circularity (or iterations of a formula) can be a great help, but only if you know you are doing that! Otherwise, it is a great pain to find. And here they are, just shown to you!

Also, it will show all error values in formulas that evaluate to an error condition, @NA values, as well as all formulas that reference an @NA cell.

Cell Cross Reference

Each cell that's referenced by any cell in the spreadsheet is listed on the left, followed by a colon. Then it lists any cells that cross reference that original cell. Either one or many, 'till all for that cell are listed, then on to the next cell.

Bird's Eye View

This delightful little checker gives you a special type of view of your spreadsheet. Each non-blank cell in your spreadsheet is shown with a code in it. The code is:

@ = Formula
# = Value
" = Label
- = Repeated Label

It surely makes quite an interesting picture of your spreadsheet, and one that, although useful, takes a little getting used to!

Adjust Column Widths

When you press open-Apple Z you display the formulas. However, most formulas are too long to display in the column width. Just bring up this tool, and it automatically makes each column long enough to see the entire formula. And you can scroll through your spreadsheet with this on. When you ESCAPE out of it, it returns all columns to the preset width to which you had set them. Pow! Just like that!

Track References

Set your cursor on a cell and bring up this tool. It automatically shows you the referenced cell. If it is a range, the entire range is highlighted! Not so shabby!

Show Cell Values

This tool generates a list of all non-blank cells, the type of data (label, value or repeated value) by cell I.D., and also the current value of the cell.

Well, there you are, a powerful and thorough set of spreadsheet tools for your use. Run out and buy them now, for they will make your spreadsheet work much easier and more accurate. Along with Ultra-Macros, those two form the two most powerful and often used **TimeOut** modules for most users. I cannot praise it highly enough!

Macros

Macros are essentially 1 keystroke substituting for several or many. With **TimeOut** Ultra-Macros, you can have a lot, and they can do a lot. Let me speak of two simple ones. Macros is a shortened form of macro environment (I think, someone check me out on this!).

This time let's just look at creating a simple macro. I will use **TimeOut**'s Ultra-Macros for my example, but the concepts apply to any Macro program. **TimeOut**'s Ultra-Macros is the most

widely used and best supported.

One of the problems many face as you keep adding **TimeOut** utilities to your **AppleWorks** is that a **TimeOut** screen only holds 30 items. Das Ist Alles! But you can actually have more than 60 utilities to go around.

With the advent of **TimeOut** Version 2.0 (to run with both **AppleWorks** 2.1 and 2.0), **TimeOut** allows many screens. Now you could just keep adding screens willy-nilly and that would solve your problem, but then you would need a chart to show you where everything was. Which sorta defeats the simplicity idea for the **TimeOut** utilities.

What I do is presort them into subdirectories. Thus, on /HARD1/ I have the primary "holder" of the **TimeOut** subdirectories, which is TO/. Under it I have TO.1/ through TO.6. Here, in TO.1, I put all word processor related **TimeOuts**; under .2, the data base; under .3, the spreadsheet; under .4, general purpose modules; and under .5 fFile and disk related (My macro related files are in TO.6 ,along with my word processor files of macros that I use from time to time. Just load and compile.)

Now, based on the function I wish to perform, I know where to find the **TimeOut** utility. Easy. But what does this have to do with macros? Let me show you the macro I use to load all the screens and then walk you through constructing one yourself.

The macro I use is:

```
E:<all><oa-esc up up rtn up rtn up rtn>/h1/to/
  to.2<rtn rtn up rtn>/h1/to/to.3<rtn rtn up rtn>/
  h1/to/to.4<rtn rtn up rtn>/h1/to/to.5<rtn esc oa-
  esc tab esc>!
```

There, that is rather simple, isn't it! <grin!> But it really is easy to construct! Let's look at it.

First I have named the macro E. And to run it, I would enter <OPTION> E. For you to use it, you could load it to a file called My.Macros, and compile it. But let's go through the steps of using the "Learn" macro (open-Apple X) to construct it.

First, you must have Ultra-Macros from the **TimeOut** series; and you must have **AppleWorks** up, with no other files on the desktop. Also, **TimeOut** and Ultra-Macros must both be installed into **AppleWorks**.

Next, depress open-Apple then the key X (while holding down the open-Apple key, of course). Now it asks you to select the macro key. Select capital E.

O.K., now you're going to manually load each of the **TimeOut** screens once. OA-Escape, there's the menu. Go UP to Utilities. Depress <return>. Now go UP to ProDOS Directory. Enter the pathname to your second set of screens. Mine is /H1/TO/TO.2. Then another <return>. It will now load them. Lets look at the front of my completed macro, so you can see what is happening.

```
E:<all><oa-esc up up rtn up rtn up rtn>/h1/to/
  to.2<rtn rtn up rtn>
```

See, there are the steps so far! E for the name, <all> that it works globally (anywhere) and then starts the keystrokes that you entered. The < and > delineate keystrokes, and the /h1/to/to.1 is the pathname that I entered as strings. The extra <return> up <return> (or in macro parlance rtn up rtn - called tokens) are the next steps after the first set is loaded. The screen returns to the **TimeOut** menu on the utilities position, I would depress <return>, go UP for add a **TimeOut** application, and <return> to accept it. Enter the pathname for the third screen, and so on 'till I have the 6 loaded, then turn the "Learn" Macro off with control-shift @.

Now, to show that it works, save it as the default set though macro options, and then leave **AppleWorks**. Now reboot, and as soon as your **AppleWorks** screen steadies at main menu, depress <OPTION> E. Voila! Watch them load!

9876T the "Construction" Macro

My favorite macro is one I call the "Construction" macro. A very simple set of five macros, but very powerful when building a spreadsheet or a word processor blank form. It looks like this, in its "placeholder" phase:

```
9:<all><right right right left left left>!
8:<all><sa-9 : sa-9 : sa-9 : sa-9 : sa-9>!
7:<all><sa-8 : sa-8 : sa-8 : sa-8 : sa-8>!
6:<all><sa-7 : sa-7 : sa-7 : sa-7 : sa-7>!
T:<all><sa-6 : sa-6 : sa-6 : sa-6 : sa-6>!
```

What does it do? Nothing! At least in its present form. It's just there waiting to be used. But before we use it, go ahead and make it. First bring up a new word processor blank screen, calling it perhaps, Temp, or something like that. Now, within the word processor form, open-Apple X 9, then yes, to get rid of local default macro 9. I don't know what the old local macro 9 did, and probably you don't either, so no harm in getting rid of it. After all, if you don't know what it does, you obviously aren't using it! You can always recreate it later with another key, if you want it back!

Now three (or five, if you want to really see it when made) right arrows and the same number of left arrows.

Now turn it off, and open-Apple X 8 to make the second one. <OPTION> 9 five times. Turn it off, and do the same for 7, 6, and T. Each time giving them five <OPTION> n, where n is the preceding number.

Now try it. Notice that if you try to watch the cursor, it is so fast that you can't see it. Watch the column number. It will blink at you! In this form it is a harmless little macro, doing nothing, yet with potentially great power.

We have built it in multiples of five, so that if you want it to operate five times, do <OPTION> 8, 25 times <OPTION> 7, and 625 times, <OPTION> T. Now let's talk about how to use it.

Let's suppose that you are going to build a blank form to be filled in by your staff. And you want first name, last name, address, city, state and zip in the form. Under this you want the blank lines where they can write the information. So the header would look something like this:

```
FName LName Address City St Zip
```

and then, of course, a series of blanks where they could write. Perhaps one line for each. It would look like this:

```
|    |    |    |    |  |  |
```

Alright, so now let's remake macro 9 to be the "fill-in-the-blank" line above. Put the cursor where you wish to start the macro (at the beginning of a line) and open-Apple X, 9 (yes, replace global macro 9), add vertical bars and underlines, until it looks like the sample above. You want to be sure that you end up in a relative position to where you began, i.e. at the begining of the line. So enter a <cr> at the end of the line before you turn it off.

If your margins are set as typical, you have 1 inch at top, 1 inch at bottom, giving you 55 lines of text. You will need to set left and right margins to

➥ 45

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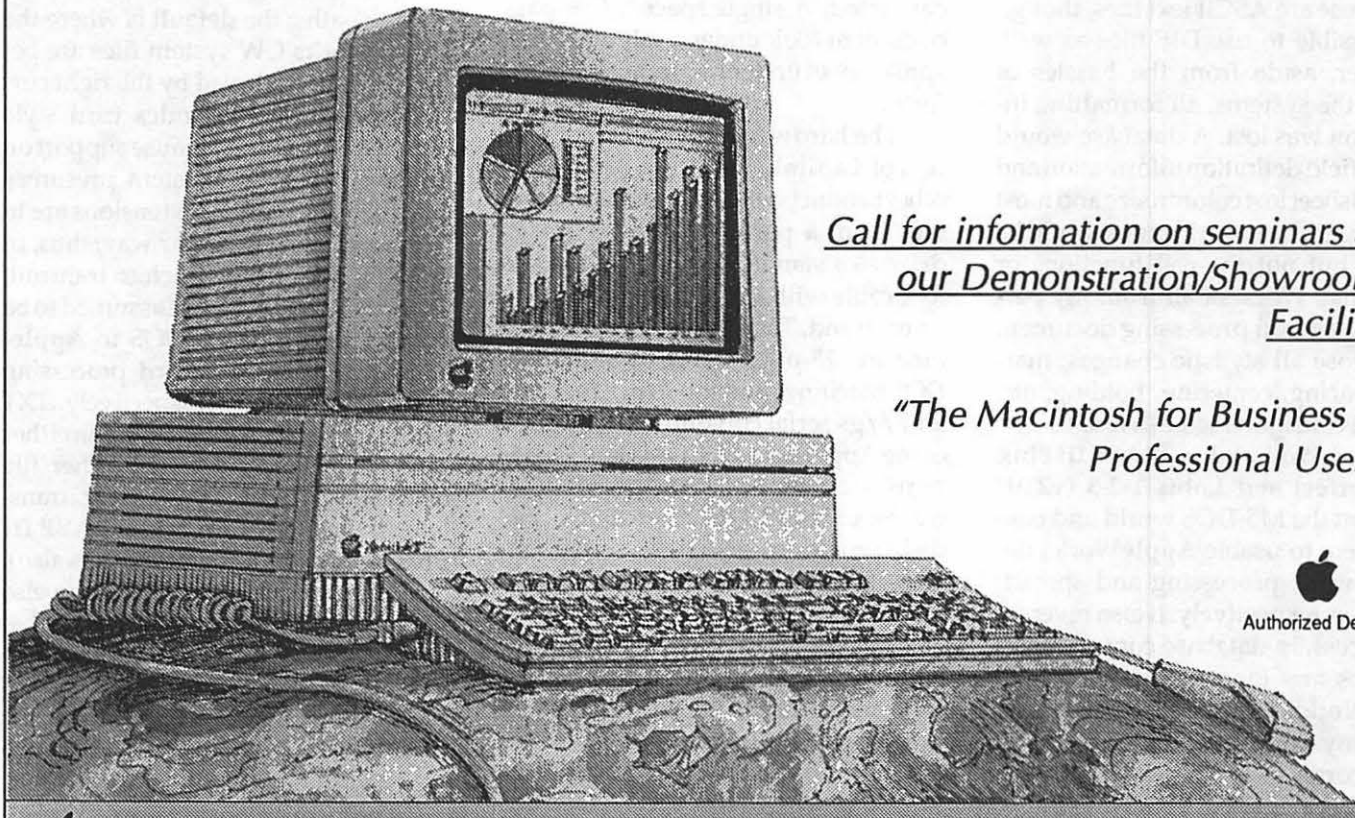

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AppleII Review

Cross-Works for Apple II

Transfer and convert DOS files to AppleWorks

by E. Eugene Carter

It is rare indeed when a product delivers something quite useful, performs as advertised in all aspects, has an indexed manual which is both well-written and comprehensive, and operates effectively with minimal preparation. **Cross-Works** (SoftSpoken, BOX 97623, Raleigh, NC 27624; telephone 919-878-7725) is such a product.

Many of us face the need to run files on both an Apple II and an MS-DOS machine. Others would like to convert files from one to the other. For us, the best solution seemed to be a null-modem adapter. Essentially, one would wire the two serial ports together with a plug which reversed some pins. Basically, this system tricked each machine into thinking it was dealing with a modem. Then, using software on both machines (**Mousetalk** on a IIgs and **Crosstalk** on a 386 machine in my case), one would transfer files. Typically, these are ASCII text files, though it is possible to use DIF files as well. However, aside from the hassles of linking the systems, all formatting information was lost. A database would lose the field definition information and a spreadsheet lost column size and most functions (the text and values would be output, but not the cell functions or equations). Worst of all from my perspective, a word processing document would lose all stylistic changes; margins, spacing, centering, bolding, etc. were all consigned to oblivion.

Cross-Works takes **dBASE III Plus**, **WordPerfect** and **Lotus 1-2-3** (v2.01) files from the MS-DOS world and converts them to usable **AppleWorks** database, word processing and spreadsheet files, respectively. It also reverses the process. In database conversion, it truncates any long field names from **AppleWorks**, and uses the maximum size in any existing **AppleWorks** database record's field as the size for each particular category in **dBASE**. Going to **AppleWorks**, it accepts a maximum of thirty fields, so any remaining in **dBASE** are lost. Any characters per field beyond 76 are truncated, since this is the maximum size per field in **AppleWorks**. No index or report formats are translated. In word processing, headers, footers, justification, margins, pitch changes, page numbering, hard pages, centering, bolding, etc. are all supported. In **Lotus 1-2-3** to **AppleWorks**, it corrects for the sloppy precedence in **AppleWorks**, using parentheses to enforce the standard mathematical hierarchical definitions used in 1-2-3 (e.g., 2 + 3*4 becomes 2 + (3*4) to avoid **AppleWorks**' translating it incorrectly in straight sequence as 5*4). It inserts the extra place for the 0 option in @Choose as @NA. It preserves cell formatting, ranges and @Lookups from **AppleWorks** to the correct horizontal or vertical lookup in Lotus 1-2-3. All this is done at a 19,200 baud rate, meaning even a large spreadsheet is rapidly converted. A single spaced, five-page document took under a minute; a 65K spreadsheet under two minutes, and so forth.

The hardware follows the convention of **Laplink**, **Brooklyn Bridge** and other products which allow one to move files from a portable with its 3 1/2" drive to a standard PC. There is a six-foot cable with several different plugs on each end. These match the standard nine and 25-pin serial ports of the MS-DOS machines and the //c, //e, Laser and //gs serial communications ports of the Apple][series. COM1 and COM2 ports are supported on the MS-DOS machine. Both 3 1/2" disks and 5 1/4" disks provide color-coded, labeled software for the machines with no copy protection.

When booted, the respective software provides similar **AppleWorks**-style menu cards on both machines. From these, the user selects some configuration options and then proceeds to send or receive files at each machine after selecting the files.

A fall-back option permits using 1200 baud modems, with one machine dialing the other in auto-answer, then transmitting the files. Error checking is available, but the speed is obviously much slower, plus the phone lines are tied up. Modems are automatically set up for a CHAT mode once connection is established from the menu, and a double <ESC> brings one back to the menus for selection and transfer as described above. **Cross-Works** sets the communications parameters on both systems.

The system works by presuming larger memory or disk space on the MS-DOS machine, or preferably a hard disk. Three files are involved: the original to be transmitted, a temporary holding file on which some conversion is done, and the final transferred file. Unless defeated by the user, the system then erases the conversion file so excess space is not wasted. Screen prompts indicate what action is occurring at each point, and the status of the number of files transferred. Thus, the actual conversion is seemingly done on the MS-DOS machine prior to sending its files to the Apple, or after receiving the **AppleWorks** file.

In the configuration, the user can change paths; the default is where the **Cross-Works** CW system files are begun. Files are selected by the right cursor arrow from the index card style submenu; there is no mouse support on either system. The system presumes that files with certain extensions are to be treated in a particular way; thus, in selecting files from which to transmit, .DBF, .WP and .WK1 are assumed to be transmitted from MS-DOS to **AppleWorks** as database, word processing and spreadsheet files, respectively. .TXT is considered an ASCII text file in either direction. One can specify other file extensions to be so regarded (e.g., translate all the .BAK files from **dBASE III Plus** directories as database files also), or delete some of these. Anything else selected for transfer is translated between the machines as a binary file. File names are truncated, if necessary, from ProDOS' maximum fifteen characters to MS-DOS' eight-character limit. The "." in ProDOS becomes "_" in MS-DOS.

The manufacturer claims all speed-up cards work fine, with the exception of some transfers from an accelerated /

/c; ZIP Chip and other accelerator boards are supported, as are memory expansion boards.

There are limitations, of course. Functions in one system which are not in the other (such as some of 1-2-3's financial functions) are converted to @NA. Other functions are converted, including the addition of some dummy variables where needed to assure they work the same. Memo fields in **dBASE** are not converted (they are stored in a separate .DBT file for each .DBF), nor are index files or any of the report formats going to or from the databases, as noted. The system uses **WordPerfect** 4.2 as its standard, and from **WordPerfect** and **Lotus 1-2-3** (and from **AppleWorks** to them), printer startup strings, etc. are dropped. **WordPerfect** 5.0 has more exotic desktop publishing and style functions, which are lost by default; however, one can read and write **WordPerfect** 4.2 files from 5.0. A **WordPerfect** file lacks the .WP extension, which **Cross-Works** needs to signal it is to be an **AppleWorks** file rather than an ASCII or binary file; that is solved by simply adding that extension from an MS-DOS file manager such as **Norton Commander**, or initially saving/renaming the file from **WordPerfect** with a .WP extension. Alternatively, within **Cross-Works** there is a rename function which lets one add the extension. Only ProDOS is supported on the Apple, though the Apple system disks or **Copy II** permit one to translate a DOS disk to ProDOS if someone had file in the other format, clearly. For those of us remaining **Screenwriter II** fans, a conversion for those files would be welcome; though they are ASCII files, all the formatting codes are lost when they are brought into **AppleWorks**. On the other hand, there are not that many people still using **Screenwriter II**; if it is being used, it is likely on a 64K Apple][+. The lack of standard expansion cards for the][+ means that the 128K needed for **Cross-Works** is probably unavailable to the Screenwriter user.

Cross-Works is a lot cheaper than running Apple software on a MS-DOS machine or vice versa with the kludges which are available; in any case, the superior abilities of one software package versus another for dealing with a given set of spreadsheet/text/database materials is lost in those systems.

Other software drivers are planned for conversion of **WordStar**, **Multimate** and the like.

My two contacts with the firm have been positive; the people were courteous, knowledgeable, and solicitous of my needs.

This product lets any of us quickly, cheaply ($79.95, plus $3.50 shipping), and easily have the best of both worlds. It's a natural, and it's a hit. ♦

➥ 42 **AppleWorks Outside-In!**

zero. So now what you see on the screen is what you get on the printer!

Your header takes 1 line, so you need 54 lines of Blank form. You have already written one to construct the Macro, leaving 53 to go. Alright, now <OPTION> 7, 2 times, and <OPTION> 9, 3 times, and Voila! There you have the completed form! Check the page length with open-Apple K, and if you hit <OPTION> 9 one too many times, just move down and delete the line.

So now you get the idea of the "Construction" macro. Build it in its placeholder form, and it is there whenever you need it! You will find this concept very handy for all kinds of things. The key to building the actual one to use (replacing the placeholder) is to always start where you want to start, and always end up with the cursor at the Next starting point.

Well, now you have seen two simple, but very useful macros. Perhaps next time we can take a more formalized look at how macros work and try a conditional macro. I've seen an excellent one that sets up the printing of data base fields to equal the length of the longest record in a field, or the length of the category name, whichever is longest! ♦

GROUP PURCHASE POWER

By Rich Wasserstrom

Tax templates

Once again the WAP Group Purchase Program will offer Pi member Tom Gross' federal tax templates for Excel or Multiplan. Pi member's price is $39.95.

The templates include eleven of the most popular (?) forms and schedules (Forms 1040, 2106, 2441, 3903 and schelules A, B, C, D, E, R, and SE.) The Excel version prints all forms in IRS approved fashion including form 1040; the Multiplan version prints approved versions of all listed forms except form 1040. The templates also include worksheets for recordkeeping or submission to the IRS. Tom tells me that the templates work with any version of Excel or Multiplan, but the templates are not interchangeable between the two programs and you must specify either an Excel or Multiplan version.

The templates are available in the WAP office as you read this. If we run out of stock, I will re-order as long as demand exists. The WAP office will take orders (along with your payment) if you wish and notify you when we receive your copy.

Hard Disks

We offer hard disks for both the Apple and Mac ranging in size from 20 megs to 140 megs and up. Call the group purchase number for details.

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Our group purchase program continues to offer modems, printer ribbons, floppy disks, and other accessories for your Apple or Mac. Please call the Group Purchase number listed in the front of the Journal or consult our product list on the TCS. ♦

IIGS Stuff

Programming & OCRA

by Ted Meyer

When I teach tutorials, I tell the students that one of the best ways to learn about the IIGS is to experiment with it. I usually tell them to make backups of their application and system software and then start "playing" to see what it can do.

After you've experimented for a while, and not before you've destroyed dozens of disks, you will become an experienced "power" user. You are, however, still only a user. The next plane of existence is the "programmer." (The only higher plane is the "system programmer.") If you really want to get into the guts of your IIGS, learning how to program is the next logical step.

Where do you learn about programming? I first started to learn in college. Back in those "bad old days" that was about the only place to learn. Only universities had the resources to obtain the huge computers on which one did this "programming" thing. Now adult education classes, high schools, community colleges, and even computer stores offer general training in programming. I hope by the end of the year, WAP will be able to offer a IIGS programming tutorial.

After you decide you want to start programming, you must decide what language you want to use. In the bad old days, you had three choices: FORTRAN, COBOL, or assembly language. Fortunately, on the IIGS there are a healthy variety of programming languages. In fact, in the *IIGS SIG Meeting Report* of the December '87 *Journal*, I listed a variety of these languages.

To really learn the IIGS you must explore something called the "toolbox." The toolbox is a set of subroutines and functions that create and manipulate the windows, graphics, sounds, fonts, and other aspects of the IIGS operating environment. Addison Wesley has published, in conjunction with Apple, a two-volume, 1200 page set called The Apple IIGS Toolbox Reference that starts to explain the contents and use of the toolbox. Back in college all I received was a 24 page Xerox (or was it a ditto copy?) giving only the extreme basics of FORTRAN!

The interface between you, the programmer, and the toolbox is a programming language. Pascal, BASIC, C, and assembly are the languages of choice for the IIGS. Vendors are providing compilers for each of these languages that make use of the IIGS's powerful toolbox. Apple has provided **Interpreted BASIC**, assembly and 'C' as options for using the toolbox. TML has very good compilers for Pascal and BASIC. Micol Systems have **Micol BASIC** and **Micol Macro** for writing programs. Roger Wagner Publishing has the popular **Merlin 8/16 Assembler**. Absoft has **AC BASIC**. The Byte Works is selling its **ORCA/Pascal** compiler and the **ORCA/M Assembler** compilers for C are expected in April or May, and for BASIC a few months later. BASIC will be Applesoft compatible with powerful extensions.

Each of these languages has its advantages and disadvantages. Assembly language is, perhaps, the most powerful, but also the most difficult to learn and understand. Pascal is rigidly structured, but is usually the best defined and easiest to review. BASIC can be just as structured and powerful as any compiled language, but lacks standards and has a checkered history. 'C' can be almost as powerful as assembly language, but to use it efficiently requires a strong understanding of the language. I recommend you start with the higher level languages, BASIC, Pascal, or 'C', and graduate to assembly when you feel comfortable programming. Get a book on each of the higher-level languages and decide which language is easiest for you to read and understand. Talk to some programmers and find out what languages they like. Then pick a language that you feel comfortable with.

After you've settled on a language, you have to decide which compiler and environment you want to use. The "environment" consists of the set of tools, utilities, and methods for editing, debugging, executing, and testing programs under development. In college, the "environment" consisted of waiting to use a semi-broken card punch machine in the dank basement of a decrepit building, so I could produce a stack of punched cards a foot-and-a-half tall. (The closest thing to that environment on your Apple today are the dungeons in **Wizardy**.) The IIGS has a variety of real programming environments; each of the vendors mentioned above provides some kind of environment for programming. The rest of this article will discuss one such environment available from The Byte Works.

ORCA/Desktop

In the March '88 Journal, Rich Sanders and I wrote a couple of articles on assemblers and Pascal compilers for the IIGS. One of the assemblers was **ORCA/M**, and one of the Pascals was **ORCA/Pascal**; both were developed by The Byte Works. Since those articles were written, The Byte Works released **ORCA/Desktop**, a mouse- and window-based programming environment compatible with **ORCA/M** and **ORCA/Pascal**. In additio, it is compatible with any compiler which can be used with Apple Computer's **Apple Programmer's Workshop** (APW).

If you already own **ORCA/M** or **Pascal** you can get the **ORCA/Desktop** by itself to add on to those development systems. Incorporating the **ORCA/Desktop** will add a mouse-driven window environment with an excellent multi-window editor, a fantastic debugging system, a compile to-memory option, and a complete set of file utilities.

When it is first booted, the window environment is consistent with Apple's standards and will look similar to the Finder with the menu bars, blue desktop, and Apple icon. As I edited programs and documents, I opened as many as ten windows without any problems. The "Windows" menu includes options to tile and stack your open windows. Choosing "tile windows" will arrange your windows so that they cover as much of the screen as possible without overlapping one another. "Stacking" the windows puts all

of the windows in a fanned pile so they overlap, but can still be accessed with a mouse click.

The editor, which can be used on any window, is a real winner. It has none of the sluggishness common in IIGS graphics-based word processors. It scrolls quickly, and even a fast typist would have a hard time losing characters. Mike Westerfield of The Byte Works rewrote a lot of the graphics-based text manipulators in the toolbox, leaving out color and multiple font capabilities. By doing so, he has created an editor that is well worth using for writing software.

The editor has a handy method of producing split screens, which allows you to look at two parts of the same file easily. It is mouse-controlled, but the cursor can be moved with arrow keys and Open-Apple key combinations as well. It uses the standard cut/copy/paste operations for moving program lines or segments. It also has a nifty "indenter," which allows a chosen set of lines to be moved to the right or left as a group. This makes setting up indentation for reconfigured program segments a snap. "Rulers" can be set up with different tab stops for each language. The editor "knows" what programming language is being edited by using the APW conventions for auxiliary file types. (Editing in my college days consisted of shuffling that stack of punch cards and trying not to drop it for the third time.)

Probably the neatest part of the **ORCA/Desktop** is the source level debugger. The debugger will allow you to watch your program run one line at a time as you hit a key. In one window your source code will be displayed with an arrow pointing at the line about to be executed. Another window will display the text output from your program. Yet another can show any graphics output. A fourth window will display the contents of any variables that you are interested in. You can set up a window to show the contents of an area of memory or the program stack. The debugger can run portions of code and routines that are already debugged at full speed and start stepping at the points that still need work. (Debugging used to consist of adding dozens of print cards to your stack in order to figure out where your faulty logic sent control of your program. Stepping through the program with your brain and a pencil was another popular method.)

Unfortunately, the debugger can't be used with Apple's 'C' or the APW version of **TML Pascal**. But it does work with the **ORCA/M** and APW assemblers and **ORCA/Pascal**. The Byte Works is also supposed to release **ORCA/BASIC** and **ORCA/C** before too long. The **ORCA/Desktop** manual also provides information about how compiler developers can generate debug code to be compatible with **ORCA/Desktop**'s debugger.

Various compile options are available from the desktop. Your program can be compiled to memory, running immediately after compilation and linking, or it can be compiled to disk to save your running program. The compiler can produce source listings with compiler errors and symbol tables, and the linker can produce application programs as well as classic and new desk accessories. (In school we used to pray the card reader wouldn't eat our punch cards when we reverently gave them to the computer operators.)

For programmers who make use of the extensive set of commands and utilities that are available in **ORCA/M** and **APW**, the **ORCA/Desktop** has the Shell window. This window emulates the Shell environment and allows the user to type in commands such as "catalog" and "copy" and execute them. (See the March '88 **Journal** article "Four Assemblers for the IIGS" for a more complete discussion of the Shell environment.) Some of the features of the text-based shell are available. For example, the up and down arrow keys will not bring back previously typed commands. The Shell window can be scrolled, saved, edited, and printed like any other window, though, and these features make up for many lost capabilities. (Back in school, utilities were available through obscure and archaic command languages like "JCL" and "EXEC.")

If you have both **ORCA/Desktop** and **ORCA/M** Shell you can do initial programming and editing in the Desktop environment and then move to the Shell to optimize your program.

ORCA/Desktop provides an excellent interface for both the novice and the advanced programmer to develop software for the IIGS. It can be used by itself as an easy-to-use start-up programming system for beginners or with the full **ORCA/M** or APW shell to provide a more complete set of utilities for the advanced programmer.

