

# Washington Apple Pi



Volume 11

May 1989

Number 5

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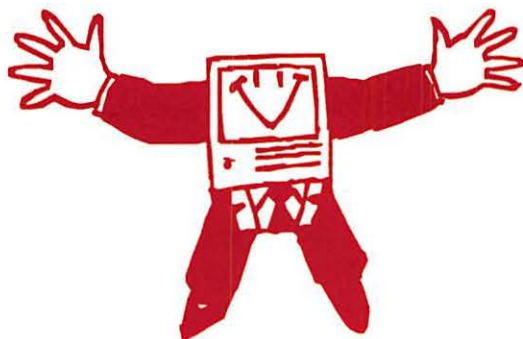
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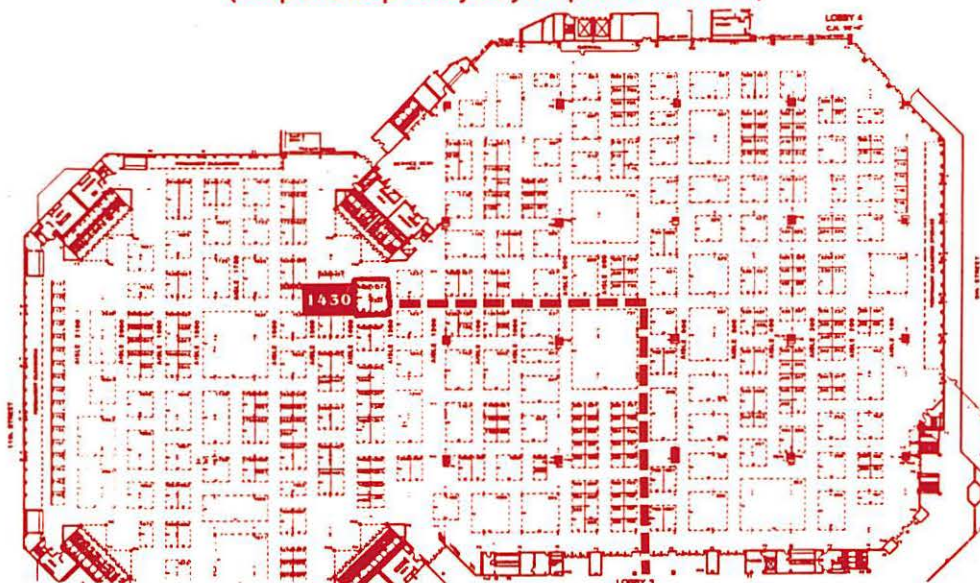
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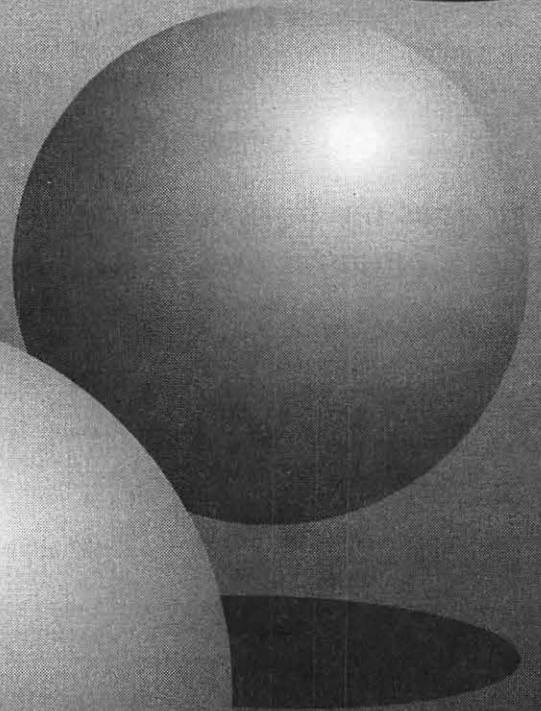
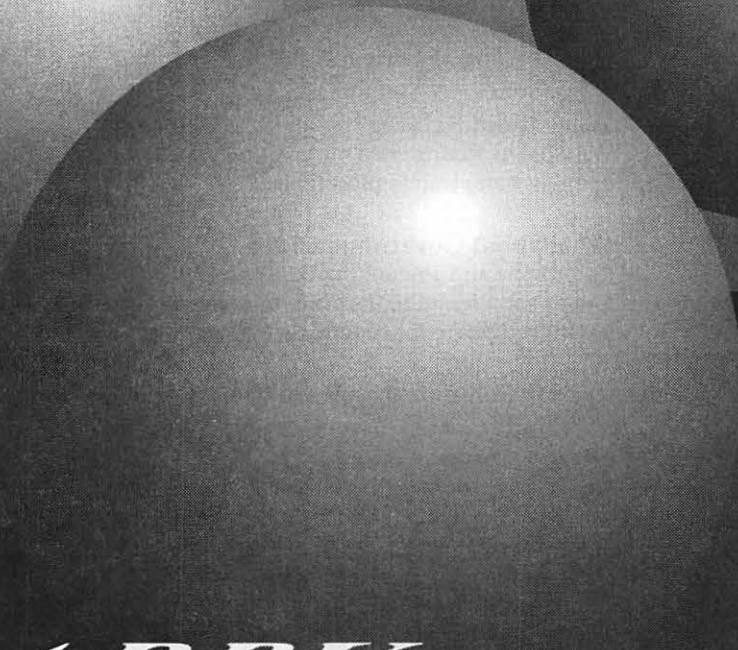
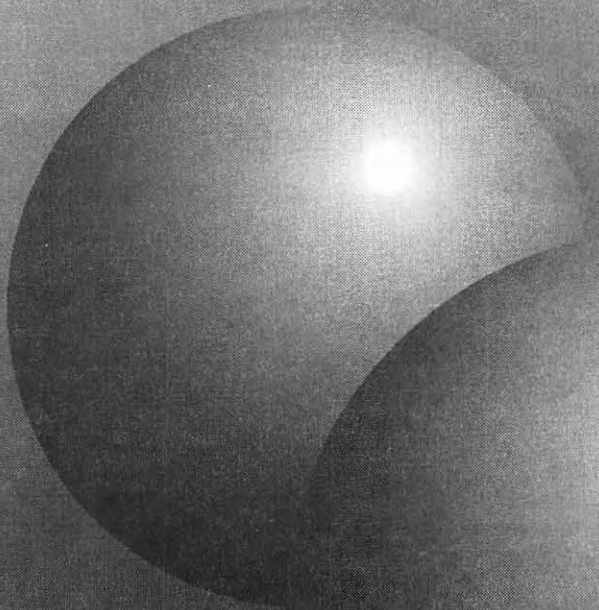
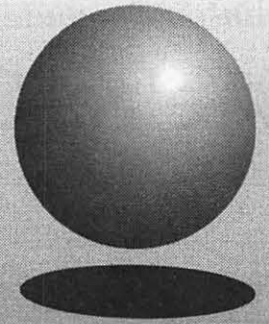
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Office hours: M-Sat. 10-2:30\*  
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\*The office will be closed for the 1st 2 hours of the general meeting

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The WAP Journal is created using Apple Macintosh II and SE computers and printed camera-ready on a 300-dpi Apple LaserWriter Plus. Software includes word processing with: Word (Microsoft), WriteNow (T/Maker), and MacWrite (Claris); illustration with: MacPaint (Claris), MacDraw (Claris), Canvas (Deneba), and FreeHand (Aldus); page layout with: MacDraw (Claris) and PageMaker (Aldus); communications with RedRyder (CE Software), TOPS (Sun Microsystems), and Mail (Microsoft); utility programs include: Font/DA Juggler (ALSoft), DiskTop (CE Software), LaserStatus (CE Software), McSink (Preferred Software), ArtGrabber (Hayden), and SmartScrap (Solutions); Fonts are: Palatino, Helvetica, Helvetica Narrow, Helvetica Condensed, and Helvetica Condensed Black (Adobe).

## Journal Deadlines

### Writers' submissions

June..... May 8

July..... June 5

### Editors' submissions

June..... May 15

July..... June 12

### Ad space reservations

June..... May 10

July..... June 7

### Camera-ready ad copy

June..... May 17

July..... June 14

### Distribution Dates

June..... May 27

July ..... June 24





## President's Corner

by Bob Platt

### Gasseé

Jean Louis Gasseé, President of Apple Products, continues our series of 10th anniversary speakers. He will be our guest at a special WAP membership meeting on Thursday, April 27, 1989, 12 noon to 1:30 p.m. Mr. Gasseé will discuss "Programming, Networks and Other Dangerous Drugs." The meeting will be held in Hall C (the Keynote Room) on the main floor of the DC Convention Center, 900 9th Street NW. The sponsors of MacWorld Expo will allow persons attending the Gasseé meeting to enter Hall C without paying MacWorld Expo admission from 11:30 a.m. to 12:30 p.m.

My thanks to Ellen Leanse for her assistance in arranging Mr. Gasseé's visit to WAP.

### Tax Exempt Status

Although what follows is somewhat technical (like computer programming), it is good news about WAP's tax status.

At present, WAP is exempt from Federal taxes as a "social club." In 1982, a membership referendum voted to incorporate WAP and to apply for an exemption as a "charitable or educational" organization. The difference is that donations from the public to an IRS-approved charity are tax deductible. Also, the IRS

imposes limitations and record keeping requirements on social clubs regarding the extent to which their facilities and services can be provided to non-members.

The primary hurdle to filing our application is the need to present three years' worth of financial data which is not more than 60 days old. After a great deal of coordination, our General Counsel, Charles Calkins prepared an application for filing on April 3 with the requisite financial data supplied by Treasurer Ed Myerson, and our paid bookkeeper Cecilia Whitehead. However, a review of the application suggested that it would have a better chance if WAP reincorporated. As a result, the Board authorized me to create a new corporation called "WAP, Inc." which will file a revised application at the end of April. Many thanks to Charles for his long hours on this project. Until "WAP, Inc." qualifies as a charity, "Washington Apple Pi, Ltd." will continue to operate as a tax-exempt social club.

### Community Affairs

A fundamental purpose which brings WAP members together is volunteering and service to others through computers. Although WAP has been active in a number of projects in serving the greater community, we have not had a systematic effort to help our members learn of volunteering opportunities. To help coordinate our efforts, I have appointed Rick Gilmore to serve as our first Community Affairs Coordinator. Rick and I have begun to meet with various community service groups to find an appropriate role for WAP. One possibility is to hold a "computer fair" for non-profit organizations. Such a fair would allow these groups to learn of WAP's resources and to match volunteers with community needs. Rick shares several of his ideas for projects in this issue.

### New Office

As indicated in the separate photo spread on page 32, WAP has moved into its new quarters. The move was made possible by the hard work of many volunteers. Again, many thanks.

Last month, I indicated that our office would welcome donations of plants and framed art. This request prompted the suggestion that WAP make the increased wall space of our new office available as a gallery for the display of computer-generated art. This would allow artists to display their works while providing WAP with an interesting environment. Charles Rider, Nancy Seferian, and the AV SIG will help coordinate this effort.

Just as Walt Francis and his volunteer staff got the backlog of old newsletters filed away, J.D. McCaffery donated even more materials for our library. Thanks, J.D.

### Management Improvements

The physical improvements in our office are also accompanied by organizational improvements. The helter-skelter of the old office is replaced by better organized work areas. We have begun to bind our magazine collection and promptly shelve the newsletters from other clubs. The result is an environment which is worthy of a 6,000 member organization.

Other important improvements are less visible. All new memberships are now processed within three business days. Nancy Pochevko and I are writing an office procedure manual to document functions of WAP's employees and volunteers. Also, our financial transactions, such as reimbursements and financial statements, are now available on a more timely basis.

These improvements are made possible by introducing full-time professional staff in the office. We thank Nancy Pochevko for bringing her experience as a manager to bear on our office functions.

At the April 8 hearing, several people questioned the decision to employ office managers on the condition that they not be members of WAP. The Search Committee and I believe that experience has shown that this requirement is important. WAP now benefits from the continuity and productivity which comes from a full-time staff that spends its entire workday on WAP business.



## MacWorld

Based on our success with the Tenth Anniversary Raffle of a MacSE, WAP and the Pentagon Mac Users Group (PMUG) joined to conduct a raffle in conjunction with the MacWorld Expo. The grand prize is a Mac II donated by the Apple Federal Systems Group. The second prize is a CD-ROM player also donated by Apple. Claris Corp has donated a set of their software as a third prize. Tickets are \$1 each, and the drawing will be held at the WAP Booth on April 28. At least 30% of the proceeds will be donated in the name of WAP and PMUG to the Air and Space Museum's Office of Education.

Our 20' x 20' booth is probably the most ambitious marketing effort in WAP's history. Many thanks to Cynthia Yockey, Ray Hobbs and Marty Milrod for serving on the booth display committee. The result is a collapsible booth which can be transported to out of town shows.

WAP owes thanks to our MacWorld Committee, which has been meeting regularly since last August to plan this big event. Marty Milrod has served as MacWorld Coordinator. Other key volunteers were Jay Heller, Sam Pickens, Eric Rall, Bob Shaffer, Rich Wasserstrom, Dave Weikert, and Cynthia Yockey. Many thanks.

## AppleFest

Boston AppleFest is rapidly approaching on May 5-7, and WAP is sending a large contingent. The Boston show will be particularly interest-

*Special WAP Meeting*

# Jean Louis Gasseé

President, Apple Products  
speaking on

"Programming, Networks and Other Dangerous Drugs"

**Thursday April 27 12-1:30 p.m.**

Hall C - DC Convention Center  
*(MacWorld registration not required to attend)*

ing because it is the first AppleFest to cover both Apples and Macs.

## Disk Catalogs

We are using the occasion of MacWorld and AppleFest to print revised Disk Library Catalogs for both our Mac and Apple collections. The new Mac catalog will sell for \$1 and the Apple for \$2.50. If you have not purchased disks from our library in some time, please examine these catalogs. WAP has one of the best documented public domain and shareware collections in the nation. You can purchase either catalog at the monthly meeting or in our office.

## Summer Plans

The summer vacation between school years present special opportunities for WAP to serve the needs of young computer users. First, the WAP Office welcomes the assistance of

knowledgeable secondary school students to work on volunteer projects in our office. Second, with sufficient interest, WAP could conduct a set of day-time tutorials for young people. Third, WAP could sponsor a programming context. If you are interested in assisting with any of these projects, please call the Office.

## Elections

WAP will conduct its annual elections beginning with the May 27 meeting. Ballots will be mailed to members who have not picked them up at the meeting. Please call the office if you have not received a ballot by June 10. Please return your ballots to the post office box indicated in the mailing by the designated deadline. The back of the ballot will also include a survey to help us learn how to serve you better. 🍎

— Bob Platt

# WAP Committees

A key to WAP's achievements has been the hard work of its committees. Committees allow WAP to reach beyond the members of its Board and get a wider variety of individuals involved in its functions. Here is a list of the currently active Committees and Commissions:

- Apple II Public Domain Software:** Ted Meyer, Chairman; Sam Knutsen, Jim Little, Bob Platt, David Todd.
- AppleFest:** Ted Meyer, Chairman; Harvey Kaye, Allen Levy, Bill North, Bob Platt, Charlie Sorrels.
- Audit:** Harvey Kaye, Chairman; Andrew S. Lang, Paul Browner, Bert Anker, David L Decker, Kathleen Gant.
- Booth/Display:** Cynthia Yockey, Chairman; Martin Milrod, Raymond Hobbs.
- Data Base Investigation:** Dana Schwartz, Bob Shaffer, Dale Smith.
- Dealer Relations:** John Alden, Harvey Kaye, Bob Platt, Rich Wasserstrom.
- MacWorld Expo:** Martin Milrod, Chairman; Bob Platt, Bob Shaffer, Lynn Trusal, Cynthia Yockey.
- Membership:** Raymond Hobbs, Chairman; Harvey Kaye, Ted Meyer, Bob Platt, Lee Raesly, Nancy Seferian.
- Office Software Selection:** Bruce Field, Harvey Kaye, Nancy Pochepko, Lee Raesly, Nancy Seferian.
- Second Decade:** Ray Hakim, David Morganstein, John Nelson, Bob Platt, Bob Shaffer, Cynthia Yockey.
- Telecom. Long Range Planning:** David Gursky, Chair; Harvey Kaye, Allen Levy, Eric Rall, Jessica Weissman.