The **ORCA/Desktop**, when set up with most compilers and a limited Shell, requires 512K of RAM, but I would recommend the full ORCA/M V1.1 shell for any serious programming. However, use of the full **ORCA/M** shell with **ORCA/Desktop** requires a full megabyte of memory on your RAM card. (I think our college mainframe had 16K of memory...) The recent version of **ORCA/Pascal** has a configuration for working with one 3.5" disk drive for those of us who can't afford additional hardware.

The Byte Works has offered its products to WAP at a 40% discount. That works out to the following discount schedule.

Product	List Price	WAP Price
ORCA/Pascal		
V1.2 w/Desktop	$150.00	$90.00
ORCA/M V1.1	$69.95	$41.97
ORCA/Desktop	$60.00	$36.00

For those of you who already own ORCA products, upgrades are: $6.00 for the latest update to **ORCA/Desktop**, $7.00 for the latest version of **ORCA/M**, and $8.00 to bring **ORCA/Pascal** up to date. The latest version of each system is: V1.2a for **ORCA/Pascal**, V1.2b for the Desktop, and V1.1a for the latest version of the **ORCA/M** disks. These versions will have full compatibility with GS/OS and fix several bugs. If you're willing to send in your **ORCA/Pascal** manual, you can get a new improved manual can be purchased for $15.00.

Programming can be a lot of fun, and I heartily suggest you all give it a try. (We have moved far beyond the "Dark Ages" of Ted's college career, which, incidentally, wasn't THAT long ago.) If you're interested in these special prices, please give me a call between 7-8pm at (703)893-6845. Getting a complex program up and running is one of the great delights in life. Plus, WAP's Disk Library can always use new software!

On the Trail of the Apple III

Telecommunications, Upgrades, Other News

By David Ottalini
Apple /// SIG Co-Chairman

Telecommunications

Traffic on the III SIG's TCS board (board 5 on System 1) has been picking up tremendously of late. If you haven't gotten a modem for your III yet, now is the time to do it. Jim Suthard is the SYSOP (System Operator) and has been working very hard to make the board useful to all. Thanks, Jim, for doing a great job!

WAP offers an excellent value on modems through its group purchase program. Rich Wasserstrom can give you more information at (202)-544-8327 in the evenings, or you can get order information by calling the WAP office. We currently have two communications programs in the III SIG public domain library. Both are excellent for beginners to get started with telecommunciations. One is a Business Basic telecom program found in the Utils.6 Subdirectory of disk 1002. We also offer **TerminALL**, originally a commercial program from Foxware.

Some members have been having trouble using it of late, so I wanted to take a little time in this column to provide a few pointers. Basically, **TerminALL** is a communications program designed to emulate any number of different "dumb" terminals that would normally be hooked up to a mainframe computer. For our purposes, ANY computer we wish to access with **TerminALL** can be considered a "mainframe." That includes the WAP TCS!

TerminALL consists of two disks in our library. Disk 1032 contains the manual. 1033 is the actual program, written in Pascal. It is really a simple and straightforward program. The key is this: You want it to emulate a DEC VT100 terminal to access the TCS or other Bulletin Board system. That emulation is included on the program disk. The instructions on disk 1032 will explain how to load it, but it is very easy to do and should present no problems if you already have a copy.

Now that you're this far, you'll have to make sure that the "communication characteristics" have been set properly for your modem. From the Configuration Menu, choose "2" to "edit a selected terminal." From there, choose "2" again to "edit communication characteristics." At this point, you can set the baud (speed) rate, data format, protocol and duplex. If your modem is 1200 baud, you don't have to change anything, since 1200 is the baud default. If you have a different speed modem, use the cursor keys to highlight the correct setting and press RETURN.

Your Parity default setting is 7 bits, odd parity, which should work fine with most BBS systems, including WAP's. There are other options available if you need them. The Protocol" default is XON/XOFF and does not need to be changed. "Duplex" is set for "Full" and is fine as-is.

Now, hit ESCAPE two times and save your changes (to the COPY of your disk, right!). To make things as easy as possible for those who have NOT purchased **TerminALL**, we have now updated the disk so, at bootup, it will load the VT100 emulation at 1200 baud, 7 bits, odd parity.

TerminALL, by the way, comes with an .RS232 driver set for your serial port in the back of the III (you will need an RS232 driver for any communication program you use). All you have to do now is hook up your modem (the cable is a direct-line 24 pin cable available at any Radio Shack store), plug it into a phone line, and you're off. If you have a Hayes-compatible modem (recommended), you will use the "ATDT" command set to dial. **TerminALL** does offer a macro capability, by the way, so you can speed dial by hitting only a couple of keys. The manual explains how to do that. Macros can also be used for things like passwords and commands.

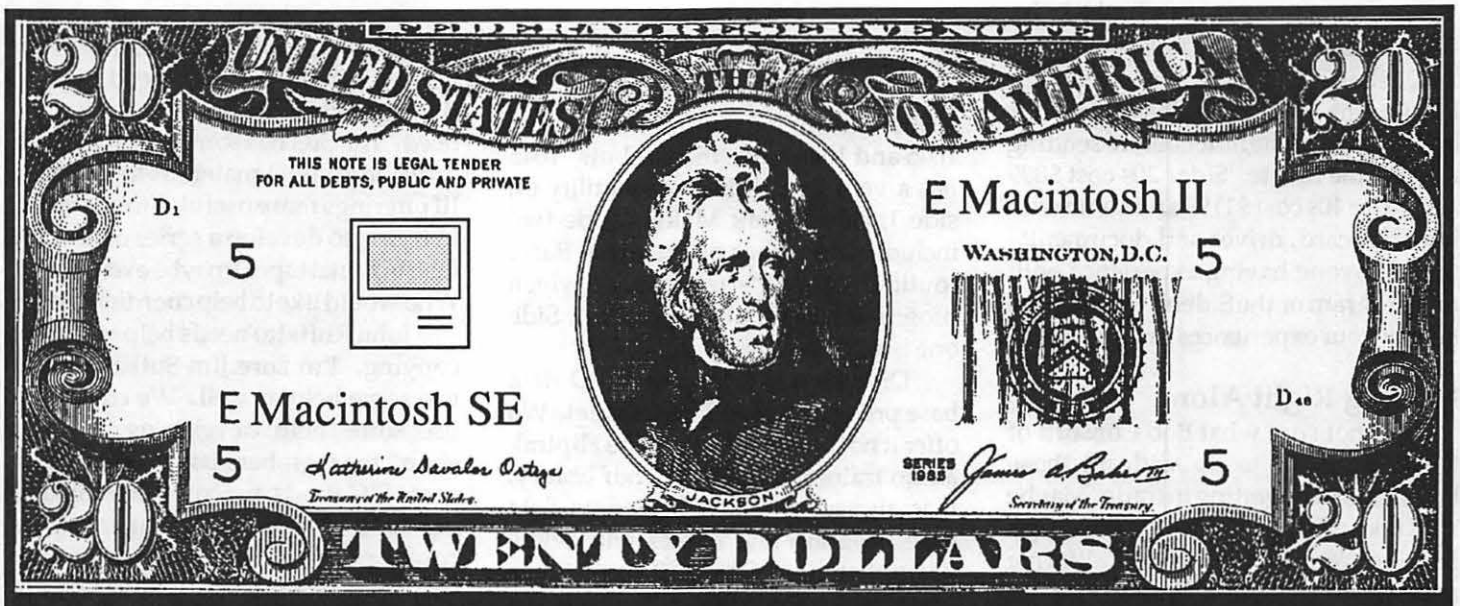
Unfortunately, there is one major, glaring problem with TerminALL. It can not upload or download! That means you can access a BBS and read the information, but you can't save it to disk (download) or write information ahead of time and send it (upload) quickly onto the BBS. This program is written in Pascal and I have the source code, so if anyone is willing to tackle this problem, I would be happy to provide the material.

If you do want the upload and download capability, there are two programs I can suggest. The best one is On Three's **Communications Manager.** It is fabulous and provides everything you might want in an easy-to-use package. It also provides XMODEM capabilities. That means you could download (for example) an actual **Business Basic** program or **3 EZ Pieces** template and then run/use it without having to make any changes. It also provides for direct ASCII (text) file uploading and downloading, as does **Access III**, an older telecom program still available from Sun Remarketing (1-800-821-3221) and Pair Software (1-916-485-6525). **Com Manager** comes as both a standalone version and a module for **Desktop Manager** (on the same disk), so it can be accessed from ANY Apple III program. On Three's order line is 1-800-443-8877.

Speaking Of On Three

The latest edition of *On Three* Magazine announced that **GoBack**, a new, powerful hard disk backup utility program will soon be a reality. No mention of actual price yet, but I would expect it to be in the $30 to $40 range. **GoBack** will also have the ability to work with a Sider removable tape backup system which should make back-ups quick and easy.

Those of you looking to upgrade from a Profile may also want to take advantage of an *On Three* offer. They are offering a Profile Upgrade Program that will give you a $150 rebate if you purchase a Sider 20 or 40 MB hard disk. The Profile, controller card and power cord must all be returned. If you have



Unfortunately It Doesn't Come With Instructions

Sometimes the question isn't how to make money, it's how to use the money you've already made. At Mid Atlantic Telesis our experienced staff can assist you when buying any Macintosh computer by making sure that you get the best from your hard earned dollars. Mid Atlantic Telesis is your one stop source for Macintosh needs. Whether it is new or used hardware,software, networking, training, technical support, consulting, service contracts, or just maintenance. Mid Atlantic Telesis offers easy to use solutions with competitive prices and broad reaching support on every product we sell. Unlike other companies, we're not all talk.

If you need a new computer or want to expand one you already own, we invite you to call our sales support staff to show you what we have to offer.

Give us a call, were always home!

Mid Atlantic Telesis - Complete Computer Solutions

4930-A Eisenhower Avenue., Alexandria, Virginia

(703) 823-4788

two Profiles, *On Three* will give you a $300 rebate. Purchasers can keep their Profiles for 60 days while you transfer information to the Sider before sending it in for the rebate. Sider 20s cost $899 and Sider 40s cost $1199 and come with interface card, driver and documentation. Anyone having experience with this program or the Siders, we'd love to hear of your experiences in the **Journal.**

Moving Right Along

I'm not sure what Bob Consorti of *On Three* plans to do with all those Profiles he'll be getting in trade. Maybe he'll take advantage of The Lisa Shop's moving from Minnesota to California and ship them Frank Freeman's way for refurbishment and resale...

The Lisa Shop bills itself as an expert in Profile repairs and there have been rumors that they were working on 20 and 40 MB versions of the Profile for the III and Lisa. We'll check that out soon. But for the moment, here's their new address: The Lisa Shop; PO Box 969; Woodland, CA. 95695. Their phone number is 916-668-5637. Price for low-level reformatting is about $25.00 vs. $75.00 from Sun Remarketing.

News From Up North

An Apple III correspondent of ours in Burlington, Ontario Canada, C.M. Davidson, sent along a disk of goodies for us recently. He writes that "while (the software) will not set the Potomac on fire...it filled a need I had and may prove useful to somebody else."

The disk includes a small invokable module called ALLDUMP.TEXT which contains four procedures: WEEDUMP2000, WEEDUMP4000, BIGDUMP2, and TEXTDUMP. The first two will dump one or other of the graphics pages containing a 280x192 dot graphic. The third will dump a 560x192 dot graphic and the fourth will dump an 80 column text screen. TEXTDUMP should work with any printer, but Davidson says the others contain code for a Panasonic KX-P109li printer. Source code is included, so if anyone would care to take a look and see if this invokable can be adapted for some other printers, please let me know. We thank Mr. Davidson for his contributions and will see if they can find their way into our PD sometime soon.

As For the PD

We are rapidly working our way to 50 disks in our PD library! This month 1045 and 1046 make their debuts. 1045 has a very useful disk copy utility on side 1, called **Disk Maker.** Side two includes a number of **Business Basic** routines called "Appleseeds" which programmers should find useful. Side one is self-booting.

Disk 1046 is a long-time PD data base program called **File Cabinet.** We offer it now to be used with the Fliptrak audio training cassettes in our library. It is also an excellent beginners data base program and comes with some documentation. On side 2 you'll find a useful utility program called **Sort Directory,** which will sort your disk files any which number of ways. Both sides are self-booting. For more information on both disks, please see the Disketeria.

We have also updated Disk 1006, AppleWriter 4.1, so that it can now look for its startup program on your hard disk. Additional tutorial information has also been added. Disk 1000 is now updated through Disk 1050 and we've fixed some problems with the **Cap'n Magneto** disk (if yours does not work, bring it in for a trade). As mentioned above, the **TerminALL** disk has also been updated.

Next month look forward to our Phase III disk, containing transcriptions of some of the sessions at the 1987 Apple III event in Illinois. The following month we'll offer Dr. Al Bloom's three **Mail List Manager Utility** program.

Speaking Of (Take Two)...

Which brings me to this. As your III SIG co-chairman I've been working hard to make this SIG as useful to you as possible. Our PD offerings are second to none in this club. We have a decent hard copy library. At your request, we'll be offering a series of tutorials during upcoming SIG meetings (Jim Salerno has agreed to help coordinate those). Thanks to Jim Suthard, our board on the TCS is finally coming to life. John Ruffatto, the Apple III disk librarian, has become a copying madman. But we need more help, especially as the WAP moves to its new location.

Here's what we could use: Someone to work with the WAP hard copy Librarian Walt Frances to deal with our library offerings. We need to sort through what we have and what we need. The SIG has some funds and can order additional materials to make the III offerings more useful. I'm interested in trying to develop a series of cassette instructional tapes (maybe even video). Who would like to help coordinate that?

John Ruffatto needs help with disk copying. I'm sure Jim Suthard could use some help as well. We could also use some help developing a "parts shop" for members use. Again using some SIG funds, we could start obtaining hard-to-find parts that members could purchase at cost when their machines went down. Should be upgrade one of our IIIs in the office to 512K? What else needs to be done to them so they are more useful? Someone is needed to help coordinate that. I could also use some help with developing the PD disks destined for our library (we've gotten a number of new disks recently thanks to Jim Salerno).

As you can see, there is a long list and I'm sure there are other things many of you would like to see done as well. Our SIG is one of only two active III groups left on the east coast and certainly one of the largest in the nation. We are in a position to provide leadership within WAP and within the III community. But it takes more than just a few people to do that. If you'd like to help, please give me a call!

Tutorials

At the February meeting, we discussed **3 EZ Pieces** for those in attendance. Next month AppleWriter will take center stage. Anyone with knowledge of other Apple III programs who would like to teach informal tutorials, please let me know.

3 EZ Pieces Spells Better

Member Robert Howe, who hails from Sacramento, CA, has been very active on our TCS of late. It seems he has developed a patch for Apple Speller, to check **3 EZ Pieces** word processing files! We'll be bringing you more on that in the future.

He's also agreed to take a look at **Menu.Maker,** our PD menu program, to adapt it to read **3EZP** word processing files as well.

Best of the TCS, Apple II

by Paul Schlosser

Merging AW Data Base Files

FROM HARRY BACAS, ON 01/15

I want to combine two AppleWorks data base files which contain the same categories (fields?) but in different order. So far, I have been unable. Lets say File.A has categories 1,2,3,4. And File.B has categories 1,3,2,4. I use OA-L on File.B and swap categories 3 and 2. Looks o.k. on the screen. But when I copy all of File.B to the clipboard and then into File.A, all the new data is arranged 1,3,2,4 again. Can somebody straighten me out? Is there a way? Could I arrange the data correctly, then copy the whole file into a word processor document, then print that as an ASCII text, then make a new data base file from that text? No, that would work only if there was a carriage return after every field, right?

FROM LOU PASTURA, ON 01/15

Harry, try this: Let's call your original data base (the one in the correct order) DB1 and the other one DB2. Print DB2 to disk as a DIF file arranged in the same order as DB1, then make a third data base file (DB3) out of the DIF file. Copy DB3 to the clipboard and then into DB1. Let me know if that works.

FROM HARRY BACAS, ON 01/18

Lou, you're right. Printing to a DIF file on disk does it. Like a charm.

Converting Macintosh Files

FROM JOHN CZAHOR, ON 01/15

Does anyone know of a conversion program that will convert files from a Mac to GS/OS? If there is , do you know where I can get a copy of it?

FROM JON THOMASON, ON 01/15

On the Mac there is Apple File Exchange. I use it all the time to convert between HFS and ProDOS (or GS/OS). Someone in Apple Development SHOULD be working very diligently on an HFS FST for GS/OS, but we've heard nothing of it. For those 400K disks, there's a program somewhere that will read the Mac data and save it in ProDOS. It's called MacTransGS or something similar, but I haven't found it to be of much use.

A Download Problem

FROM ERNIE LANE, ON 01/11

I have been unable to get a program from the File Transfer section to work. The name is something like "LOANANAL1.2.PBH," which has a REL file type extension. Anyway, I downloaded it with MouseTalk, using protocol transfer, and it came out as a TXT file. It won't extract with BLU, but it won't unpack with EPBH 2.0. What am I doing wrong, what should I do?

FROM DALE SMITH, ON 01/12

The program will unpack with EPBH 2.0—I used that program to do it the first time. But the file was not originally packed with EPBH 2.0 and so EPBH will tell you it is not an EPBH file [which is true]— just hit return to continue anyway and it unpacks fine to a 5.25" disk.

The Thermometer and GS/OS

FROM JACK MORTIMER, 01/10

Maybe I am just slow to notice but I think that when I first got GS/OS the Thermometer completely filled during the initial boot up. I have noticed in the last couple of weeks that the screen goes black well before the thermometer is full. This does not seem to be causing any problems, that I have noticed, but it seems that it now works differently than it did when it was first installed. Comments?

FROM RICHARD ZEMAN, 01/10

I'd noticed that if you changed the disk, adding DA's, fonts, etc, or delete unnecessary files, it throws it off. Also, it got really bad on one of my disks so all I did was copy the Start.GSOS file from my master disk to the application disk...end of problem.

FROM TIM MCGRAW, ON 01/11

I found the thermometer didn't fill properly if there were changes to files in the /SYSTEM folder. It was apparently due to fragmentation of files, because it worked properly after running BEACH COMBER.

FROM JON THOMASON, ON 01/14

Use File Attribute Zapper or something to increase the auxiliary filetype of your START.GS.OS file. I have to adjust mine periodically, since I'm ALWAYS changing my GS/OS environment.

PrintShop and Publish It!

FROM BILL HUGHES, ON 01/08

Are there any public domain programs that can transfer PrintShop graphics to double hi-res so that they can be used with Publish It!. I have Time out paint, which can do it, but it is very time consuming.

FROM GARY HAYMAN, ON 01/09

BILL to copy what George Bush has to say – READ MY ARTICLES –. Yes Bill, you can get Print Shop pictures into PUBLISH.IT! In November I wrote an article titled "Importing Print Shop Graphics into Publish.It!" it's on page 23 of the WAP Journal. I followed up in the December journal with an article "GAP/Publish.It! - Revisited" . It's on page 26. Both articles give you step by step procedures on how to do just what you want. In the February edition of the WAP journal, you will find a third article which will discuss how Publish.It! 2 can do it for you automatically. No need to transfer the print shop graphics to HR or DHR. This is an exciting feature. By the way, the great additions to the Publish.It program are worth many many times what you pay for the upgrade. After reading the article you will have to agree.

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Publish It!

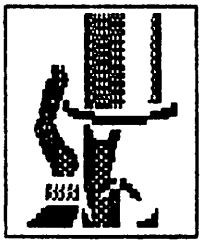
A Tour de Force

The following two pages were entirely prepared by Gary Hayman with Publish It! 2 on his Apple II. They were submitted to the Journal as camera ready copy so that you can see first hand what Publish It! 2 can do.

Of course, our editors and proofreaders want you to know that they were unable to run their blue pencils all over Gary's copy. This made them grumpy—but I'm sure they will redouble their efforst on someone elses copy. —ed.

PUBLISH.IT! 2 IS HERE!

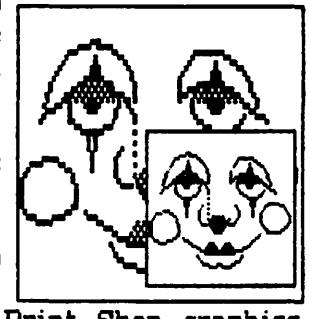
by Gary Hayman



When you wear a tuxedo you look great. However when you add a white tie, top hat and tails, you look fantastic. If Publish.It!, by Timeworks, is the tuxedo, then Publish.It! 2 is the full dress outfit when you're "Putting on the Ritz."

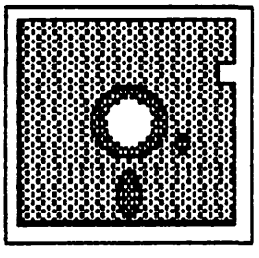
I was real excited about my upgrade to Publish.It! when it arrived the other day. I had the right to be. Timeworks has added some great features to their already enormous five star hit, Publish.It! Perhaps you have been reading some of my comments in the last few WAP Journals about the use of graphics in Publish.It!. What I would like to do here is to cover some of the enhancements to the newer Publish.It! 2 so that you can make an informed decision about upgrading your program for $30.00.

RESIZING - Publish.It! 2 (hereafter known as P.I! 2) now lets you resize graphic objects. This means that when you capture a graphic portion you can INSTANTANEOUSLY resize from a graphic the size of a point to one the size of a full page. This feature is great when you want to resize imported Print Shop graphics (yes, I did say imported - tell you later) to enlarge them or to fix their aspect ratio - adjusting that sometimes squashed look.



ALWAYS SEE GRAPHICS - P.I! 2 now shows your graphics in all page size layouts: sized to fit, half size, full size and double size. This will permit you to make better alignments and you won't have to keep switching back and forth from a smaller size to full size to see what graphic is there.

PRINT SHOP GRAPHICS - One of the features that I was waiting for was the new ability to DIRECTLY import Print Shop (PS) Graphics right from your DOS 3.3 collection. I knew it was coming since I had talked with a Timeworks representative at a computer show at the D.C. Convention Center last year. While waiting I devised other methods which required conversions to normal graphic pictures. These techniques were the subject of several of my WAP Journal articles that have been published during the last few months. As I have a collection of way over 2000 of such graphics, this is an important feature to me. Not only that, but coupled with the aforementioned "resizing" feature, I find that I am making heavy use of this capability and it "zips up" all my DTP documents. You should see my past Christmas letter.

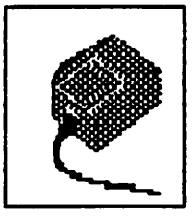


HINT: Do not convert the PS graphics to ProDos and do not have more than 85 PS graphics on a 5 1/4 DOS 3.3 disk.

AUTOMATIC TEXT FILE ADJUSTMENTS - P.I! 2 will let you, "on the fly", remove those annoying "every line carriage returns" from an imported text file. Now, downloaded text files can be used immediately in your document as end of line carriage returns are stripped away.

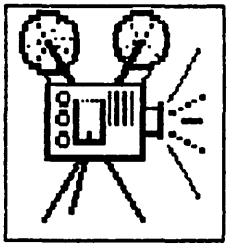
MEMORY NOW USED - You can choose how P.I! 2 utilizes your memory. P.I! 2 can use all available extended memory - it is no longer limited to 30K - or you can limit it to 128K. With full use of memory you can have a much expanded desktop for your text and graphics. There are also choices for a variety of configurations for expansion cards and RAM disks. The program will even use all extended memory and unused RAM disk memory - if it needs it. If you have 100K available P.I! 2 will load its overlays into extended memory (recommended), although you can deselect this feature.

NEW FILE SELECTION TECHNIQUE - The "Select Data Drive" from the file menu has been eliminated. Now the program allows you to survey all drives through a quick mouse selection menu, moving rapidly, and I do mean rapidly, through sub-directories to find the file that you are seeking. This is a major improvement of no mere consequence and really makes "life" easier. Not only does the new File Selector Box catalog the disks for easy picking but also places the files in alphabetical order for faster locating. This is handy when you are looking for one particular Print Shop graphic

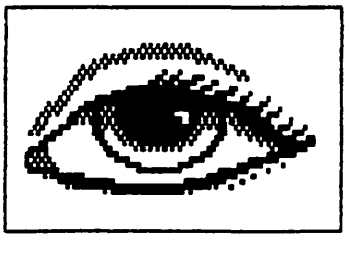


from a catalog of 85 of them.

PREVIEW - There is a new feature called the Preview Mode where you can view on screen exactly what a selected portion of the document will look like when it is printed to paper. You will then have an accurate representation of the selected fonts and graphics. It is useful for checking font and kerning selections. As you may know, normal program operation uses "Screen Fonts" to represent the selected fonts, but with Preview you get a precise view. HINT: For faster operation you should have all your fonts collected and in the same directory as DTP.MAIN.



SELECTING OBJECTS - You can now "Shift-Click" and select multiple objects one after the other to be used as a group. HINT: This is handy for deletions, but I have found it more useful for moving two objects at the same time - say a text object resting upon a graphic object which acts as a border. Another interesting new feature is that you can align two or more objects by left edge, right edge, or left/right centers, paired with top edge, bottom edge, or top/bottom centers. This allows you a rapid way to easily line up your selected graphics or objects in a variety of ways. HINT: You can easily line up the tops or bottoms of you text columns using this method rather than the "Show Specifications" technique.



PEEK A BOO - The new "Transparent Text Columns" allows you to let the graphic underneath the text column show through. Thus you can create text that appears to be within a tinted column. Speaking of text, you can now have "White Text". Outline or shadow text placed in a transparent text column which is over a black object will appear as white text.

BORDER FEATURE - You now have an automatic border feature that allows you to have a border around the text column or an individual graphic. This is a very handy tool and gives your document a very professional look especially when used with small graphics.

EDITING - There are also some editing shortcuts. A single word can be selected by a double click, a whole sentence by an OA-. (period), a paragraph by an OA-<RTN> and "cursor to end" by an OA-E. These features add much more convenience to the "select by dragging method" that still operates. HINT: Use this selection technique when changing fonts, font style, type face or style to existing text.

WHAT YOU GET - My upgrade package from Timeworks included a 3.5" Program/Fonts/Help/Samples disk, a 3.5" Art Collection disk, four 5.25 double sided disks which included all of the above. In addition you receive 21 pages to put into your current Publish.It 3-ring binder. Publish.It! 2 runs on an Apple //c, //e, IIGS or compatible computers with 128K available. Laser printers support is now contained in the program (no extra disk needed), and the program also supports the AppleTalk network. If you are interested in upgrading your Publish.It! to Publish.It! 2, give Timeworks a call at 1-800-232-9755 for exact details. P.I! 2 has not really replaced P.I! - both will be available on the market and you would find that either one would be a welcomed and heavily used addition to your collection.

RECOMMENDATION - As far as I am concerned, Publish.It! 2 far outclasses any DTP or page layout program that is available today for the Apple II family - even IIGS specific programs. You should see what you can quickly do with simple letters to complicated newsletters, flyers, brochures, and ads. If you have Publish.It!, upgrade. If you don't have Publish.It! then get Publish.It! 2.

AUTHOR'S NOTE - This entire article was prepared and edited in Appleworks and imported into Publish.It! 2. A three column template was first made inorder to approximately match the current format of the WAP Journal. The empty text columns were first linked so that the text would flow through the columns. The Print Shop graphics were then imported from my current collection and placed throughout the text in order to emphasize and "color" various sections of the article. A dot filled graphic was prepared within P.I! 2 and used as a shading for the "Peek A Boo" section. The shading graphic was moved to the rear and the text column was made transparent so that the shading graphic could show through. The article's headline is just an additional text block placed on top of the existing text blocks - filled with the appropriate text.

Games

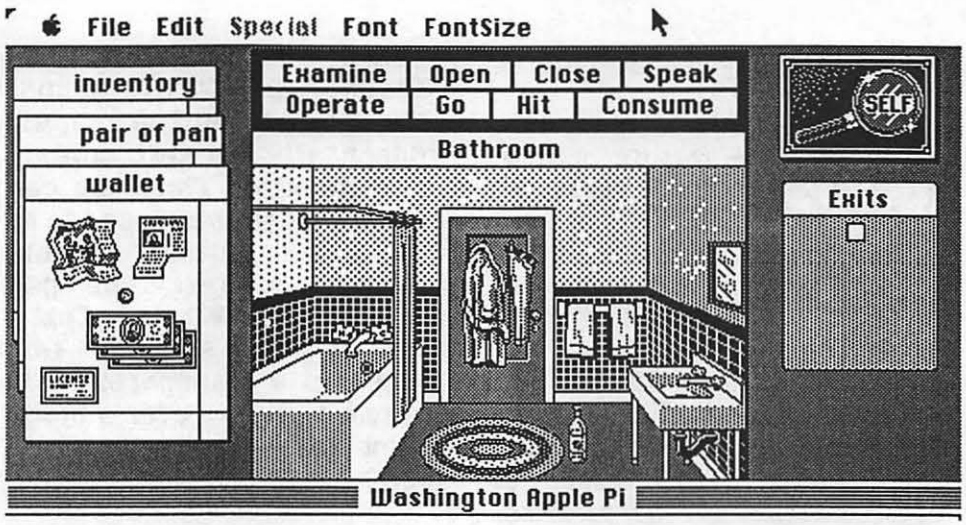
The Playroom

By Steven Payne

This is a test. For the next sixty seconds... Um, er, I mean... For some time now, a sizable chunk of the **Journal** has been devoted to computer gaming; each issue had included several extended reviews, introduced by the monthly GameSIG column. With the recent reorganization of the **Journal**, however, the SIG reports have been moved to the front pages and are no longer indexed individually. So it has been suggested that we organize the gaming material into a kind of department, introduced by a monthly general column, distinct from the SIG report. I've been asked to give it a try.