**Send Your Journal Submissions to the:**

**WAP Journal Editorial Board**

**Managing Editor**

Tom Piwowar  
1500 Massachusetts Ave NW, #34  
Washington DC 20005  
(202) 223-6813

**Apple Editor**

Hardware, Programming, TCS, Q&A

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MHA Inc  
7411 Riggs Rd, Suite 103  
Adelphi MD 20783  
(301) 439-1799

**Mac Editor**

Hardware, Programming, TCS, Q&A

Martin Milrod  
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Bowie MD 20715  
(301) 464-5981

**Reviews Editor**

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Laurel MD 20708  
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**Games Editor**

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**Club News and Calendar Editor**

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Takoma Park MD 20912  
(301) 585-7651

**Proofreaders**

Darla Fera  
David Harris  
Cindi Kaiser

# Serving the Members

## Vendor Watch

This month we begin what I hope will be a new feature, the *Vendor Watch*. This will take a bit of leg work because we are not only printing member observations but also asking the vendors for a response. This month we have a letter from David Morganstein. Next month we will report on the trials of a member who took his Mac for repair to three different dealers. Each dealer treated him very differently and the competence and cost differences were surprising. If you are experiencing frustration with a vendor please do write the Journal.

## Graphics

We are also running graphics to tell you more about the world and about the Pi. These include a breakdown of Pi income and expenses (page 30). As a monthly feature we plan to track the changing (dropping!) price of 1 Meg SIMMs (page 67). Thanks to Lewis Bean, Jr. of MacUpgrades for supplying the data.

## Copyright Policy

From time to time articles are submitted to the Journal that include a copyright notice by the author. After some thought I have concluded that this is inconsistent with the spirit of a user group publication. The copyright notice on our masthead is there to protect us from someone simply reprinting individual articles or even the entire Journal for commercial purposes.

We want to encourage other user groups to reprint—note the “permission to reprint” notice on our masthead. Anyone who submits articles with a private copyright should expect to be last on the list for inclusion in the Journal. Do you agree? Please share your feelings with me.

## OK to AppleWorks

While in the front of last month's Journal I was asking for advice about handling AppleWorks files the answer was lurking in the back. Last month's Disketeria included on disk #15.13a Works-Works transporter for

Apple File Exchange. It converts AppleWorks ProDOS files to Microsoft Works Mac files. It works like a charm. It really pays to read the Journal cover to cover!

So now another question. Does any one know how to convert Apple graphics formats to Mac format? Also, is there perhaps a way I can coerce my IBM PC's 5.25 disk drive to read ProDOS disks? (Should I immediately turn to the back of the Journal and expect to see and answer there?)

## The Second Decade

I got many excellent suggestions for the Journal during the Second Decade hearing (see page 27). Since there was not enough time for everyone to speak I am considering some sessions after the General Meeting. Let me know if you are interested.

## Caring about the Pi

*(an editorial)*

A number of members are taking the time to express their concerns about the operation of the Pi in this issue. This is a very healthy thing and I am glad to be participating in a re-birth of caring.

The reason that I took on the responsibility of managing the Journal was not just because I like working on publications. It was because I wanted to do my part in helping the Pi grow into an organization that truly cared about its members and about people in general.

Please take the time to read the Board minutes (page 19), please read Lynn Trusal's open letter (page 29), take note of what other volunteers are writing in their columns (I have left every writer's comment on the Pi intact) and in the letters to the editor (page 25). If you can get on the TCS, go read the minutes of the last meeting and talk to other members.

Try to read in between the lines to get a picture of not just the substance but also the atmosphere. Ask yourself what kind of organization you want the Pi to be and then do something about it. ☘

— Tom Piwowar



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 these 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<sup>after 2:15</sup> (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<sup>after 2:15</sup> (703) 437-1808  
 John Love (703) 569-2294  
**Integer Basic**  
 John Wiegley<sup>after 2:15</sup> (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<sup>after 2:15</sup> (703) 437-1808  
**CP/M**  
 Art Wilson (301) 774-8043  
**ProDOS**  
 John Love (703) 569-2294  
 John Wiegley<sup>after 2:15</sup> (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**  
 Allan 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/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  
 Allan Levy (301) 340-7839
- TimeOut Series & Utilities: ProSel**  
 Chuck Ward <sup>before 9pm</sup> (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

**Become a  
WAP Hotline  
volunteer**

call the Pi Office...654-8060

## 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

Eleanor Sontag (301) 251-0695

#### ReadySetGo

Jim Graham (703) 370-5737  
Marty Milrod (301) 464-5981

### Graphics

#### General

Bill Baldrige (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 Baldrige (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 Baldrige (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 (703) 356-4229  
John Wiegley<sup>after 2:15</sup> (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

Allan 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

**You too can be  
a volunteer!**

**Call the WAP  
Volunteer Bank**

**at the Pi Office...654-8060**

## Frederick Apple Core Help Line

*Please limit calls to reasonable evening and weekend hours and never after 10 P.M.*

Oscar Fisher	(Frederick)	694-9237	Apple II
Dick Grosbier	(Frederick)	898-5461	Apple II, GS, & MAC
Harold Polk	(Frederick)	662-6399	Apple II
Tony Svajlenka	(Frederick)	694-6209	Apple II
Doug Tallman	(Frederick)	663-3268	MAC
Scott Galbraith	(Monrovia)	865-3035	Apple II & GS
Stephen Hadley	(Mt. Airy)	831-5353	MAC
R. Carl Myers	(Smithsburg)	824-7122	Mac & GS



# MAY

- 1 Monday**  
7:30 PM ....PI-SIG (Program Interface) .....office
- 2 Tuesday**  
7:15 PM ....Tutorial: Introduction to Apple IIe,c .....office
- 3 Wednesday**  
7:30 PM ....Mac Programmers .....office  
7:30 PM ....dPub SIG (Joint Meeting with NeXT SIG) .....PEPCO  
7:30 PM ....NeXTSIG (Joint Meeting with dPub SIG) .....PEPCO
- 4 Thursday**  
7:30 PM ....GameSIG .....office  
7:00 PM ....Columbia Slice .....Columbia
- 8 Monday**  
⇒ Writers Deadline—June Issue .....  
7:15 PM ....Tutorial: Introduction to the Macintosh .....office
- 9 Tuesday**  
7:15 PM ....Tutorial: How to Use Your Apple IIe,c Software ..office
- 10 Wednesday**  
⇒ Ad Space Reservations deadline—June Issue .....  
6:30 PM ....Board of Directors Meeting .....office
- 11 Thursday**  
8:00 PM ....StockSIG .....office  
7:30 PM ....Database SIG/4D .....Computer Factory
- 13 Saturday**  
9:30 AM ....Annapolis Slice .....Anne Arundel Co.  
9:30 AM ....Frederick Slice .....call  
2:00 PM ....Music SIG .....call
- 15 Monday**  
⇒ Editorial Deadline—June Issue .....  
7:15 PM ....Tutorial: Intermediate Macintosh .....office
- 16 Tuesday**  
7:15 PM ....Tutorial: Popular Apple IIe,c Applications .....office
- 17 Wednesday**  
⇒ Ad Copy Deadline—June Issue .....  
7:00 PM ....WorksSIG .....office  
7:30 PM ....AVSIG .....BCCHS  
7:30 PM ....Excel SIG .....office  
7:30 PM ....HyperTalk SubSIG .....Arlington
- 18 Thursday**  
7:30 PM ....Fed SIG .....PEPCO  
8:00 PM ....PIG (Pascal Interest Group) .....office
- 22 Monday**  
7:00 PM ....Apple IIgs SIG .....Bethesda  
7:15 AM ....Tutorial: Intermediate Macintosh .....office
- 24 Wednesday**  
7:30 PM ....Apple III SIG .....office
- 27 Saturday**  
9:00 AM ....WAP General Meeting .....USUHS  
noon .....HyperCard SIG .....USUHS  
noon .....Telecomm SIG .....USUHS
- 29 Monday**  
7:30 AM ....Special Tutorial: HyperCard .....office

## Have a Date?

Call Peter Cook  
with Club News and Calendar Dates  
(301) 585-7651

## 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 USUHS. 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.

**April 27 at Convention Center**  
Jean Louis Gasseé - noon in Convention Hall C.

**May 27 at USUHS**  
Apple II: Barney Stone of Stone Edge Technology demonstrates his database program. Mac: Springboard Software's John Paulson. A Claris demonstration of MacWrite II. Election ballots will be distributed.

**June 24 Charles Woodward High School**  
12111 Old Georgetown Rd in North Bethesda. In addition to a garage sale, a demo of Workbench for the Apple II. A Mac program and Q&A sessions.

## Meeting Notices

- AppleWorks SIG** the same day as the WAP general meeting; USUHS, 8:00 AM and noon.
- 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. *(Meets on May 22nd due to the holiday.)*
- Apple III SIG** 4th Wednesday; WAP office, 7:30 PM.
- AVSIG** (arts and video) 3rd Wednesday; Bethesda—Chevy Chase HS 7:30 PM.

May						
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	31			

## Meeting Notices (continued)

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

**Database SIG/4D** 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) 3rd Wednesday; alternates between Falcon Training Center, Crystal City, and Apple Federal, Reston, 7:30 PM. (Meets 3rd Thursday at PEPCO auditorium in May, 1900 Pennsylvania Ave., N.W.)

**Frederick Slice** 2nd Saturday; at the library at 110 East Patrick St., Frederick, 9:30 AM. (May meeting location to be announced)

**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.

**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, 236-9898 for location and times.

**NeXT SIG** meets monthly. Call Hugh O'Neill, (202) 328-9510.

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

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

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

**Telecomm SIG** after the WAP general meeting; USUHS, Bethesda, 12:00 noon.

Tutorials are held in the WAP office and at the Fairlington United Methodist Church, Rte. 7 and 395, Alexandria. Call the office for the location of any you wish to attend.

**Works SIG** 3rd Wednesday; WAP office, 7:00 PM.

For information on SIGs not listed on the calendar, please call the appropriate SIG chair.

## June

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	

## JUNE

### 1 Thursday

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

### 5 Monday

→ Writers Deadline—July Issue .....  
7:30 PM .... PI-SIG (Program Interface) ..... office

### 6 Tuesday

7:15 PM .... Tutorial: Introduction to Apple IIGs ..... office

### 7 Wednesday

☒ Ad Space Reservations Deadline—July Issue .....  
7:30 PM .... dPub SIG ..... PEPCO  
7:30 PM .... Mac Programmers ..... office

### 8 Thursday

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

### 9 Friday

7:15 PM .... Tutorial: Introduction to the Macintosh ..... Alexandria

### 10 Saturday

9:30 AM .... Annapolis Slice ..... Anne Arundel Co.  
9:30 AM .... Frederick Slice ..... call  
2:00 PM .... Music SIG ..... call

### 12 Monday

→ Editorial Deadline—July Issue .....  
7:15 PM .... Tutorial: Introduction to the Macintosh ..... office

### 13 Tuesday

7:15 PM .... Tutorial: How to Use Your Apple IIGs Software ... office

### 14 Wednesday

☒ Ad Copy Deadline—July Issue .....  
6:30 PM .... Board of Directors Meeting ..... office

### 15 Thursday

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

### 16 Friday

7:15 PM .... Tutorial: Intermediate Macintosh ..... Alexandria

### 19 Monday

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

### 20 Tuesday

7:15 PM .... Tutorial: Popular Apple IIGs Applications ..... office

### 21 Wednesday

7:00 PM .... WorksSIG ..... office  
7:30 PM .... AVSIG ..... BCCHS  
7:30 PM .... Excel SIG ..... office  
7:30 PM .... Fed SIG ..... call  
7:30 PM .... HyperTalk SubSIG ..... Arlington

### 23 Friday

7:15 PM .... Tutorial: Advanced Macintosh ..... Alexandria

### 24 Saturday

9:00 AM .... WAP General Meeting ..... Bethesda  
noon .... HyperCard SIG ..... Bethesda  
noon .... Telecomm SIG ..... Bethesda

### 26 Monday

7:00 PM .... Apple IIGs SIG ..... McLean  
7:15 PM .... Tutorial: Advanced Macintosh ..... office

### 28 Wednesday

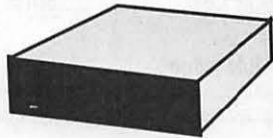
7:30 PM .... Apple III SIG ..... office

Tutorial details are on page 86.



# MacUpgrades

## Hard Drives



### IMPRIMIS

Fastest Drives Available for Mac  
 209 Meg Wren V.....\$2212  
 160 Meg Wren III.....\$1995  
 106 Meg Wren II.....\$1425

### Quantum

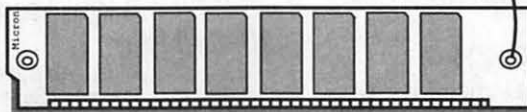
Next Best Thing to a Wren  
 40 Meg Pro Series.....\$550  
 80 Meg Pro Series.....\$975  
 105 Meg Pro Series.....Call

## Outrageous Memory Sale

For Mac Plus, SE, II, IIX, IICX & SE/30  
 High Quality & Speed (120ns)  
 Price Includes Installation  
 American Made Micron Memory

1 Meg  
 \$199

Call for configuration information,  
 or about High Speed Disk Drives,  
 High Resolution Video, Accelerators,  
 or any Mac products.



Sigma  
 Designs  
 Full Page  
 Pageview  
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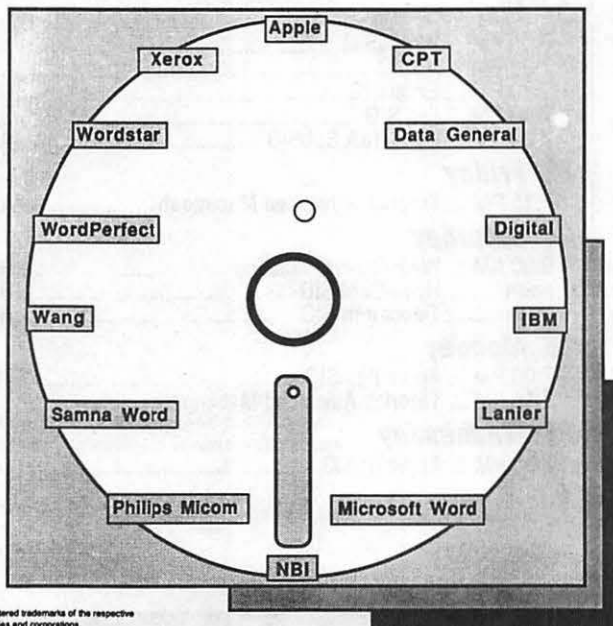
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# General Meeting Report: March 1989

## SuperCard, Taxes and Art

by Bob Platt

WAP's March 18 general meeting had something to offer users of every interest. WAP met at Georgetown University for this meeting because USUHS was unavailable.

### Apple II

The Apple II meeting featured tax programs and computer art. Bob Siegel demonstrated TaxView for the IIGs. This is an adaptation of the popular Mac-in-Tax package. TaxView produces forms which the IRS will permit to be filed directly.

Paul Koskos demonstrated his shareware AppleWorks template, which is available through the WAP Disk Library. Its principal advantage is its price and ease of use. But it does not support the more esoteric forms and the results must be transcribed onto an IRS form.

Dick Bacher of the Arts and Video SIG demonstrated how an artist can use computer graphics. His use of software packages that support shading was particularly impressive. He was able to make interesting abstract and representational images by using just a few colors. He concluded that every media, including computer graphics, has limitations, but within those limitations, computer graphics on the IIGs can be powerful.

### Charlie Jackson - SuperCard

Charlie Jackson, President of Silicon Beach Software, was our Tenth Anniversary speaker at the meeting. Charlie gave a preview of SuperCard, an extension of Apple's HyperCard program. To quote Jean Louis Gasseé, SuperCard has a "high drool factor."

SuperCard differs from HyperCard by offering object-oriented graphics, window support, color graphics and extensions to the HyperTalk programming language.

SuperCard was created by Bill Appleton, the author of World Builder and Course Builder.

In HyperCard, all buttons cover a rectangular area. In SuperCard, any object can be a button. As a result, a designer could draw a complex map and have each oddly shaped region be a separate button which would respond to clicks in the expected manner.

HyperCard stacks can be imported into SuperCard, but the process cannot be reversed. In addition, SuperCard supports the PICS standard for Mac animation which is being developed by Macromind, Inc., the publishers of VideoWorks II.

Unlike HyperCard, which has a single application to support authors editing stacks as well as users reading stacks, SuperCard has a separate editor and interpreter. As a result, SuperCard can produce stand-alone applications. Instead of stack files, SuperCard supports "projects." The interpreter, which occupies 300K, is made a part of any application file. SuperEdit, the creation environment, includes the equivalent of a color paint and draw program. SuperEdit and SuperCard may not run together in MultiFinder.

Through the use of scrolling windows, the screen size, window size and card size are now unrelated (unlike HyperCard which standardized on the size of a Mac Plus screen).

In response to questions, Charlie Jackson noted that there is no script compiler available at this time. SuperCard will never be as fast as HyperCard because of HyperCard's fixed screen size and absence of color support. SuperCard supports the same XCMD interface as HyperCard. SuperCard offers built-in support for serial ports and AppleTalk communications allowing SuperCard to drive VideoDisks and other peripherals.