I'm curious to know what the membership thinks of the idea. We could use such a column to discuss general trends in gaming, forthcoming products, specific questions about particular games, the best software vendors and computer game magazines, tips and clues, "what's hot and what's not," etc. I'm not sure where this material will come from, nor whether I am the most qualified to write such a column, since most of my information is obtained second-hand, from *QuestBusters*, *Computer Gaming World* or Charles Don Hall and Ron Wartow (that's a subtle hint to software developers to send us more of their promotional material!). I'm not even sure what such a column should be called if it continues; perhaps we should have a contest for the best name!

In any case, the news for Apple and Mac games has been relatively slow of late, since developers seem to be more interested in Big Blue; some of the better recent games are available only for IBM clones and other machines. Still, we've heard of a few forthcoming products. For example, the February issue of *Computer Gaming World* includes full



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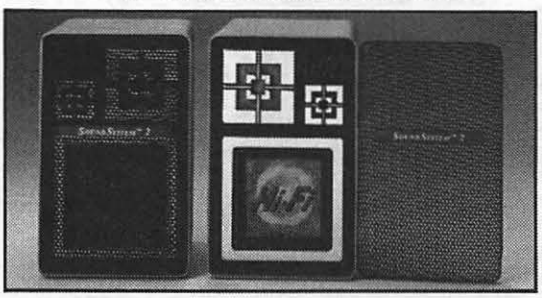

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page ads for **The Magic Candle** (Mindcraft: 2341 205th Street, Suite 102, Torrance, CA 90501 [for the Apple II]) a new fantasy/role-playing game with Ultima-like screen shots; and **War in Middle Earth** (Melbourne House: 711 West 17th Street, Unit G9, Costa Mesa, CA 92627 [for the Apple IIGS]), which recreates Tolkien's world in a game that combines role-playing, strategy and animated adventure. Spinnaker is due out with an Agatha Christie story for the Apple II, entitled **The Scoop**. There's not much new for the Macintosh, except for the conversion of **Pirates!** (Microprose), Infocom's **Zork Zero** and **Quarterstaff**, and Icom Simulations' **Deja Vu II** (see the GameSIG column).

Meanwhile, on the local scene, Ron Wartow continues to perfect the ultimate HyperCard game ("Legerdemain"), while several other GameSIG members work on their own projects, which we can tell you about in future columns. GameSIG is also trying to consolidate the disketeria's Mac games in time for the MacWorld Expo.

Mac Games

Arkanoid

Brick-Out Lives!

by Chris Bastian

In the dark, dark pre-history of the microcomputer, there came from across the seas a wondrous invention, known as the Video Game. The Video Game came in several forms, and had names like **Pong**, and later on **Asteroids** and **Space Invaders**. In bowling alley and pinball arcade alike, they enchanted the youth of America, and gave rise to the electronic game-playing wonders we see today.

One of the most popular of these ancient mechanisms was called **Brick-Out**. It had a simple yet appealing theme: bounce a ball with your paddle, and knock holes in a wall. No aliens to shoot dead; no hyperdrive controls to fret over; just a simple game that could be played by young and old, skilled and beginner.

Today, amidst revivals of miniskirts, "The Brady Bunch" and eating in diners, **Brick-Out** has also been brought back, in a jazzed-up, state of the art format. First as a video game, and now on computer, the game called **Arkanoid** (by Discovery Software, under license from TAITO), stands a good chance of being the most addictive new Macintosh game of 1989.

Arkanoid's premise remains as simple as its predecessor. Starting with a ball and paddle, you must knock away each brick in a wall at the top of the screen. Did I say walls? Each one has a different shape, and has different components. Some bricks take several hits to fall, and a few are absolutely indestructable. Hitting the wall, sides or paddle causes the ball to ricochet; the longer you take, the faster the ball bounces. Miss a carom and the ball drops off the bottom of the screen, lost forever. Three strikes and you're out.

If even these simple tasks are beyond your abilities, **Arkanoid** offers up a bit of help. Every so often your ball will dislodge a "pellet"; catch it, and your paddle might double in size; or

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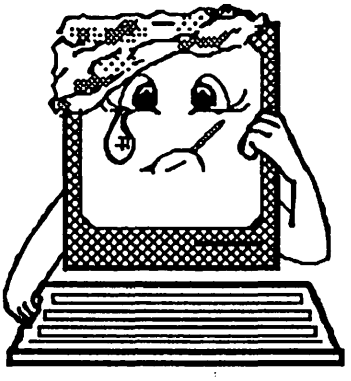

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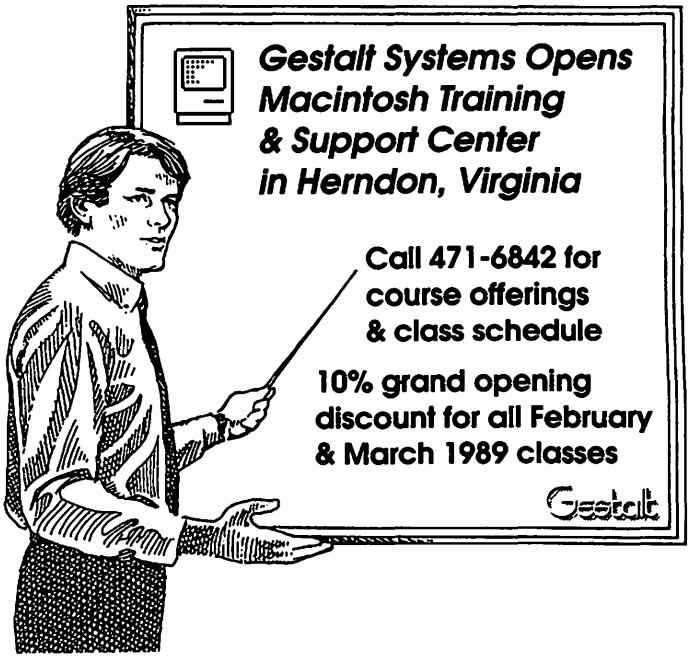

snag the ball, allowing you to reposition its flight; or sprout a laser cannon, allowing you to shoot the wall to oblivion. Your ball might divide into three, or slow down; you might even be credited with an extra paddle, or find a secret passage to the next level up.

Now, in case you think this is too easy, another wrinkle has been added. On each level, a bunch of polygons will appear, and drift aimlessly around the screen, getting in the way of your carefully planned shots. Sure, you can knock them into oblivion, but new ones always appear to take their place. And, that's it! No character specs to roll, no planning 8 moves ahead; just a nice simple, complicated arcade game. Play for 10 minutes, or settle down for the long run through all 33 levels. And don't think you won't; it's one of those deceptively easy games where you decide to play 'just once more'...and again...and again...and again... The first day I got mine, I spent 5 hours engrossed working my way up 16 levels.

There *are* a few problems with the Macintosh version. The authors have tried, really tried to recreate the arcade version of their masterpiece, right down to the "Insert a quarter in the next 10 seconds to continue at this level" message (or at least double-click your mouse); the sound effects, the graphics, even the demo mode the game kicks into when left unattended. Unfortunately, the lack of color takes it toll. With black & white shading substituting for the arcade version's different color bricks, distinguishing among the 'easy,' 'hard' and 'impossible' targets can be a tough job. My first time out, I spent 10 minutes lasering a set of indestructable bricks, which I couldn't tell from the rest of the game grid.

Another problem is in the on-screen help file. A typo mis-identifies the attributes of two 'pellets' *(I mentioned this to the authors and they were already aware of it)*. Finally, the documentation is a worthless comic book which tries to lend substance to the flimsy sci-fi pretext someone decided the game needed to be appealing; skip it.

Arkanoid comes on one 800K diskette, and runs on a 512K or better Mac. About $30. A "contruction set" is sold separately, allowing additional game screens to be built.

Apple IIGS Games

Manhunter: New York

We've Been Invaded by Eyeballs!

by David Wood

I know, I know, it sounds odd. Eyeballs?!? That's right! Eyeballs...tentacled flying eyeballs that can pilot spaceships and trash major Eastern Seaboard cities. But eyeballs nonetheless.

Hey, don't look at *me!* The idea wasn't mine. Blame or credit Sierra's Dave, Barry and Dee Dee Murry, who did most of the program's writing, design, animation and sound.

The premise for **Manhunter: New York** (Sierra, Apple IIGS with versions available for other machines, $49.95 list) goes like this: In 2002, the Orbs (read: eyeballs) invaded New York and supposedly incoporated Earth into the Orb Alliance (read: empire). It's not easy to tell since communications have been stopped. Humanity has been relegated to a positions of, while not exactly servitude, not much of anything else.

You have a special position, aiding the Orb Empire to police New York (read: quisling). The title: *Manhunter*. With the title you get a Manhunter Assignment Device—*a terminal to the Alliance Computer*—which in turn tracks everyone in New York. When someone commits a crime against the Orbs, they need to find who's guilty and correct (read: terminate) him. The problem is their tracking system can't read identities. You have 24 hours after a crime occurs to get the name(s) of everyone involved.

Humanity is in a sorry state here. Verbal communications are forbidden. All humans must wear brown robes. No one has any apparent purpose, but early on, you learn the Aweful Truth. Humans die every day. Many places, including Grand Central Station and Central Park are off-limits to scum earthlings. What's more, an eyeball comes in and wakes you up every morning. The streets are littered and the buildings have all had bits blasted out of them. In all, it's a pretty dismal environment.

The focus of the game is to solve all these crimes and get names, but there are overtones. A medallion with a non-circled eyeball on it. Rumors of a brewing human rebellion. Maybe there's a way to overthrow the eyeballs somewhere in the game? I'm not telling.

The key to solving the game (I haven't done it yet) is perception. Since you can't speak, you have to learn a lot through observation. There is a great deal of symbolism in play, and there are a few hints in the documentation (who's surprised?). Watch everything, and leave no stone unturned. Even if there's a rattlesnake under it.

At first, this game has the appearance of many other Sierra types, what with the brixels (a group of pixels, the standard Sierra graphic unit) and three-dimensional graphics. When play starts, though, you'll notice a few new things.

First, the game uses more digitized sounds than I've seen from any other Sierra product. Yawns, flushes, clicks, zooms, eyeball "speech" (yeah, they sort of talk) and certain others make life interesting, if not better.

Second, you're using the joystick as usual, but you're not using it to guide your character in the usual manner. In other games, you'd stand outside the character, pushing him around with the joystick. In **Manhunter**, you look through your character's eyes most of the time, telling him where to look or go by moving the cursor (the joystick cursor [more below]) in the direction you want to go.

Third, you'll quickly notice when you go to Bellevue Hospital to investigate the first crime that Sierra, or at least the Murrys, have pulled out some of the stomach-preserving stops. Violence and other disgusting scenes are occasionally shown in their full sixteen color (counting black and white) glory, especially the "death" scenes. In the same way that a certain Spielberg movie with a two-letter title got a PG rating by mentioning a certain piece of feminine hygiene equipment, **Manhunter** is bucking for an R.

Fourth, this game does something very few if any others do: if you die (possible at a number of places) the game will give you a hint as to what happened and take you back a few minutes to where the mistake occurred. Saved games will still be useful if you forget to pick up something from way back, but if you have the mental agility and feel like staying up real late, the game could eventually allow you to go right through from start to finish. It could take a day or two of constant play, but it's possible.

Another major change is the removal of the text parser. That's right: no longer do you have to use your keyboard for anything except naming saved games. It's sort of annoying, too, because you don't get the option of trying special things like "put X on Y" or "climb Q." Moving, getting, examining, pushing, and long-distance travel are all controlled by the joystick cursor, which means you can learn everything that you can do at a scene just by waving the marker all over the screen and seeing what it changes into. This takes the fun out of it.

Now, you may notice that I made a distinction between the mouse-cursor and the joystick-cursor. That's right. There are two cursors on the screen at almost all times. The mouse one handles pulldown menus, and the joystick one handles everything in the game. I think that's sort of redundant.

In conclusion: the Orbs have taken away most of humanity's freedom, and I feel that Sierra's new player interface here takes away much of the player's freedom. Oh, how I long for the days when I had enough rope to hang myself, and could enjoy it!

Look: 7/10 (Sierra's brixels make the graphics look primitive and rough. Sure, it's easy to program and mass-produce, but is it art? I say it isn't. Enough exposure to them, and you'll agree.)
Feel: 5/10 (Sierra's previous standard is a little slow, but I feel that this one is ungainly and restrictive. I'd like to see them switch back real soon.)
Play: 7/10 (Without any communications, the game is a little hard to follow. At times, it can be downright cryptic. I set it down for a few hours, and picked it up again after three weeks.)
Overall: 6/10 (I've no doubt it's a challenge, but with the restrictive interface and very few ways to pull yourself through the plot, I can only recommend it to die-hard Sierra players.)

MacNews

MacWorld

April 25 – 28, 1989

by Martin Milrod, MacWorld Coordinator

Given the dubious efficiencies of the US Postal Service, this will probably be the last issue of the Journal prior to the MacWorld Exposition. "MacWorld" will be held at the Washington Convention Center on April 25 (Tuesday— Industry Day by invitation only) and April 26 (Wednesday) through April 28 (Friday). This is its first time in Washington, D.C.

We will have a 20 x 20 foot setup at Booth 953 near the main entrance to the hall, and will be marketing Pi Memberships, our PD/Shareware disks, an outstanding Mac Disk Catalog, mousepads, and so on. In addition, we hope to encourage Federal agency employees, college students and all of our WAP members to attend. You should have already received a publicity brochure prepared on behalf of Mitch Hall Associates, the firm which runs the various MacWorld Expositions. This mailing will be done using our membership labels, completed by our mailing services, because WAP does not release its membership lists or labels to third parties.

Plans are underway to make this a most successful "happening" but, as usual, we continue to rely upon our volunteer workers to be at the booth. We need helpers to become trained in credit card and cash processing of sales, in "manning" the booth in four-hour increments, to help setup and closedown the booth — and more and more. Any graphic artist willing to design a colorful Mac Disk Catalog cover, assorted brochures, membership forms, etc ?

The following is the schedule of times for which help will be needed. A short (1-2 hour) training session for volunteers will take place prior to the April 24, 1989, date at a place and time to be designated. Details on evening activities are not yet fully determined. We need people of incredible charm, good looks and warm personality but worry not; if you volunteer you'll be accepted! Here are the categories of helpers we expect to need.

- If you can help in setup and breakdown, please contact Jay Heller at (301) 948-2942 (Gaithersburg,) who is in charge of the "lifting and shlepping" tasks probably beginning on April 24 and also shutting down on Friday, April 28.
- If you can work at the booth, please contact our Volunteer Coordinator, Eric Rall at (301) 596-0004 (Columbia). We need many volunteers for this category, some 8 - 12 persons per shift. It would be ideal to have the PM-shift also volunteer to work the following morning's AM-shift, so volunteer for the "double-tour of duty" if you can.

This is a great opportunity for WAP provide additional service to our area, to host many national figures in the Mac community, and to improve the reputation of WAP. Your assistance is earnestly requested. Please volunteer. We need your help!

Washington Apple Pi MacWorld Exposition
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On HyperCard

Part 6—Hyper Notes

Create a note-taking stack

by Kenneth Knight

Doing research for a paper of any sort is perhaps the toughest part of writing the paper. You spend your time searching through card catalogs (or if lucky microfiche or computers) for various books, journals, newspapers, and so forth. Once you have all the source material for your work you have to work through it and find relevant information that will help you support your thesis. Taking down notes is certainly one of the most time consuming parts of creating your paper. Keeping those notes in some type of organized fashion is among the toughest parts of taking notes in the first place. I was finding that my notes were taking on a rather chaotic appearance more often than not. This resulted in my losing information and initially more chaotic papers. I needed a better way to keep my notes and since I was already typing many of them into Microsoft Word (my writing is rather pathetic) I decided to try and create a note keeping stack that would let me, among other things, index and cross reference my notes. Hyper Notes is the result.

Taking the buttons on the main screen from left to right we have a standard about box button, a stack sorter, the button to take us to the topics section of the stack, and a return to Home stack button. With the exception of the sort button everything is rather standard.

```
— Sort button. Sort the stack for us.
on mouseUp
 answer "Are you sure you want to sort the stack?"
    with "Yes" or "No"
 if it is "Yes" then
  show message
  lock screen
  put "Sorting the note cards..."
  sort by field "title"
  put "Sorting the index to the topics..."
  go first card of next background
  put sortItems (field "index") into field "Index"
  delete last char of field "index"
  put "Sorting the references for the topics..."
  repeat the number of cards in this background
     times
   put sortItems (field "reference") into field¬
      "reference"
    delete last char of field "reference"
    go next card of this background
   end repeat
   put empty
   hide message
   go first card
   unlock screen
  end if
end mouseUp
```

As you can see even this script is fairly straightforward. After sorting the cards in the stack by the "title" field we jump to the first card of the topics background and sort the index. In order to do this we make use of the SortItems XFCN. Unfortunately, this XFCN has a small feature. It appends an extra item (an extra comma) to the field. This causes a blank line to appear in the indices that while not actually active is annoying to the user. So we delete the last character of the index field to get rid of the stray character. Next we simply loop through each card of the stack and sort the cross-referenced topics. Again we have to delete the last character of the field to avoid that annoying blank line in the cross-reference index.

```
—Add a cross-reference item to the reference list.
on mouseUp
 answer "Enter new reference or select one from
    the general list?" ¬
 with "List" or "New" or "Cancel"
 if it is "Cancel" then exit mouseUp
 if it is "New" then
  ask "Enter in the name of the item you want to
     cross-reference"
  if it is empty then exit mouseUp
  put it into topic
  if field "reference" is empty then
   put topic into field "reference"
  else
   put "," & topic after field "reference"
  end if
 else
  push card
  lock screen
  go first card of this background
  doList 128, field index, one
  put the result into tempTitle
  if item 1 of tempTitle = 1 then
   pop card
   if field "reference" is empty then
    put item 2 of tempTitle into field "reference"
   else
   put "," & item 2 of tempTitle after field "reference"
   end if
  else
   pop card
  end if
 end if
end mouseUp
—Add an entry to the notes index.
on mouseUp
 ask "What should this topic's title be?" with field¬
    title
 put it into topic
 if it is empty then exit mouseUp
 lock screen
 push card
 go first card of this background
 — Find the item in the index. If present no need
    to update.
 find whole topic in field "index"
 if the foundtext is empty then
  if field index is empty then
   put topic into field "index"
  else
   put "," & topic after field "index"
  end if
  answer "Create a new note card for the topic?"¬
     with "No" or "Yes"
  if it is "yes" then
   doMenu "copy card"
   doMenu "paste card"
   hide card picture
   put empty into field "info"
   put empty into field "reference"
   put topic into field "title"
   set the name of this card to topic
  else
   pop card
   put topic into field "title"
   set the name of this card to topic
  end if
 else
  show message Box
  beep
  put "That topic has already been taken..."
  wait 2 seconds
  hide message box
  pop card
 end if
 unlock screen
end mouseUp
```

The add general topic and add cross-reference scripts are, as you can see, quite similar. After responding to the cross-reference query with either New or List (Cancel bounces us out of the function completely) we simply execute the appropriate part of the if statement. If the user chooses a completely new cross-reference the system prompts for the name of the reference and then it inserts that reference into the "reference" field. The more interesting, and useful, case is the List option. Here the script takes us to the main index and provides us, courtesy of the DoList XCMD, a list of all the existing general topics. The user may

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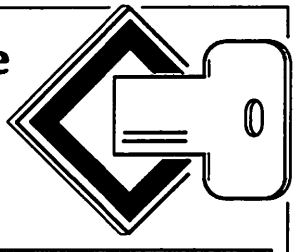

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Choos Smart Computer

by Bud Stolker

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choose a topic from this list. Once that is done the topic chosen is added to the reference field of the topic we are currently viewing.

The general topic add button acts in essentially the same way. Prompting the user for a topic name (the default is the title of the card at hand), and whether the topic should be given a completely new card. Once these queries are answered the new topic is inserted into the topics index at the front of the stack.

```
--Jump to a specific general topic.
on mouseUp
 lock screen
 push card
 go first card of this background
 doList 128, field index, one
 put the result into temp
 if item 1 of temp = 1 then
  put item 2 of temp into name
  visual wipe right to black
  go card name
  if the result is not empty then
   beep
    put "That topic does not have a note card
     attached!"
   show message box
   wait 2 seconds
   hide message box
   pop card
  end if
 else
  pop card
 end if
 unlock screen
end mouseUp
--Jump to a specified cross-referenced item.
on mouseUp
 doList 129, field "Reference", one
 put the result into temp
 if item 1 of temp = 1 then
  put item 2 of temp into name
  go card name
  if the result is not empty then
   beep
    put "That topic does not have a note card
     attached!"
   show message box
   wait 2 seconds
   hide message box
   pop card
  end if
 end if
end mouseUp
```

As with the two "Add..." buttons the "selection..." buttons are quite similar. In fact, with the exception of the fields used to generate the list they are identical. Both scripts use the DoList external to create a list of topic names. Once the user has chosen a topic we simply jump to the card of that name. If cancel was clicked on we bounce out of the button handler completely. If the card could not be found you are told so via the message box.

```
--Delete the currenty entry
on mouseUp
 lock screen
 answer "Are you sure you want to delete this
    entry" ¬
 with "Yes" or "No"
 if it is "Yes" then
 -- Find the item in the index. If present no need
    to update.
  push card
  put field "title" into tempTitle
  go first card of this background
  find whole tempTitle in field "index"
  if the foundChunk is empty then
   pop card
  else
   --Get the character range of the found text.
    We'll delete it now.
   put word 2 of the foundChunk into temp
   put word 4 of the foundChunk into temp1
   delete char (temp - 1) to temp1 of field "index"
   pop card
  end if
 end if
 put empty into field "title"
 put empty into field "info"
 put empty into field "reference"
 hide card picture
 unlock screen
end mouseUp
```

The last major button is the delete button. This script provides few surprises. The script first inquires if you really want to delete the current topic. If you say "yes" the script continues on. First it deletes, if possible, the entry from the main index. We make use of the FoundChunk function to determine just what characters of the index we need to delete. Notice that we delete an extra character to the left of the found chunk of data. This removes the comma that marks an item break. If we did not do this we would be left with a blank, and useless, item. Next we delete the actual card by clearing out all the fields in it. This leaves us with a blank card. If the item did not exist in the index (i.e. you had not put in it yet) the handler simply clears out all the fields in the current card.

The arrow buttons simply move us through the topics section of the stack and their scripts are of the form go previous/next card of this background.

```
--Check to see if the reference field of this card
   has anything in it.
--If it does then show the reference note picture.
on openCard
 lock screen
 if field "reference" is not empty then show card¬
    picture
 else hide card picture
 unlock screen
end openCard
--Update the reference picture if the user has
   added a reference.
on idle
 global lastTicks
 if (the ticks - lastTicks) > 120 then
  put the ticks into lastTicks
  if field "reference" is not empty then show card¬
     picture
 end if
 pass idle
end idle
```

The last major script pair of this stack is part of the cards themselves: the show/hide reference tag scripts. It is useful to know if a topic has cross-referenced items. However, it is a pain to be forced to click the "select cross reference" button to check. The OpenCard script solves this problem by checking if data is present in the "reference" field of the current card. If data exist a picture is brought up telling you that cross-references exist for this topic.

You are probably questioning the Idle handler now. Its purpose is to check on a regular basis if you have added cross-referenced topics or removed all of the cross-references; and to update the visibility of the card picture accordingly. It runs every 2 seconds at present, but this can be changed easily.

Put all of these scripts and cards together and you have a fairly powerful note taking system. However, it does have some limitations. The largest of these can be found in the "delete" button. After you delete a card it is gone from the master index. However, the other cards do not know this. The upshot of this is that you may still see it in a cross-reference list someplace. If you try to jump to it you will be told that that card does not exist. The "delete" handler should scan through the entire stack and remove all occurrences of the deleted card from the various "reference" fields. That function is left as an exercise for the reader.

Hopefully you shall find this little note taking aid useful in organizing the paper blob of notes. It is especially useful if you are fortunate enough to be running HyperCard under MultiFinder along with your favorite word processor. Given such a combination you can jump between your notes and essay with ridiculous ease. Until next time, keep on HyperCarding... ●

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➥ 51 **Best of Apple TCS**

Managing YOUR Money

FROM PAUL CULLEN, ON 01/21

I just purchased Managing Your Money (MYM) for my IIGS and I'm having trouble configuring it for my IW II printer which is accessed through the GS printer port. There doesn't seem to be a default option for this in the MYM configuration menu.

I've tried to use several of the other interface card options suggested in the MYM menu but the program freezes up or sends a "bad printer configuration" message if I try to print. I also had trouble installing MYM on my D4A Sider using the instructions provided by MECA so I created a subdirectory /H1/MYM/ and put all files and subdirectories from the 3.5 disks into it.

The program seems to be working OK except for my printing problem but I really have not gotten that far into it yet. Any suggestions on how to fix this problem would be appreciated.

FROM JOHN KHOURY, ON 01/22

Paul: In order to get MYM to print properly on your GS and IWII, you need to set the printer interface to "OTHER" and the slot to 1. For special printer codes, you shouldn't need to change any of it, they should all be 999's. That's how it's set on my version (3.0) with a harddrive.

FROM PAUL CULLEN, ON 01/26

John, thank you for you advice on MYM printer configuration for my IW II. Its working fine now.

I haven't really had the time to get into MYM very much yet but I'm looking forward to using it very much. I've been using Dollars & Sense for 4 years now but I grew tired of waiting for an upgrade to a GS version.

There are many problems trying to use Dollars & Sense on the GS since the original ROM chip was replaced. I've got 4 years worth of data in Dollars & Sense format that I would like to convert to MYM format. Is this possible and if so where can I get some help on doing that? I would also like to know if it is worth while getting the PLUS PLAN for $39.00 to keep up with MYM? Is there a GS version on the way? Also is there anything like a MYM users group on any of the major BBS's? Thanks again for your help.

FROM RICKY JUDGE, ON 01/29

If your looking for a Financial program that will use the mouse interface, take a look at On Balance. It's not as cumbersome and SLOW as MYM, but not as all inclusive either.

The reports are fairly useful but don't include some formats I would like. However, there is a utility that allows export of data to the AppleWorks spreadsheet.

I've tried MYM, Dollars & $ense and On Balance and think OB is the best by far. A very quick program that has few limitations. It has double entry ledger format, a really easy to use reconcile module that you can use on ANY account (not just your checking account) and a nice screen that allows you to see about 15-20 transactions at a time.

➥ 63

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➥ 61 Best of Apple TCS SCSI Hard Disk Test Program

FROM HARRY BACAS, ON 01/04

Does anybody know where to get the disk called SCSI.TOOLS? A program called SCSI Hacker, recently uploaded to the Apple II Utilities area, refers to it. The Hacker document infers that the disk comes with the Apple SCSI Card. Well, I bought an Apple SCSI card and the only disk with it was one called SCSI Hard Disk Test Program. The SCSI.TOOLS disk is supposed to contain a HDSC Partition program. The disk I have tests the disk but doesn't partition it. And the software that came with my Rodime 20 disk is for Mac only. The Hacker program lets you low-level format a hard disk in your choice of interleaves and determines what interleave is fastest. I have all the other things Hacker requires, but not this disk. Any advice?

FROM DAVE RANDALL, ON 01/04

I think that the author (Joe Jaworski) is referring to the /SCSI.UTILITIES diskette. On it, you'll find the hard disk partitioning program "HDSCPARTITION". This is the one you need. I think the diskette that came with your SCSI card is an older one and therefore useless for partitioning. I had an Apple SCSI card upgraded to REV C ROMs. It came with a new /SCSI.UTILITIES. (BTW, the REV C ROM upgrade should be free at your dealer.)

FROM HARRY BACAS, ON 01/10

Well I finally did the Big Format and am alive to tell about it. The disk has been rebuilt and reads faster, but there was a little drama along the way. First I found a store that had an Apple II SCSI card. So I copied the disk. Now I was prepared to follow the steps outlined in the SCSI Hacker. I backed up key programs to floppies again, to augment the ProSel backup of the entire disk on 14 floppies. After an hour or so's trials of different interleaves, I found I got the best time at 9:1. So I set it at 10:1 as recommended. Then I found I was unable to reload the disk from the ProSel backup! The new formatting had very slightly reduced the capacity and the ProSel Restore program will not work if the Hard disk size is less than it was. Well, as long as I was stuck, I decided to experiment a little before rebuilding the disk from single floppies (and using ProSel's Recover program of single files from the 14-disk backup). And I discovered that I HAD NOT NEEDED THAT SCSI.UTILITIES DISK AFTER ALL! You are supposed to run the HDSC.Partition program after the low level format and before initializing (high-level formatting) with the Advanced Disk Utility, or else ADU will simply change the interleave back to 1:1. However, if I ignored that advice and went straight from the low-level format to the ProSel disk formatter, the read times remained good; evidently ProSel does not change the interleave as ADU does. I was able to go this route because my drive is only 20 megs, so I didn't need to partition it. It's a Rodime and came formatted for a Mac. Here are the figures: The DiskTimer reads dropped from 116 to 74. The cold boot to ProSel went from 28 seconds to 23. Loading the Finder from ProSel went from 48 to 41.

that significant minorities will obtain representation on the Board. The election results will reflect the whole electorate's desires (at least, their desires relating to the composition of the Board) far more accurately than any other voting system.

The Hare system works as follows:

1. Each voter casts a ballot on which all of the candidates are ranked in order of preference. (It does a voter no good to vote for fewer than all the candidates.)

2. The total number of ballots cast is counted, and the number of votes necessary to win is calculated based on the formula: N = [(number of ballots cast) ÷ (number of seats to be filled+1)]+1

For example, if there are seven Directors to be elected, and 1,000 ballots cast, then the number of votes necessary to win is 126.

3. The determination of the winners then occurs in consecutive "rounds" of ballot tabulation. In the first round, the ballots are separated and tallied according to their first-choice votes only. The results are then examined to see whether any candidate has received the number of votes necessary to win. If any candidate has done so, she is elected. If the elected candidate received more than the minimum number of votes necessary to win, then the excess portion of each first-choice vote cast for the winning candidate is considered "surplus," and will be distributed to that voter's second-choice candidate in Round Two. For example, if the number of votes needed to win is 126, and candidate A receives 252 first-place votes, then each of the voters who cast a first-choice ballot for candidate A has used up 50% of her voting power in electing candidate A, and 50% of each such voter's voting power remains to be used for that voter's second-choice candidate.

If no candidate is elected in the first round, the candidate with the lowest number of first-place votes is eliminated, and the votes of his supporters are distributed to their second-choice candidates in Round Two.

4. In Round Two and each subsequent round, the same process is repeated. After either the "surplus" voting power of the previous round's winner or the votes of the eliminated candidate are distributed to their next-choice candidates, the votes are tallied and a winner is declared or a loser eliminated. If a voter's next-choice candidate has already been elected or eliminated when it comes time to distribute the remaining portion of that voter's voting power to another candidate, it is distributed to that voter's next-preferred candidate who is still in the running. This process continues until the appropriate number of candidates is elected, or until the ballot-counters run out of fingers and toes. See the following example.

As the mock election set out in this article demonstrates, conducting an election under the Hare System requires significant additional effort by the ballot-counters. But in an election the size of WAP's, the required effort is not impracticable. The Hare System can been implemented on microcomputers, and has been used successfully in multiple-seat elections, including New York City School Board elections. It also provides an opportunity to demonstrate the wonders of Better Living Through Computers. The Pi may wish to consider whether the improved results would not justify the additional effort.

Hare System Example

A somewhat simplified example will illustrate the whole process, and will show how the Hare System leads to a more representative result:

Assume that there are eight candidates (A to H) running for five positions and that 1,000 ballots are cast. The number of votes needed to win is thus 168. In the election, the voters express their preferences follows:

Choice:	1st	2nd	3rd	4th	5th	6th	7th	8th
200 votes	A	C	F	H	B	E	D	G
175 votes	A	C	G	F	H	B	E	D
150 votes	A	F	C	B	G	D	E	H
125 votes	D	E	H	B	G	C	A	F
100 votes	D	E	H	G	C	B	F	A
100 votes	E	D	G	H	B	A	C	F
75 votes	F	G	D	C	B	A	H	E
50 votes	G	F	H	D	C	B	A	E
25 votes	H	G	F	B	A	E	C	D
1,000 votes								

Here is how the votes would be tallied in each round:

Round 1:

Candidate:	A	B	C	D	E	F	G	H
votes:	525	0	0	225	100	75	50	25

Candidate A is elected. Because she needed only 168 votes to win, she has 357 surplus votes, so 68% of each of her first-place votes gets distributed to her voters' second-choice candidates: 375 x .68 = 255 votes to candidate C, and 150 x .68 = 102 votes to candidate F.

Round 2:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	0	255	225	100	177	50	25

Candidate C is elected. Because she needed only 168 votes to win, 66% of the voting power of her supporters was used to elect her, and the remaining 34% is distributed among their next-choice candidates, as follows: 200 x .68 x .34 = 46 votes to candidate F, and 175 x .68 x .34 = 40 votes to candidate G.

Round 3:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	0	-	225	100	223	90	25

Candidate D is elected. Because she received more than the 168 votes necessary to win, the "surplus" of 57 votes is distributed to candidate E, who is the next-choice candidate of all the voters who voted for D as their first choice.

Round 4:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	0	-	-	157	223	90	25

Candidate F is elected. Because only 75% of the voting power of her supporters was necessary to elect her, the remaining 25% is distributed among their next-choice candidates, as follows: 75 x .25 = 19 votes to candidate G [these are the votes of the voters who cast their first-choice ballots for F]; 150 x .68 x .25 = 25 votes to candidate B [these are the votes of the voters who used up 32% of their voting power electing their first-choice candidate A, and whose third-choice candidate was C, who has already been elected without their help, so that their remaining voting power goes to their fourth-choice candidate, B]; and 200 x .68 x .34 x .25 = 12 votes to candidate H [these are the votes of the 200 voters who cast their first-choice ballots for A and used up 32% of their voting power electing

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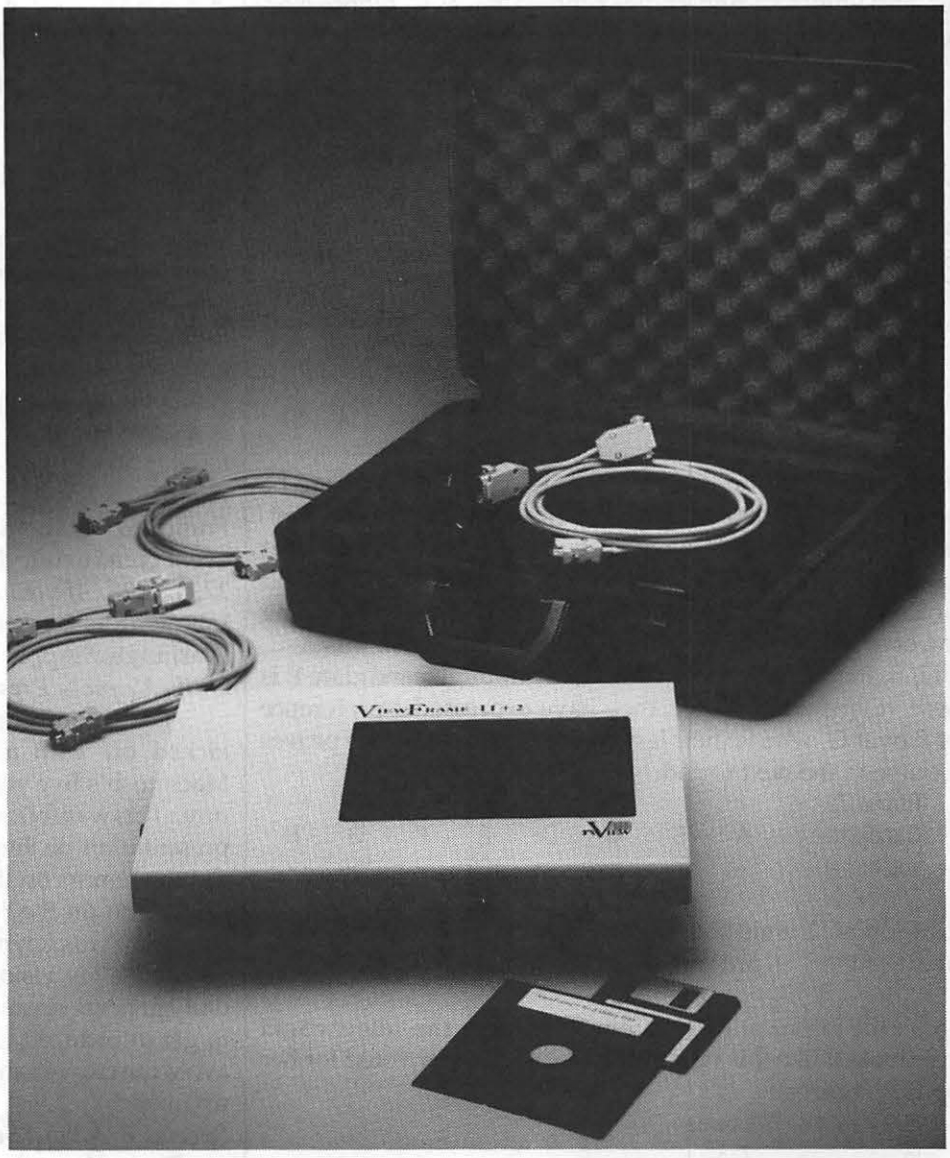

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her, and whose second-choice candidate was C, whose election used up another 66% of their remaining voting power].

Round 5:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	25	-	-	157	-	109	37

No candidate has the 168 votes necessary to be elected, so candidate B, who has the fewest votes, is eliminated, and her 25 votes (which represent the remaining voting power of the 150 voters whose first four choices were A, F, C and B) are transferred to their fifth-choice candidate, G.

Round 6:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	-	-	-	157	-	134	37

Once again, no candidate has the 168 votes necessary to be elected, so candidate H, who has the fewest votes, is eliminated, and her 37 votes are distributed to the voters' next choices, as follows: 25 first-choice votes to their second choice, G; and 12 votes (which represent the remaining voting power of the 200 voters whose order of preference was A, C, F, H, B, E) to candidate E. Note that although candidate E is these voters' sixth choice, they have expressed a preference for E over G, who is their last choice. That preference proves decisive in the next round:

Round 7:

Candidate:	A	B	C	D	E	F	G	H
votes:	-	-	-	-	169	-	159	-

So candidate E is elected, and the election is over. The successful candidates, in order of their election, are A, C, D, F and E.

Under the Pi's existing election procedures, the talley would have looked like this (assuming that each voter voted for her top five choices):

G	800 votes
H	775
C	750
B	675
F	675
A	575
D	450
E	225

Note that under our existing system, candidate A, who is the first choice of an actual majority of the voters, is not even elected. Nor is candidate D, who is the first choice of nearly 25% of the voters, or candidate E, who is the first choice of 10% and the first or second choice of 32%. In fact, 85% of the voters were unable to elect their first-choice candidates . Candidate G, who appears to be an overwhelming favorite, was in fact the first choice of only 5% of the voters, and the first or second choice of only 15%. Candidates B and C, who were not the first-choice candidates of even a single voter, were both elected.

Under the Hare System, by contrast, the candidates who were the first or second choices of 97.5% of the voters were elected. Under the Hare System, if there are five seats to be filled, any group larger than 20% of the electorate will always be able to elect its first-choice candidate.

MacWorld News

Ready for Warp-Speed?

By Owen Crabb

For those familiar with Star Wars, you'll recall the following moment. Hans Solo and Chewy, along with Luke Skywalker and Ben Kenobi, are trying to escape Darth Vader in their ship the Millennium Falcon. In what has to be the last possible instant for escape before Darth Vader overtakes them, Hans turns to Chewy, points to the hyperdrive button and says —"punch it!" Zingo, they accelerate into vapor.

For those going to their first MacWorld Expo, warp-speed is a good frame of reference to keep in mind. This was the feeling I had when I attended my first MacWorld Expo last August in Boston. And, the same feeling continued in San Francisco last month. But the real news is having this major event come to our doorstep in Washington, D.C. on April 26, 27, and 28. If you've never been to this event, consider the following as a novice's guide to what I hope develops into a Washington Apple Pi tradition.

Daily Keynote Presentations:

Last month at MacWorld San Francisco John Sculley kicked off with a hypermedia presentation highlighting Macintosh's five year history and a brief glimpse into the future. This was followed by a high powered panel and general presentation on hypercard applications. Jean-Louis Gassee did the honors on the second day followed by a super panel discussion on the future moderated by Stewart Alsop. The third day was keynoted by Regis McKenna, one of the best Silicon Valley visionaries. The only word of advice on the daily general sessions is this. Get there early. It's a great way to get introduced to the MacWorld Expo experience (you'll avoid the crowds and you'll love the concert hall styled warm-up music).

Special Breakout Sessions

Throughout the day you'll be offered a variety of breakout sessions. The trick is developing your personal schedule so you can take advantage of selected sessions and the exhibits to follow. Sessions are videotaped so you can catch them later.

Exhibits

There were over 500 exhibitors in San Francisco. And in all honesty, that's too many. Even if you run, you'll be hard pressed to do them justice. When you enter the exhibit hall (actually two locations in Boston, and San Francisco), you'll be drawn to the mega exhibits by the likes of MicroSoft and others. Don't let this dissuade you from taking in the small exhibits. It's there you're likely to find that "pearl in the rough." There is no shortage of hype or "show specials." So, hang on to your VISA card.

Are there any other tips? Just a couple. Dress at your comfort level. If you really want to wear a suit, do it. You'll mingle with people from every walk of life and folks from most major industrial countries of the world. Visiting only the exhibits is a mistake you don't want to make. Prior to March 24th, $65 will register you for the complete Expo (see current MacWorld Magazine). While $65 may sound a little steep, just remember it takes the better part of $1,000 to have the same experience when traveling to Boston or San Francisco.

Macinations

NeXT...further thoughts

By Robb Wolov

Since my last off-the-cuff observations on the NeXT machine I've had the opportunity to see "the cube" put through its paces first hand—though just short of hands on, I regretfully add! The NeXT folks paid a visit recently to the medical school at Georgetown University, to discuss both the design philosophy behind their machine and to show off their new baby.

It is indeed an impressive hardware/software package. NeXT has managed to design a system that provides, *for its intended audience*, an exceptional "bang for the buck." If that sounds a bit conditional, you're quite right. There is a very good reason that NeXT is selling, at least at first, solely to the academic market. As much as many of us may drool and lust after this machine, in its current form, you probably would not be happy with it sitting isolated on your desk. This is not a criticism of NeXT; they have been honest and up front in their marketing. But, this is a very different beast indeed from what has come before; it is intended for a very different environment. And, that environment is an academic *network*.

I don't think many of us understand what that really means. I know I didn't at first. It means distributed processing—machines connected to large partitioned data banks, where each machine becomes part of that bank. It means that when you query the system for some particle of information, it will not only look to your own physical machine, but will search the network to all other machines. The memory of your or your neighbor's machine are just "addresses" for the operating system to search and store information—no different from each other. It means that your machine is somewhat like one cell of a collective brain. Built-in Ethernet is therefore a necessity.

The true multitasking capabilities of Unix means that while you are involved with your project (or projects), your machine will be quietly receiving electronic mail in the background or automatically updating files from across town. Some of NeXT's design decisions start to make sense in this context, but it also makes this beast unwieldy for solo operation.

The "floptical" magneto-optic drive is a joy to watch in operation. On paper it is slow, at roughly 90 ms seek time. But the effective response is quite fast, due to the NeXT's DMA (direct memory access) architecture where all peripheral, RAM and video control is performed through input/output devices, thus unloading the CPU. But...and here's the but...you **need** that 256 megabytes! The operating system is still UNIX and that means **big**. Approximately 170 MEGS for the operating system alone! It means that if you want to "carry your world with you," as the NeXT people are fond of saying, a sizable chunk of that floptical is used just to boot up. If you want to reserve the floptical for just new programs or data, it means the optional 330 or 660 megabyte hard disk.

Just as graphic-intensive Mac applications were larger than MS-DOS applications, making 800K disks a necessity compared to the 360K floppies which came before, you will *need* a 256 megabyte floppy. For example, the digital sound processor (DSP) operating in its poorest "telephone quality" mode (8 bit sampling) would require about a megabyte to store just 8 seconds of sound. There would appear to be very few pieces of NeXT data that would be small enough to be contained on an 800K floppy.

Data on older systems would be more efficiently ported in via the network or serial ports. Hence the controversial, *no small floppy policy* of NeXT. After all, their rationale goes *you will be networked anyway*. It looks like there'll be a new scale of storage coming.

But, what does all this additional storage, RAM and complexity of the operating system look like? Beautiful! That high resolution 17" gray scale display spoils you. The NeXT gives you 92 dpi verses the Mac's 72 dpi—and it shows. Though only four levels of gray, the icons take on a three-dimensional quality. Like the Mac, all data formats are integrated, but to a more highly refined degree into the operating system itself. You can integrate data from program to program directly without an intermediate cut and paste step. Unless Apple starts to put their OS rewrite project into high gear, NeXT may scoop them on software integration the way Apple scooped the MS-DOS world.

The development environment of the NeXT reminds me very much of HyperCard, that is, it is modular. You have to remember that there are as yet few commercial ready-to-run programs available for this machine (though several have been announced). Everything for it, you need to program yourself for now. And, that programming is in Objective C. What that means is that programs are written as collections of "objects." Objects to do different jobs will start to appear on the computer networks, in the public domain, the way that XCMD's appear for HyperCard (or so goes the scenario from NeXT). Non-programmers can then use the NeXT's "Application Builder" to link objects without ever having to see the actual code. It's analogous to adding a field or button to a stack without having to actually view or deal with the Hypertalk script it contains. The "Interface Builder" creates some snazzy screens and controls for you, automatically generating C code in the background.

The 25 MHz digital sound processor (DSP) can perform many pieces of magic. Not only does it allow the NeXT to function as its own MIDI/synthesizer for music generation or voice analysis, but I am told by some programmers that it can emulate output allowing the NeXT to become its own 9600+ baud modem!

NeXT has definitely upped the ante, and Apple has no choice but to respond. Now, if rumor is true that there will be a 68030 based Mac IIEX in August with DMA, running at 25-33 MHz with a graphics coprocessor and DSP, Apple will have at least matched NeXT. If there is no Mac IIEX...they'd better start working on one!

MacNovice

Craziness in San Francisco

MacWorld Report

by Jeff Alpher

Just returned from the craziness known as MacWorld Expo in San Francisco. Spent Friday morning until halftime on Super Bowl Sunday talking to various vendors and burning my retinas on 37" color displays. From my many pages of notes, I've gathered together a smattering of interesting products for your information. I hope everyone sees something that sparks their interest.

Crystal Print Publisher

From Qume

Postscript clone laser printer. Costs less than the LaserWriter NT, comparable in speed to the NTX, fantastic blacks, smaller footprint than either Apple unit. What could be wrong? Maybe nothing. I spent some time comparing output from the Crystal and the NT. There are differences in the output, but some things are better on the Crystal and some things are better on the NT. For non-desktop publishers (are there any?) this is probably a fine printer. Desktop publishers may be more hesitant to move out of a pure Postscript environment. By the way, the Crystal is the same unit as the Jasmine DirectPrint.

DAtabase

From Preferred Publishers

Desk accessory flat file database. Fully customizable - check boxes, pop-up menus, color. Supports picture fields. Reminded me a lot of FileMaker, but DAtabase is a DA. Features include complete search and sort facilities, import/export, picture field support (includes utility to convert PictureBase to DAtabase), autosave. If you need something more structured than QuickDex, this is it. A major upgrade to the original was just announced.

VeloBind

Desktop binding systems. VeloBind was showing a range of binding devices from small manual units to large power assisted units. The smaller units have a lower page limit, the larger units can bind up to 750 pages. All were easy to use. No glue, no mess. Certainly beats stapling.

Pronto!

From Golden Triangle

SCSI speed up board for the Mac II. Naturally, this won't do much good unless you have a fast hard disk. This board has its own SCSI connector, bypassing the built-in port on the Mac II. All the DiskTimer II tests we ran at the Expo came out 0 for access and read/write transfer times. A boon to disk bound applications.

REO-650

From Pinnacle Micro

Erasable optical drive. Can hold about 600 megabytes of information per cartridge, give or take a few megs. The last storage device you'll ever need. One problem is the slow speed, 90ms access time on this unit. This should put it in a class somewhere between the original HD 20 from Apple and the first 20 megabyte SCSI drives. Pairing the REO-650 with the Pronto! board would be an interesting experiment.

Timbuktu, Timbuktu/Remote

from Farallon

Allows one Mac to be viewed and/or controlled from one or more remote Macs on the same network, another network or connected by modem. What this means is that I can be working on a spreadsheet in my office and everyone else involved can be viewing the same spreadsheet, even controlling the mouse and sending messages to me. The remote product requires a 9600 baud modem to work at a reasonable pace. The network only product works fine at regular AppleTalk speeds. Software support and training are a couple of possibilities for Timbuktu.

Voice Navigator

From Articulate Systems

Voice recognition. Small SCSI device with a built in microphone. Forget the mouse, just tell your Mac what to do. The system contains its own processor and memory. Hands free operation of the Mac opens up all kinds of applications. Voice mail, remote control over the phone, handicapped users, the possibilities are endless. Scotty needed this when he was talking to the Mac in Star Trek IV.

Product Information

Qume
500 Yosemite Drive
Milpitas, CA 95035
800-223-2479

Preferred Publishers
5100 Poplar Avenue
Suite 706
Memphis, TN 38137
800-446-6393

VeloBind
47212 Mission Falls Court
Fremont, CA 94539
800-433-3355

Golden Triangle Computers
4849 Ronson Court
San Diego, CA 92111
619-279-2100

Pinnacle Micro
15265 Alton Parkway
Irvine, CA 92718
800-533-7070

Farallon Computing
2201 Dwight Way
Berkeley, CA 94704
415-849-2331

Articulate Systems
99 Erie Street
Cambridge, MA 02139
617-876-5236

Help Software
10659A Maplewood Road
Cupertino, CA 95014
408-257-3815

Jasmine
1740 Army Street
San Francisco, CA 94124
800-347-3228

Dayna Communications
50 South Main Street
Suite 530
Salt Lake City, UT 84144
801-531-0203

Sun Microsystems, TOPS Division
950 Marina Village Parkway
Alameda, CA 94501
800-445-8677

Desktop Publishing Seminars

Pre-Press Print Prep: See the steps of pre-press preparation first hand at one of Washington's better commercial printers. How design elements affect printing costs. Practical answers to questions. Bring samples of work and ideas to learn how a printer can best execute them. *Course is not oriented to a specific computer brand.* Presenter: Sherry Arnez, Account Executive, Colortone Press Location: Colortone Press, 2400 17th St., N.W., March 7 (Tuesday), 7:30p to 10:30p.

Visual Communication Fundamentals: Learn to organize and create compelling presentations. Select the right program for each particular job. Pitfalls to avoid. Options for final output on film or paper. *A basic course for the non-artist. Covers both general and Mac-specific topics.* Presenter: George Venable, Sr Scientific Illustrator, Smithsonian; founder of SMUG (Smithsonian Mac User Group) Location: Imprints, 1850 K Street, N.W., March 4 (Saturday) 9:30a to 12:30p.

Statistical Art: Discover the techniques of translating numerical abstractions into concrete visual images that reveal information and communicate. Discern why "bad" statistical art is inaccurate and misleading. Become familiar with analytical approaches to publication graphics. *Course is not oriented to a specific computer brand.* Presenter: Loren Needles, Managing Director, STATUS Display Project Location: STATUS, 5024 12th Street South, Arlington, VA, March 29 (Wednesday), 7:30p to 10:30p.

Font Management: Unravel sticky font management problems. Learn about screen and printer fonts, resident and downloadable fonts, and permanent and temporary fonts, font ID conflicts and how to solve them. Explore font management utilities. Hear what Apple is doing to make font management easier. *For Mac users.* Presenter: Ronald Moore, Unicorn Graphics Location: Unicorn Graphics, 1500 Eckington Place, N.E., March 5 (Sunday), 1:30p to 4:30p.

- Each seminar costs $25 for WAP members $35 for non-members.
- Use one form per attendee—make copies of the form if you must.
- Classes filled first come first served. Class size limited to 12.
- In order to be eligible for a refund you must cancel no less than 5 days before the class meeting date. Refunds are batched and mailed quarterly. You may apply your refund to another seminar.

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Statistical Art	☐ Mar 29
Font Managment	☐ Mar 5

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Desktop Help

From Help Software

Custom on-line help desk accessory. Allows a developer or user to create custom help for any application. Once created, Desktop Help appears as a DA. It works much like the standard help in Microsoft products, but does much more. Topics are arranged alphabetically and by subject. There are glossaries for words and pictures. Help is even context sensitive. Creating the help DA is easy, no need for a programmer. Trainers can create and distribute help DA's for their classes. In the future, all my applications will include Desktop Help. To distribute the created help DA within your organization or with your application, a small licensing fee is required.

DirectServe

From Jasmine

Dedicated AppleShare file server. For about the price of a Mac Plus, you can get the DirectServe which should run the network considerably faster. It has a built in SCSI port, 68010 processor running at 10 MHz, and 1 meg of RAM (expandable to 4 megs). Of course, you still need a hard disk. If this unit does what they say it can do, TOPS may be in trouble. But I'll reserve judgement until I can get my hands on one.

DaynaTALK

From Dayna Communications

FlashBox

From Sun Microsystems (TOPS)

AppleTalk speed up device. Both units propose to do the same thing, that is, increase AppleTalk speed about threefold. One unit is needed for each AppleTalk device you wish to speed up, but you need not equip all devices on the network. DaynaTALK appears to have a higher top end speed and does not require an external power source, which the FlashBox needs. Look for published "real world" tests to see what performance increase can be expected in your environment.

Jeff Alpher, formerly an Apple system developer, now does consulting, specializing in database and system design. He can be reached at his firm, Point and Click Systems, at (301) 630-2036; MacNET: ALPHER or the WAP BBS.

Mac Q & A

by David Morganstein and Martin Milrod

I've heard that there is a new System 6.0.3. Is this so and do I need to upgrade to it?

It is true and most likely you will not need to upgrade to it. You WILL need it though if you plan to run 32-bit graphics, something which is pretty much in the developmental stage at this time. The 'upgrade' is mostly for developers at least for the next few months. However, if you do a lot of file transfers with Apple File Exchange, the new upgrade includes an improved version of that utility that you will want. The new version has many real live bug fixes in it. It also transfers significantly faster.

I'm interested in getting some statistical software capability on my Mac. What do you recommend? Is SAS or SPSS available for the Mac, and where can I get more information about these?

There are several useful statistical packages currently available and several about to be released. Systat, Statview and Data Desk Professional are three excellent choices. Systat, ported from other operating systems, has become fairly Mac-like, although it still features a command line approach. Early this year, version 4 is expected and it will be entirely Mac-like. Those interested can obtain a 'free' (that's right, free) early preview in the form of a program called Mystat. Similar in 'strength' to the now defunct Statworks, Mystat can perform many of the often—called for analyses, such as regressions and ANOVAs. Statview offers color support and a very Mac-like interface built around a spreadsheet display of your data. DD Professional uses a different method in which variables are icons. DD Professional offers 3-D rotating scatter plots. Its philosophy is that of Tukey's EDA (Exploratory Data Analysis) in which you learn by doing.

SPSS has announced they will have a Mac version in the second quarter of this year. There are rumors that we can expect an announcement from the SAS institute at the upcoming SUGI conference.

My hard disk crashed recently and I lost all my data. Are these recoverable in any way ?

The truest answer is maybe. If your hard disk crash involves contact between the reader head and the magnetic media, it is possible that material not located in the affected area may be recovered. If the invisible disk directory has "gone south" or is corrupted, it may be possible to rebuild it by simply holding down your option and command keys upon startup.

If that doesn't work, using some rather specialized software, such as 1st Aid Kit or SUM or, more likely, the help of your hard disk manufacturer may be required. Your hard disk manufacturer should be your first point of contact to recover crashed hard disks!

You simply must recognize that virtually all physical devices eventually fail. Some hard disks will not last a year and many of them have an expected lifespan of about three years. (Of course, there is a broad range of variability among manufacturers, and the technology of producing hard disks is improving, as should the expected lifetime of a hard disk.) One manufacturer, MicroTek, actually has a five year warranty on its hard disk.

The only way of which we are aware to prevent the loss of data is to follow the three major imperatives of working with computers: backup! backup! backup! Beginning MACers fail to appreciate why this is necessary. More experienced MACers know why they must.

At some future time, DAT or laser optic technologies may produce the means to reliably store, save and permit the use of data, but that time is not yet at hand.

Bits and Bytes

By Lynn R. Trusal

Andy Hertzfield—You Still Have the Magic !