SuperCard will be released in mid-89 with a \$199 retail price.

### Digital Darkroom

Charlie Jackson also demon-

strated Digital Darkroom, an editor for handling halftone or scanned black and white images. Jackson demonstrated some incredible feats of reconstructing photographs by just a few mouse clicks. For example, he took a photograph of a house with a car standing in an open garage door, and converted it into an image of a house with the car peering out of an open living room door without a garage.

Many thanks to Charlie Jackson for honoring the rain check he gave when he couldn't attend our anniversary celebration.

### Mac Telecom

Allen Levy demonstrated Mac telecommunications software and held a drawing to give away telecom software. He encouraged interested users to join the WAP Telecommunications SIG. 🍏

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# WAP A P N E W S Annapolis Slice



by Katherine M. Cave

We were pleased to have Bob Platt, the president of WAP, as a guest at our March meeting. He helped field the Q&A session, and passed out T-shirts to lucky drawing winners. He also announced upcoming WAP general meetings and urged our attendance.

After the business meeting in the lecture hall, the communications program was held in a smaller classroom where phone hookups were available. It was presented by our own SYSOP, Barry Conner, of CRABBS (Chesapeake Region Apple Bulletin Board Service, 974-0221) to a standing-room-only capacity crowd.

Barry demonstrated how to get on the bulletin board, and explained

each of the board's categories. He also showed us how to get from one section to another and how to look in more than one section at the same time; as a result, he didn't get to demonstrate how to upload and download. "That will have to be a program in itself," he said. No one minded, though, since he gave everyone something to think about and try for the next time he or she gets on the board.

The new Laptop SIG met immediately after the general meeting. Contact Seth Mize for information about future meetings.

The Apple SIG had an AppleWorks demonstration by Ray Settle; in March, they had a PRODOS Q&A period. Call Chuck Schindler for dates of future meetings.

The Financial Planning program, originally scheduled for April, has been rescheduled to May 13.

The March 16 Mac SIG meeting had an excellent HyperCard presentation by Bob Peterson to a good group of more than 20 people. The Mac SIG meets on the second Thursday of each month at the West St. branch of the

Anne Arundel County Library in Annapolis, from 7-9 p.m. The April Mac SIG program will be devoted to Q&A; bring your own Mac.

At the Executive Board Meeting on March 17, we said a fond farewell to Casey Kester, a co-founder of the Annapolis Apple Slice. Casey has been transferred to California, and we will miss his smiling face and helpful manner. President Charles Schindler presented him with a pin and good wishes from us all. He promises to keep in touch.

The WAP reorganization ideas were discussed at the executive board meeting and the general feeling was that we like the way things are being run, and not to change them. Seth Mize, our WAP liaison, attended the April 8 meeting and expressed our views.

That's all the news from Crabtown. 🍏

*The Annapolis Slice general meetings are held on the second Saturday of each month from 9:30 to noon at the Anne Arundel Community College, Arnold, MD.*

## Frederick Apple Core



by Oscar Fisher

We will be holding our May and November meetings at a different location due to the library being unavailable. The alternate meeting site has yet to be determined and will be announced later.

For those of you who read A+, Nibble or Incider magazines, you may have become aware that they all highly praised Claris' latest integrated software for the IIgs, AppleWorks GS. Of course, this brought much criticism regarding the magazines' objectivity when evaluating paying advertisers' products. (Dick Grosbier stated many of his problems with the software package and demonstrated such to the membership during the March

meeting.) However, A+ did finally get their act together and featured a very objective and well written review by Steve High. Although there is inadequate space in this report to mention his findings, I will print his conclusion:

*"Personally, I wouldn't use AppleWorks GS at its present speed. For me, trying to enjoy its new features is like trying to enjoy a double date with Freddie Krueger in the back seat. After typing a few paragraphs of this review with AWGS, I couldn't wait to get back to AppleWorks to get the job done. When I mailed the review to A+, I addressed the envelope on a typewriter."*

It is only fair to note that Claris claims they will release a free upgrade in mid-March (although mid-April is the latest rumor).

Claris has also written a new ImageWriter printer driver claimed to offer a 25-45% speed increase. The new driver is more effective than the old one in avoiding system errors due to insufficient RAM. A 40-page man-

ual supplement is included.

Scott indicated that CheckMate Technologies has undergone some internal personnel changes and he was contacted by a company representative. The company was concerned as to why Scott had stopped selling their software. Upon hearing about the problems that Scott had encountered in the past they quickly apologized and provided him with ProTERM upgrades in a very timely manner. This means that club members may acquire this program for a price barely over wholesale. I must point out that having used ASCII Express Pro, MouseTalk and Talk is Cheap, ProTERM is the best, offering more features at a comparable cost.

As a reminder to new members, please call or contact a club officer when you wish to schedule your free tutorial time. Also, don't fear: the tutorial will not be timed and there will be no charges if the tutorial exceeds the 3 hour limit. We're here to be of assistance.

# The NeXT SIG News

by Robert C. Platt and Hugh O'Neill

On March 30, a NeXT computer finally visited the WAP Office.

Joel McCluug and Cal Thixton of NeXT, Inc. gave NeXT SIG members their first live demo and allowed those present to "mouse around" on what proved to be a historic day for the computer.

## NeXT Reaches Beyond Education Market

The following information regarding NeXT's big March 30 announcement came from the presentation at the SIG meeting as well as from the trade press:

- NeXT will sell its machines through BusinessLand, Inc., the largest non-franchise chain of computer stores.
- BusinessLand said it would buy at least \$100 million worth of NeXT equipment at wholesale prices in the first year. Under the agreement, BusinessLand would

also be allowed to establish a line of business workstations.

- The NeXT system sales will no longer be confined to universities and colleges. Now anyone (even WAP members) can purchase the machines through BusinessLand.
- BusinessLand will sell the NeXT computer for approximately \$10,000. However, universities can still purchase that system for \$6,500 under an educational discount from NeXT's direct sales force. Discounts are also available to certified software developers.
- NeXT also announced that Novell, Inc. would write programs for the computer.
- Novell's software would allow NeXT to connect to Macs and MS-DOS machines.
- Some software is now available and publishers such as Lotus, Aldus, Frame Technologies and Aston Tate have signed as NeXT

developers. Steve Jobs hopes that 100 companies will be certified developers by year end.

## March SIG Meeting

NeXT System Engineers demonstrated the simple technique for taking the "cube" apart, discussed the internal components and logic, reassembled the cube with ease and described the NeXT automatic factory procedure for producing the machine.

## April 22 Meeting

The NeXT SIG will sponsor Bruce Webster, author of the NeXT Book, as our speaker at the April 22 WAP meeting. A group purchase of his book will be available at the meeting.

## May 3 Meeting

On May 3, the NeXT SIG will have a joint meeting with the Desktop Publishing SIG at the PEPCO Auditorium. A representative from Adobe will present Display Postscript, the language used for screen graphics on the NeXT computer which assures that what you see is what you get. 🍏

The Disk of the Month for the Apple II series computer will contain IIgs fonts which are compatible with Beagle Brothers Superfonts and Publish-It by changing the filetypes. The 1988 tax spreadsheet is also available in its entirety (for those that have increased memory capacity) and in the smaller modules (for those with the basic 128K). For AppleWorks, a program is provided which will print out 3 x 5 inch predefined quick-reference help files.

For the MAC, the DOM will contain various passive anti-virus programs, as well as an active anti-virus program which monitors write operations and prevents the altering of certain filetypes. Also included will be a universal program for parking heads on your hard drive, D-Utilities and a Label Manager program.

This is the second month that we raffled off another game donated by MicroProse. Frank Bourne walked away with F15 Strike Eagle for the Apple II. Congratulations, Frank. 🍏



## Office News

by Nancy Pochepek

We want to invite all WAP members to stop by and see our new office. Along with our better organized space, we are attempting to make our library and files better organized. If you have a couple of spare hours, please consider volunteering to assist with the shelving of our extensive magazine collection or with the reorganization of our files. Call me if you can help.

About two months ago, the list of TCS passwords was checked to remove signons for members who did not pay their TCS renewals. Several points of confusion arose. First, your TCS membership year coincides with your WAP membership year. If you join the TCS after you have paid your WAP dues, your TCS fee will be prorated at 50 cents per month. Second, please remember that if your TCS signon was removed by mistake, you can leave word with the office staff. However, the office staff is not able to add your signon and must rely upon the TCS crew to enter the data. We apologize for any inconvenience this may cause.

At present, the signons are selected for removal manually by the TCS crew. With our new membership data base system, we will be able to reduce the number of people removed by mistake.

We need donations of house plants and framed artwork to enhance our office. Please call us if you can donate.

Thank you for your continued cooperation. 🍏



# AVSIG

by Nancy Seferian

The subject of the May 17 AVSig meeting will be "Graphics issues for artists." Alice Neukirk of Clinton Computer will be on hand to demonstrate Adobe Illustrator and other graphics software. So bring your graphics problems and questions for her to help with. 🍏



# Music SIG

by Raymond Hobbs

*Music SIG is a group of music/computer aficionados that wanders about town, meeting on the second Saturday of every month to discuss computers and music, to listen to and play compositions, to share ideas and tips, and wear funny clothing.*

The April meeting was held on the Ides of April at the public library in McLean (after this column was submitted to the Journal). As to how many people showed up, it beats the heck out of me, but the program included an honest-to-goodness historical study - a bona fide Moog synthesizer from the good old days (glad they're gone!). Also, there was (at least on the schedule) a dry run of the April concert. If you think that there are a lot of foulups in the concert, you should see the live rehearsal!

To check out our next meeting (or to take part in next year's April concert), contact Bill (301-236-9898) who will locate our next meeting on the second Saturday in May for you. 🍏

**WAP Financial  
Box Score**

Cash on hand .....	\$95,914
Other Assets .....	\$34,080
<b>Total Assets .....</b>	<b>\$129,994</b>
Current Liabilities .....	\$2,255
Fund Balances .....	\$127,902
<b>Total Liabilities &amp; F.B. ....</b>	<b>\$130,157</b>

*from Treasurers Report 2/28/89*

# WorksSIG

by Chris Bastian

Amidst packing crates, and bound-up stacks of old magazines, the Microsoft WorksSIG held its final meeting at the old Pi headquarters. Taking advantage of the impending change of venue, the group's first action was a decision to change the meeting schedule, as had been requested by several members. Future SIG meetings will be held the third Wednesday of each month; the next get-togethers are scheduled for April 19, and May 17.

An early discussion session focused on problems Works users were encountering with the Communications module, especially as it related to use of the TCS. One problem raised was a difficulty in transmitting text files into one of the message boards. One suggestion was to insert a line and character delay on the "settings" screen, to bring the transmission speed down to the TCS' level. Another problem, for which no immediate solution was found, was the inability of Works to import a text file in anything other than 12-point font size.

The focus of the meeting was a presentation on the new features and enhancements of Works version 2.0. (Registered Works users are reminded that the Microsoft upgrade offer expires at the end of May). Building on their original product, the authors at Productivity Software have added several new items, including:

- an object-oriented 'draw' utility, with an ability to manipulate the program's text files and spreadsheet graphics, giving Works an elementary Desktop Publishing capability.
- a 50,000 word dictionary and spell-checker.
- a macro-creation and playback feature (unfortunately not editable).

In addition, the existing program modules have been upgraded in several ways. The format menu in each module is now arranged hierarchically, and allows color printing of text, and font sizing beyond 24 pt. Fonts can now also be selected and stylized in the spreadsheet and database docu-

ments. Spreadsheet cells can be linked to non-printing 'notes.' And the database report utility contains a new range of customizing commands.

WorksSIG meetings continue to emphasize SIG members' own program applications. Our next presentation will be on using Works to track financial investments. All interested members, whether Works users or not, are welcome. 🍏

# HyperCard News

by Bob Platt

## SIG News

The HyperCard SIG meets after the main meeting at USUHS. Last month, the SIG sponsored a special demonstration of SuperCard by Charlie Jackson. (See the separate story in this issue.) Our next meeting will be held in conjunction with WAP's May 27 general meeting.

## Disk Library

Our collection of Stackware continues to grow. You can purchase them at our monthly meetings or at the WAP Office, or by mail order using the form in the back of the Journal. Dave Condit, our head Stackware Librarian, needs volunteers to sort through about 40 megabytes of material waiting to be processed. If you can review and document some stacks, please call him at (703) 349-8752.

## HyperTalk SubSig

John Chin is now the chairman of our HyperTalk SubSIG. It meets on the third Wednesday at 7:30 p.m. at the Fairlington Community Center, 3300 S. Stafford St, Arlington VA. To reach the meeting, take I-395 to the Shirlington/Quaker Lane exit. Go south, one block past the first traffic light and turn right onto 33rd Street. Stafford St is one block west of Quaker Lane, and the Center is at the corner of 33rd and Stafford.

## New Products

WAP members had the benefit of seeing SuperCard, a full color extension of HyperCard, at our March meeting. There are also other HyperCard extensions which support color. Tulip Software had released version 1.1 of its HyperWindows XCMD set. These XCMDs will display images stored as PICT resources in the stack or in PICT files. (Of course, you will need a separate Paint or Draw program to generate the images.) These XCMDs can then display the images in four types of windows, including a "borderless window" which allows you to click on buttons behind the image. Up to 16 windows can be open at any time under HyperWindows.

I have previously reviewed Reports from TENpoint0 Software. Reports has now been upgraded to run under HyperCard 1.2.2. The new version also includes a Report Pop Up Menu which can be included in any stack, to provide single-button access to editing Reports files.

## Tutorials

Our introductory HyperCard tutorial is back by popular demand. It will be offered on Monday night, May 29 at the WAP Office. A written account of the tutorial has been running as a series in the Journal. 🍀

# Games SIG News

by Charles Don Hall

After an untold amount of human suffering, the GameSIG finally located the site (in the NEW building) of its April 6 meeting. Chairman Charles discussed the previous month's releases. New programs included "Magic Candle" for the Apple and "Sim City" for the Mac.

"Sim City" is a simulator program in which the player is in charge of a city. The player must zone land, and budget tax money in such a way that the quality of life improves and the city expands. When the city gets big enough, the player can build an

airport - possibly for the use of the airplanes in "Flight Simulator." The player must also deal with such random disasters such as floods, fires, airplane crashes, Godzilla, and nuclear meltdowns.

"Magic Candle" is the sequel to "Rings of Zilfin." It uses a similar play system but most of the cute graphic effects have been taken out to make room for a more complicated plot, and complex interaction with townspeople in the "Ultima" style.

The meeting concluded with a demo of "Sim City," in which GameSIG members raised taxes to 20%, cut all funding for the police and fire departments, and put the residential and commercial districts on opposite sides of a river, which could only be crossed on a single drawbridge. This caused public opinion polls to produce an "82% Unfavorable" result. Members expressed disappointment that there was no way to loot the treasury and flee to South America.

The next meeting will be on May 4, at 7:30 PM (at the *new* office). 🍀

# APPLE IIGS SIG

By Paul Tarantino

It was a dark and stormy night...which forced some late arrivals with Beltway traffic horror stories, but those of us who were on time for our March gathering were greeted with the astonishing sight of an open door to our bi-monthly meeting room at Thomas Pyle School in Bethesda, and Gary Hayman's Sider-based Iigs system up and percolating away with a slide show.

This was only a preamble to Gary's in-depth demonstration of Timeworks' desktop publishing software Publish It! 2. This program runs on any 128K II-series machine, and will recognize and use the additional memory in your Iigs. It is PRODOS 8-based, and works in black-and-white only, on screen or in hard copy. The program is not copy-protected, and booted from Gary's Sider in eleven

seconds under ProSel. Publish It! 2 is mouse-driven, with available alternate keyboard commands for most (all?) functions, and has a screen layout familiar to us Iigs mavens, with pull-down menus across the top and tool icons down the left side. The program will import word-processing files from AppleWorks or Bank Street Writer, or ASCII text files from anywhere, and can accept double-high-res graphics from other programs (like Print Shop...Gary uses a collection of over 2000 PS graphics!). Publish It! 2 lists for \$129.95, but can be had for the usual discount from your friendly mail-order retailer. Owners of the older version of the program can upgrade for \$30.

If Gary isn't a paid demonstrator of Publish It! 2, then Timeworks is missing a bet. He obviously knows the program, as lots of articles in the WAP Journal attest, and put on a comprehensive and informative show for us, complete with innumerable examples of hard copy from his incredibly quiet "invisible printer." The software's power and versatility made me wonder why I would ever need a 16-bit based DTP program, which would, admittedly, be able to use SHR graphics, but would probably be orders of magnitude slower than this one was. Here follow a few highlights of the demo, plucked in no particular order from my notes:

PI2 has its own text editor, but it is easier to do your "power" word processing with AppleWorks or the WP program of your choice, and import into PI2 for formatting. Gary demonstrated this by going through the process which built his article in the March Journal, reformatting an AppleWorks WP file into three columns, adding a Journal-like header across two columns, and modifying and inserting various DHR graphics.