For those of you who attended the WAP 10th Anniversary Dinner, you were undoubtedly impressed with Andy Hertzfeld. His post dinner discussion reminisced about his early days from his association with one of the earliest user groups to his latest adventures. His talk was sprinkled with computer acronyms that only a programmer could love but his enthusiasm for what he has been involved in and his dedication to users still shone through. It was the same enthusiasm that I saw in Boston two years ago when he demoed "Servant" to a large MacWorld Expo audience.

He still seeks new challenges and wants to work on the cutting edge of technology. He has decreased his association with the Macintosh and, looking to the future, said he would like to work on the successor to the Mac. In the mean time, he is developing a TV and stereo combination using state of the art technology but no details were forthcoming.

Andy has left Radius Inc. and declined on six occasions to work for Steve Jobs whom he stated wanted to have "your [gonads] in his pocket" to control you. Andy Hertzfeld is controlled by new challenges and technology and not the bottom line. I hope he will continue to be one of the few bright, young, fresh faces in the computer industry. Keep your enthusiasm Andy and we will all benefit!

Correction

I previously (December 1988) reported that Clinton Computer was bought by Computerland. This was not totally correct. As of January 1989, Clinton will be called Clinton Computerland and in essence will be a franchise operation of Computerland but will still be owned by the original owners of Clinton Computer. In addition, they will take over operation of two of Computerland's local stores to increase the total of Clinton Computerland stores to 8. Sorry about that Art!

Tom Clancy & the Macintosh

In an interview I read 6 months ago, I learned that Tom Clancy used a Macintosh to do his writing. Who is Tom Clancy you say. Obviously, if you

---

Wait a second. Backing up is a tedious pain, particularly for those of us with large hard disk. I'm not gonna do it! I can't spare three hours every day to do it nor the expense of buying large numbers of floppy disks to backup my hard disk.

We are sympathetic to your views, but our advice remains the same. Backing up on floppies is a pain and an additional expense and there are other, more expensive ways to handle the problem. These include buying a second hard disk to be used only to backup your working hard disk. (Yes, we know of some persons and firms that do this.) You can also buy other means of backing up hard disk materials, such as streaming tape machines ($800+ range,) cartridge tape machine ($1,100+) and laser optics devices (many $1,000s).

Yes, yes, it's expensive and still a burden as each of these backup devices still will take time to backup and you will still have to remember to backup your data. The industry needs some automated type of software hooked up to a physical device that would backup up your material on some variable, selectable frequency. At the risk of being overly "preachy" it is simply a fact that if you can't afford to lose it, back it up, even of that means hourly, daily or weekly backups. If you backup less frequently than weekly, you are inviting problems for yourself.

Of course, we have heard the argument that "I have all my programs backed up in their original boxes, and don't keep any data on my hard disk – only on floppies." The same concept pertains. Floppies go bad. The magnetic media deteriorates over time, they are damageable and their invisible directories become corrupted. You must backup your floppies as well, so all of you straight floppy-oriented MACers be forewarned that you, too, must be concerned about the need to backup your data.

Which spreadsheet program should I buy?

We love this kind of question! To do it justice, we need more information. Our answer is: it all depends upon your needs. If you are new to spreadsheet work, and don't want to spend a lot, consider MacCalc. Besides the usual features, it offers mixed font styles and is supposed to be quite speedy. If you need graphics and database functions you will have to spend more. Full Impact, reviewed by one of us in this issue, is an excellent program for most needs. It allows mixed fonts/styles and permits placement of graphs and graphical designs right on the spreadsheet. Its macro language is a lot easier to master than Excel's; however, it is limited to only 2000 rows and doesn't do a good job of importing sheets from other formats. Excel is the 'world standard' for Mac users. It is very strong in all areas save three: it doesn't allow mixed fonts/styles; it doesn't use more than one meg of memory; and many graph label options can't be tied to the spreadsheet, making chart updating a bit onerous. If you can wait a few more months, you may be able to purchase WINGZ, a much bally-hooed super spreadsheet. One of us is a beta-tester (can you guess who?) and thinks when (and if) it hits the streets it will be a sensation! On the other hand, Excel version 2.2 is also 'just around the corner', tho most likely some months after WINGZ is expected. That new version will 'most likely' lift the one meg limit and allow mixed fonts/styles. Isn't it wonderful to have 'freedom of choice'?

Well that's it for this month.

haven't read *Hunt for Red October, Red Storm Rising, Patriot Games* or *The Cardinal of the Kremlin*, you wouldn't know! Tom is one of the hottest authors going these days and uses a Macintosh to write his best selling novels.

Of course, I assumed that he used a Mac II, with color monitor, at least 5 MB of RAM and a large hard disk. Boy, was I wrong! Jerry Pournelle, author of "Computing at Chaos Manor" writes in Byte Magazine (January 1989) that Tom uses a Macintosh Plus to write his novels. Gee, just think of the great literature he could turn out with a Mac II!

Should you Install Your Own SIMMs?

I recently received a call from a WAP member asking my advice on how to install SIMMs in a Macintosh II. My basic advice is don't! I gave him two basic reasons for my advice. First, any small static electrical discharge may totally damage the chips and render a very expensive SIMM useless. This is particularly true in the winter when humidity levels are low and static abounds.

Second, if you have never seen anyone install or remove SIMMs in a Mac II it is very easy to break the plastic clips that hold them in place. I am told if this happens you might need a new motherboard and that is big bucks compared to the cost of the SIMMs.

Most Apple dealers should install the SIMMs even if you didn't buy Apple ones from them, but you might have to pay $30 to $50. Everyone would like to save $50 but such savings may be at the expense of a much larger outlay to fix your handiwork gone awry.

If you are determined to do so, buy a static strap from a store like Radio Shack, keep the computer plugged in but not turned on and make sure you know how to pop the clips for removal or insertion of the SIMMs. For doing so you get the "You're a better man than I am Gunga Din" award.

Apple European Sales are Taking Off!

Everyone familiar with Apple Computer knows that Apple reached $4 billion in sales in 1988 and John Sculley has predicted $10 billion by the early 1990's. For Apple to reach such lofty heights it must look outside of the U.S. to achieve such a goal.

Under the direction of Mike Spindler, Apple Europe appears to be ready to take off to loftier heights. Spindler was a European veteran of seven years with DEC and speaks four languages. He was also spared from death when he missed a 1980 flight that crashed and killed four of his DEC colleagues.

Several years ago Apple European sales were 13% of total Apple revenues and Apple had slipped to third behind IBM and Olivetti. This has now changed as of the end of the fiscal year when Apple European sales jumped 87% compared to 53% for overall Apple revenues. Apple now has 7% of all European PC sales compared to 5% in 1986 and is trying to displace Olivetti and Compaq for the number two position behind IBM which has 28% of the total market.

Spindler feels that Apple sales in Europe can account for 40% of total Apple sales by the early 1990's. Apple which has some of the higher margins in the U.S. has even higher profit margins in Europe due to higher prices for its products. These margins will contribute significantly to Spindler's 40% goal.

Apple recently made an $18 million dollar expansion to its Cork, Ireland manufacturing plant and is taking advantage of the versatility of the Macintosh user interface to offer the operating system in more foreign languages.

So far Volvo, Lufthansa, Renault, Plessey, Racal Electric and ski boot manufacture Solomon among others use Macintoshes in their businesses. Apple sales rank 6th in West Germany, 3rd in Britain, and 2nd in France, Netherlands, Switzerland, Norway and Sweden. In fact, in France, Apple sales account for 32% of total PC sales. (Source - Business Week, December 19, 1988).

TextPert Reader - OCR for the Mac

Two months ago, I wrote about my first impressions of OmniPage. I have since received some literature (no hands-on experience) about TextPert Reader by CTA, Inc., New York, NY (212) 759-6201. It appears to be another of the second generation OCR software applications for the Macintosh.

TextPert differs from OmniPage in that it needs to be taught unusual fonts by a "learning mode." This has apparently been changed in version 3.0 so that it can read any Indo-European non-stylized fonts without pre-training. I don't know if this includes English.

It has many positive features including direct support for the Apple, Abaton, DEST, Sharp, Microtek (A and C), and Agfa scanners, ability to read any font including reading white text on a black background or text on color pages, and the ability to read (not translate) any foreign language regardless of special characters. Mixed, proportional and kerned text is ok and ability to handle text OCR on pages with mixed text, graphics and column output is also possible.

CTA, Inc. also claims that TextPert Reader can maintain tabulations from column output and insert special characters for easier input into database fields.

The cost of TextPert 3.0 is $995. System requirements are a Macintosh Plus, SE or II with only 1 MB of RAM compared to the 3-4 MB required by OmniPage. CTA, Inc. claims less than 1 error on high quality documents at resolutions up to 450 dpi.

Cheaper CD-ROMS and Optical Floppy Disks

Panasonic Industrial Co. plans to introduce a low-end CD-ROM player for about $400 next year. Since most CD-ROMs retail for around $1,000 Panasonic plans to decrease the price by sacrificing some features. Their player will have a 2.5 second access time compared to 90 milliseconds for current readers. Also missing will be error correction. (Source - PC Week)

Teijin Ltd. of Japan plans to offer advanced erasable optical technology in a 500 MB, 5.25" floppy disk drive by mid-1990. It has licensed Optical Data Inc's patented technology which is based on a dye polymer coating for optical disks. The technology has also been licensed by Tandy, Philips and DuPont Optical. Teijin will manufacture the erasable floppy disks for about

the same price as conventional floppys and is negotiating with optical drive makers to produce an erasable drive. (Source - InfoWorld, Jan 2, 1989)

Currently, erasable optical disk drives sell for about $4,000-$6,000 and if this cost does not decrease significantly cheap erasable floppy disks will be largely irrelevant for most users.

Erasable Magneto-Optical Drives for the Mac

It won't be long now before erasable optical disk drives are available for the Macintosh. Pinnacle Micro, Inc. has introduced a 5.25", 650 MB magneto-optical drive in January, 1989. It is called the REM-650, has a 90 millisecond (ms) average access time and retails for about $6,000.

Two other manufacturers offering similar products are Storage Dimensions (Maxtor Corp. subsidiary) and Verbatim Corp. (Kodak subsidiary). Storage Dimensions drives will have the following specs, 5.25", 650 MB, 40 ms, $?; while Verbatim's will be 3.5", 60 MB, 30 ms, and $3,000. (Source - PC Week, December 19, 1988).

The 68030 SE Will Use An Incompatible Slot

The new Apple 68030 based SE uses a new type slot to speed up I/O (input/output) processing which is not be compatible with existing hardware cards for the current 68000 CPU model SE. This new architecture is called the "030 Direct Connection" and is being changed to take advantage of the greatly increased speed of the 68030 CPU. It will reportedly be faster for I/O operations than the Nubus slots of the Macintosh II and IIx. (Source - InfoWorld, December 19, 1988).

Third party hardware cards that are compatible with the new slot design will be slow in coming but if there is a market, it will eventually get filled. Several were announced at MacWorld in San Francisco.

PageMaker Revision

Aldus Corp. has mailed to registered owners of PageMaker a revision called 3.01 which increases its compatibility with System 6.0.2. This release also includes support for several new capabilities of MacDraw II and fixes some minor bugs discovered after release of PageMaker 3.0.

Aldus says that if you purchased PageMaker 3.0 through a retail store, you will not automatically receive 3.01 so call their Customer Relations at (206) 628-2320 to request your copy.

Aldus like Software Supply and Deneba is to be congratulated for providing free upgrades to their software when they make minor improvements or fix existing bugs. I should point out that Deneba provided a free "MAJOR" upgrade to Canvas 2.0 for original purchasers of 1.0. This is not to be expected and is to be commended in this cut-throat world of software sales.

MacDraw Revision

Claris recently mailed a free upgrade to MacDraw II called 1.0, V 4. Among the changes are support for non-fractional character widths, support for printing larger polygons and better WYSIWYG with text and objects when printed.

MacDraw II now supports all the ImageWriter print options but text will only be printed legible if it is horizontal or vertical (rotated 90 degrees). In some instances, this version has less printer resolution than the original version. Therefore, full support for the ImageWriter appears to have some trade offs.

Other changes include elimination of clipping of text objects exported via the clipboard (which uses the PICT format) and also better exports for rotated rectangles when using System 6.0.2.

The upgrade documentation also touches on the increased memory requirements when MacDraw II is used with MultiFinder, large screen monitors or 8-bit color. I touched on this memory problem in my February Bits and Bytes column.

Claris will soon be releasing a more major upgrade to MacDraw II according to the microcomputer press. [Ed Note: Claris has announced MacDrawII version 1.1, and to-be-paid-for upgrade. Estimated to be $30 for current owners of MacDrawII.]

New Version of MORE

Symantec has released details on a major revision of MORE. It is called MORE II and retails for $395 but costs $99 for registered owners. It appears that Symantec is positioning MORE II to compete with desktop presentation software such as PowerPoint, Cricket Presents, and Aldus Persuasion.

New features include more powerful text handling capabilities, a 100,000 word dictionary, interactive slide show features, full support for color, on-screen special effects (fades, wipes, dissolves), support for virtual memory management and compatibility with film recorders, typesetters and the Tektronix color thermal printer.

MORE II will run on a Mac Plus, SE or II with 1 MB of RAM and a hard disk. Import and export compatibilities have also been expanded to include Microsoft Word 3.0, PICT, PICT II, EPSF, and MacWrite 4.5 among others.

Pyro and Suitcase II - Updated

There have been minor upgrades to fix bugs and other incompatibilities in both Pyro and Suitcase II by Supply Software. Both programs are now distributed by Fifth Generation Systems. Both Pyro and Suitcase II Updater files have been uploaded to BBS's such as CompuServe and GEnie. I found them on GEnie in the Macintosh Libraries section (page 607) under General Utilities. Pyro Updater is file # 12227, 18K, 3 minutes to download at 1200 baud, while Suitcase II Updater is file # 12062, 35K, 6 minutes to download at 1200 baud.

Remember these are updater versions and you must already own both Suitcase II and Pyro in order to use these files. Use of BBS's such as GEnie are a good way to get minor updates out to the public on a free basis while preserving the commercial integrity of the original programs. [Ed Note: The latest Pyro version is 3.3, Suitcase II's latest version is 1.2.2 as this goes to press.]

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.

Mac Owners!
Beds-for-Boston Appeal
see page 34

Mac Tutorials

Synopsis of Basic Macintosh Courses

By Lynn R. Trusal

General Information

The course curriculum of the three Macintosh tutorials has been updated and changed to better reflect basic Macintosh skills and provide a better upgrade path from one tutorial to the next. Since different instructors teach each session there may be some overlap or duplication. Please note that these Macintosh tutorials are basic ones and are expressly designed for new Macintosh owners who are just beginning to learn to use the Mac. They are not designed for intermediate or advanced Macintosh users.

If there is a need for more advanced Macintosh instruction, such classes may be offered on a need only basis. Call the WAP office and let them know if such a need exists within the membership.

Tutorial Tapes

The following professional Macintosh tutorial tapes are available in the WAP office for loan. A deposit is required and a small fee ($3.00) is charged for rental. It is imperative that tapes and disk be returned to the WAP office by the due date or the user risks loss of deposit. There is always a waiting list for these tape tutorials. Call WAP office for details.

Excel

1. Fundamentals of Excel 1 (novice users)
2. Fundamentals of Excel 2 (experienced users)
3. Creating Business Graphs
4. Adding Power to Your Spreadsheet
5. Building and Using Databases
6. Building and Using Macros
7. Linking and Consolidating Spreadsheets
8. Advanced Spreadsheet Techniques
9. Advanced Macro Techniques

Microsoft Word

1. Beginning Word
2. Intermediate Word
3. Advanced Word

PageMaker

1. Beginning PageMaker
2. Intermediate PageMaker
3. Tips and Techniques

One on One Tutoring

Brief questions about specific hardware or software applications can be usually answered free by Hot Line personnel. If there is a demand, WAP will compile a list of WAP members who are willing to tutor other WAP members on specific software packages for a fee. This fee will be set by individual WAP members and such tutoring will be outside WAP jusristiction and control.

Part A - Introduction to the Macintosh

The User Interface and Other Basics

Prerequisite

You have already gone through the Macintosh Guided Tour disk and tape that came with the Mac. Bring to class your Macintosh, external disk drive (if applicable), a Startup Disk and a blank uninitialized disk.

Basics:

1. Basic Macintosh terminology only - determined by the instructor.
2. What are the components of my Macintosh?
3. Turning on and off the Macintosh.
4. Inserting disks.
5. Initializing new disks.
6. Ejecting disks.
7. Macintosh disks - Write protection.
8. What is a Startup disk?
9. Differences between 512K, Mac Plus and SE as it relates to instruction— what system and finder versions are recommended for which Mac.

Macintosh User Interface:

1. The Macintosh desktop.
   —Folders, icons and organization of files.
2. The System Folder and its icons.
3. Mouse use.
4. Dialogue Boxes.
5. Scroll Bars.
6. Other icons and naming icons and folders.
7. Windows and the Active Window.
8. Documents and Folders.
9. Clipboard and Scrapbook introduction - a most important concept!
10. Command and Options keys.
11. Trash Can use.

Desk Accessories:

Alarm Clock, Calculator, Chooser, Control Panel, Find File, Key Caps, Note Pad, Scrapbook.

The Menu Bar:

Under the Apple - desk accessories.
File - New Folder, Open, Close, Get Info, Duplicate, Print, Print Catalog, Quit.
Edit - Undo, Cut, Copy, Paste, Clear, Select All, Show Clipboard.
View - Small icon, Icon, Name, Date, Size, Kind.
Special - Clean Up, Empty Trash, Erase Disk, Set StartUp, Restart, Shutdown.

Hands On Practice:

1. Initialize a blank disk and name it.
2. Write protect the disk and try and delete something on it or write to it.
3. Use the trash can.
4. Use control panel to make some changes to various parameters.
5. Selecting multiple icons, shift-clicking, etc.
6. Use the programmers switch to reboot (if installed).
7. Ejecting disks - try 3 different ways.

Part B - Washington Apple Pi MacIntosh Tutorial

Intermediate Macintosh Skills

Prerequisite:

The Macintosh Guided Tour and general familiarity with the user interface. Bring your Macintosh, external disk drive (if applicable), a Startup Disk and one blank disk.

Basic Do's and Don'ts:

1. Intermediate Macintosh terminology - determined by the instructor.
2. Use of a surge protector.
3. Do not cover or block the air vents on the sides or tops of the Macintosh.
4. Keep your mouse clean (mouse pad is recommended).
5. Do not pirate software but take advantage of public domain and shareware.
6. Always maintain two copies of important files (backups!).
7. Be aware that static electricity and magnetic fields are two of your worst enemies.
8. Be aware that heat buildup is another enemy (potentially expensive one).
9. Always shutdown the Mac (eject disks) before turning the Mac off.
10. Do not use the Mac during a lightening storm. (Shutdown, turn off, unplug).

Intermediate Macintosh Procedures:

1. Error Messages - what do they mean?
2. Use the Clipboard and Scrapbook to transfer text and graphics between or within applications.

3. Procedure to change the startup disk using two drives.
4. Printing with the ImageWriter (discuss and answer questions, no demo).
5. Discuss any interface problems (Mac, drive, printer).
6. Discuss use of the chooser,if necessary, as it relates to the printer.
7. Use of Command and Option Keys for keyboard equivalents.

Hands On Practice:

1. Copying Files
2. Backup Procedures
3. Cleaning the Mouse
4. Use of the Clipboard and Scrapbook in greater detail

Part C - Washington Apple Pi MacIntosh Tutorial

Increasing Productivity on the Macintosh

Prerequisite:

The Macintosh Guided Tour, familiarity with the Macintosh user interface. Bring your Macintosh, external disk drive (if applicable), a Startup disk, and a blank disk.

Advanced Macintosh Terminology

(Others as the instructor deems important!)

Serial port, SCSI, ROM, RAM, Bits, Byte, Kilobyte, Megabyte, Gigabyte, Inits, Cdevs, Finder, etc.

Advanced Beginner Skills:

1. Upgrading to new Finder and System versions.
2. Use of "set startup".
3. Use the DA/Font mover to add and delete fonts and DA's.
4. Use of a RAM disk (optional).
5. Switcher - which Mac models?
6. MultiFinder - which Mac models?
7. Discuss use and desirability of a hard disk.
8. Adding more memory to the Mac and use of SIMMS.

Discuss software piracy- Discuss legal use of public domain and shareware software. What is it and where do I get it?

Productivity Software (Instructor demos as desired).

1. Desk Accessories - Discuss major third party DA's deemed important by the instructor. These would include some of the following packages.
2. Word Processing - MacWrite, Microsoft Word, WriteNow, Word Perfect, FullWrite.
3. Databases - FileMaker, Reflex Plus, Double Helix, Omnis 3+, Dbase Mac, Fourth Dimension.
4. Graphics - MacPaint, Full Paint, Canvas, Cricket Graph, SuperPaint, Cricket Draw, Adobe Illustrator, Free Hand.
5. Spreadsheets - Excel, Multiplan
6. Drawing - MacDraw, MacDraft
7. Integrated Software - Microsoft Works
8. Telecommunication - Red Ryder, Microphone, SmartCom
9. Utility Software - Quickeys, Hard disk backup software, determined by individual instructor.

General Software Information

1. How to decide which software package to buy?
2. Best place to order software from.
3. Importance of sending in warranty cards.
4. Macintosh magazines - which to subscribe to?
5. Other information as determined by the instructor.

Other Special Macintosh Tutorials

During the course of the year, special Macintosh tutorials will be offered on such topics as Macintosh Music, Telecommunications, Microsoft Word, Pagemaker, MacDraw, HyperCard, HyperTalk/Beginning, Intermediate, Advanced, etc. Additional tutorials may be added if sufficient interest exists. Call the WAP office and make your wishes known.

Tutorial Cost

Effective January 1, 1988 regular tutorials (Macintosh Part A, B and C) will cost $15 for members and $20 for non-members of WAP. Special tutorials (i.e., Word, PageMaker, etc.) will be $20 for members and $25 for non-members.

What to Bring to Tutorial Sessions

Please bring the following to class: your Macintosh (not Mac II's), external disk drive if available, startup disk, and one blank disk. For the Basic Macintosh part A, the blank disk should be new and un-initialized. For special tutorials on specific software packages bring the application if you have it.

Northern Virginia Macintosh Tutorials

Macintosh basic tutorials are available at a Northern Virginia location (every other month) or on an as need basis. Consult the WAP office or WAP Journal for exact details and dates.

Minimum Attendees Needed

In order to pay for the cost of the instructor and the tutorial room (Northern Virginia only) it will be necessary to have a minimum of two attendees for tutorials held in the WAP tutorial room and a minimum of three attendees for the Northern Virginia location. Should the minimum number of attendees not be reached, you will be called to inform you of cancellation of the class and for possible rescheduling.

Tutorial Announcements

Macintosh tutorials sponsored by Washington Apple Pi will be listed on the last page of the WAP Journal but consult the Table of Contents for exact location. Special tutorials will either be listed on the same page or on a special page as designated on the front cover of the Journal.

How Do I Sign Up?

Call the WAP office during business hours and tell the office personnel that you wish to sign up for a particular tutorial and they will inform you what to do and how much money to submit. Of course, you may also register in person by going to the WAP office during normal business hours.

Tutorial Location

Macintosh and Apple IIe,c and IIgs tutorials are held in the WAP tutorial room adjacent to the WAP office. Since the WAP office may have moved to a new location by the time this appears in print, please consult the office for exact location.

For More Information about current tutorials see...

The Calendar 10-11

Registration Form 86

or call the Tutorials Coordinator, Lynn Trusal (301) 845-2651

Mac Review

ReadySetGo! 4.5

More of everything

by Lindsay E. Edmunds

About ten months ago I bought RSG 4.0 on the recommendation of a friend and desktop publishing expert who strongly preferred ReadySetGo! to PageMaker. I got the upgrade to just before Christmas. My uses for it are modest but serious: the current major job is producing a quarterly newsletter for a public radio station

I am firmly and contentedly dug into the middle class of Macintosh users. I do not work with the newest state-of-the-art equipment, unlimited spending money, or fat stores of RAM. My Mac is a five-year-old Plus-equivalent machine with 2 MB of RAM. It and its associated hardware are in a home office, from which I conduct my business as a freelance writer and editor.

I wondered at first whether a mere middle-class user such as myself could produce a reasonable review of a Macintosh application that, like many others, has gone uptown in a big way. RSG 4.5 now provides two features I can't comment on because I have no way to test them: (1) spot color separations and colorand (2) gray-level image control. Nor can I comment on RSG 4.5's performance under Multifinder because 2 MB is not enough to run RSG 4.5 with any other application, except MacWrite (even the ArtRoundUp DA is partially disabled).

The cost in RAM and disk space of RSG's uptown upgrade is high: it occupies 509K of disk space (the Main English Dictionary takes up another 218K). Even more impressive, RSG 4.5 asks for one full megabyte of RAM allocation under Multifinder. (The application memory size of RSG 4.0 was a modest 362K.) Also noteworthy: when RSG 4.5 converted one of my RSG 4.0 documents, it exactly doubled the size (e.g., a 36K 4.0 document became a 72K 4.5 document). According to Letraset technical support, the doubling is the result of new fractional font width tables built into the program. These tables provide for more accurate, consistent, and precise handling of font widths.

Also on board in RSG 4.5 is a virtual memory file: RSG__VMM__TMP. When RAM is tight and/or the images being manipulated are complex, RSG 4.5 spools a portion back to this obscure file. The file is created whether you need it or not and, once created, seems to grow on its own. For example, RSG 4.5 created an awesome 201K VMM file for a 90K document of mine that contained no TIFF or RIFF images. I don't know what was in it.

What, then, does RSG 4.5 offer to the modest but serious user? First and most important, it continues to be a superb purveyor of basic desktop publishing functions. Page layout is done with preset or user-defined grids; the system is intuitive, flexible, and innately playful. I do not use that last adjective frivolously, because an application's ability to invite/accommodate/tolerate play is one of the most important features it can have. Playing to learn is a vaguely chaotic, back-and-forth, minutely incremental, and intermittently irrational algorithmic process. Any software application that does not support that activity is bad software, even if it comes with enough bells and whistles to decorate a 50-foot Christmas tree.

With RSG 4.5, as with its predecessor, you choose a Grid from the Special menu, define a few text and picture blocks using the easy-to-comprehend tool bar, and start experimenting. Although some of the RSG 4.5 menus have given birth to submenus, the logic of their relationships is clear and most can be accessed from the keyboard.

You will be aided in learning ReadySetGo! by an excellent user's manual. Aside from being a handsome example of desktop publishing gone right, it is ultra-clear, literate, precise, and thorough, with many useful illustrations. Among manuals, it is a masterwork, for which Letraset deserves much credit and more thanks. (The READ-THE-MANUAL phase of getting comfortable with an application is something that is easy to overlook at the time of purchase, when you are prematurely dazzled with all the new power that you have bought.)

If you want to input text directly into RSG, you will find that the word processor still offers a praiseworthy combination of speed and power. However, RSG 4.5 recognizes Microsoft Word and Works, MacWrite, and Macintosh Word Perfect files. Even better, ASCII text files now can be tagged so that RSG stylesheet formatting will be applied as the files are imported, eliminating the multistep select-and-format procedure of RSG 4.0. This function worked well on the files that I used. Another new Import feature: the Smart Quotes choice in the Get Text Dialogue Box converts standard word processing punctuation to typesetting punctuation.

Line spacing, paragraph spacing, and baseline shifts may be expressed in 0.01-point increments; kerning, tracking, and letterspacing may be done in increments of 0.001 em. RSG 4.5 supports fonts in any size from 1 to 327 points in increments of 0.01 point, which ought to be precise enough for anyone. Also useful is Vertical Justification, which lets you choose how to distribute excess vertical space within a text column, including a "feathering" option that distributes the space evenly among all the lines. This unusual option is an excellent example of RSG's user friendliness; how the vertical justification commands operate can be easily understood from within the application.

A simple but practical new feature is the Alignment Guides. Selecting Guides from the Special Menu temporarily shuts off the grid so that vertical and/or horizontal guidelines may be dragged from the rulers. Aided by RSG's 2X magnification option, the

guidelines make possible precision alignment of objects on the page.

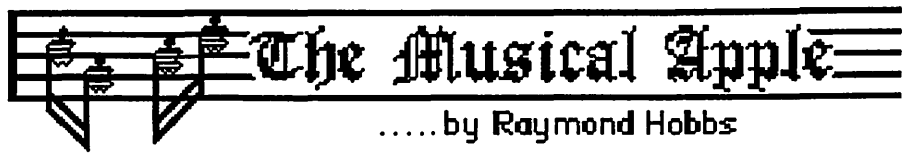
More good news: Thumbnail page views let you see all the pages in your document; these pages can then be removed, duplicated, and rearranged.