PI2 graphics are objects rather than bit-oriented, enabling the user to stack graphics, or make them show through text. Text can be wrapped around rectangular, circular, or "rounded box" graphics on the page. Text moves out of the way when a graphic is inserted.

PI2 supports fonts in sizes from 9-point to 72-point. Additional PI2 fonts



are available on disk, and GS fonts can be converted for use in PI2 (Gary had an article on this subject a few Journals ago).

PI2 has drivers for Imagewriter and Apple Laserwriter printers.

Text blocks can be set up on a page either by eye, with the mouse, or by specifying dimensions in inches, centimeters, or picas (down to three decimal places, which appears to be overkill).

PI2 has extensive on-screen preview features, which will quickly display full pages or detail.

Other programs demonstrated at this meeting included MECC's Calendar Crafter, a 16-bit GS-OS equivalent of Print Shop Companion's calendar generator with more bells and whistles, like multiple languages (want the days of the week in Danish?), a wide range of formats, and use of SHR graphics throughout. We also saw a preliminary demo of Art & Film Director, an animation and sound program coming from Epyx, and a beta version of Crystal Quest for the IIGs.

Other topics of discussion included the forthcoming Applefest in Boston early in May (check with Ted Meyer if you plan to go) and a review of the many graphic formats available to IIGs users. Regarding this last, Roger Wagner's Graphics Exchange program purports to be able to convert graphics from virtually any Apple format to any other (including Mac files on Mac discs, or even SHR to lores, which may be a solution in search of an application...)

Ted announced that Gary Hayman had volunteered to take over as SIG president in May, so Gary was elected by acclamation on the spot. Gary re-emphasized the continuing need for more VOLUNTEERS to keep the SIG running smoothly.

Registered owners of AppleWorks GS have received notice of an upgrade due out in April which is claimed to improve printout speed by 30+%, and fix some of AWGS's many memory problems.

Do you own a modem yet? Prices for 2400 baud modems have dropped a lot in the last several months, and those of us who have been left out of

the telecommunications world are running out of excuses. Good deals can be had out there; join us on the TCS!

The IIGs SIG meets monthly at 7:00 pm on the Monday night following the big WAP general meeting. On 24 April we will meet at Dolly Madison Library on Ingleside Drive in McLean, in the downstairs meeting room. On 29 May we will be in the cafeteria at Thomas Pyle Middle School on Wilson Lane in Bethesda. Hope to see you there! 🍏

## Desktop Publishing

by Tom Piwovar

The DTP SIG kicked off its third series of seminars. Interest in the seminars has been steadily growing and the evaluations from both the attendees and presenters has been outstanding. Three of the topics covered in the last series filled up so quickly that we just had to do them again: "Intro. to the Printing Process," "Font Management," and "System Management." We've also got three new topics: "Going to Lino!," "Cost Saving Tips for Press Production," and "Slide Design Tips and Tricks." Thanks to Jody Joy for developing and scheduling the seminars, to Kathryn Murray at Tom Piwovar's office for managing our operations, and, of course, to our presenters. Read about the seminar details and use the registration coupon on the announcement at the back of this issue.

Claris has sent upgrade notices for MacDraw II version 1.1. The upgrade price is \$30 from MacDraw II version 1 and \$200 from any version of MacDraw I. Enhancements include a "slide manager" for maintaining multiple drawings in one file, a spell checker which shares a common dictionary with other Claris products, picas and points on the rulers (yea!) and improved keyboard shortcuts. We are both pleased and annoyed by the upgrade. The cost is modest and the

enhancements useful but it is only a modest upgrade and follows too closely upon the introduction of the product. I hope that Claris is not going to get into the game of charging us several times a year to stay current with MacDraw. If you did not get an upgrade form at the meeting call Claris at 1-800-628-2100.

Quark is updating XPress from version 2.0 to 2.1 for a mere \$300. This is utterly amazing. With few XPress users being particularly loyal to the program and the recent enhancements to Letraset's ReadySetGo! this announcement ought to bear the headline "Quark Amputates User Base!" The new version adds baseline shifts, the ability to align text baselines across columns on a page, greater flexibility in changing a document's page size (a previously annoying deficiency), improved import/export filters (still inferior to PageMaker), and character anti-aliasing. The latter eliminates the jaggies on screen when your type size must be scaled from a different size screen font. Alas the method does not work with Adobe typefaces (which are the ones everyone uses almost exclusively). The deadline is May 15th.

Ron Moore's *Production Corner* was devoted to production coronaries. He passed around sample negatives produced on a Linotron 300 (2540 dpi) that a printer rejected due to fine lines within the borders of knockouts. It seems that PageMaker draws boxes and their fillings as separate objects and at this high resolution a tiny gap opens up between them. Thus what should have been a completely clear box, had an extra rule just within its border. One hundred pages of film had to be rerun at considerable cost. Ron stressed that with any new project it is foolish not to run a few typical pages at the beginning to iron out any surprises before you start to spend big bucks. *Be sure to catch Ron's new column beginning in this issue.*

Some members speculated that the printer was a turkey. The lines on Ron's negatives were so fine that they would probably not hold on the press. They advised that if a printer is giving you grief: get a second opinion.

The featured presentation was by Blair McQuillen, the new DC repre-

sentative for Letraset. He gave us a demonstration of LetraStudio, a program for bending and distorting type for display work. He showed us how LetraStudio allows us to easily adjust letterspacing, bend the text baseline, and vary the envelope of a block of text. LetraStudio only works with Letraset brand typefaces. Two faces come with the package, two are sent you when you register, and additional faces may be purchased for \$75 each. Faces are sold individually, not packaged in families as is done by other manufacturers. This makes sense because these are primarily display faces. LetraSet has just removed the copy protection from its typefaces. If you have a copy protected version they will replace it for free.

Blair also gave us a quick tour through the new version of ReadySetGo! 4.5. The program's ability to size and position type has been greatly enhanced. Both type size and leading can be specified in 1/100th point units. Kerning, tracking and letterspacing may be controlled to 1/1000th of an em. Many enhancements have been made throughout.

One of our members offered to switch immediately to RSG from the dreaded QuarkXPress if only RSG would condense type. Alas, Blair had to tell this tormented soul that RSG did not.

Our next meeting will be a NeXT meeting—a joint one with the newly formed NeXT SIG. The topic will be Display PostScript with a presentation by Was Lem from Adobe Systems' New York office. Our local representative from NeXT will also be present to give us a first hand look at the NeXT computer.

The following months' meeting (June) will be joint with the Desktop Publishing SIG of the Capital PC Users Group. Aldus's Vice President for New Technology will make a presentation about new directions for desktop publishing, especially the promise of quality color production on desktop systems. 🍏

*DTP SIG meetings are held, the first Wednesday of every month, at PEPCO Auditorium, 1900 Pennsylvania Ave. NW, at 7:30 p.m.*

# Board of Directors: March 8, 1989

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

## In Attendance: \* = Board member

Robert Platt*	Ray Hakim*
Eric Rall*	Tom Warrick*
Ed Myerson*	Priscilla Myerson*
Ray Hobbs	Harvey Kaye*
Lee Raesly*	Sam Knutson
Kym Knutson	Chris Bastian
Bob Shaffer*	Cynthia Yockey*
Jim Nelson	Art Spitzer
Dale Smith	Dana Schwartz
Lynn Trusal*	Nancy Seferian*
Nancy Pochecko	Gary Hayman
Bill Wydro	Andrew Lang
Jim Little*	

## Opening

PLATT opened the meeting at 6:40 PM. He announced

- 1) with respect to the letter mailed to Board members by Tom Warrick, that if people wanted material sent out with the agenda packets, they should be sent to him first, at least a week before the meeting.
- 2) the move to the new office was scheduled for the first week of April, and volunteers were needed to help.
- 3) the Audit Committee had met, and wanted to speak to the Board.

## Audit Committee Report

KAYE reported that the Audit Committee had held an organizational meeting, but felt that the minutes of the January Board meeting did not sufficiently clarify the Committee's focus, and asked for guidance from the Board. The Committee's charge was very broad, and said that a full audit, if desired, would cost \$3000-\$4000.

PLATT suggested the Committee review the Club's financial practices, and summarize them in a management letter. KAYE said he would not be willing to officially sign such a letter.

RAESLY introduced a motion: To have the audit committee study the Pi to the degree they deem appropriate, and to the extent the Pi has resources.

KAYE said he was concerned that the Committee might be held legally liable for its report.

E. MYERSON introduced an amendment: The Board finds the volunteer members of the audit committee are authorized agents of the corporation, and are therefore subject to the provision of article 14 of the by-laws.

Motion approved unanimously.

## Suspend the Agenda

WARRICK moved to suspend the agenda and to take up items covered in the letter he had distributed. Seconded by Rall.

TRUSAL said he was tired of conflicts between members being brought up at Board meetings and said the issues should be settled between the parties.

RAESLY said he and Ed MYERSON had discussed one of the issues in the letter and that he had apologized to Ed and that the issue had been straightened out.

THAL said that the meeting was scheduled to run until 10 PM, that the allocated times were unrealistic, and that the upcoming election was an important issue that shouldn't be deferred.

PLATT said that many of the agenda items were old business, had already been deferred and had to be dealt with.

Motion defeated (7-7).

RALL called directors only vote.

Motion defeated (6-6).

## Membership Report

POCHEPKO reported membership stood at 6,070.

SHAFFER said that there had been discussion on the TCS about a person whose membership had expired but had continued to use the TCS. He reported that when the person's renewal check was received in the office, it was discovered that the database record had already been changed to indicate renewal. PLATT said that the incident would be investigated and a report would be made to the Board.

SHAFFER moved that a formal investigation be made and that the Board determine the membership of the investigating committee.

The motion was approved. (9-2).

WARRICK moved to nominate Shaffer, Smith, and Schwartz

E. MYERSON moved to amend to add a member of the office.

WARRICK said he believed the office staff had nothing to do with the incident.

Motion passed (6-1).

## Telecommunications Committee Report

RAESLY said that it had occurred to the TCS that they should report on their activities to the Board.

WARRICK said the Board would welcome regular reports, and thought the best location would be on the TCS itself.



BASTIAN suggested the report include the count of users, a financial summary, and a summary of the TCS' problems and their resolution.

RAESLY reported the donation of Constellation 3 networking software.

RAESLY said that Alan Levy had provided a 45 meg Corvus Drive and \$150 in exchange for a 60 meg drive obtained by him, which covered the dealer's cost of the drive. He said that the drive was going to be donated to a school, and that there was no time to notify the board.

MYERSON moved to ratify the purchase. Passed unanimously.

RAESLY asked for a procedure to cover future reimbursements, if the items were under budget.

TRUSAL said that Board needed to clarify what constituted acceptable receipts and records, to avoid possible improprieties.

SMITH said the Club should take advantages of available deals, while taking into account fiscal accountability.

HOBBS said the goal should be to separate the purchasing decision from the disbursement decision, and that no such provisions were in place.

MYERSON said that if RAESLY could get the item at a lower price than he could having it billed to the Pi, he should be reimbursed if the bill was signed by any authorized member of the Board.

PLATT said he did not want to take the role of reviewing purchases unless asked, and said that it was the role of the Treasurer.

WARRICK said directions for submitting bills should be issued in writing.

HOBBS said the problem was that the Board was trying to develop all-encompassing procedures, but that they didn't cover special expenditures. He felt Lee's signature and notation on the bill should be sufficient, and that persons without an established budget or authority to submit bills should be required to come to the Board or an authority other than the Treasurer.

P. MYERSON said Raesley should not have had to spend time since November trying to get paid, but that Ed had been instructed not to reimburse expenses without the President's 'chop'.

PLATT said that if an expenditure was within budget and properly documented, the Treasurer should have authority to disburse the funds.

SHAFFER said the Board needed to have a statement made about expenses covered within the guidelines of the By Laws.

POCHEPKO reported that the original bills were in the outgoing mail but not sent.

WARRICK said that there had been several TCS messages about the Treasurer writing checks to the firm of MYERSON & MYERSON, and that under the President's guidelines, the payments would be allowable. He noted that the

payment to RAESLY was not dissimilar and should not have taken as long as it did.

YOCKEY said the procedure should have been applied to the Treasurer's purchase of software and payments for preparing tax returns, and should be discussed.

MYERSON said he had looked up the payments, and that they had been authorized by the BOD in 1985 and Peter Combes was researching dates. He said it was not unusual for a corporate Treasurer to sign checks in his own name.

HOBBS asked for recognition. PLATT denied recognition.

HOBBS announced he was resigning from his Committee assignments.

**Vote to Censure**

RALL moved to censure the President. Seconded by Tom Warrick.

YOCKEY said a tradition of management by temper tantrum had developed, and that the Board could not deal with it.

P. MYERSON said the Board hadn't always gotten along well, but hadn't previously had a dictatorial leader.

BASTIAN noted that until October 1988, meetings had averaged 2 hours, and were now averaging 4, and said that there was plenty of blame to go around for the increased length.

THAL said he had suggested a half hour ago the meeting would go past 10 PM, and that it was already behind schedule.

He suggested suspending the rules and re-prioritizing the agenda.

Motion to censure passed (7-4).

**Financial Report**

P. MYERSON reported the Pi's books were closed through December 1988.

E. MYERSON reported the Club was \$6000 ahead of budget.

E. MYERSON said that variances in the financial report, all on the expenditure side, were due to bugs in the accounting software. He reported that the cash on hand was up to \$90,851 and that it was earning about 5.25-5.8%.

E. MYERSON moved to invest up to \$50,000 into insured CD's from which withdrawal could be made without penalty.

Motion approved unanimously.

E. MYERSON said he had increased the Club's bonding to \$100,000, and that it covered the Officers, Directors, and all employees. He said that the old Maryland bank account had been set up as an impressed fund when the other accounts were moved, and were now closed.

E. MYERSON moved that the president be put on signature authority on all accounts. The motion was passed (5-4).

E. MYERSON asked for a motion to authorize Pochepko to have access to all DC National Bank accounts with signature authority up to \$1000.

The motion was passed unanimously.

E. MYERSON said he had heard that Platt had said that the Treasurer's working relationship with the Office Manager was 'worse than strained'.

SHAFFER said that in a conversation with him, Platt had said Pochepko was having trouble working with Ed Myerson.

PLATT ruled that the discussion was out of order.

Ruling of chair upheld (9-5).

**Tax Returns Questioned**

YOCKEY distributed a summary of the Club's tax returns.

P. MYERSON said the summary contained some errors.

WARRICK said that the American College of Physicians notation covered a Supreme Court ruling regarding whether advertising revenues were exempt from taxation, and said the Club's decision had been to take advantage of the Lower Court's ruling in favor of the exemption.

When the Supreme Court ruled against the exemption, the Pi paid the additional tax and interest.

E. MYERSON said the Interest notations referred to interest due to the state of Maryland that had not been paid.

YOCKEY said she was concerned about the incomplete Board of Directors list attached to the returns. She said Bernie Urban was not listed, and that his salary had to be listed in the returns.

E. MYERSON said Bernie Urban was paid as an Office Manager, not as a Director.

HOBBS moved that the tax forms be submitted to the Pi's legal counsel and to the audit committee.

Motion passed unanimously. (9-0)

**MacWorld Planning**

PLATT reported that plans were being made by the Pi and the Pentagon Mac Users Group to host a reception for other user groups, to be partially funded by Apple, and that a reservation had been made for a room at the Grand Hyatt. At the same time, the NASA group was planning a reception at the Air and Space Museum. Consideration was being given to merging the two receptions, in which case the banquet room would be made available to Apple-Columbia for its own reception. He asked for authority to post a refundable deposit with the hotel until a decision was made.

Motion passed unanimously.

PLATT said that the MacWorld organizer had asked for rental of the Pi mailing list in exchange for three seats to the MacMasters tutorials, or for a cash payment.

E. MYERSON moved that the membership list be rented to the MacWorld organizers, subject to negotiation by the president, price to be determined by the president.

Motion passed unanimously.

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Okidata 320/321 (300 cps, 9-pin, NLQ mode, std/wide carriage)	375/525
390/391 (270 cps, 24-pin, std/wide carriage)	525/749
NEC 2200 (170 cps, 24-pin quality at a bargain price)	369
6200/6300 (265 cps, 24-pin, std/wide carriage)	539/725
Toshiba 821SL (218 cps, 24-pin)	515
Olympia NP-30 (150 cps, ImageWriter-compatible)	285
HP LaserJet II (8 ppm, 512k)	1725
DeskJet (240 cps inkjet, 300 dpi, LaserJet-compatible)	739
Panasonic 4450 (11 ppm, 512k, dual input bins, LaserJet-compatible)	1695

### MODEMS

Applied Engineering DataLink 1200/2400 (1200/2400 card w/soft)	149/185
Anchor 1200E/2400E (1200/2400 external, Hayes-compatible)	109/169
Prometheus Promodem 1200A/2400A (1200/2400 card w/software)	129/159
Promodem 1200G/2400G (1200/2400 external)	119/179

### MEMORY EXPANSION & VIDEO BOARDS & CPU'S

Applied Engineering RamWorks III (256k, for IIe)	189
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guRam (256k, for IIgs)	185
Transwarp (3.6 mhz 6502c accelerator)	159
Transwarp GS	309
PC Transporter (IBM-on-a-card, 768k)	525
Laser 128/128EX (IIc compatible computer)	409/475
AMR 80-column card (64k, for IIc)	59

### HARD & FLOPPY DISKS

Sider II (20/40-meg for II+, IIe, IIgs or Mac)	489/639
CMS 60-meg (for IIe or IIgs)	859
AMR A.5 / A.5c (143k half-hi floppy for II+/IIe, IIc)	119
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Sensible Grammar	65

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ProTERM 2.1	85
Hayes Smartcom I	79
Compuserve Starter Kit (password & \$25 usage credit)	29

### MISCELLANEOUS SOFTWARE

Beagle Timeout SideSpread/FileMaster/DeskTools/Thesaurus	32
UltraMacros	39
QuickSpell/SuperFonts	42
Graph	55
pf:Workmates (includes Write, File, Report, Plan)	125
Print Shop/Print Shop Companion	35/29
Typing Tutor IV	29
Copy II+	25
Avery List & Mail	39
PaintWorks Gold (for IIgs)	62
Flight Simulator II / Jet	39/32
Where in the World is Carmen Sandiego?	32

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### LASER & INKJET PRINTERS

General Computer Personal LaserPrinter (QuickDraw-compatible, six fonts)	1525
Personal LaserPrinter Plus (as above, w/seven additional fonts)	1649
Business LaserPrinter (6 ppm, Postscript, 2-meg)	3049
WriteMove (QuickDraw-compatible inkjet printer)	469
NEC LC-890 (8 ppm, Postscript/HP emulation, 3-meg, dual-bins)	3255
QMS 810 (8 ppm, Postscript/HP emulation, 2-meg)	3995

### HARD & FLOPPY DRIVES

Peripheral Land PL 20/30/50VL (3:1 interleaved SCSI for Plus, SE)	575/675/799
PL 20/30/50 Turbo (1:1 interleaved SCSI for Plus, SE)	599/749/895
PL 20/30/50 VL (3:1 interleaved, internal for SE only)	489/585/725
PL 20/30/50/70i Turbo (1:1 interleaved, internal for SE only)	525/649/775/925
PL 100i II Turbo (100 meg, 1:1 interleaved, internal for Mac II only)	1149
Infinity (10/40-meg removable disk, reads IBM floppy disks)	849/1149
TurboFloppy 1.4 (1.44-meg floppy, read/write Mac & IBM disks, SCSI)	329
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**April General Meeting**

PLATT announced that a tentative agreement had been reached with the new management of the USUHS Cafeteria to open it for lunch at the April 22 meeting, provided a guaranteed minimum number of sales was promised. HOBBS said the morning music concert would run 2 1/2 hours, and that Bruce Webster, author of "The NeXT Book" would speak.

RALL said the afternoon session, with attendees from the MACWORLD show, would run 4-5 hours.

PLATT asked for a motion authorizing him to enter into an agreement with the cafeteria management to open the cafeteria under the terms discussed.

P. MYERSON moved to authorize the president to enter into an agreement with the USUHS cafeteria.

Motion passed unanimously.

**Office Relocation Plans**

POCHEPKO and KNUTSON presented information on telephone systems. They preferred Trillium or Spirit. The purchase price would be from \$2000-\$3000. Both systems could be linked. Both had intercoms and speaker phones.

BASTIAN said the only major difference between Trillium and Spirit was the built-in data screen which he felt was unnecessary for the size of the office, and recommended getting Spirit.

YOCKEY moved that the office staff select between the Spirit and Trillium phone systems, based on the requirements specified.

WARRICK moved to amend the motion to add that significant consideration be given to reliability and repairs, with terms of 50% on delivery and the remaining balance to be paid after 30 days.

Motion passed unanimously.

POCHEPKO said the move was on or ahead of schedule, and that 7 days notice had to be given to have the phones installed in time.

PLATT announced the issue of selecting sub-tenants would be deferred until the next meeting.

**Personnel Evaluation**

WARRICK asked to defer the issue until after the election guidelines were discussed.

PLATT said that the office staff had been hired for three months on probationary status and that the term was coming due.

WARRICK moved to suspend the rules and reorder the agenda. Seconded by RALL.

BASTIAN noted the last agenda items had been discussed and settled calmly, and asked the Board to continue that pattern. Motion to suspend rules approved (8-4).

S. KNUTSON questioned the Board's competence to judge the performance of the Office staff.

PLATT said he only wanted input on the evaluation form to be used.

E. MYERSON moved absent a recommendation by the president to the contrary, the board commends the performance of the office staff as they move into permanent status.

THAL said it was the role of the President to make a decision on permanent status of the Office staff.

BASTIAN said the reasons for an evaluation were either to determine qualification for continuing, and for education, that there was unanimous agreement that the staff should become permanent, and that the education component could be dealt with later.

PLATT said he agreed, but wanted the review to be in conjunction with Board.

TRUSAL said the form should not be reviewed at the Board meeting

E. MYERSON asked if the staff had received written clarification of the terms of becoming permanent.

PLATT said it was covered in their appointment letters.

YOCKEY moved to table discussion. Motion to table passed unanimously.

**By-Laws Reform**

SPITZER gave an explanation of the Hare system of voting.

WARRICK noted that Art Spitzer had not served on the Bylaws Reform Committee and asked who on the Board supported the proposal.

HOBBS said not everyone on the Committee supported the proposal, but that there was a consensus that it was worth considering. He suggested discussing it at the Future of the Pi meeting.

TRUSAL asked how accurate the Hare System was.

E. MYERSON said that it required the use of a computer system to calculate the results but that the program was very reliable.

BASTIAN said he was still concerned that, because the system was essentially a 'black box', there would be perceptions, given the current climate, that the results were not fair.

LITTLE moved the amendment to article IV (changing the official address of the club) be approved, and that the remaining proposals be deferred.

Motion to recommend amendment to Article IV passed (10-4).

RALL moved to table further discussion. Seconded by Warrick.

Passed.

**Future Of The Pi Meeting**

NELSON presented a proposed outline for the Future of the Pi meeting on April 8.

WARRICK said that the Second Decade Committee's work was important, but questioned the issues proposed for discussion. He asked whether the meeting should be an opportunity for brainstorming improvements, or for discussing the issues that were on

members' minds.

RALL said that he had introduced the motion to hold the Future of the Pi meeting, and that the proposed agenda went counter to the original concept of the meeting. He said the Board should not attempt to 'lead' the discussion.

P. MYERSON moved that members wishing to propose topics for the Future of the Pi meeting meet with the Committee following the board meeting and that those unable to meet present proposals to the Committee at its next meeting.

Motion approved (7-2).

BASTIAN said the proposed agenda was well meaning, but was too ambitious for the time allocated and suggested a more skeletonized agenda.

WARRICK said the meeting should have skeleton agenda and said the Committee's proposals could be handed out to attendees as discussion points.

YOCKEY moved to adjourn.

Defeated (5-8).

**Committee Selection Procedures**

SHAFFER said that many committees had been formed, and that only two were authorized by the by-laws. All other committees were being formed by the President and should be subject to ratification by the Board.

PLATT said the President had the power to appoint new committees beyond those specified, and that most of the existing committees had been inherited when he became President. He suggested that part of the problem was in the naming of the committees and said some could be better named as commissions or task forces.

KAYE moved to table.

**Election Guidelines**

WARRICK suggested some election guidelines.

THAL suggested having a group supervise the election, instead of one commissioner.

PLATT moved to amend paragraph 4 to change the maximum length of candidate statements to 250 words.

Amendment approved (7-2).

SHAFFER moved to amend the proposal that the board directs the editor to ensure the next three issues contain nothing partisan for or against any candidate for office.

KAYE moved to amend the proposal to add "that the results shall be presented at the June membership meeting, and unless successfully challenged, shall be final".

Motion approved (14-1).

**Exhaustion**

YOCKEY moved to adjourn.

Motion defeated (4-5).

PLATT suggested absence of a quorum.

Meeting adjourned at 10:30 PM. ♣





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# WAPNEWS Community Service

by Rick Gilmore

Do you have talents (or computer hardware) that might be used on behalf of others? If so, then the Pi's new community service initiative needs your help. Our goal is simple: link the expertise and resources of club members with projects and organizations in the Washington area which serve the community at large. Many members already provide serv-

ices to area schools and not-for-profits. Under the auspices of Washington Apple Pi, we hope to expand upon those efforts.

Projects which might be undertaken include the following:  
*Tax preparation assistance for low income or elderly persons;*  
*Computer systems support for special events, like fundraisers;*

*Pro bono consulting, training, stack-ware design, etc.;*

*Adopt-a-school program;*

*Partnerships with an organization like Big Brothers/Big Sisters to match interested young people with computer-using adult mentors;*

*Art, writing, or music contests for area youth, with scholarship awards.*

No idea is too far-fetched as long as it fulfills a clearly-defined community need. If you're interested in helping, please contact Rick Gilmore at (202) 835-0744 days, (301) 587-6928 eves. 🍏

## WAPNEWS National User Group Conference

by Bob Platt

The Third Annual National Apple User Group Conference (NAUGC) was held in Indianapolis on March 31 through April 2. WAP members Bob Platt and George Venable attended.

### Apple II Video Overlay Card

The big news at NAUGC was the debut of the Apple II Video Overlay Card. This is the first new product for the Apple IIe and Apple IIgs, which Apple has released in some time. The card enables users to superimpose computer graphics (text, pictures and animation) over video images from an external source (VCR, videodisc, video camera or television signal) and view the result on a single screen. The final result, a blend of computer graphics and video, is richer in content and communication value — and more compelling — than either alone.

Computer video signals and video signals from television, a VCR, video camera or videodisc are commonly timed differently. The Apple II Video Overlay Card employs genlock circuitry to synchronize Apple II timing to external video timing so both images can appear simultaneously on a single screen. The card produces high quality video output and improves the display on both the Apple IIe and the IIgs. When the card receives input that meets National Television Systems Committee (NTSC) RS-170A specifications, it produces RS-170A

output which can be broadcast for NTSC television.

The Apple II Video Overlay Card provides a variety of input and output options. It accepts video input from a VCR, videodisc, video camera or television, and sends both a red, green, blue (RGB) and composite video output signal. This means video and overlay can be viewed on either an RGB or composite monitor, and/or recorded on a VCR or broadcast for NTSC television.

The Apple II Video Overlay Card comes with VideoMix software that provides easy control for mixing video and computer graphics. It also enables the user to adjust the tint and color of the video image which appears on an RGB monitor, much as one would adjust the color on a television.

### Fate of the Apple II

A big topic of discussion was the fate of the Apple II. Tom Weishaar was the main dinner speaker who argued that so long as the Apple II continues to provide Apple with a billion dollars per year in sales, it is unlikely that Apple would terminate the product. However, he did note the rumors that Apple had discontinued system software development on the Apple II. Barney Stone, who will also be speaking at the May WAP meeting, addressed the use of the Apple II in business.

In general, the consensus continues to be that the most viable and active users groups are combined groups which support both machines. User groups will have a larger role to play if Apple ever does diminish its support of "Apple II Forever."

### Other Speakers

Guy Kawasaki also gave a humorous dinner speech on the "Macintosh Way." Ellen Leanse chaired an Apple Feedback Session. Scott Kanaster gave a seminar on Macintosh programming, and Tom Weishaar gave a seminar on Apple II programming. Other workshops focused on user group organizations. Bob Platt made presentations as a part of panel discussions addressing fundraising, legal and accounting concerns and the problems of multiple-CPU user groups.

### Politics

There was some sentiment at the Apple User Group Advisory Council to have this be the last NAUGC. However, there was such overwhelming support for the idea of a national conference, that a resolution was passed scheduling NAUGC 1990 in Chicago and forming a nation-wide Board of Directors to select future sites beyond the midwest.

At prior NAUGCs, there was active discussion of forming a "super user group." This idea appears to now be dead, as on-line services and the Apple User Group Connection are viewed as supplying all of the functions which had been proposed for that organization. 🍏



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WAP NEWS

## Letters to the Editor

### Jobs Still Faithful

Dear Tom,

I thought you would enjoy the enclosed photo which I saw in *Visa Vis* magazine on United Airlines recently. As you can see, the article is touting the NeXT computer and the accompanying photo of Steve Jobs has a big NeXT poster on the desk. But what computer is Stevarino using? It looks suspiciously like a Mac 512 to me! I guess all the bugs aren't out of the NeXT system yet, or maybe the software base is too small! Or maybe Steve is sentimental about his last "baby". Or he knows what we know - that Macintosh is the "computer for the rest of us".

Keep up the good work.

Ellen Crockett  
Springfield VA

*Sorry we can't run this picture, but there is Steve Jobs surrounded with NeXT paraphernalia but clearly using a Mac to get his work done.*

### On WAP Reconstitution

Dear Mr. Piwowar:

I read both the proposal to reconstitute WAP into machine-specific groups as well as your dissenting editorial in the March 1989 issue of the Journal. I am an out-of-area member who cannot attend meetings, but I believe this issue is critical enough to register my opinion.

I agree with you that the Milrod plan would Balkanize WAP by creating unnecessary operating layers. Before joining WAP, I had belonged to a local club which was such an alliance of machine-specific groups bound by the local club. The members of the Apple group had little to do with the parent organization and nothing to do with members of other machine-specific groups. The officers of the parent group added nothing to the operation of the Apple group. I used to wonder what these people got out of running a parent organization which seemed to draw little interest from its constituent groups. Our

local Apple group would have been much better served if it had become another slice of WAP. The weight of the parent group actually weakened the Apple group.

WAP is a mutual support organization to help its members solve problems via its large brain trust. Apple II and Macintosh owners have little common interest other than the common logo that adorns the fronts of their computers. Somehow, this brand alliance seems to work in WAP. However, most Apple owners have no interest in the problems of other systems. How can WAP members benefit from an association that brings in additional systems' owners? The only benefit would seem to go to a few organization types who derive pleasure from empire building.

Bigger is not better. Keep WAP the way it is. Please register my vote against the Milrod plan.

Yours truly,  
Mark Blass (WAP # 7430)  
Allentown PA



## Letters to the Editor

### Dividing to Be Conquered

I have been hearing and reading some commentary and information about a possible impending "reorganization" of the Apple Pi,

I'm going to make my remarks very specific. None of these remarks are personal; I don't know any of the people involved; I don't even know who they are. But I also wish to offer some pertinent remarks based on my understanding of the situation and based on my considerable past experience with certain types of people who try to get into politics in a large organization of this type.

I joined the Pi last year. I have been quite pleased with the results of the limited amount of time that I have been able to spend with the Pi and its publications, and attending its meetings. It appeared at first to be a fairly close-knit group, and of course I know that Pi dates back a long time and that Apple computer users represent a special breed of people — beginning with the fact that they have "traditions" and "heritage," as compared to a few other groups who simply grew out of the fact that a very large organization decided to enter a new field.

On the other hand, I have looked upon the Apple people as a close-knit group of friendly computer owners and operators, hackers, tinkerers, etc., etc.; people who are not only interested in efficient use of their computers, but also in sharing their experiences with others.

In fact, that's the way Apple really achieved its success.

I had recently began to notice that a rift of some sort may have started to open in the Pi between the Mac people and the Apple II people. I regretted that very much; I even regret the obvious hostility (not just rivalry) that exists between many users of Apple products and users of IBM-PC type products — we're all in the same business, we all do the same things, and we are much better off cooperating with each other than we are fighting with each other.

Now, having become disturbed

already over the widening gap between the Mac users and the Apple II users, (I had hoped to graduate from an Apple II to a Mac one of these days — but not get rid of my Apple IIs), I understand that the Pi is giving some thought to breaking itself up into several small "sub-clubs", each with its own "President" with lots of new authorities and independent thinking, and of course lots more positions of "prestige".

As far as I'm concerned what we would be doing is dividing to be conquered.