Software applications have distinct personalities (although I am not sure where or how they get them). On this subjective score RSG 4.5 is once again a winner— an easy-going, placid, and reasonable creature. It does not crash. It does not fight with other applications. It does not disobey, freak out, or freeze (so far). It coexists peacefully with System 6.0.2. It works well with the Cdev screen extender Stepping Out, which creates a large "virtual screen" that allows very fast scrolling around the page for those of us who do desktop publishing on a small-screen Mac. RSG 4.5 even tolerates being configured and loaded by an old version of Switcher. On a 2-MB machine under the Finder, it is a fast worker. I also was able to test it briefly on a 1-MB Mac SE with a hard disk. It seemed to perform well, although it took an extraordinarily long time to open and close the 90K document I was working on.

A representative at Letraset technical support told me that the above-mentioned 1-MB application memory size under Multifinder could be manually lowered by the user, but he did not give any guidelines on how low it could be taken or under what circumstances it could be done effectively. Instead he referred me to the documentation for System 6.0.2, which I don't have. He suggested that "I get it from my user group." Two highly Macintosh-literate people later told me that fooling around with lowering the application memory size was a bad idea.

In brief, ReadySetGo! 4.5 has gone the way of numerous popular Macintosh applications: it offers the user more! More!! MORE!!! Most of this MORE!!! is genuinely useful. The cost in RAM and disk space is significant, but the essential nature of the application—its playfulness, relative ease of use, and reliability—is unchanged.

ReadySetGo! 4.5 from Letraset, 40 Eisenhower Drive, Paramus, NJ 0765, (201)845-6100, $395 ($280 Mailorder).

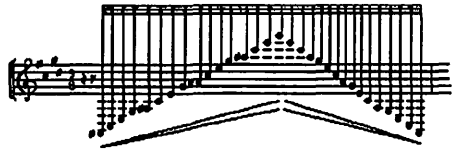


.....by Raymond Hobbs

Finally! Finale!

Finale is like a wolf in wolf's clothing...

Computer musicians have been waiting quite a while for a product like Finale ($1000, Coda Software, Inc.). Now that it's here, with multiple input and output modes, almost unconstrained transformation and editing features and user-definable music symbols plus more, is it really what music power users want?



I have not yet encountered anything concerning notation that Finale cannot do. That says more than a lot about the power of the product, because I have been working with Finale for about 50 hours. Usually, I can find something that a notation program cannot do within the first 50 minutes. For example, the harp in measure 4 of Debussy's Prelude to "The Afternoon of a Faun" looks like the figure above.

After 45 minutes, I gave up trying to beam the first nine notes properly in Professional Composer. Finale, however, beamed the notes properly within five minutes, and only took that long due to my inexperience with the package. As I said, the notation capabilities of Finale are prodigious. Finale does turn up some constraints when used as a sequencer, but I will cover that part of the product next month. For now, I will just say that the sequencing constraints are largely attributable to Finale's heritage as a notation package.

Finale displays everything as some sort of musical notation - either grand staff, piano or organ staff, chord symbols, "fake book" style or a number of other, more arcane musical designs. The user can include enough staves to keep any composer happy (including Mahler and Berlioz), and allows input onto the staff in any one or a combination of five different methods. They are:

1. Simple Note Entry, using the mouse.
2. Speedy Note Entry, using the computer keyboard.
3. Speedy Note Entry, using the synthesizer keyboard.
4. Hyperscribe, which is similar to standard sequencing using the synthesizer.
5. Transcription, which is synthesizer sequencing to a computer-generated or user-generated metronome.

Although I will be going into the sequencing operations next month, I should note briefly that using input option #4, above, allows sequencing without respect to tempo. That is, the entry is completely freeform. This is basically what standard sequencers expect. Option #5 will allow the same kind of entry, with a "click" added to establish the rhythm (also available on most sequencers), or with a "tap" generated by the user. When entering notes using the latter option, the user taps out the rhythm using any MIDI device (foot pedal, a particular note, a controller, etc.), and will permit freeform entry of notes which will conform to the printed score. More on this next month.

Upon opening up Finale, the user is presented with a screen that is bordered on the top with menus and on the left with a palette of tools.

About 60 percent of Finale's 500 + pages of documentation is devoted to a reference manual on the use of these menus and tools. To date, I have used only half of the 32 basic tools available with Finale, and herein lies the Achilles' heel of the product. Rarely will a tool, once selected, allow the user to simply go to the score and use the tool. Instead, after selecting a tool, the user clicks a place in the score and Finale brings up a dialog box requesting further information on the desired action. This dialog

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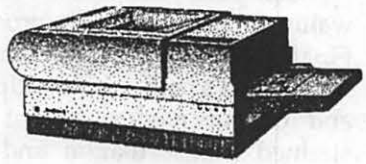

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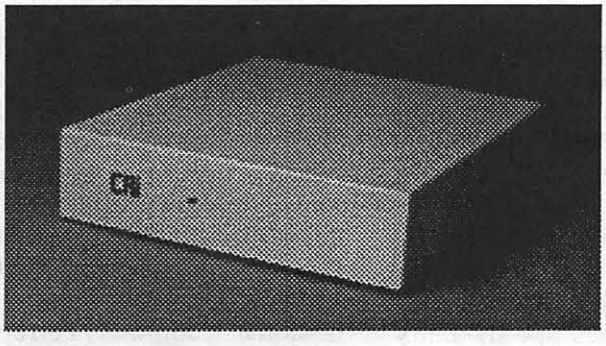

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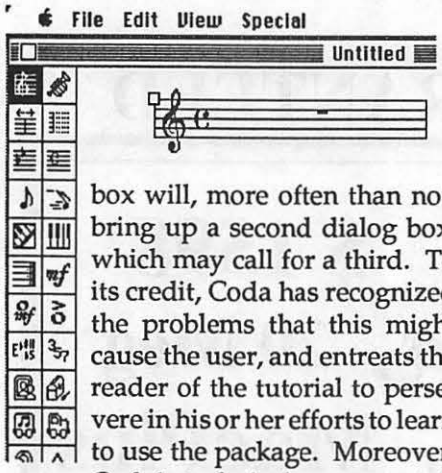
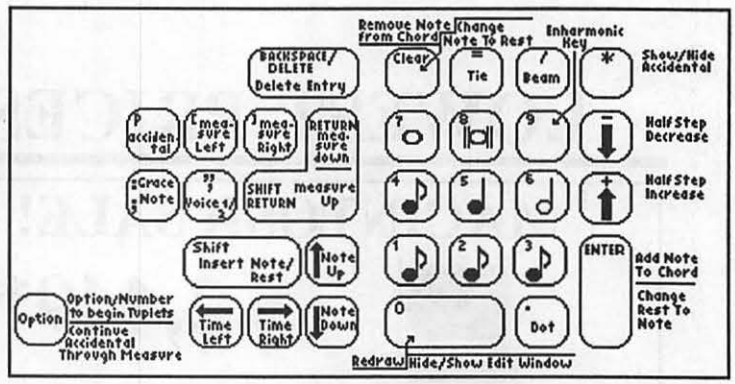


box will, more often than not, bring up a second dialog box, which may call for a third. To its credit, Coda has recognized the problems that this might cause the user, and entreats the reader of the tutorial to persevere in his or her efforts to learn to use the package. Moreover, Coda's technical support staff is courteous and quickly helpful when called upon to pull the user from the morass of his or her labyrinthian wanderings through the seemingly endless dialog boxes in order to get something done. Coda's recognition of the steepness of the learning curve for the neophyte **Finale** user extends to having created a "map" language for quick reference concerning how to accomplish musical tasks using **Finale**'s multitude of tools and features. Tragically, Coda did not include more than a few samples of its "maps" for various jobs with the **Finale** package. I suspect that there is a ripe aftermarket here for someone to tap. In any event, the current **Finale** documentation, although substantial, mainly concerns itself with descriptions of how to invoke the features associated with **Finale**'s many tools, but has very little information on how to get particular notational tasks *done* using those tools.

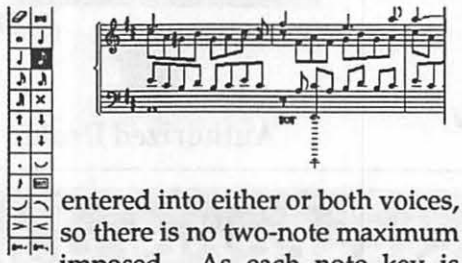
It took over 80 pages of reading, for instance, for me to learn how to set the tempo of a composition.

For standard notation (that is, entering music without using a MIDI keyboard), **Finale** uses the "Simple Note Entry Tool" and the "Speedy Note Entry Tool". The former uses the mouse and a palette of note values in much the same way that other notation programs do - click a note value, then click a place on the staff to insert that value. Note entry appears neither faster nor slower than other notation packages when using this tool. The music may look rough on the screen, but **Finale**'s strength lies in its ability to allow the user to alter the appearance of the notation. All of this work is normally done later, after all the notes have been entered

Using the Speedy Note Entry Tool, each measure can be filled much more quickly. The numeric keypad of the Macintosh is used to enter note values. The figure below indicates the keyboard equivalents of the various note entry values available using the options shown above.



Notes are entered in each staff from first to last beat. The user cannot, for example, enter beat one then beat four (unless the note value for beat one fills up all the time in between). The user can shift between staves using the <RETURN> key, and may shift forward or backward between measures using the right and left brackets ("]" and "[", respectively. Also enabled during Speedy Note Entry is the ability to include two voices on a single stave. Although no more than two voices per stave are permitted, chords may be



entered into either or both voices, so there is no two-note maximum imposed. As each note key is pressed, a note appears on the staff at the current cursor location and for the voice selected. The cursor may be moved up and down by pressing the up or down arrow keys. If the user wishes to enter a rest, he or she must first enter the appropriate-valued note, then press the <ENTER> key to change the note to a rest. The <CLEAR> key may be used to change a rest back to a note. Also enabled from the keypad are ties, beams, accidental markings, tuplets, dotted notes and grace notes. The user may enable or disable staff redrawing under the "Speedy Entry Options" selection of the SPECIAL menu, along with the automatic creation of new measures once the last measure has been filled, and the automatic placement of notes exceeding the proper number of beats for a measure into the following measure. I found it easier and quicker to disable these items.

Finale will allow the user to put more or fewer beats in a measure than the time signature calls for, although the user will be warned when this condition exists. Thus, three quarter notes which result in one beat too many in the measure may be entered, then converted to a triplet later. Other notation packages beat you on the head when you try to do this. As indicated earlier, **Finale** will allow the user to move staffs or notes or text (about everything) around after note entry is done, in order to improve the appearance of the final product. Both standard bitmapped and Postscript music fonts, called "Petrucci" are included to provide excellent quality printouts on both dot matrix and laser printers. I have tried printing on my Business Laserprinter, and the results are near typeset quality.

SUMMARY: For most computer music notaters, **Finale** may be overkill. There is no question that it has the necessary power to produce beautiful music scores, but the price paid for that power is a learning curve and a price that won't quit. If you *have* to create complex music scores, then **Finale** has few rivals, and it almost certainly will do the job. You may not be able to get to productive work for a few weeks, though, while you learn to use the package. Don't turn off to **Finale**, though, if you need a sequencer as well. Remember, this package does both jobs, and a notation combination like **Professional Composer/Performer** also carries a hefty price tag and a not-short learning curve. Next month I will begin to get into **Finale**'s sequencing capabilities and constraints.

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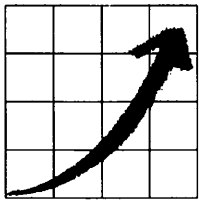

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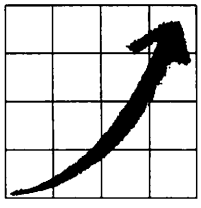

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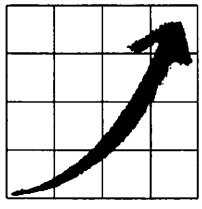

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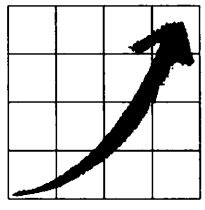

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MACWORLD EXPOSITION

Softviews

Tax Pro 1988 Excel Templates

by David Morganstein

This month we look at an income tax package written by one of WAP's own, Tom Gross.

By the time you read this, there will be less than two months till April 15th, your day of reckoning with the IRS. If you are just beginning the arduous task of locating the needed numbers and you are an Excel user, you may be in luck! If you have not filled in the forms and added up the numbers, you may take some small pleasure in Tom Gross' Excel templates. Although the tough time of doing taxes is assembing all the figures, simplifying the drudgery of completing the forms and providing for rapid recalculation makes the whole activity a bit less onerous. Your trusty Mac and Tom's Excel spreadsheets may make life a little less tedious.

The various tax forms and schedules are linked together so they automatically aggregate numbers from one one to another. TAX PRO includes all changes resulting from the Tax Reform Act of 1986 and includes the following 1988 Forms and Schedules:

Form 1040	Individual Income Tax Return
Form 2106	Employee Business Expenses
Form 2441	Credit for Child and Dependent Care Expenses
Form 3903	Moving Expense Adjustment
Schedule A	Itemized Deductions
Schedule B	Interest and Dividend Income
Schedule C	Profit or (Loss) From Business or Profession
Schedule D	Capital Gains and Losses
Schedule E	Supplemental Income Schedule
Schedule R	Credit for the Elderly or Permanently Disabled
Schedule SE	Social Security Self-Employment Tax

Tom's templates are very easy to use. As you will find with competing Excel template products, Tom has locked the sheets and protected them, thus preventing you from inadvertently changing the formulas. An added advantage offered by Excel is the use of the Enter key to move the cursor between only those cells requiring your input, skipping over cells containing instructions and internal computations.

I haven't completed my taxes with Tom's spreadsheets, so I can not vouch for Tax Pro's accuracy. Whenever you use a program to perform the final stages of computation, it is wise to pull out a trusty calculator and check the numbers one last time before mailing in the returns.

Beyond accuracy, what can you say about a tax package? First, as to documentation, the package contains a 30 page manual. The manual has both a Table of Contents, an index and an evaluation form.

A nice feature of Tom's spreadsheet is that they can be printed on a Laserwriter and sent in to the IRS without having to transcribe the numbers onto the IRS forms.

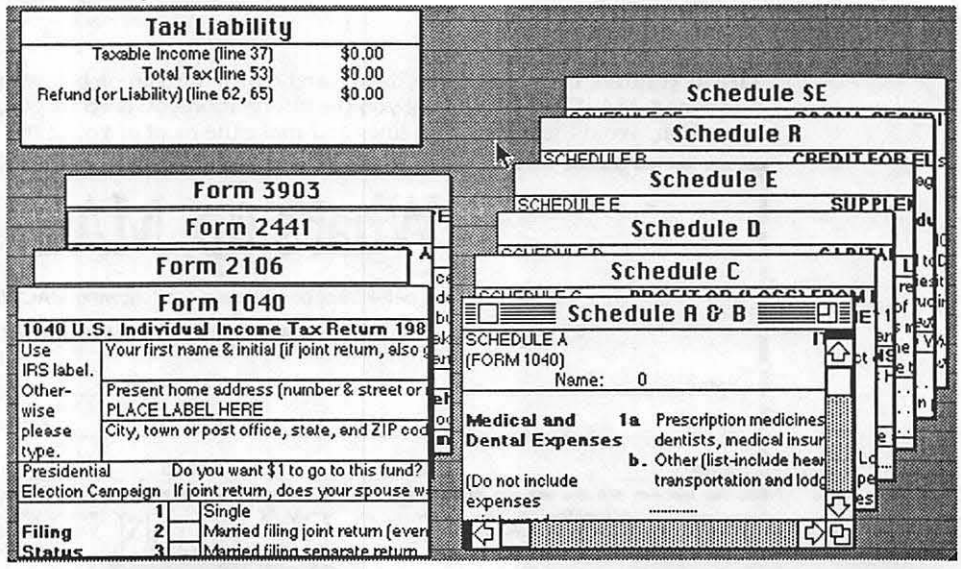
A competing package, MacInTax, offers an option not found in Tom's spreadsheet (or the Heizer templates). To complete many items in a tax form, you often have to add up a number of sub-values, for example many different charitable contributions. With MacInTax, the program I use, you can double click in a cell and it will expand to an entry list. After completing the list (which can be reopened and changed later) a total is computed and carried into the original source cell.

I'm sure Tom would want me to point out that he has a fair amount of experience with tax templates. Tom has been marketing Excel tax templates for four years now and has many satisfied Mac owners as his customers. New for this year, TAX PRO prints an IRS-approved Form 1040. All the forms and schedules have been revised to look almost exactly like the official IRS forms and include most of the instructions included on those forms. TAX PRO also includes a number of worksheets that can be used to submit required information to the IRS or for record keeping. Also added this year is a sheet called Tax Liability. This sheet shows the taxable income, total tax, and your refund (or liability). Open this sheet with your other sheets and use it to display your tax liability as you enter your figures.

Another issue might be after purchase support. In previous years Tom has handled questions and problems when they arose. The manual tells the owner to contact Tom immediately if a problem is detected. My experience suggests that most users of spreadsheets would have little need of support other than an accuracy problem.

Heizer Excel Exchange also offers a low-cost set of Excel templates, similar to Tax Pro. Having Tom nearby (he lives in Richmond) to help with some questions may be worth the few dollars you can save going with Heizer.

Tax Pro, Chesapeake Software, P.O. Box 1014, Richmond, VA. 23208. (804) 358-7802. Price $49.95. There is a group purchase arrangement with WAP.



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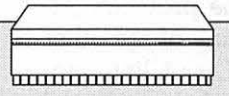

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Mac Review

S.U.M.

What Mac users fear the most

by Jay Heller

Like death and taxes most owners of the Macintosh at some time or another will have a floppy or hard disk crash. This article, and the adjacent one, look at two programs which help you recover files and disks. SUM and 1stAid Kit are the best recovery programs currently available for the Macintosh. It is difficult to compare them directly because they do things in slightly different ways and also do somewhat different things.

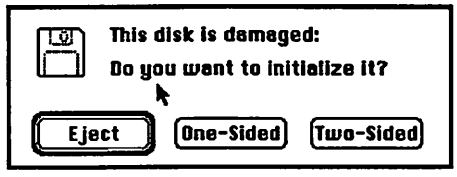
Symantec Utilities for Macintosh (SUM)

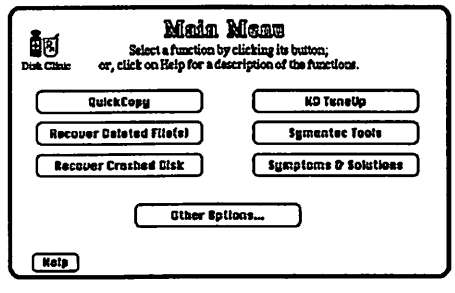
Works on a 512KE or larger Macintosh with system 4.1 or later and finder 5.3 or later. Price $99.95 retail; $59.00 mail order. Symantec Corp. 10201 Torre Ave. Cupertino, CA 95014 800-441-7234. (The program may look familiar to some of you since it is a new, improved version of MacZap, one of the first disk editors available for the Macintosh.)

SUM, as its name suggests, is a collection of general purpose, file disk management and recovery programs for the Macintosh. It consists of 9 applications and 2 INITs. The manual contains thirteen chapters and two appendixes that instruct the user on every aspect of SUM. There are a goodly number of screen shots and the content appears to be complete. Each of the 9 applications may be used on their own and the Disk Clinic leads you through a series of questions and answers to the tool best suited for the problem facing you. Even without reading the manual, someone experienced with using the Macintosh can easily use Disk Clinic to recover from a crash or use one of the other utilities.

The Disk Clinic

Disk Clinic is the recommended starting point when any of the SUM applications (except HD partition) is used. The main purpose of Disk Clinic is to ask the user a series of questions that based on your answers suggest the optimal solution to the problem. Although you may use any of the other applications without Disk Clinic, unless you are familiar with the technical problem involved, you would best benefit from following its guidance. The online support provided with Disk Clinic provides answers at each stage of diagnosis.





Where SUM begins: the Disk Clinic

A Guardian Angel

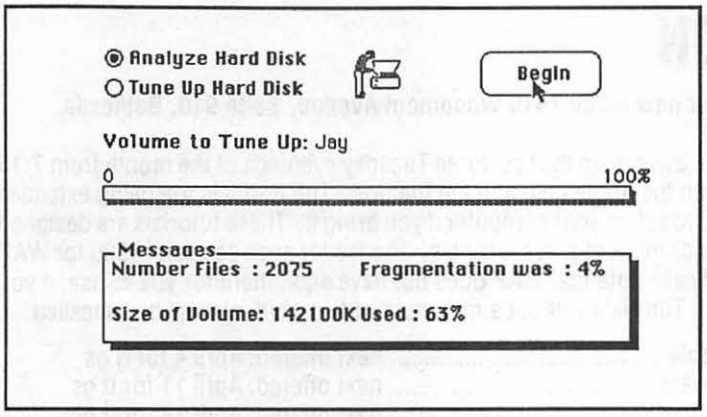
Guardian is the most compelling reason to purchase SUM. This application cannot prevent a disk from crashing, but it can make recovering from a crash a simple operation. Guardian, primarily designed for use with hard disks, may also be used to protect floppies. The cost of this protection is approximately 1% (200K on a 20MB drive) and 7% (56K on a 800K floppy) of the total drive space. There are four basic levels of protection provided by Guardian: recovery of deleted files, volume protection, disks that are initialized by mistake and, most importantly, disk recovery.

Guardian works with an INIT name Shield. This INIT monitors the activity of your invisible disk directory and provides the information that Guardian needs in case of a problem. Two invisible files are created by Guardian named the *Volume Save Record* and *File Save Record*. The Volume Saved Record contains the information about your disk. This is a record that is periodically updated every time you shut down your Mac. The updating may take several seconds per megabyte, depending on which Macintosh and hard drive you are using. Thus a 60 MB drive may take over a minute to update. This time is well worth the effort though when a disk crash occurs. When installed, the updating may be initiated by the user, although I recommend that you make the update function one that is automatically implemented. This is one point that should not be optional, in my opinion, and I would like to see SUM require the automatic updating of the invisible disk directory at every shutdown. The File Saved Record contains information about files which have been deleted from the disk. The names of up to the last 100 files deleted are saved. This limit is due to the amount of space used by the file.

The installation of Guardian and Shield requires several steps that you are led through by Disk Clinic. The installation time on a 140MB dive took several minutes. The manual provides an explanation on the operation of Guardian and on its options.

Give Your Drive a Tune Up

Another of the applications provided with SUM is HD Tuneup. As the name suggests HD Tuneup is used to increase the performance of hard disks. Fragmentation occurs after a disk has been used for a while and the placement of data is "fragmented" across several locations on the hard disk. Various files are broken into chunks and put onto the disk wherever there is room. This action tends to slow down the speed at which your drive can operate since the read/write heads must move to find the information, and this eventually causes crashes. When your drive is first formatted files are placed contiguously, one after the other. But as time goes on and files are removed or grow they are broken up into different non-contiguous locations on the hard disk. The solution to putting the files back together and speeding up the performance of the drive is to defragment the disk. This is what HD Tuneup does. HD Tuneup has an Analyze function that scans the drive and when fragmentation is greater than 10% it is time for a tuneup. The manual suggests doing this when the fragmentation is greater than 2%. Do not use this program when there might be a



Disk tune-up information

power outage since defragmenting a disk involves moving a large number of files and an unrecoverable crash could occur. Always backup before using this program. The Manual and program will both remind you of this. After defragmenting a disk a speed improvement can be seen.

Partition the Drive

HD Partition allows you to create separate volumes which may be "mounted" on your hard disk. These volumes can be as large as you want, up to the amount available on the drive. Such "volumes" can be password-protected or their contents can be encrypted. While password protection can be broken, encryption is a very secure method of protection.

Floppy disks can also be encrypted for such purposes as sending mail. If you were to send an encrypted disk to someone, in addition to having to know the password they would also need to have SUM.

A Quick Floppy Copy

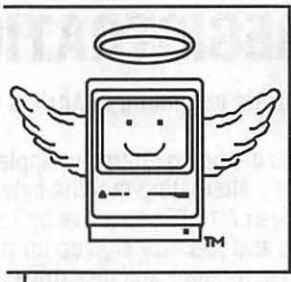
QuickCopy is a useful application for replication of a source disk. This version of the application does not allow you to use a folder of a hard disk as the source but after moving the files to a floppy it proved to be much more efficient than finder copying from the hard disk many times over. You need 838K of RAM to copy a double-sided disk and 420K to copy single-sided disks using the "Copy all" sector feature. The "copy used" sector feature, while faster, also uses less memory.

CRASH!!!

Even with the clear advantages of using Guardian, most people will buy SUM after a problem has occurred.

If there has been physical damage to the disk, such as a head (the read / write mechanism) crash, SUM will be unable to help you. Only a qualified drive technician can help recover some information from these types of disasters and the cost of such work can be over $1000. "Logical" error damage, however, can be recovered by SUM. This type of damage may be caused by a bug in software, a virus or an error made when recovering data. If Guardian has been installed and you still cannot recover from a crash because the Volume Saved Record was damaged, SUM provides several applications to aid in recovery.

➥ 88



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WAP TUTORIAL REGISTRATION

NOTE - The location of office-based tutorials beginning in April is our new office 7910 Woodmont Avenue, Suite 910, Bethesda.

Apple II: The following three WAP tutorials are being offered to Apple II owners on the first three Tuesday evenings of the month from **7:15 to 10:15 PM**, at the office. We are currently alternating months between the Apple IIe,c and the IIgs. The tutorials are being extended to about three hours and will start promptly at 7:15 PM so arrive by 7:00 to set up your computer if you bring it. These tutorials are designed for "*beginners*" and not experienced users and you may sign up for one or more of these tutorials. The fee for each session is $20 for WAP members. You are urged to bring an Apple, monitor and disk drive. 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. Tutorials without a minimum of two students will be cancelled.

March 7 (Tuesday) (IIe/c specific) Welcome to the World of Apple .....next offered: April 4 for II gs
March 14 (Tuesday) (IIe/c specific) How to Use Your Apple Software .....next offered: April 11 for II gs
March 21 (Tuesday) (IIe/c specific) Popular Applications .....next offered: April 18 for II gs

Macintosh: Tutorials are for "*beginners*" and not experienced users. They are given regularly on the 2nd, 3rd and 4th Monday evening of each month at the office, from **7:15 to 10:15 PM**. Macintosh tutorials in Northern Virginia will begin again in March and every other month thereafter. The fee for each session is $20 for WAP members. You may sign up for 1, 2 or all 3 sessions. You are strongly urged to bring your Macintosh, external disk drive, startup disk, and several blank disks. WAP does not have equipment for you to use. (Note to Mac II owners: You are not expected to bring a computer, but we do not have a Mac II for you to use). These tutorials fill up quickly so call the office to verify space before mailing your registration.

March 13 (Monday) Introduction to Macintosh. Prerequisite: Guided Tour .....next offered: April 10
March 20 (Monday) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop .....next offered: April 17
March 27 (Monday) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions .....next offered: April 24

Macintosh Tutorials in Northern Virginia: Macintosh tutorials, taught by Russ Bradley, will begin again at the Fairlington United Methodist Church, Rt. 7 and I-395 (King Street Exit), in Alexandria, VA. They will be at *three month intervals* during the months of March, June, September and November, 1989. This time they will be on the 2nd, 3rd and 4th FRIDAY NIGHT each of these months. Note they are *not* on Thursday night as in the past. Call the WAP office for specific directions or Russ Bradley at 703-768-2529. The tutorials will be from **7:00 to 10:00 PM**.

March 10 - (Friday) Introduction to Macintosh. Prerequisite: Guided Tour
March 17 - (Friday) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop
March 24 - (Friday) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions.

Special Tutorials for Apple IIgs and Macintosh

AppleWorks IIgs- March 4 and 11, 9-12 PM, (Saturday), $20/session for WAP members and $25/session for nonmembers. Ted Meyer will teach this two part series on the new AppleWorks IIgs. This six hour block of instruction will include approximately 1 hr on each of the six parts of AppleWorks IIgs. These will include, database, spreadsheet, word processing, page layout, telecommunications and paint and drawing.

Microsoft Word - April 1, 1989, 9-12 PM, (Saturday), $20/session for WAP members and $25/session for nonmembers. Art Spitzer will teach a special tutorial on use of Microsoft Word. This tutorial will cover the basics and some of the more advanced capabilities of this application time permitting.