Having reached membership in excess of 6,000 the Pi is an organization to be respected. Further more, for the most part (and I think with the exception of only a few which I will describe further below), it is a group of people who are mutually supportive and mutually communicative. However, now, something comes along here and somebody is proposing a whole new structuring of this organization.

I now offer what I consider to be my pertinent comments about the organization itself, having prefaced it through perhaps too much preliminary detail.

1. I note with great concern that this organization can be rearranged by having a "quorum" of only 51 members present out of a total membership of 6,000! This is certainly not what I would classify as "representation." Read on:

2. In any organization of 6,000 members, it is possible to find 51 or more dissatisfied, unhappy, contrary, flaky, perverse, incompetent, etc., etc. members who can be called together by one or two "super flakes" in order to rearrange the whole structure of the organization for their own personal convenience and gratification. I've seen this happen before and I've seen it attempted or carried off by people like this who really are looking for authority and status, and can't find it any place else. (I'm only concerned here with the fact that the possibility exists, I don't really know if the condition exists!

3. I have mixed emotions about some of the material I read in the recent issue of the Washington Apple

Pi Magazine. I believe that there is some sensible thinking going on at the Board level, and that the "decade committee" may very well be addressing this thing in a very sensible fashion. However, I am quite disturbed again at the possibility that a special meeting of only 51 people can be called and a whole new organizational structure can be imposed on the balance of 6,000 people. From a personal standpoint, and I know that from the personal standpoint from most of the other 6,000 members, all I want to do is to join the Pi, contribute what I can, derive what I can, get the most out of my Apple computer, and not have to fight these stupid political battles.

4. The first thing I'm going to ask, then, is that the Board immediately promulgate a new set of rules which will absolutely prevent the possibility of 51 "flakes" from changing the whole organizational structure of the club. (Again, I have no personal feelings about any of this toward anyone; I just happen to know, and you do too, that in any organization there are always 4 or 5% of the people who want to change everything that is going on, whether it's good or bad.) Five percent of 6,000, as I remember is about 300 people, which is about 6 times the number that is required in this case. What in the world caused such a provision to be included in the by-laws??

I'd be glad to engage in any kind of a mature discussion of this situation, if required, but there isn't much more that I can add besides what I have said above, and I am not in the business of managing clubs: I am in this case in the business of belonging to the Pi and looking forward to enjoying that membership.

Thanks for any time you may have spent in reading this letter, and I am looking forward to keeping the Apple Pi as the most powerful computer organization in this area and a place where people like myself can go for mutual support and try and figure out how to make these things work and to the best kind of job that they can — and occasionally letting Apple Computer know that we are out here.

O.D. Page, P.E.  
Bethesda MD

# Open Hearing on the Second Decade: April 8

by Robert C. Platt

*Forty-four members gathered on Saturday April 8 for a public hearing sponsored by the Second Decade Committee.*

The Committee prepared a hand-out with 14 proposed discussion topics, some of the Committee's tentative ideas and financial data on WAP. The group then ranked the discussion topics in order of priority. Unfortunately, only the four most popular topics were reached during the two and a half hour session.

## Selection of WAP Board

About an hour was devoted to how WAP's Board of Directors should be selected, including a proposal from Martin Milrod to divide up the club into machine-specific groups (MSGs) whose Presidents would serve as the Board of Directors of WAP as a whole. Milrod felt that this would result in decentralizing decision making and would assure each machine would receive its share of WAP's capital budget.

Dick Byrd questioned whether Milrod's proposed organization would prevent WAP from working as a unified club. Walt Francis suggested allocating funds to each existing SIG on a formula which would reflect the SIG's size.

Frank Potter asked about tension which would be created between different classes of members, and Chris Bastian predicted that the Milrod plan would lead to a divisive atmosphere. Bob Shaffer feels that our attendance by Apple II users at the general monthly meetings is poor and we must revitalize our Apple II programs.

Dave Harvey, who is also President of NovApple, noted that in 1986 the developers of TechWorld offered users groups free meeting space and office space if we would form an area-wide umbrella group. WAP could be a part of such an umbrella group. Milrod's proposal could be expanded so that WAP would be just one part of a DC-wide umbrella group. Bob Platt reported that the Presidents of the major DC users groups already meet

regularly to sponsor and plan the CMUF (now FedMicro) shows.

Seth Mize expressed concerns on how Milrod's plan would adversely affect the Slices. Milrod claims that the new organization would be irrelevant to the Slices. Mize reported that the Annapolis Slice voted to oppose the Milrod Plan.

Jim Torrence reported that an umbrella group was tried in Philadelphia, but there were problems with meeting space allocation.

Milrod explained that any machine with 50 users could form a group and that separate groups could exist for the Mac, Mac II, Mac IIcx, etc. Each group could print its own journal and run its own bulletin board.

Fred Edwards saw the plan as "bureaucracy on top of bureaucracy."

Theron Fuller posed three hypothetical situations: (1) Can one or two Exty Sorcerer users start a MSG and get on the Board of Presidents with the same voting power as the 3,000 Macusers? (2) Suppose the NeXTMSG is taken over by a Quayle for President clique. Can the central board stop them from acting in a manner which would jeopardize WAP's tax-exempt status? (3) Does a President of a 3 member MSG have as much representation as a 3,000 club?

Milton Goldsap noted his experiences with the American Psychological Association, which has 39 separate divisions. A big group will submerge the smaller divisions. Dick Byrd suggested that MSGs could be formed and still retain a Board of Directors elected at large from all the members.

Chris Bastian observed that many SIGs cross machine lines, and that the Milrod proposal would make it difficult from them to function. He was also concerned about inefficiencies in obtaining meeting space under the plan. Tony Goncalves "smells too much politics" in the Milrod plan and believes that service to members is what's important.

Curtis Laret believes that the simplest structure is best. A large

group leads to better representation to Apple Computer and other vendor supporters.

Ted Meyer also smells a lot of politics in the debate. If there are tensions between machine groups, reorganization won't solve that. We must remember that we are an Apple group.

Nancy Byrd questions the desirability to divide our members according to machines. With APW now looking more like MPW, there will be a continuity of software across machines.

Ernie Lane worries about losing clout with Apple.

Sam Knutson believes that each machine has its unique character and therefore want to promote opportunities to meet people who share his interest in the same machine.

## Conflict of Interest

There was general agreement that WAP should have a conflict of interest policy. The chair explained the current policy and that the Bylaws Commission was recommending a new policy for a vote at the April 12 Board meeting.

Since 1983, WAP has used a paid contractor to serve as Editor of the WAP Journal. Martin Milrod believe that there is an inherent conflict of interest in the same person editing the Journal and being paid to lay it out.

Larry Feldman asked whether any specific problems are being addressed? Cynthia Yockey said that it is important that WAP be run by volunteers and that the paid staff not make the policy for the organization.

Milton Goldsap said that an Editor must have the appearance of neutrality as well as being neutral in fact. An Editor should attend Board meeting but not be a Director.

Fred Edwards is concerned that certain Board members were charging \$1,000 fees to the Pi without disclosure to the membership.

Jim Torrence asked why office staff could not be members of the Pi.

(As a clarification, the new office managers agreed to give up any membership in WAP as a condition of employment. Non-managerial employees can be and are members.)

Bob Shaffer apologized to Bernie Urban and clarified that the Treasurer was being paid only \$500 per year to prepare the tax returns.

Milton Goldsap noted that although software vendors give lively presentations at monthly meetings, they should know when they are invited that they will participate on a panel discussion along with WAP members who have used their product (in order to keep the program balanced.)

Theron Fuller wants to encourage outside financial support for WAP.

Dave Harvey explained the conflict of interest provisions which he proposed to the Bylaw Commission and how it was based on a proposal from the AzApple club.

Nancy Byrd urged a compromise. She would allow WAP staff to be members but not serve on the Board.

Harry Kaiser, Cynthia Yockey and Walt Francis all debated the restrictions on who could be eligible to serve on WAP's Board.

Chris Bastian related the experiences of the NY Mac Group where the President and three other directors were also vendors. They did not vote on matters in which they had a financial interest, and they all sold goods to the club below their own cost.

Betty Masse believes the Office Manager is going to cope with politics whether he or she is a member.

Peter Cook asked for clarification of the scope of the prohibition on membership. It applies to only Managerial employees.

## WAP Journal

Martin Milrod wants contents segregated by machine.

Jim Torrence asked why the arrangement was changed? Tom Piwowar said he places Apple articles in the front, Mac in the back. Games in the middle (to keep the peace).

Milrod suggests that the cover could be better used and that icons should identify specific articles.

Theron Fuller is worried about

the financing of the Journal. If it becomes too dependent on ad revenues, WAP could be blackmailed by our advertisers. He is worried about the SoftTalk Syndrome where favorable reviews accompany ads from a vendor. Tom Piwowar explained the role of the Review Editor, Ray Hobbs and how militant he was about keeping the Journal independent.

Chris Bastian noted that editing a Journal can be a pain and that there is a need for a clearer definition of where to submit material.

Dave Harvey suggested that if there is not sufficient Apple II material, it should be reprinted from the newsletters of other clubs.

David Ottalini urge people to contribute articles if they are unhappy with the coverage.

Ted Meyer feels the real problem is that Apple II owners aren't writing enough.

Seth Mize explained the prizes which the Annapolis Slice gives for writing articles. Peter Cook reports that the Journal Editorial Committee is working to make it easy to submit articles.

Frank Potter commented on the economies of scale in printing a single Journal.

Sam Knutson opposes reprinting articles from other groups.

Bob Shaffer defended the practice of allowing a software reviewer to keep the review copy of the software rather than allowing the club to use it or give it away.

Marty Milrod believed that the Office is short on software and that the Apple II and Mac hot lines should appear on separate pages. Marty also stated that he thought it a conflict of interest for the Journal editor to own the company that holds the production contract for the Journal. Tom Piwowar invited Marty to do the Journal himself.

## Tutorials

Cynthia Yockey explained "conceptual tutorials" for assisting new users to understand the different types of applications. WAP needs more volunteers to teach tutorials. Peg Matson feels WAP needs more advanced tutorials. 🍏

## Vendor Watch



Dear Mr. McConathy,

Several months ago, I spoke with you about your hard disks for the Macintosh. You stressed the extensive testing MicroNet used to insure the quality of your product. You certainly wanted to leave the impression that MicroNet is concerned about quality and the service received by your customers. Based in large measure upon your comments, we purchased several of your MS-62, 60 meg drives.

When I called recently to describe a problem we encountered when using a Radius Accelerator equipped Mac SE with an MS-62 drive, you rather abruptly passed me over to someone in Technical Support. I left the subsequent conversation with "Jeff" feeling as though MicroNet assumes no responsibility for and has no interest in the fact that I can not use your drive with an accelerated SE. I was told "we don't guarantee the drive will work with accelerator equipped SE's," period. No expression of concern, no offer of help, no expressed interest in finding a way around the problem. Just a simple "That's Radius' problem."

Mr. McConathy, in this day and age, with the competition among suppliers being hot and heavy, I must express surprise at MicroNet's handling of this situation. Let me assure you that it is your problem as well, one way or another. Either MicroNet helps customers like us resolve this problem, or inevitably the market place will work its wonders and MicroNet will find a decline in sales based upon the dissatisfaction of its customers and word of mouth communications.

I will be informing my local user's group of almost 6,000 members of my experience. As past president of the group, I write a monthly review of Mac products and regular columns of Questions and Answers. I will also be



# Open Letter to the Members

by Lynn Trusal, WAP Board Member

I have been a member of WAP for five years and have served on the Board of Directors (BOD) for the past two. I am seriously considering not running for the BOD this year and wish to state my reasons in a general context and to challenge the membership.

This past year has been a period of growth, improvement and turmoil all wrapped into one for Washington Apple Pi. I believe decisions made by your elected representatives should be based on what is in the best interest of the club. This is a dichotomy since the "best interest" is not always black and white and therefore subject to legitimate debate. I have been disappointed that some WAP members have not always made decisions based on this principle. Some people have allowed themselves to let "sacred cows," "political agendas" and "unholy alliances" cloud their judgment and take positions clearly not in the best interest of the club. WAP has suffered for the past several years because of this attitude.

We are no longer a small group of Apple hackers who can function out of someone's home with volunteers. We needed more professional management, sound business practices, sound leadership, and a bigger office to better serve the membership. I believe that we have made positive strides in that direction during the past year, but we must continue to grow by "working together" under the umbrella of legitimate differences. If common sense, sound reasoning, and the best interest of the Pi are our guiding principles, how can we go wrong and how can we fail?

Unfortunately, such principles do not govern the decisions of all. As we approach new elections, perhaps for the first time we will have a true contest representing different viewpoints on both how the past was handled and how the future should be shaped.

WAP belongs to the total membership and not just to "charter members" who have made significant contributions over the years but who are also not the sole repository of what is in the best interest of the club.

We can no longer afford active volunteers who are also paid staff. The two don't mix! We can also not cling to practices of the past and expect what was good in 1980 to still be good today.

We must also accept the fact that some members may disagree with decisions made by the President or the BOD, and be thick-skinned enough to accept and learn from responsible criticism and debate. Constructive criticism is not to be seen as a failure to cover up, but a challenge to improve.

Since a relatively small portion of the total membership regularly attends meetings or WAP functions, the main source of information is the WAP Journal and the TCS system. Both have important roles to inform members of club activities and serve as legitimate platforms for discussion and criticism. They do not have roles to "air dirty laundry" or serve as "public pillories" for cowardly people who prefer not to face their adversaries. I believe the WAP TCS system and other local ones have been misused in this regard, and if this continues to occur they will lack true purpose.

In a similar manner, the Journal must be willing to accept reasonable and responsible "letters to the editor" discussing differing viewpoints on club business, but it is not a place for personal attacks any more than the TCS is. The current editor is receptive to such responsible commentary, and the membership should take advantage of that.

The events of the November 1988 general membership business meeting were unfortunate, and I question the true motives of the individuals behind that effort. If they disagree with the current WAP leadership, they can use the democratic method of voting officers or BOD members out of office, but spare me the theatrics.

writing to MacWeek and to Mac User. They will be urged to notify their subscribers that if they want to use and accelerated SE or Plus, they should stay away from your drives since your Technical staff "doesn't guarantee them when used with anything other than a standard SE or Plus".

I would say the ball is in MicroNet's court.

David Morganstein  
Vice President, WESTAT

Mr. McConathy replies:

*Fitting disk drives to computers is not as simple as one might first think. This is why MicroNet Technology, Inc. sells its disk drives through computer dealers who have the knowledge and equipment to properly fit the drive to the computer. There is often a need to make adjustments to cable lengths, the order in which devices are connected, the positioning of terminators, etc. Some configurations may not work at all. In this case the dealer may try a different brand of drive.*

*Mr. Morganstein did not purchase his disk drives from a dealer. He told us he was a developer and we sold him his disk drives directly at a substantial discount. I strongly believe in the developer community helping each other out. In such cases our policy is to provide telephone support, to swap the disk drive for another when necessary, and to provide a full refund if the developer is unable to get the disk drive running.*

*The computer configuration that Mr. Morganstein is attempting to use is one that I would expect to be particularly difficult. A Mac with an accelerator card is a substantially modified computer and is pushing on the edge of technology. On the other hand, our MS-62 hard disk is a relatively slow, entry level, drive. This is a technological and logical mismatch. Why accelerate your Mac and then attach it to a slow disk drive? I would expect that there would be timing problems in this set up and this is apparently the case.*

*The best we can do in this circumstance is to give Mr. Morganstein his money back. The reasons why a particular disk drive will not work with a particular computer are diverse and interesting. I hope some day to write an article about all of the factors that you have to watch out for. — Charles McConathy*

*(via telephone to Tom Piwowar)*

*“ Give back to the club some of what it has given you; we will all benefit, and WAP will be a better organization because of it. ”*

Although the by-laws contain provisions for removing WAP leaders, it was impossible to have an adequate airing of all sides of a very complex issue and have members make an informed judgment in 30 minutes time. Such an effort was doomed to fail based on its lack of merit and has only hurt the club.

A relatively small number of people contribute thousands of unpaid hours to keep WAP functioning. The job of President is both a tremendous responsibility and a tremendous burden. I have yet to figure out why anyone would want a job that can require a 40-hour week with no pay! As you mark your ballot, you must cut through the “B.S.” and attempt to choose leadership that will always put the “best interest” of WAP first.

Anyone choosing to run for office should be prepared to devote the time necessary for such responsibility and be prepared to serve the entire period for which elected. The WAP elections are no time for political “tomfoolery.”

I will continue to write my monthly column and be an active WAP volunteer, but I long for a rest from the politics and those that no longer put the interests of the Club first. I challenge you to get involved and become an active volunteer even if you do not wish to run for elected office and even if you can serve only one year. Give back to the club some of what it has given you; we will all benefit, and WAP will be a better organization because of it.

Respectively yours,  
Lynn R. Trusal  
Director

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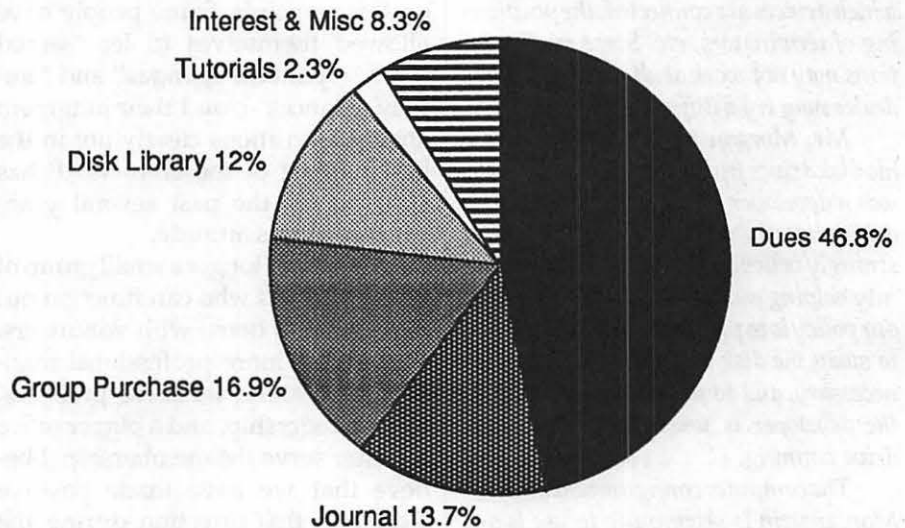
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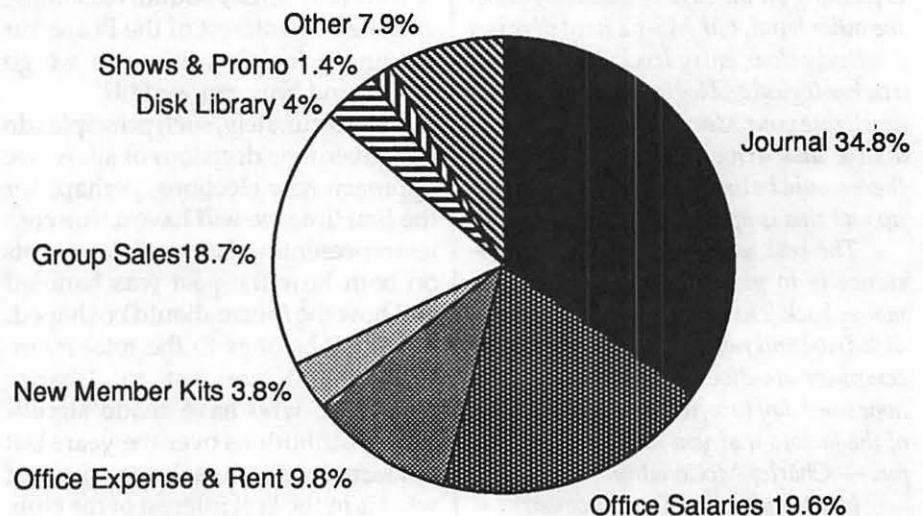
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## How it Comes... and Goes.

WAP income by source June '88 through January '89



WAP expenditures by source June '88 through January '89



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# Moving Scene

by Bob Platt

WAP's move to a new office was the product of intensive planning and extensive volunteer participation.

Thanks to Nancy Sefarian, Nancy Pochecko and Cynthia Yockey who joined me on the search for the new space.

Thanks to Nancy Pochecko for preplanning the office layout and selecting our new phone system.

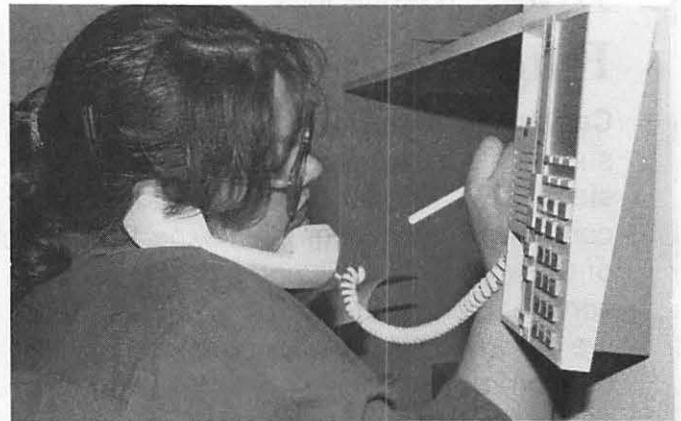
Two weeks before the move, a group led by Walt Francis sorted through mountains of journals and club newsletters to get our collection in order. The weekend before the move, old magazines and back issues of the Journal were moved to our storage shed in Kensington.

We packed boxes through the week, and moving day arrived on April 1, with Peter Combes recording the event with the adjoining pictures. Unpacking continued the next day.

Many thanks to: Scott Anderson, Chris Bastian, David Collins, Tony Gonclaves, Sam and Kym Knuston, Paul Kornman, David Kriesberg, Barry Landgon-Lassege, Bill Logan, David Lumovich, Jim McCann and his two sons, Jeanette Micity, Lou Pastura, Nancy and Greg Pochecko, Lee Raesly, Charles Rider, Chas Ridgely, Nancy Seferian, Phil Shapiro, Paul Schlosser, John Sherman, Dale Smith, Mary Ternes, John Thomason, Fred Tillman, Michael Wolz, and Don Voz.



*Jay Heller ensnared in technological tentacles.*



*Nancy Pochecko checking out the new phones.*



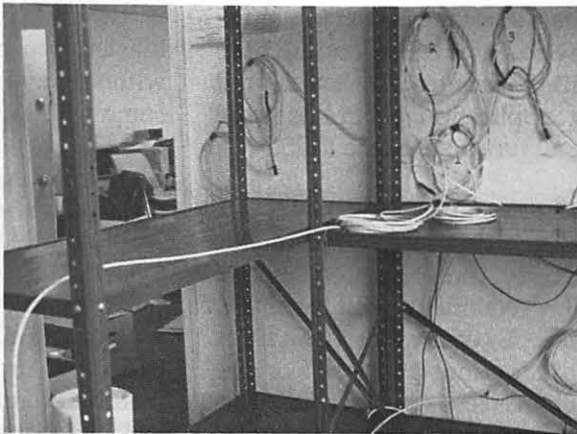


*Unpacking our magazine collection*

*Nancy Seferian makes sure we leave the dirt behind.*



*The old TCS room stripped down to the bare wires.*

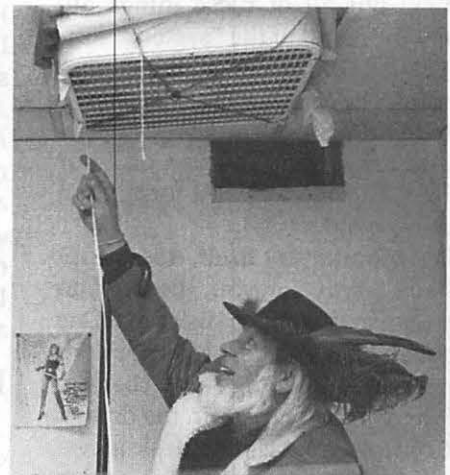


*Greg Pochevko assesses the situation.*



*Kym Knuston packing an Apple.*

*Lee Raysly removes the TCS climate control center.*



*Lou Pastura reconnects the TCS.*



# DOS 3.3

by Ted Meyer

DOS 3.3 was the standard disk operating system (DOS) for the Apple II line of computers for a long time. I've used it for more than half of my computing career, and still use it on my Iigs to run utilities that I haven't replaced with ProDOS versions.

I'm not going to try to explain all the minute technical differences between DOS 3.3, ProDOS, and GS/OS in this article. I only want to present DOS 3.3 at a very high level to give those who started computing on Apples after the advent of ProDOS a starting point for using this software.

## Operating Systems

First, what is an operating system? Remember that computers are really very stupid. They can't do anything without being given complete (absolutely complete) instructions. These instructions are called programs or software. Everything that your GS does requires software. We take a lot of things that the computer does for granted since they seem very simple. When you type on the keyboard, letters appear on the screen. When you hit control and reset, the computer restarts. Holding the shift key down while hitting another key results in an uppercase or alternate character. Turning your Iigs on with a disk in the drive starts the software on the disk. But all of these things are actually the result of the "system" software called the "Monitor" running smoothly. The Monitor is always available in ROM memory and is automatically started when you turn on your machine. The Monitor is a form of an operating system (OS).

The Monitor, by itself, doesn't really have a way for you, the user, to easily read and write to disk files. One of the first things that the Monitor does when you turn your Iigs on is check to see if there are any disks in the drives. The Control Panel classic desk accessory allows you to determine which drive the Monitor checks first. If the Monitor finds a disk in the drive it will

automatically load into RAM memory and run whatever it finds in "Block 0" of the disk. Usually this is a program to find and start loading whatever DOS (DOS 3.3, GS/OS, etc.) the disk was created with. The DOS, in turn, starts some other program running (Printshop, AppleWorks, etc.). This process is called booting.

Without the DOS software in RAM memory, the Monitor can't do a variety of things. Dividing the disk up into files, directories, and free space is the responsibility of the DOS. The software in ROM can only see the disk in terms of "Blocks." The DOS allows the disk to be organized and defined in ways to make access to data and programs easier to deal with. Saving and loading files, listing files, creating directories, and running application programs from disk are all functions of the DOS.

## DOS's

Now, a little history. Iigs buyers are currently receiving GS/OS and ProDOS 8 version 1.7 with their new purchases. GS/OS is more than a DOS. It takes over various functions from the Monitor and is responsible for interfacing with a variety of devices and types of devices. Before GS/OS was announced, ProDOS 16 and ProDOS 8 were used on the Iigs. ProDOS 16 is a version of ProDOS 8 upgraded to interface with Iigs 16-bit software. Before the Iigs was released back in 1987, Apple IIs could only operate in the 8-bit mode. The DOS of choice in those days was plain old ProDOS. When the Iigs came on the scene, ProDOS was renamed to ProDOS 8 to differentiate it from ProDOS 16. ProDOS (the 8-bit plain version) was released shortly after the Apple IIe computer was released. The Apple IIe made use of expanded memory (128K) and an 80 column card and ProDOS made better use of these and other features. Before ProDOS came out the Apple II line used a variety of DOSs including: UCSD Pascal, CP/M, and, finally, DOS 3.3.

## DOS 3.3

When I got my Apple II+ in 1982 it came with a 5.25" floppy labeled "System Master" and several manuals. The manuals included an Applesoft BASIC Tutorial, an Applesoft reference, and a

DOS 3.3 reference. The System Master disk included a variety of sample programs that could be used in conjunction with the manuals to learn about programming and DOS 3.3.

Generally your interface with DOS 3.3 was more "hands-on" than it is now. Booting the System Manager, you were presented with a title and then, if you had 64K of RAM, the message "LOADING INTEGER BASIC INTO RAM" appeared. After a few moments you were presented with the "Applesoft prompt" which is a right bracket: "]". At this point you typed in the appropriate commands, hit return, and DOS 3.3 would load or run your file.

If you have a copy of the System Master, you can boot it on your Iigs without any problems. The II+ didn't come with lowercase. Remember that DOS 3.3 was designed with the Apple II+ in mind, so keep your caps lock key down. Most of us are familiar with Applesoft BASIC. When you boot the System Master disk on your GS, a second version of BASIC, Integer BASIC, is automatically loaded. Integer BASIC is similar to Applesoft, but doesn't include floating point numbers. This lack of decimal point number capabilities means it wasn't great at mathematical-type programs. However, that same lack made it simpler and faster for games. From the Applesoft prompt just type INT and return and you can start loading, entering, and running Integer BASIC programs.

DOS 3.3 is not a hierarchical file system, that is, there are no "directories" or "folders." All the files on the disk are at the same level. The CATALOG command will produce a list of all files on the disk, not just those within the current "prefix."

Utilities in DOS 3.3 consist mainly of two programs: FID and COPYA. These were available on the System Master. COPYA is a disk copying program which can be used to copy DOS 3.3 disks. FID is a file management program for copying, duplicating, deleting, and otherwise manipulating DOS 3.3 files.

ProDOS and DOS 3.3 are incompatible. ProDOS can't read DOS 3.3 disks and DOS 3.3 can't read ProDOS disks. Programs that were written for one, if they use the disk drives or ma-



chine language programs, can't be used with the other. It is possible to transfer files from one system to another using one of several utilities. Apple has provided a utility to transfer files with the ProDOS 8 system software which comes with //e's and //c's. Also, Copy II+ from Laser will allow transferring files between the two environments.

DOS 3.3 only works with 5.25" disk drives. In its original form, DOS 3.3 does not recognize 3.5" or hard disks. DOS 3.3 needs to be patched in order to make use of this hardware. Two packages that allow DOS 3.3 to use 3.5" disks are Glen Bredon's DOS.Master, which is a \$20 shareware package, and UniDOS Plus from Microsparc.

Today, Apple seems to be aiming it's computers at application program users rather than hobbyists and programmers. Whatever DOS you are using is supposed to be hidden behind Finders, program launchers, save, save as..., open... windows, graphic representations, and icons. Apple provides a brief manual called "A Taste of Apple-soft BASIC" which gives you a bare bones start at the BASIC environment.

This allows those users uninterested in getting into the "guts" of things to use there software without having to learn a new language. The Applesoft prompt is still available for those who want to get into ProDOS 8, but it is no longer necessary for basic functions.

### Why bother?

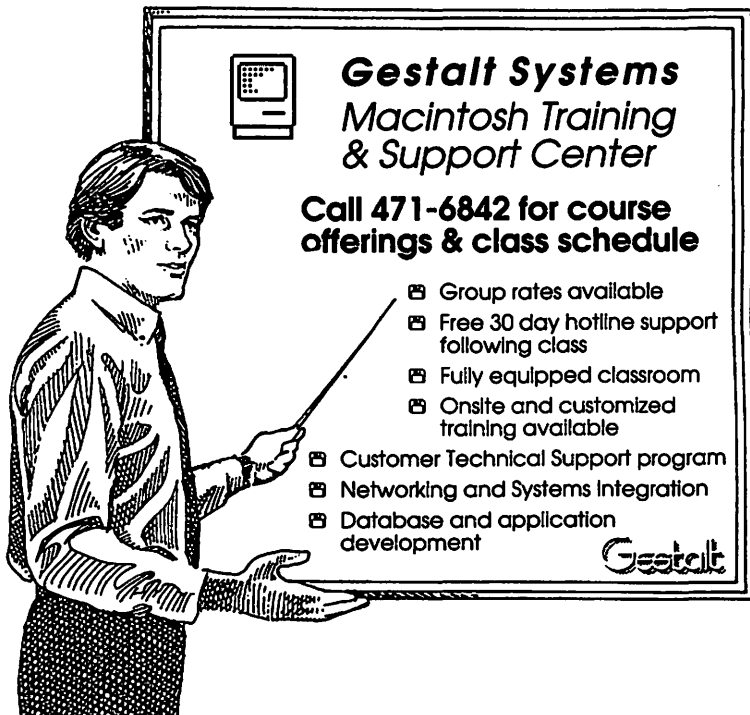
What is the point in learning about DOS 3.3? Or UCSD Pascal, or CP/M for that matter? Well, for one thing, there are a lot of sources of very cheap but very useful software for these operating systems. WAP's Public Domain Disk Library, for example, contains a lot of DOS 3.3 software. The DOS 3.3 System Master is available through the Disk Library, as is the ProDOS System Software for Transferring programs. Everything from word processor utilities to games and graphics and programming languages is in the DOS 3.3 Disk Library. EAMON is a series of text-based games which are extremely popular and very cheap as public domain software. Dozens of arcade-type games, educational software packages, databases, and more are avail-

able. WAP's twice yearly garage sale is another cheap source of software. Low-cost professionally-produced packages are often sold there.

Also DOS 3.3 can be a valuable source of information, source code for doing programming tricks, and utilities for testing your system. Transferring a program from DOS 3.3 to ProDOS can be quite an education all by itself. Learning a bit about DOS 3.3 might provide some insights into the use of more up-to-date systems. *Nibble* magazine still sells DOS 3.3 based software at reasonable prices, and back issues contain hundreds of programming tips and examples which can be altered for your own use.

If you sometimes use an Apple II+ computer, there is probably more software available in the DOS 3.3 arena than in ProDOS. ProDOS uses more memory and most ProDOS software won't run on the II+.

That's it for this month. Hopefully, next month I'll discuss what I saw at AppleFest and take a look at what Roger Wagner Publishing is coming out with in the not-to-distant future. ☛



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# Apple Q&A

by Bob Platt

Please send your questions for this column to me care of the WAP office.