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- ☐
- ☐
- ☐
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- ☐ Modem 600
- ☐ Modem 1200
- ☐ Modem 3600
- ☐ FAX modem
- ☐ Printer, dot matrix
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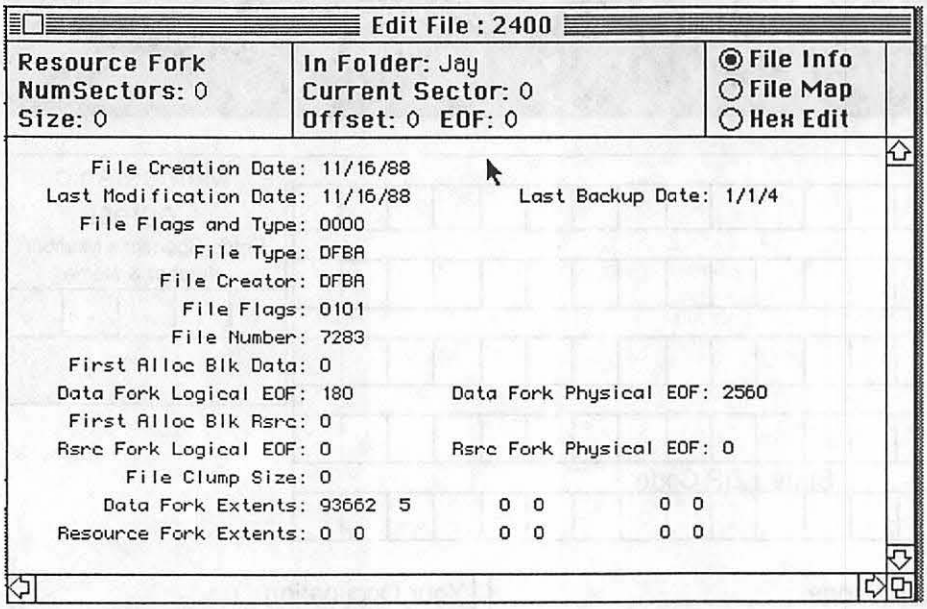
- ☐ Printer, laser
- ☐
- ☐



The results of an analysis on a 140MB drive

The first of these applications is HFS Recover, which recovers files from any hard or floppy disk. The program starts by searching the damaged disk for all files. This search can be very lengthy, lasting up to 15 minutes or more on a 20MB drive. The time taken is well worth it, however, because if HFS Recover cannot find files, they are most likely lost for good. This "horrible experience" will also convince you to install Guardian next time around. You can speed up the searches by having HFS Recover search for only files of a certain type. This feature is called "filtering."

You will need another hard drive or a large number of floppies (some 25 per 20MB) to recover a hard drive. The destination volume which is selected by Disk Clinic may be correct, but pay attention to where HFS Recover is going to put your data.

An "Advance mode" is available for experienced users, but be aware that you may completely lose data by incorrectly using one of these functions. I found that by using the basic mode of HFS Recover I was able to recover some 90% of all disks I worked on during past 18 months with the version of HFS Recover provided with MacZap and SUM. The recoverable disks either had physical damage or were reformatted.

Scanner is an application much like HFS Recover except it can additionally recover deleted files. Scanner does this by reading the complete disk and locating all files. You then instruct Scanner which file to recover. Two modes of operation are available, one called the "regular mode" and the other the "signature mode." The regular mode looks for beginning of file markers and the signature mode looks for the signature codes that every file contains. At any time one mode may work better than the other. There is no way to know before hand, so it is recommended that both be used.

The last recovery application is Floppy Recover. This program is much like Scanner except that it is designed for the recovery of floppy disks. It can recover both damaged and deleted files.

Playing with Bits and Bytes

The ninth and final application in SUM is Symantec Tools. This is a specialized utility for editing disks and files. **This is not a program to use if you are not sure what you are doing.** Even then, make a backup copy of the disk. It is possible to damage a disk beyond repair. With Symantec Tools you can get detailed information about each of your disks and learn of the actual locations of your files on the disk. A relatively safe feature is Edit File Attributes which lets you change the names and creators of files and set their attributes.

In sum, an outstanding set of programs, highly recommended for those times when the worst has happened.

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Disk name: _____ Number: ____ Disk name: _____ Number: ____
Disk name: _____ Number: ____ Disk name: _____ Number: ____
Disk name: _____ Number: ____ Disk name: _____ Number: ____
Disk name: _____ Number: ____ Disk name: _____ Number: ____
Disk name: _____ Number: ____ Disk name: _____ Number: ____

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41 IAC 25 Mach. Lang. Util.
42 One Key DOS
43 IAC 29 Utilities H
44 Utilities I
45 Diversi-Copy
46 French Vocab. Tutorial
47 Tic-Tac-Toe in French
48 Boot for 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
71 Music
72 Keyboard Games
73 Text Adventure Games
74 Paddle Games
75 Color Graphics for Fun
76 Education
77 Utilities
90 Spreadsheet C Genl. Bus.
91 Spreadsheet D Investment
92 Spreadsheet E Bus. Recd.
93 VisiPlot & VisiTrend
95 Spreadsheet F-Coin Coll.
100 Utilities A
101 Utilities B
102 Games A
104 Business A
106 Science Engineering
107 Games B
108 IAC 10 (Graphics)
109 IAC 11 (Applesoft Tutrl.)
110 Personal/Education
111 Games C
112 Utilities C
113 Business B
115 IAC 12/13 Misc.
117 Picture Packer
118 Utilities D
119 IAC 15 Misc.
120 IAC 16 Misc.
122 IAC 17 Misc.
123 French Vocabulary
124 Utilities E
125 IAC 18 Misc.
126 Sights and Sounds
127 Math/Science
128 Games D
130 Diversi-DOS (rev.)
131 Personal/Educ. 2
132 IAC 19 - Utilities F
133 IAC 20 - Pascal & DOS3.3
137 IAC 21 Spreadsheet A
138 IAC 23 Utilities G
139 IAC 24 Education 3
140 Education 4
141 Special Data Bases
142 IAC 28 Pinball Games
143 Sports
144 IAC 27 Applesoft Prog.
145-147(3 disks)Ap.Logo Util.
150 EDSIG1 (Elem. Math)
152 IAC 31 Miscellaneous
153 Investments A
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
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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
301 302 303 304 305 306 307 308
309 310 311 312 313 314

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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

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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
1043 Em mode
1044 Em mode
1045 Disk maker

Apple IIGS Volumes @ $5

2000 New member disk
2001 Utilities & Pictures A
2002 Demo Disk A
2003 Talk is Cheap
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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30 Education
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
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
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 (800K)
150 Games XXVII-Arcade
151 Games XXVIII-Strategy
153 Games XXIX (800K)

DAs Series (800K)

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12.11 12.12 12.13 12.14 12.15
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12.21 12.22 12.23 12.24

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System Util. Series (800K)

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16.05A 16.06A 16.07A† 16.08A†
16.09A† † Anti-Virus Utility

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Adobe Screen Fonts Series (800K)

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18.11 18.12 18.13 18.14

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19.04 Monster Hunt
19.05 Stackware for Children
19.06 Monty Python
19.07 Tutorials for Applns.
19.08 The AIDS Stack
19.09 Music Generation Stacks
19.10 Music and Sound Stacks
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19.12 Clip Art
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19.18 Health & Christmas
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19.21 For Children 2
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19.23 Miscellaneous 3
19.24 Graphics
19.25 Education 3

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20.02 GrayView & DAs
20.03 Miscellaneous
20.04 Graphics 2
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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

HyperCard Externals (800K)

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Apple System 6.0.2 (800K)

4-disk set @$20.00
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Printer Tools Utilities 2

HyperCard Upgrade 1.2.2 (800K)

Hypercard & Stacks
HyperCard Ideas
Requires proof of purchase

* Regular price when purchased individually.

WAP DISKETERIA

Apple IIGS Disk Library News

by Rich Sanders and Ted Meyer

This is Rich's first article as one of the Apple IIGS disk librarians. Hopefully the long dry spell of no disks news is over.

System Disks Available

Great News! We have (that is WAP has) the new GS/OS System Disks 4.0 in stock and ready for distribution. There are two disks which make up the actual "system": the first is called (surprisingly enough) System Disk, and the second is the System.Tools Disk. The system disk has 442K bytes and the System.Tools has 442K bytes. You actually need both to have a full system disk. Apple decided to put only the bare minimum on the bootup disk and leave all remaining drivers and other "non-essential" types of files on the tools disk. This allows you to decide which capabilities you want on your boot disk. The Tools disk has the software necessary to add additional capabilities. For example, to add the 5.25" driver. For a more complete discussion of this disk see Ted Meyer's article in the December '88 Journal.

For those of you who feel ProDOS 16 is your bag we still have System Disk 3.2.

WAP2003 Update: TIC

WAP2003 has been changed to WAP2003a. We have decided to replace Freeterm on disk 2003 with Talk Is Cheap (TIC). Freeterm does not work on the IIGS with the new ROM, and we are not aware of any updates.

TIC is shareware. Version 2.03 December 4, 1987. The TIC folder has abbreviated documentation intended to give you enough information to try it out while you decide if you want to pay the fee. The full package includes a 40 page user's guide. The documentation on this disk is fairly comprehensive and enough to get you online. It also has an update file explaining additional capabilities and bug fixes.

TIC Features:

TIC is a ProDOS based terminal program for the AppleIIe and Apple IIc personal computers with an Apple Super Serial card or equivalent in slot 2 and an optional printer attached to slot 1. TIC supports the Apple IIgs with either an Apple Super Serial card plugged into slot 2 or using the built-in IIgs serial port.

This program supports a standard TTY terminal mode along with several terminal emulations and file transfer protocols: xmodem, xmodem crc, ymodem, ymodem crc, turbo xmodem/ymodem and Ascii Express (tm USII) protocol for ProDOS file transfers. ASCII text uploads are also supported using x-on/x-off protocol with user selectable prompt, character, and line delays.

A copy buffer can be used to record an online session or to download a file where protocol modes are not available. The copy buffer may be saved to disk either automatically when the buffer fills or manually.

WAP2000: New Members Disk

The New Members Disk is very full. We wanted to provide a fully bootable GS/OS disk and a variety of application and utility software that would demonstrate the capabilities of the IIGS. To fit more applications on the disk, we stripped GS/OS of many capabilities. The version of GS/OS on this disk will not "see" 5.25" disk drives or your printer.

Although WAP2000 is bootable, and is designed to be easy to start up and use, the contents can and should be moved to other disks. This can be done with the Finder, which is available when you boot this disk, or any file and disk copying program.

Many of the files on WAP2000 are the standard files found on the GS/OS disk. Listed and described below are the programs and information that are NOT included on the GS/OS disks.

Three directories (folders) are colored purple when you are using the Finder. These contain utilities and documentation. The programs can be run by clicking twice on the icons shaped like a hand writing on a diamond-shaped piece of paper.

SHRCONVERT

One of the folders is called SHRCONVERT. This folder contains four files: SHRCONV.FINDER, SHRCONVERT.HELP, SHRCONVERT, and APPLE.LOGO. To boot this program from the Finder click twice on the SHRCONV.FINDER icon. SHRCONVERT is a graphics file conversion program. It allows you to change graphics from IIGS format to Mac, Amiga and many other machines' formats and back again. The APPLE.LOGO file is a GIF packed file which can be unpacked and viewed using SHRCONVERT. SHRCONVERT is self documented with excellent help facilities available under the Apple Menu while running SHRCONVERT. This software is shareware, if you use it you should pay the author, Jason Harper. Payment information is included.

FREDWRITER

FrEdWriter stands for FRee EDucation Writer. Its a useful text editor and word processor developed and placed in the public domain by Paul Lutus, who originally designed AppleWriter for the Apple II series. The files DOC.A through DOC.D contain documentation for using FrEdWriter.

SOUND STUDIO

SOUND.STUDIO plays back and edits sounds using the IIGS's Ensoniq chip. Documentation for this program is included in the SSTUDIO.DOC file. Because of space restrictions only three sound files were included on this disk. These sound files, which can be used by SOUND STUDIO, are called BEEP6, BEEP9, and BEEP15 and are in the SOUNDS folder in the SOUND-STUDIO folder. Washington Apple Pi has many more sounds available for the IIGS in the IIGS disk library.

FONTVIEW and BOUNCE.IT, are rainbow-colored icons, run by clicking twice from the Finder.

FONTVIEW and Fonts

FONTVIEW, written by Pi member Jim Frison, displays fonts. It can be very handy for viewing and deciding which fonts appeal to you. Included in the FONT folder, in the

SYSTEM folder, are two fonts: BASEL.48, and CALLIGRAPHY.24. These can be moved to the FONTS folder of ANY startup disk and used by other programs.

BOUNCE.IT

BOUNCE.IT is a fantastic mouse-driven version of the old arcade game "Break Out." Click twice on its icon to start it up. This game is shareware for $10. Instructions for remuneration to the author, Joe Tierney, are included under the Apple menu while playing.

DESK ACCESSORIES

If you booted the New Members Disk, the Classic and New Desk Accessories described below will be available. Classic Desk Accessories (CDAs) are available by pressing the Control, Open Apple and Escape keys all at once. New Desk Accessories (NDAs) are available by clicking on the Apple Menu in any Desktop type program. The CDAs include:

TYPEIT.DA—by Glen Bredon, prints text files, requires pathname

CALENDAR.DA—Displays month calendar, scroll months and years with four arrow keys

SHRDUMP—Creates a $C0 graphic file on boot disk from current SuperHiRes screen

DISKINFO—Displays information about contents of all drives

The NDAs include:

MEMORYNDA—Show amount of memory available and being used

CLOCK—Digital clock shows time

SHOWTEXT—Displays any AppleWorks or text files. SHOWTEXT can be used to examine the DOC and text files available on the New Members Disk

The New Members Disk contains several special ICONS files in the ICONS folder. The FINDER.ICONS and START.ICONS files have been altered to create the "Pi" disk icon and the Click.X.Twice icon.

Three files are colored green on the Finder. CLICK.X.TWICE is a basic program that uses DOGPAW, a binary text file display program. The New Members Disk, when booted, will start up with the desktop. The CLICK.X.TWICE icon will appear in the center of the screen. Point your mouse at the "X" and click twice and a program will be started using DOGPAW to display the READ.ME file. You can also use the "Show Text File" desk accessory.

III Disketeria

by David Ottalini
/// SIG Co-Chairman

We offer two new disks to our PD offerings this month. On side one of Disk 1045, you will find Disk Maker. It's a Business-Basic based program to make quick copies of any SOS or ProDOS based disk. "Quick" comes from the fact that it loads the entire disk side into memory when copying.

Side two has a set of Basic routines called "Appleseed." Here's some additional information on it:

WAP PD 1045B, Appleseed, is designed to help you program quickly and easily in Business Basic. Programs are divided into 4 categories:

1. Seed programs
2. Subroutines
3. Program documentation
4. Utilities

Seed Programs

Six seed programs are included on this disk—one for each graphics mode, one for music, and one for 40-column color text.

Seed programs are designed to be loaded and listed. When listed, you will see that directions are given in REM statements. The most pertinent REM statements will appear at the end of the listing. This way they will stay on the screen for reference while you begin to program.

Seed programs are time-savers. When you wish to try simple graphics or when you want to add music to your programs, the seed programs are ready to use. All SOS calls have already been written into them. All you have to do is read the REM statements and follow the formula described for entering data. This way you can begin drawing your picture or composing your song at once.

Seed programs are as follows:

High-res B&W graphics: .B.W.HGR.SEED
B&W graphics: .....B.W.GR.SEED
High-res color: .....COLOR.HGR.SEED
Non-restricted color: .....COLOR.GR.SEED
Music: .....MUSIC.SEED
40-column color text: .....COLOR.TEXT.SEED

Subroutines

The subroutines on this disk may be RUN. EXEC 'Subr.Demo' and will run consecutively. Many of the subroutines are in the subcatalog, 'SUBR' and are ready to EXEC into programs. Each contains REMarks to fully explain its use. The subroutines are:

ACTIONEDGE.SUBR
ACTIONTYPE.SUBR
BORDER.SUBR
DIAG.TYPE.SUBR
FLASH.SUBR
SCROLLTYPE.SUBR
WAIT.SUBR
WORDWRAP.SUBR

Documentation

The APPLESEED disk is fully documented. In addition to the REMarks found in all the programs, there are five programs with the suffix. DOC. These may be RUN. Most include demonstrations. Documentation programs are:

CAPTURE.DOC
FORTYCOL.DOC
MUSIC.DOC
SOUND.FX.DOC
SUBCAT.DOC

Utilities

There are five programming utilities on this disk. Each may be RUN or LOADed and LISTed. Each carries explanatory REMarks.

MAKE.IMAGE.UTIL will help you format your screens by creating a customized IMAGE for print-using statements.

MAKERUNNER.UTIL creates a file that will automatically run programs in sequence.

PRINTBASIC.UTIL provides a quick way to print programs and catalogs.

TEXT.FILE.UTIL will print text files to either the screen or your printer. You can also use this program to create text files from the keyboard.

LOAD.FOTO.UTIL will load a FOTO file.

The Utilities are listed like this:

MAKE.IMAGE.UTIL
MAKERUNNER.UTIL
PRINTBASIC.UTIL
TEXT.FILE.UTIL
LOAD.FOTO.UTIL

III SIG disk 1046 has two programs on it. Side one is File Cabinet, a long-time PD data base program. It's excellent for beginners to learn and that's why we've included it here. The Flip Trak learning cassettes in our hardcopy library uses this disk for training purposes as well. Side two has a Pascal-based utility program called Sort Directory. It will sort the files on any SOS or ProDOS-based disk alphabetically, creation date or other selections. Both File Cabinet and Sort Directory are self-booting.

Finally, we have updated a few of our older disks. Disk 1000, the PD description disk is now up-to-date. Disk 1006 now has an enhanced version of Apple Writer (although it is still version 4.1) and some additional documentation for users. Cap'n Magneto has has a bug fixed (but be sure to make a copy of side two and place it into .D2 for proper operation). If your copy of this program does not work, return it to the WAP office for a replacement. Lastly, we have updated the TerminALL program disk to reflect the default settings mentioned in this month's Trail article.

Next month: Phase III and in April, Dr. Bloom's Mail List Manager Utility disks.

Mac Disketeria

by David Weikert

Updated Disk List in Journal

The list of disks in the back of the Journal has been updated to reflect the disks currently available for purchase. This list had not been updated since November of last year due the transition in editors. Gena Urban previously updated the list from the submitted Disketeria articles, and this function just got lost in the transfer of responsibilities. The update of the Mac portion will now be part of my monthly Disketeria Dispatch. My apologies for any inconvenience.

New Disk Catalog Available

I revised the Mac Disk Catalog last month so it is current through the disks released for February 1989 (January meeting). I used a three-column format and sans-serif font this time to make the catalog more readable. 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.

The New Disks

We have eleven new 800K disks this month: three LaserWriter Fonts, five Sounds series, one Anti-Virus (System Utilities) series and two HyperCard StackWare series. This month's submissions are brought to you through the efforts of all the duplicators listed under the masthead, Marty Milrod, who handles the downloads, and the assemblers and annotators cited below.

LaserWriter Fonts Series

William Jones has completed testing and annotation of three disks of LaserWriter Fonts, Mac Disks #6.01 through #6.03. These fonts suport any PostScript printer as well as the Aple LaserWriter. The Postscript printer has brought an amazing variety of fonts to the Macintosh computer user. Here, in a series of disks, is a wide assortment of public domain, shareware, and "demoware" fonts. Most of these are new to the library or revised; a few are the same as on Mac Disk #100.

Still More Anti-Virus Utilities

The continuing virus scares recently in the news have inspired a number of new and revised Anti-Virus programs. We issued one Anti-Virus disk last month, Mac Disk #16.08A. Since then, we received enough additional programs and program revisions to assemble another Anti-Virus disk, Mac Disk #16.09A. This new disk includes two new utilities and what apears to be minor revisions to Virus Rx released last month. Remember, the best protection against infections is prevention; this translates to knowledge of how a virus spreads and the ways you can protect your computer. The two HyperCard stacks on 16.09A are very instructive, and the Virus Encyclopedia stack is particularly recommended as the definitive work to date.

More New Sounds

Five new sounds disks, Mac Disk # 12.20 through 12.24, add to this popular series. This is the third segment in the incremental extension of the sound series being compiled and annotated by Dave Weikert and the Synertech Associates team. We have continued documentating this series as if the sources of the sounds are answers to the Trivial Pursuit game, but we need your help. If you can add a reference to those sounds that we could not identify or if you have a correction, send a note to the office, Attention: Mac Disketeria. Let us know your name and WAP membership number. We are looking for the performer name and the event (movie, TV show, song title, album title, etc.) and will revise the catalog notes with this information as the oportunity presents. The last three sets of five sound disks are available at a special price of $17.50 for each set of five disks.

New HyperCard StackWare

New StackWare this month includes Mac Disks #19.24 and 19.25, thanks to David Condit, who compiled the disks, and Tetsuo Nakazawa, who annotated them. A large number of stacks remain for evaluation and annotation for inclusion in the Disketeria, so give David Condit a call at (703) 349-8752 if you can help.

HyperCard 1.2.2 Upgrade

The latest revision to HyperCard is available as two 800K disks for $10 (or $4 per disk for five or more on a combined order). You must show proof of HyperCard ownership when you order. Proof of ownership may be the original disk, a receipt that shows HyperCard purchase, the first page of the HyperCard Manual (the one titled HyperCard User's Guide), or a prior upgrade bearing the black and white label printed by Apple. Apple bills version 1.2.2 as a maintenance release with a number of bug fixes, better suport for foreign languages, and a few small enhancements. It is a relatively minor update and anybody who has version 1.2 or 1.2.1 will probably not need to upgrade, although there a few improvements that make scripting easier.

About Shareware Requests

Remember, please honor the author's requests for shareware fees if you decide to add these programs to

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.***

your software library. Shareware is an important distribution channel for low-cost software, and it is important to encourage authors to use this channel by paying them for their efforts.

Mac Disk #6.01 — LW 1

LaserWriter Fonts

N-Font f: **N-Font:** An application that allows users to convert the older FONT screen fonts to the newer NFNT screen fonts.

Alison f: **Alison:** A formal, attractive script font more reminiscent of engraved script than calligraphic writing. The option keyboard includes special characters and ligatures.

AntiParticle f: **AntiParticle:** A specialized font, based on Helvetica, in which all the letters have bars over them; used in scientific aplications to represent antiparticles in formulas.

Greek AntiParticle: The same thing for the Greek character set.

Apple f: **Apple:** A font modeled on the Apple Logo. (Note for European typists: some of the accents are missing.)

LaserFont Manual: A 28 page MacWrite version of the owner's manual for Century Software's LaserFonts.

ArchiMedium f: **ArchiMedium:** A font to present a more "hand drawn" apearance to details and drawings printed on the LaserWriter. This version, unlike the one which follows, is complete but upercase only. However, the spacing of the screen font doesn't match that of the printed version. ***Demoware – $25 for full light, bold, and symbols versions.***

ArchiSample f: **ArchiSample:** The same idea as ArchiMedium, above, this one has upper and lower case, but some of the letters and numbers are missing. ***Demoware – $25 for full version.***

Bethesda Demo f: **Bethesda Demo:** These are two true monospaced laser fonts, one a serif and one a sans-serif. Each package includes the standard four styles and the screen fonts from 10 to 24 points. ***Demoware – $35 per family, $60 for both.***

Canaith f: **Canaith:** A relaxed but legible font for use in informal situations. ***Shareware – $10 (or $20 for two disks of other Poulson fonts).***

Chester f: **Chester:** An idiosyncratic (and not particularly readable) modernistic display font. ***Shareware – $20.***

Chicago Symbols f: **Chicago Symbols:** An assortment of symbols (command, check, diamond, apple) based on the Chicago font and a few more. ***Shareware – $10 (or $20. for two disks of other Poulson fonts).***

ChiTown f: **ChiTown:** A PostScript language font that resembles the bit-mapped font, Chicago.

Mac Disk #6.02 — LW 2

LaserWriter Fonts

Code39Barcode f: **Code39Barcode:** Creates Code 39 (3—of—9) barcodes.

Draftsman Demo f: **Draftsman Demo:** Another demo (missing letters) version of a font for a handwritten look useful in connection with drafting applications. This one is somewhat skinnier (condensed) than the author's ArchiMedium. ***Demoware –$35.***

Flintstone f: **Flintstone:** Another font to delight the stone cutter, this one is all-caps in both upper and lower case, and intended for display purposes. ***Shareware – $5.***

IBMKlone f: **IBMKlone:** A Postscript font designed to display the IBM PC font on the Macintosh. The key encoding is the same as on the IBM PC keyboard. ***Shareware –$10 or more; see the documentation.***

Kalitha f: **Kalitha:** A typeface designed specifically for use in creating newsletters. It is an unusual typeface that appears very formal in larger sizes, but informal and highly legible in small. ***Shareware – $20.***

Louisville f: **Louisville:** A Postscript version of the bitmap font Los Angeles, but with a couple of letters missing. ***Demoware – $25 for a full version.***

MacHumaine f: **MacHumaine:** This font is based on calligraphic handwriting. MacHumaine is a sort of pot pourri of calligraphic strokes and flourishes that gives an appearance of italic handwriting. It prints quite well even at small sizes and is quite readable.

Modern Print Bold f: **Modern Print Bold:** This independent font looks like very fine hand printing. ***Shareware – $20.***

OCR 12 f: ***OCR 12:** This font, copied from an IBM Selectric typing element, was developed to allow Naval Messages, Officer Fitness Reports, and Enlisted Evaluations to be printed using a Macintosh and a LaserWriter. It has been tested on Optical Character Readers located in Naval Telecommunications Centers and seems to work fine.

Princeton f: **Princeton:** The Postscript version of the original Princeton font, intended to allow the expression of mathematical equations and the like. For the sake of convenience, the illustration identified in the documentation as being contained in a scrapbook file has been apended to the PF/4.1L doc, from which it may be cut and pasted into the scrapbook for reference if desired. ***Shareware – $30 donation to Princeton University.***

PRfont10: A DA to use in conjunction with the Princeton font in MacWrite, per the documentation.

Rodchenko f: **Rodchenko:** An extra-bold, sans-serif typeface based on the Constructivist/Futurist work of Aleksandr Rodchenko. ***Shareware – $5.***

Mac Disk #6.02 — LW 2

LaserWriter Fonts

SanSer f: **SanSer:** A font that the author suggests could replace Helvetica or Avant Garde. ***Shareware - $20.***

Shpfltnat f: **Shpfltnat:** Music notation symbols (sharp, flat, natural, get it?) to incorporate in word processing documents. ***Shareware–$5donation to Stanford University's Music Department.***

Sketch demo f: **Sketch Demo:** Another demo (missing letters) version of a font. Somewhat heavy-handed. The upper-case letters are a greyed (halftone) version. ***Demoware – $35.***

Thomas f: **Thomas:** A slightly antique-looking book face based on Caxton

ThTimesBold f: **ThinTimesBold** A thin, bold, version of the Times font.

Mahoney f:

Read Me Please: This folder comprises a remarkable assortment of nine shareware fonts. Each font is shareware, and this "Read Me" file pertains to each font below.

Airbrush: An informal sans-serif cut-out font that mimics hand-lettering, invisible unless placed on some sort of dark background which shows through the letters. ***Shareware – $15.***

Classic: An old-fashioned (and very good looking) serif font ***Shareware – $15.***

Faustus: A "black-letter" or "Gothic" font. ***Shareware – $15.***

Gordon: A bold sans-serif font based on the Gordon's Jeweler's logo. (Some numbers and symbols not complete.) ***Shareware – $15.***

Miami Nights: A bold sans-serif display face with an art deco look. Similar to the commercial font Broadway. ***Shareware – $15.***

ParkHaven: A semi-formal script font, similar to the commercial font Park Avenue. ***Shareware–$15.***

Richard Murray: Another script font, this one slightly heavier and less formal. ***Shareware – $15.***

Style: A third script font, this the boldest of the three.

Toulouse Lautrec: An art-nouveau font which should evoke the Moulin Rouge. ***Shareware – $15.***

Trondheim f: **Trondheim:** This is a specialty font disk which includes such characters as the 24 Nordic runes and other symbols. ***Shareware – $10 (or $20. for two disks of other Poulson fonts).***

Slant f: **Slant:** This is a fully functional slanted font is useful for informal correspondence and note taking. ***Shareware – $15 for a disk with the latest version.***

Mac Disk #12.20 — S 20

Sounds 20

HICOMP.BIN: *"Hello, computer."* by Scotty from Star Trek IV, The Voyage Home.

His Pants Have Disapeared: *"Oh my, doc, his pants have disapeared"* stumped our trivial crew.

Hitchhiker's Guide f: **This neat Hitchhiker's Guide** sound is too difficult to describe but it may be from the PBS series Hitchhiker's Guide to the Universe. **Gulltware Info** is the donation request.

HITHER.BIN: *"Hi there!"* was another stumper.

Holy Mother of Pearl: *"Well, holy mother of pearl!"* by Slim Pickins may be from the movie Blazing Saddles.

How Do I Like The Future?: Another one we couldn't identify was *"How do I like the future? Well the future 's not here yet man."*

HowYouDoin'?: *"How you doin'?"* sounds like

WAP DISKETERIA

DAVID WOOD, #9908

FARESIGN THEATER
I THINK WE'RE ALL BOZOS ON THIS BUS.

Eddie Murphy but we don't know where it's from.
Humpf: *"Bang, bang, ooh!"* may be by Madeline Kahn from the movie Young Frankenstein.
I am monitored.../11: *"I am monitored to admit no one at this hour."* by Robbie the Robot from the movie Forbidden Planet.
I see: *"I see"* couldn't be fathomed either.
I take care of this: *"I take care of this."* sounds like Arnold Swartzenegger but from which movie?
I'm not programmed: *"I am not programmed to respond in this area."* may be by Robbie the Robot from the movie Forbidden Planet.
I'm warning you (HG): *"I'm warning you!"* by John Cleese from the movie Holy Grail.
Insert disk: a good sound to represent this function.
It's smooth, too/11: *"Cough, cough It's smooth too."* keeps us on a nearly unbroken string of failures.
ITW - "Just Workin'...": *"From what you've heard of this fellow Darwin, do you think he's the kind of a man that you would invite up to Sunday dinner. Your honor, my worthy oponent from Chicago is cluttering up the issue with hypothetical questions. I have already established that Mr Sillers is not working very hard at religion. Now, for your sake, I'm trying to establish that he is not working at evolution. Oh, I'm just working at the feed store."* by Spencer Tracy, the actor who played William Jennings Bryant and the bit character from the movie Inherit the Wind.
Jeannie *f*: **Jeannie Blink** The blinking but not the sound is provided by Barbara Eden) and **Jeannie!!** *"Jeannie!!"* is by Larry Hagman and both are from the TV show I Dream of Jeannie. The request for cash is **Guiltware Info**.

Mac Disk #12.21 — S 21

Sounds 21

JETSNS.BIN: The opening song of the Saturday morning TV cartoon family The Jetsons.
Jim: *"Jim"* was another we couldn't get.
Jingle: *"We are Aple, leading the way. We are Aple. And we're making a better today. What a feeling. And we've only begun ..."* Aple's theme from the introduction of the Macintosh is a takeoff from the song in the movie Flash Dance.
Kawasaki Zed Thousand Rules OK!: This is a brute boss motorcycle sound, just the startup sound for any super turbocharged Mac.
KEYBOA.BIN: *"Just use the keyboard."* by the actor playing the manager of the plastics factory from the movie Star Trek IV, The Voyage Home.
KingCarToon: *"Boys and girls, let the cartoons begin."* may be the actor who plays the King of Cartoons from the TV show PeeWee's Playhouse; a slight expansion of Cartoon on Disk #12.14.
Kirk to Enterprise: *"Kirk to Enterprise. Enterprise? Enterprise come in. Kirk to Enterprise."* by William Shatner from Star Trek.
Let's Go Home: *"OK, knock it off gentlemen. Let's go home."* by the actor playing Jester, the flight instructor, from the movie Top Gun.

Mac Disk #12.22 — S 22

Sounds 22

Libya Shootout: *"Inside of 20 miles. Master arm on. Master arm on. Fox one, fox one. Ah Jesus. Good hit, good hit on one. Shoot him. I haven't got a tone. Jeeze. Shoot him. Fox two. I can't, I don't have a ——ing tone. Good kill, good kill. OK, good kill."* a condensation of the Jan '89 F-14 Tomcat vs Mig-23 Flogger dogfight in the Mediterranean.
Linus *f*: **Good Grief!** *"Good Grief"* and **Put Through Such Agony...** *"Why should I be put through such agony."* by the cartoon characters Charley Brown (or Linus) and Linus respectively from one of the TV specials. The fee request is in **Guiltware Info**.
Live it or Live With It: We didn't know *"I said live it or live with it!"*
Looney Tunes *f*: **Elmer** *"Be verry, verry quiet, I'm hunting wrabbits. Ha, ha, ha."*. **Foghorn - Totally Free** *"Total eclipse free. That's the way I like 'em, totally free."* **Looney Toons** *"Th- Th- Th- That's all folks!"* **What's Up Doc!** *"Eh, what's up doc?"*. **You're Despicable** *"You're despicable!"* by Looney Tunes cartoon characters Elmer Fudd, Foghorn Leghorn, Porky Pig, Bugs Bunny and Daffy Duck respectively.
Mac the Knife: *"Is that someone Mac the Knife?"* from the song Mac the Knife by Louis Armstrong.
MacBurp: Could this be just the thing for a bad disk or disk eject sound?
MacFart: Or is this a better bad disk sound?

Mac Disk #12.23 — S 23

Sounds 23

MakeMyDay: *"Go ahead, make my day"* by Clint Eastwood from the movie Sudden Impact.
media break/11: Could *"This is media break. You give us three minutes and we'll give you the world."* be from the movie Broadcast News?
MeepMeep: *"Meep meep ..."* by the Roadrunner cartoon character in any of a dozen or so cartoon movies (actually it was the one where he outfoxed Wile E. Coyote).
MGun: The sound of a machine gun.
Mission Impossible: Theme music from the TV show Mission Impossible.
MR: *"Hello, I'm Mr. Ed"* by the talking horse from the TV program of the same name.
multibeep: *"Beep-beep, beep, beep, beep-beep"* is provided just for the novelty.
My God, It's Full of Stars!: *"My God, it's full of stars."* by the actor playing the last astronaut from the movie 2010, The Year We Made Contact.
Mystery *f*: **Mystery Sound** *"Oh sweet mystery of life, at last I've found you."* may be by Madeline Kahn from the movie Young Frankenstein. **Mystery StartUpScreen** is for boot time.
Nananana (mork): Does not sound very much like the "Na na na na" by Robin Williams from the TV series Mork and Mindy.
Need for speed: *"I feel the need, the need for speed."* may be by Tom Cruise and ? from the movie Top Gun.
Never Fear: *"Never fear, Smith is here."* by ? from the TV series Lost in Space.
Nibble your bum?: *"What's he do, nibble your bum?"* may be from the Monty Python show.
Nice Grouping *f*: **Nice Grouping** *"Nice grouping"* by Gene Wilder from the movie Young Frankenstein and **Nice Grouping Sound** (which in spite of the file name is a StartUpScreen).

Mac Disk #12.24 — S 24

Sounds 24

No Time: "Uh, no time for the old in out luv, I've just come to read the meter." could be Monty Python.
NOCOST.BIN: We haven't a clue on *"Have a brew, don't cost nuthin'.*
Not an easy thing...: *"It's not an easy thing to meet your maker."* was another stumper.
Nothing to fear: *"There is nothing to fear."* we couldn't identify this one either.
OH dear: *"Oh dear, what hapened?"* unknown.
Oh dear (goones): *"Oh dear!"* is another unknown.
OH my God!: *"Oh my God!"* is our reaction to the dismal performance of our team.
Oliver&Co *f*: **Oliver&Co-03-Chill Out,Man!**: *"Chill Out,Man!"* **Oliver&Co-26a-HavingABadDay!**: *"Whoa, I'm having a bad day."* and **Oliver&Co-52-YouWannaLeave?**: *"You wanna leave? Fine, there's the door."* are from the latest Disney movie of the same name but the characters are unknown.
Orac *f*: **Orac Off** *"Ahhhh..."* and **Orac On** *"Ahuh"* are interesting but unidentified. The solicitation is in **Guiltware Info**.
Order cancelled/11: *"Order cancelled."*
Ouch!: *"Ouch!"* by ET from the movie The Extra Terrestrial.
PARKED.BIN: *"Everybody remember where we parked."* by William Shatner from the movie Star Trek IV, The Voyage Home.
Peanuts *f*: **Rats!** *"Rats!"* **We're Doomed!** *"Oh no. We're Doomed!"* by the cartoon characters Charlie Brown and Sally? from one of the TV specials. **Guiltware Info** asks for a donation.
Pecard's (sic) Beeps *f*: **No, over there!** *"Bend over to the left. Yeah, back. No. No, back. Yes back. Right there."* **Permission granted** *"Permission granted."* **What is Your Purpose?** *"What is your purpose?"* are from the TV series Star Trek, The New Generation.
Peewee *f*: **Good Morning 2**. *"Good morning!"* **Jambie 2**. *"Your wish is my command, oh wise and powerful master."* **MekaLekaHi 2**. *"Mek a leka hi meka heine ho."* **PeeWee Speaking 2**. *"PeeWee's play house, PeeWee speaking."* by PeeWee Herman.
pick on invalid: *"Look, I'm not going to pick on an invalid."* was Ronald Reagan's quickly recanted remark about Mike Dukakis during the campaign.
Piiing: *"Piiing."*
Police Squad!: *"Police Squad! In color!"*

Mac Disk #16.09A — SU 9A

Anti-Virus Utilities 3

ReadMeFirst: This text file describes the results of running Interferon 1.3, Virus Detective 2.0, Virus RX 1.4a1 and some other virus detection programs on disks that have the WAP INIT file installed.
AntiPan 1.1 *f*: **AntiPan 1.1**: This aplication finds and removes the nVIR and Hpat viruses from infected disks. It also installs an nVIR immunity feature to the System file (unless the target disk is locked) without asking first. This would not be my preferred anti-virus utility since I don't like programs that mess with my System file or modify other files without asking.
AntiToxin *f*: **AntiToxin 1.0** and **AntiToxin INIT**: Another aplication to help prevent your computer system from succumbing to a viral infection. It finds and destroys virus infections. However, it just goes ahead and removes the virus without first asking permission. Again, not an aplication that I would prefer as I don't like ill mannered programs even when they purport to do good. These two programs require 128K or later ROMs and System 6.0 (or later) which is included on this disk.

Virus Encyclopedia: This HyperCard stack is an excellent tutorial on the different types of viruses, what they do, and most of the Anti-Virus Utilities useful to combat them. Virus encyclopedia covers virus prevention, detection, and removal and repair of viral infected aplications and other files. This stack covers the "Peace," "Scores," "nVIR," "Dukakis" and "INIT 29" viruses. It is also an excellent stack in its own right. We have deviated from our usual practice of issuing StackWare only in its own series because of the need to get this information out quickly and because there is no other collected information as well presented and accurate as this stack.

Virus Rx 1.4a2 *f*: **Virus Rx 1.4a2:** This minor update from Mac Disk #16.08A scans selected drives or folders for any damaged aplications, INIT, CDEV and RDEV files, invisible files, altered system files and altered aplications. Creates a text file that includes an analysis of what it has found including "******Dangerous" and "******FATAL" conditions. The Teach Text file **Virus Rx 1.4a2 Release Notes** describes what Virus Rx does and provides some useful guidance for reducing your risk of exposure to any virus.

ViruSTAK: This is another tutorial on the spread and control of viruses. It is very good but does not have the quality or quantity of information of Virus Encyclopedia. ViruSTAK covers the Scores and nVIR viruses and six of the anti-virus utilities.

Mac Disk # 19.24 — SW 24

StackWare – Graphics

HyperMutoscopes: Two early "Mutoscope" animations as seen in Nickelodeons, these are very similar to what you might have typically seen at a penny arcade. Gertie the Dinosaur and Tango Tangle, with Charlie Chaplin are the two **HyperMutoscopes**. You really need an SE or Mac II to run the animations at a fast enough speed.

HyperZoetropes: Some of the earliest examples of moving picture shows ever devised. These animations were originally displayed on spinning devices called "zoe-tropes," popular at the close of the 19th Century. You really need an SE or Mac II to run the animations at a fast enough speed.

Nagel: This PG/R rated stack, at your preference, includes graphics of a pretty lady. These are some of Patrick Nagel's best works, excellent graphics.

Tarot MajorArcana: This stack explains "Major Arcana (Great Mysteries) tarot cards with beautiful illustrations and detailed descriptions. The illustrations in this stack come from the 1910's!

Mac Disk #19.25 — SW 25

StackWare – Education 3

Addition: This stack for drilling and practicing addition is laid out very well and will give any child good addition practice. Seven different types and styles of addition problems, with choices of either 5, 10, or 25 problems at a time, will give you just the amount of practice you want. ***Shareware - $5.***

Esperanto Course: A stack for beginners who are interested in learning this 100 year-old international language. You will get grammar and vocabulary practice, and using MacinTalk you can hear what the pronunciation really should be, although the rule for pronunciation is really simple.

TestStack: An excellent example of how Hypercard can be used for testing. This stack gives you 5 minutes to answer 10 questions, with each question having 4 answers to choose from. At the conclusion of the test you receive your score, with a percentage, and can then review any questions you failed to answer correctly.

THE Gradebook1.1: If you are a school teacher and looking for software to organize your class grades this could be what you need. This stack allows you to enter a lot of different types of information on each student, including daily tests, homework, semester tests, and will give you current percentages and averages for each student.

Classifieds Classifieds

For Sale

IIgs for sale, 1.25 MB RAM, Datalink Modem, Two 3.5" Apple drives, One 5.25" Apple drive, One 5.25" IBM drive, 40 MB hard drive with tape backp, PC Transporter with 640K RAM and 8087 math co-processor, IBM keyboard, System Saver and ImageWriter II Printer. Will include all Apple software and books. $4,500 firm contact Reggie at 948-4420.

For Sale

19" very high resolution monochrome monitor for MacII, includes monitor interface card & cables. Perfect SuperMac SuperView II-getting married, must sell. $1300 or best offer for set.
Apple/Toshiba SIMMs for MacII, SE & Plus. Have 1-2MB kit, will sell for $450 or best offer. h)656-6832 w)961-9108.

For Sale

Apple II RAM disk. Applied Engineering 1 MEG RAM factor with battery backup. $400. Call Dave Harvey at 578-4621 (n), 692-2012 (d).

For Sale

Professional Apple IIe System. 1 Meg Ramworks, 10MB Sider, 2 floppy drives, Transwarp accelerator board, C/PM card. Will also include a bookcase full of software, including Wordstar 4.0, Appleworks 2.01, Word Perfect, PFS Series, several utility programs and more — $1,500. Call (301) 350-3283.

Available

Apple][+, monitor, 2 floppy drives, some software: Available to non-profit or charitable organization. Phone Ralph Meima at 654-5636.

For Sale

ImageWriter LQ. Virtually unused. 6 mo. warranty remaining. $800. Call Walter Ward 443-3466(w) or 244-2060(h).

For Sale

ImageWriter II. 8 Months old, lightly used. $385. Pelot 767-9610(day), 654-3490(eve.)

For Sale

Color slides from your Mac Graphics as low as $3.00 per slide. Call 384-3562.

For Sale

Brand new factory sealed PageMaker 3.x. Best offer over $300. Doug Weinfield (301) 585-3684.

For Sale

Mac 286 Apple 51/2 IBM Drive. $1050 or best. This drive makes Mac run IBM software. 384-3562.

For Sale

Apple IIgs w/1.25 Meg memory, one 5 1/4" & one 3 1/2" drive, RGB Monitor, Delux Paint II, Multiscribe GS, Dollars & Sense THEXDAR and more - $1,800 or best offer. Call Mr. Montague (703) 836-7377 or 684-7776

For Sale

Imagewriter I printer, good condition, best offer. Call Cynthia, (301) 565-3951.

For Sale

Apple II floppy drives (2) w/controller, $125; Super Serial Card, $50; Prism 132 color printer w/Pkaso Interface, $700; 80 Col card (Neptune), $25; System Saver (Surge Protection Fan), $25: Apple Pascal (1.3), $75; Assemblers (Apple DOS & PRODOS, OCRA/M) extra books (5), $75; Call A.P.P.L.E. In Depth Books & Disks (Applesoft, Pascal, DOS), $25; Apple Access II, $20; Various Pinpoint AW utilities, $20; Call Paul - 703-378-0750.

Wanted

Microsoft Word 3.02. Call (202)526-6848. Mr. Kang.

Wanted

Reasonably recent software and manuals for MAC. Call 549-5810.

Help Wanted

Full-time Office Assistant. Rockville based investment firm. Cheerful, energetic person to help answer phones, file and monitor client accounts on Mac and PC. Must have previous computer experience. Must enjoy working with numbers. Please contact Laura Kamer (301)230-0921.

Help Wanted

Assistant needed in association government affairs dept. Aviation Trade Association seeking Mac enthusiast to assist with government affairs and be primary systems coordinator for 13-station Mac system. Must have good communication skills & be detail oriented. Responsibilties include admin. duties, research & gov't affairs support. Salary commensurate with experience. Send resume to: NATA, 4226 King St., Alex, VA 22302. Attn: Mr. Cebula.

Help Wanted

Entry-level administrative and sales assistant to work in a MacIntosh products store in Arlington. Call Tony Taylor at MacSource at 521-9292.

Help Wanted

Reporter/Assistant Editor wanted for Holography News. Opportunity for bright individual, good writer, familiar with Mac software. Reporting and assisting in editing and publication of emerging holography industry newsletter Holography News. Part time, should own Mac with modem. Send writing sample and resume to Holography News, P.O. Box 9796, Washington, D.C. 20016

Commercial Classified

SE Accelerator Board - AOX Doubletime -16. Doubles the speed of your SE. 100% H/W and S/W compatible. Math coprocessor slot. SE slot. One year warranty. Free installation. $275. Call 438-1934. (in VA)

Commercial Classified

Hard Drives for Macs - Internal and external; 20 to 80 MB. Two year warranty. Over 12 MB of free software. Free installation. 60 MB external - $634; 80 MB internal - $654. Formatted, ready to boot. Other drives avail to 300 MB. Call 438-1934 (in VA) for add'l info and prices.

Commercial Classified

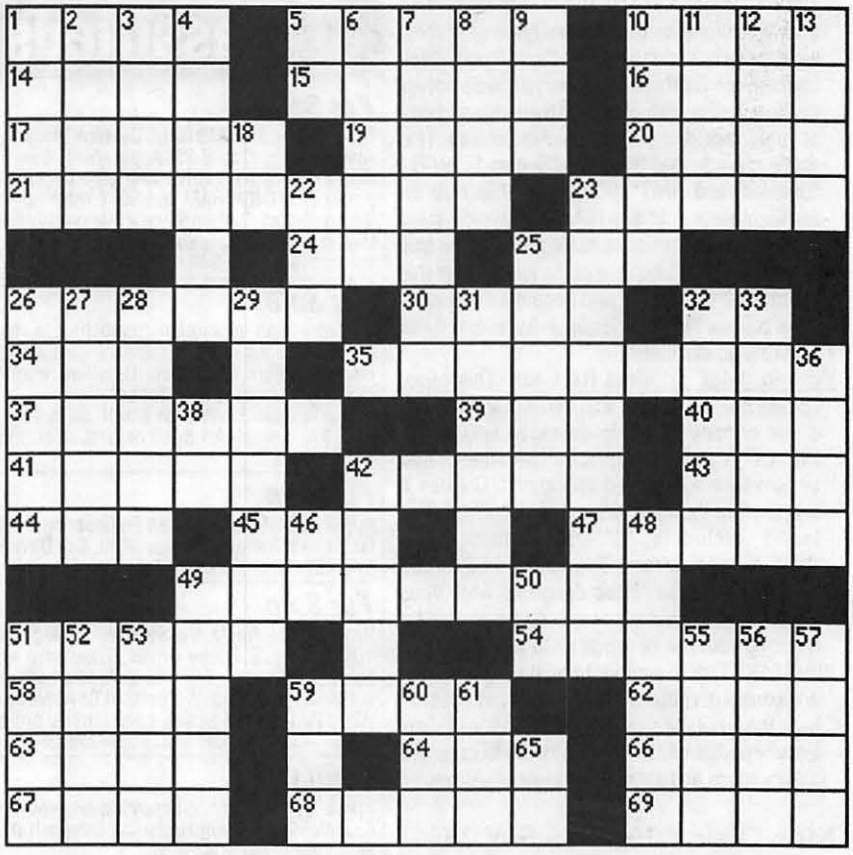
Everex SCSI Hard Drives for sale! HD-20D, $469. 40M and 92M also available. 2400 baud modem, $219. Call Rusty at Sum Data Corp. (301)565-8007.

WAP DISKETERIA

Deadline

by Ray Hobbs

"*Bon Mot* for the desktop'



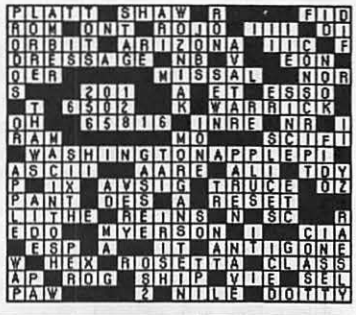
ACROSS

1. Kind of chip
5. Sells 23D
10. Enticement
14. Brainstorm
15. Oath
16. Single quantity
17. Metal striking metal
19. Rave
20. Type size
21. Popular font
23. Screen dot
24. Formal study (abbr.)
25. Novelist Fleming
26. Time of year
30. Organ
32. Paris Island meanie
34. Make bigger (abbr.)
35. Reducing brightness
37. Mixed-up Piwowar
39. Jewel
40. Transmit data reg.
41. Teaser
42. Lon Chaney haunt
43. Your (It.)
44. Charge
45. Business entity (abbr.)
47. Newsstand
49. Popular DTP package
51. Useful font
54. Photos for approval
58. Bad day for Caesar
59. Memory chip
62. No (Russ. var.)
63. Typeface
64. "Raven" author
66. She (Fr.)
67. Viruses
68. Postscript company
69. An O'Neal

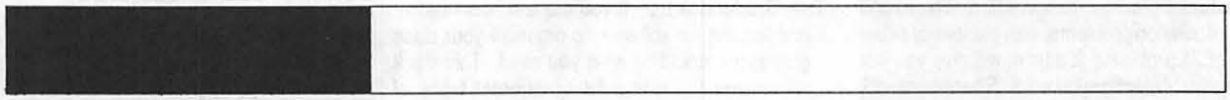
DOWN

1. Wealthy
2. Resting
3. Aquatic mammal
4. Draw/Paint program
5. Type of current (abbr.)
6. Shocking
7. Creepy guy
8. Annapolis school
9. Ready, ___, Go
10. Showy flower
11. Operating system
12. Japanese staple
13. And others (Lat.)
18. Electric Co.
22. Decimal base
23. DTP layout program
25. One who gets the press ready for work
26. Type genre
27. One-stop computer store
28. Similar
29. Detested
31. Prodders
32. Same
33. Noted river in Pakistan
36. "Stranger In A Strange Land" word
38. Of (Fr.)
42. Leerer
46. Football pos.
48. Presser
49. Bothersome ones
50. Popular laserprinter Co.
51. File type
52. Matinee ___
53. Screen selection box
55. Greasy
56. Fair Employment Labor Act (abbr.)
57. British gun
59. Federal drug bust org.
60. Military address
61. Cosa Nostra
65. Degree

Answers to last month's ASCII crossword.



Membership Drive Readout



August 88
5,300 members

February 89
6,000 members

Goal
7,000 members

Mac Corner
The Macintosh Only Store

MacCorner EXTRA!

Come To MacCorner and try out the latest & greatest Software and Hardware for the Macintosh!

New Products Roll Out!

Directly from MacWorld Expo in San Francisco, the MacCorner team brings the news of products now arriving at our shelves

They Were Hot!

Apple's new Macintosh set the pace for a show that ushered the next step in Macintosh peripherals and software technology. From 68030 accelerator cards to 24 bit color video, from affordable hard disks to affordable color printers, and from Hypercard clones to Postscript clones this expo was rich in new and exciting product introductions. And the MacCorner Team was there, previewing it all for you. Read on!

Stars of The Show

The Macintosh **SE/30** was of course the talk of the town. This compacted MacIIx was greeted by a mileau of peripherals designed exclusively for it. Both **Megagraphics** and **Supermac** showed 8-bit color video for the new machine. To add sound to sight, **DigiDesign** introduced digital sound proccessing for it. Mainframe connectivity was in the form of **Avatar** and **MacIrma** boards, while an SCSI accelerator board for disk servers was announced by **Jet Cybernetics**. To make the extensive array of SE peripherals available to the SE/30 **Dove** introduced the **Marathon 120/96** bus adaptor card. This and more SE/30 products will be making their way into MacCorner over the next few weeks.

The Roaring 30's

Apple was not the only company with 68030 products at the Expo. **Daystar Digital** was demonstrating their **Novy 30MX**, a 16 to 33 Mhz 68030 accelerator starting at under $1,000. Also on display was the **Daystar 33/030** for the Mac II. This impressive 68030/882 board is now on display at the MacCorner showroom. **Syclone** also demonstrated their 33 Mhz accelerator for the Mac II, which they claimed was the fastest such board available. **Dove** announced the unix compatible **Marathon 030**, an inexpensive 32Mhz accelerator for the Mac II, now at MacCorner. (see Specials)

Grandiose Displays

MacWorld was rich in new monochrome and color display introductions. On the Page display front, **Cornerstone Technology** introduced their new **Single Page Display XL** for the SE and II. Loaded with firmware features such as 'pop up' menus, and using the same Zenith tube of **Radius** fame the **SPD** is now both the best value and the best performer in this category. Cornerstone also showed their new **Dual Page Display**, sporting the best clarity and resolution in its class, and for under $1700! (see specials on inside front cover) **RasterOps, PCPC**, and **SuperMac** all demonstrated the next step in 24 bit technology. **Rasterops** lead the way in this category introducing 8 to 24 bit boards upgradeable to the new QuickDraw standard. (see specials) Rasterops also showed an **accelerated 8 bit card.** Color projection screens were also to be seen throughout the show. And Supermac's **Color Card** 's revision made it our choice in 13" video.

High On Connectivity

In many ways this was a connectivity Expo, with booths all over the show networked with each other and with sites throughout the continental USA. **Farallon, Daystar** and **Dayna** previewed new networking and file serving products, **NuvoTech** introduced its **TurboBridge** (easily the most versatile, best value bridge we have seen), and **CE Software** introduced a new version of its popular **QuickMail. Olduval** introduced **ClipShare** and **Multiclip** allowing the storage and transfer of multiple clipboard contents through an appletalk network. **Kinetics** announced a new **Ethernet** board for the SE/30. Most exciting were the high density 1.2 meg floppy drives offered; **PLI's TurboFloppy**, reads and writes all Mac and DOS standards, works as an SCSI device, and will cost under $500 complete! A $295 interface, the **Rapport** by **Kennect** will turn a 3.5" disk drive into a high density drive.On the communications side, the Abaton **FaxModem** dominance in the market was challenged by **Orchid Tech**'s new unit, which operates as both modem and fax at 9600 BPS! **Prometheus** introduced a **Promodem 2400** bundled with **Red Ryder** under $300, and **Microphone 3.0** was announced (it will be a free upgrade for V.II owners)

Advance the Presses

This MacWorld was a bonanza for those awaiting powerful but less expensive printing solutions. On the low end **GCC's Write move** acquired some new fonts, while new drivers were unveiled for **HP's** laser and InkJet printers. **PostScript Clones**, most using **BitStream's** advanced series of outline fonts, finally made it to market. **QUME** introduced its **CrystalPrint** 300 DPI multi-MIP printer (also licensed by **Jasmine** as the DirectPrint). On the color front **Tektronix** showed a postscript clone controller for its 300 dpi color printers, and **Howtek** introduced a 240dpi plain paper color postscript printer, the **PixelMaster** for under $10K.

Drive On Home!

Hard disks were omnipresent, with **GCC** and **MacBottom** among others announcing new size and performance breakthroughs.**PLI** introduced a new line of dual **Infinity 44** removable cartridge drives, with combined capacities of up to 215 Megabytes. **Supermac** announced a complete new line of high speed **Dataframes** bundled with very exciting new drive utility and viral protection software. (current owners can upgrade through MacCorner). Due to the many models introduced we recommend that you contact us directly if you have any questions refering to a new model hard disks.

Software Everywhere!

On the Hypercard front **Silicon Beach** showed beta versions of their upcoming **SuperCard,** a Hypercard clone with many exciting new features. **Heizer's Compilelt!** Hypercard compiler was very, very fast. And **Manhole's** new version made it to CD (or 67 floppies, take your pick). **ProVue** introduced its much awaited **Panorama** Database. **Connectix** showed **Virtual**, a package that allows swapping of RAM to hard disk (virtual memory).**Claris** introduced **MacWrite II** and the long awaited **Claris CAD & FORMS** software. The Word Proccessing wars were joined by **Paragon's Nisus 1.0**,while **PhotoMac** drew the high end line in shades of gray and color retouching. **Texpert** stole the laurels in OCR performance, and **Read- It 2.0** won in value, with new versions available for **Thunderware's** new hand held 400dpi scanner. **ModelShop** gave 3d modeling a push, as did **DynaPerspective**, a high end tool oriented towards architects. **Adobe** introduced **StreamLine**, an auto- tracing application, and various new fonts, patterns and textures. **Letraset** also introduced new postcript fonts as did **BitStream. Supermac** showed **PixelPaint 2.0**, and **Olduval** introduced **MultiClip** a utility allowing the user to have multiple, storable clipboards within any application.

Come By MacCorner!

Over the past few weeks we have been receiving these new products and evaluating others at **MacCorner**. Let us know if there is a line of products not mentioned here that you would like us to look into. Until then drop by our store and try for yourself the new from MacWorld, and do not miss our wonderful WAP-Only specials!

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Inside Front Cover

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