## What is the "aux type" of a file?

ProDOS reserves only one byte for saving information concerning the type of file. This "file type" field is used to generate the "SYS," "BIN," "TXT," "BAS" or other designations on the catalog display. With one byte, there are only 256 possible types. (This was reasonable when compared with the limited number supported by DOS 3.3.) However, ProDOS was designed to be compatible with the Apple III's Sophisticated Operating System (SOS) and a number of possible type values had already been assigned. Fortunately, a second integer was included in the disk directory for SUBTYPE information. Apple now calls this the Auxiliary Type Field. This field is particularly useful in telling apart the different kinds of graphics files which are now available on the IIGs.

**The ProDOS CATALOG command displays a SUBTYPE only for TXT and BIN files. How can I get it to display this information for all files?**

Add the following patch to a copy of your startup disk:

```
BLOAD BASIC.SYSTEM,TSYS,A$2000
CALL -151
2EF6:13
3F13:11
3D0G
BSAVE BASIC.SYSTEM,TSYS,A$2000
```

**How can I convert between the various formats for graphics on the Apple II?**

"The Graphic Exchange" (Roger Wagner Publishing) will handle the standard "screen dump" formats as well as Printshop graphics. It will even convert MacPaint documents directly from a Mac formatted disk!

## What is a "device driver"?

A device driver is a special subroutine program which contains the specific instructions for operating particular types of input/output devices. The device driver takes general operations,

such as read or write, and performs the specific steps to implement them. By storing these device-specific programs separately in a device driver, most programs can avoid being device-specific. Hence, to change printers or disks drives, all one needs to do is to *install* a new device driver rather than rewrite the entire program. For GS/OS a new device driver can be installed by moving it to the DRIVERS subdirectory of the SYSTEM directory and rebooting. For the p-System, a special ATTACH program must be run to bind the new device driver to the operating system.

**What standards has Apple established to preserve GS/OS directory information when files are read by other systems, such as the Mac?**

Apple has released a Tech Note announcing the "Apple Single" and "Apple Double" standards. Similarly, if you download a Mac file on your IIGs for later use on a Mac, you need a format to preserve the Mac-specific directory information which is not carried on a ProDOS directory.

The format includes special header information which records the home file system that created the file. This could be "ProDOS" or even "MSDOS." A file can include more than just data. For example, the file's name, icon and "resource fork" (if it is a Mac file) can be stored along with the data. Apple Single files have file type \$E0 and auxiliary type \$0001.

An "Apple Double" file format is similar, but allows the resource and data forks of a single Mac file to be transmitted and stored as two separate files. Apple Double files have file type \$E0 and auxiliary types \$0002 and 3.

**Do GS/OS files have resource forks?**

Maybe. On the Mac, the resource fork of a file is an area reserved for use by a system program called the "Resource Manager," which allows icons and text strings (among other items) to be easily added or modified after the program has been compiled. Apple has announced its intention to distribute a IIGs Resource Manager, "at a future date." In the meantime, it is best to leave this part of a GS/OS file alone.

## What is "CP/M"?

Those initials stand for "control program for microcomputers." It is the name of the most popular operating system used on 8 bit micros. CP/M and the programs which run under it are written in the machine language of the Intel 8080. As a result, a special card with a second microprocessor is required to run CP/M on an Apple II. Because CP/M was more widely used than Apple's DOS 3.3 and ProDOS operating system, there is more public domain software available for it. Also, many people installed CP/M in their Apples to take advantage of such popular commercial packages as WordStar, Multiplan and Turbo Pascal.

Two reference books on CP/M are Steven Frankel, *The Complete Apple CP/M* (Reston Publishing, 1984) and Thom Hogan, *Osborne CP/M User Guide* (Osborne McGraw Hill, 1982).

**How can I transfer a CP/M text file to a ProDOS disk?**

Most Apple II owners have Microsoft's implementation of CP/M which was sold with the Microsoft "SoftCard." The system disk for that product has a number of valuable utilities including a program called APDOS. APDOS will convert text or binary files from CP/M to DOS 3.3 or visa versa. Once the file is on a DOS 3.3 disk, it can be converted to ProDOS using the Copy Files command in the System Utilities program on the ProDOS system master disk.

Eventually, GS/OS will have its own FST to permit direct access to CP/M or other operating systems.

**When will an FST become available to read MS-DOS files under GS/OS?**

Probably never. It is physically impossible for an Apple 5.25" disk to read MS-DOS files because the information is coded on the disk in an incompatible manner. Apple had been developing an FST for the Mac FDHD disk drive (which is on the Mac IIX, IICX and SE/30) which could read 3.5" disks used on IBM OS/2 machines.

However, there are no present plans to make these drives (1.44M high density disks) available for the Apple II family, and the trade press reports that Apple has cancelled the MS-DOS FST project. ☹

# Connecting Parallel Printers

by Phil Shapiro

So you just brought home your new Apple IIc+ and you want to connect it to an inexpensive dot matrix printer? Here's a little background and advice to help you along the way.

When Apple first released the original Apple IIc back in April 1984, users were a little surprised to find that the IIc had a built-in serial printer port. Parallel printers are by far the majority out there in the world, notwithstanding the great popularity of Apple's serial workhorse printer, the Imagewriter II.

As an Apple IIc or Apple IIc+ user, you need to know very little about the technical differences between a serial and parallel printer. All you need to know is that the difference exists, and if you want to use a parallel printer, you'll need to get a serial-to-parallel adapter.

Why would anyone want to use a parallel printer, you might ask? Price, for one. You can buy a decent parallel dot matrix printer for under \$200, complete with a near-letter-quality (NLQ) printing mode. While the Imagewriter II printer has color printing capability (overly touted to my view), and a high-speed output, it's still a dot matrix printer. And at \$450, it's not the best bargain in town.

So where does that leave IIc and IIc+ users? To go the more affordable route, you can buy one of a couple different serial-to-parallel adapters. The two most popular are the "Hotlink," about \$55, made by Orange Micro, and the Grappler-C, at about \$95. Most people opt for the Hotlink device, since the Grappler-C's only advantage is that you can also use it with a Macintosh. (Is there anyone on the face of the planet that uses a Grappler-C and a parallel printer with a Macintosh??? Just about every Macintosh I've ever seen is connected to an Apple Imagewriter or Laserwriter.)

The Hotlink device plugs right into the printer port on the regular Apple IIc, and then plugs into the parallel printer connection on any parallel printer. My Hotlink has served me

remarkably well on my present set-up. Together with my Panasonic KX-1080 printer, it churns out AppleWorks files just as easily as Print Shop graphics.

The problem arises in connecting a Hotlink device to an Apple IIc+. Just so that newcomers to microcomputers wouldn't become too complacent, Apple Computer, Inc. changed the serial port connections on the back of the Apple IIc+ to be different from those on the IIc. (All the other ports on the IIc+ remain unchanged. You can plug your Apple IIc joysticks, mice, and external disk-drives right into the IIc+.)

What all this means is that you need to get an adapter cable to plug the Hotlink device into the back of the IIc+. When a friend of mine ran into this problem, I suggested she call Orange Micro directly. She did, and they sent her the appropriate cable at no charge. The name of this little ten-inch cable is a "Cable 64." For those of you in a similar predicament, Orange Micro's

phone number and address are:

Orange Micro  
1400 North Lakeview Ave.  
Anaheim, CA 92807  
(717) 779-2772

When my friend received the adapter cable, we tried it out on her IIc+. The Hotlink worked just fine, printing out both text and graphics. (One little tip: be sure your "Cable 64" is firmly seated in the IIc+'s printer port. Don't be afraid to give it a good shove.)

On a similar note, the Laser 128 external disk drive seems to be a real favorite as an external 5.25 inch drive for IIc+ users. This drive sells for \$95 at VF Associates (on Woodmont Avenue near the WAP office). Compare this to the Apple-brand 5.25 inch drive, which weighs in at a hefty \$279 dollars at Apple dealers. Apple had better get serious with its peripheral pricing soon, at risk of losing a large market share to compatibles. And besides, we users have had just about enough of Apple's perpetually preposterous peripheral pricing policy. ☹

*The author is a software developer and the creator of the two JoyReader shareware disks.*

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# The Joys of a Fast Clock and a 3.5" Drive

by Phil Shapiro

Having helped a friend connect an Apple IIc+ to a parallel printer, I decided to get one myself. Following are some remarks about the Apple IIc+'s clock speed and the use of its built-in 3.5" disk drive.

## Life at 4 Megahertz

One of the neat things about the Apple IIc+ is its fast clock speed. The clock speed of a computer is one of the major factors in how fast a computer runs. The IIc+ gallops along at a brisk 4 Megahertz. In comparison, the clock speed of the Apple IIGS is 2.8 MHz; all earlier Apple II's operate at a standard speed of 1 MHz.

For the average home computer user, the clock speed usually is not an important consideration in buying a microcomputer. However, all other things being equal, a fast clock speed is not such a bad thing to have. And in some cases, a fast clock speed can add pep and excitement to software that might have lost its original luster.

So the first thing I did when I got my Apple IIc+ was to try out all my software at the new high speed.

I figured that a lot of educational software might be enhanced by the fast clock speed, since a lot of educational software is "time-based." If you speed up the program, all the time limits are accordingly speeded up. Consequently, I expected that the fast clock speed should have the effect of adding a new level of difficulty.

My preliminary experiments with the fast clock speed show that some programs can be played enjoyably at the fast speed, while other programs are effected detrimentally by the fast operating speed. However, it's difficult to make any generalizations as to which games are enhanced or not. You just have to try and see.

Whether the game is enhanced or not depends as much on the skills and experience of the player as on the particular piece of software.

Whatever the effect of the fast clock speed, it's nice that Apple provides the option of going back to the old 1 MHz speed. (Simply hold down the Escape

key during booting to revert to the old standard clock speed.)

One interesting note: the fast clock speed doesn't have a significant effect on music output. Music is played at a slightly faster speed, but the fast clock speed doesn't raise the pitch of the music significantly. (Accelerator boards, on the other hand, really destroy the musical output by dramatically raising the pitch.)

## A Different Drive

Now, about the 3.5" disk drive. My first order of business was to transfer AppleWorks onto the 3.5" disk. The IIc+ comes with a system disk that includes a Systems Utilities very much like the Apple IIc's System Utilities. Although you cannot directly copy a 5.25" disk onto a 3.5" disk, nevertheless, there's an easy way to accomplish this task. Instead of using the "Duplicate Disks" option, use the "Copy Files" option, and then select "All" files instead of "Some" files.

After that minor hurdle, copying AppleWorks onto a 3.5" disk is really a snap. Both the AppleWorks "startup disk" and the AppleWorks "program disk" fit onto one 3.5" disk. You don't need to do anything else to get AppleWorks to realize that it's on a 3.5" disk. It automatically loads the AppleWorks startup, and then, after a refreshing space-bar prompt, loads the AppleWorks program.

For the most part, using the built-in 3 1/2 inch disk drive is intuitive, especially for those users who are familiar with other Apple II system disks. But there's one little procedure that's most counter-intuitive.

When copying 3.5" disks from a built-in drive to a built-in drive, the red disk drive light never goes off. The system utilities actually prompts you to insert a destination disk into a drive whose red light is still on!

To my mind, this procedure is far more than counter-intuitive: it borders on being downright un-American.

There are few taboos in the world of microcomputers. Placing a floppy disk into a turning disk drive is one of the big taboos, if not the biggest taboo, in microcomputerland.

And the surprising thing is that the system disk manual has nothing to say about this subject.

Well, I called the local Apple dealer over in Bethesda, and one of their techies told me, "Oh, that's normal."

Okay - if you say so.

Still, I felt moved enough to actually fill out the "Tell Apple" card in the back of my user's manual to let Apple know about this not-so-little glitch. A friend of mine later told me that it's possible the red disk drive light is on, but the drive is not actually turning. But since the built-in 3.5" drive is so quiet, it's difficult to hear whether it's turning or not. And I make it a habit in life never to proceed whenever a red light is staring me in the face.

If the Bethesda Computer techie is right, Apple ought to send a polite notice to all registered Apple IIc+ users to let them know that they need not unduly fret about red lights when copying 3.5" disks.

One final note: Clinton Computer, the largest Apple dealer in the area, is no longer stocking the Apple IIc+. They can get it for you, but they don't have any in their stores. Clinton is the vendor who demonstrated the IIc+ at the September 1988 general meeting, so this new policy is quite puzzling. If this is just another ploy to foist the IIGs on unsuspecting customers, it's most certainly misguided.

In any event, it's not a policy that will serve to increase sales. 🍎

*The author is a software developer and an elementary school teacher.*

# Publish.It! 2 Tricks and Hints

by Gary Hayman

Perhaps you have been following my series of articles regarding Publish.It! (P.I!) and the new (and fantastic) Publish.It! 2 (P.I!2). Well now that I have told you something about them, maybe you have purchased either one and are working with them. I would now like to share with you some information, tricks and hints: as well as one warning.

## Selecting Graphics

When you are about to select a graphic, the procedure is to draw a graphic block and then import your HR, DHR graphic or Print Shop graphic, boxing the chosen portion with your graphic block.

**Hint 1:** Draw your graphic block very small and place its lower right corner (using your mouse) at the lower right area of the graphic you are going to box. Then use the OA-(up arrow) and OA-(left arrow) to expand the box to the necessary size. You will discover that this is a much quicker technique rather than trying to adjust a large graphic box.

**Hint 2:** Take care that you make sure that the box is even spaced (right/left; top/bottom) around the chosen graphic. If later you decide to frame your graphic, as you can do in P.I!2, the frame will appear evenly spaced around the graphic. If you haven't taken the precaution when you import the graphic, the framed graphic will appear skewed in the frame and can only be corrected by doing the graphic capture again. Do it right the first time.

## Fonts Again

In my article "More Fonts for Publish.It!" which appeared in the January 1989 WAP Journal, I showed you how to convert GS Fonts (\$C8) to the Publish.It! font type (\$F7). Now you are ready to de-install and install new fonts. I told you that P.I! comes with 21 fonts and you can install a total a 24. I also mentioned that you could de-install all but the DesPlaines and Deerfield default fonts.

May 1989

**Hint 3:** This is not documented, but is true. I have verified it with Timeworks, the publisher. You are not allowed to install more than six families of fonts in P.I! A "family" is a font with the stem name being the same, although the size number may be different. Example:

Geneva.10 and Geneva.18 belong to the same family. The two default font families remain and cannot be removed. This leaves you only four more families that you can install. This is no big problem since, aesthetically, there shouldn't be too many font changes on a page anyway. Besides, you also have the ability to print the fonts in bold, italic, underline, outline, and shadow - that's quite a variation.

## Using "Show Specifications"

When you select an object and choose "Show Specifications" from the menu, you can install numbers that will force the object to assume a certain size and location on the page.

**Hint 4:** I encourage your liberal use of this feature especially for text blocks. You will find that text block placements are more accurate and you can be sure of "twin" columns when you desire them. This becomes even more important when you plan to "frame" your text columns. For example, you might draw two text columns on a page. Don't concern yourself too much with where you place them. Select the first, select "Show Specifications," and enter the following numbers for /Left /Top / Width /Height / —> / .5 / .5 / 3.25 / 7.0 /. After pressing *Return*, select the second text column, select "Show Specifications," and enter the following numbers in a similar fashion —> / 4.25 / .5 / 3.25 / 7.0 /. When you exit the menu you will find two twin text columns perfectly placed on your display. There will be a rounding off of the numbers to a thousandth of an inch. Of course, you can change the specifications and even use three columns.

## Templates

AppleWorks, and other programs, allows you to create templates so you don't have to re-invent the wheel each time you want to create a spreadsheet or something similar. You can develop templates for P.I!, too.

**Hint 5:** Using the technique discussed above, develop a page with two (or three) blank text columns. Then establish a second, third, and fourth page with more text columns in the same manner. Link the text columns so that when you import text files, they flow from column to column. Save your document as Template.2COL or Template.3COL. Later, when you want to start a new document just open the template document, change its name, and import your prepared text.

**Hint 6:** Want to speed things up? After you create the first text column and choose its specifications, "Copy" it, then "Paste" it. Adjust its top and left margins for your second column. Move on to page 2 and do some pasting and specification adjustments. Continue till you have developed the necessary amount of pages and columns for your template. Don't forget to link the columns. You will find this saves time.

## Warning!

I found a bug in P.I!2 that you should be aware of. There is a feature called "Align" that will align objects according to sides or centers. It is a very useful option. There is a major problem when you attempt to right align a graphic and a text filled column - you may lose your text permanently. Timeworks was unaware of this when I called them, and while I was on the phone they were unable to duplicate the bug.

**Hint 7:** Don't use the "Align" feature when a text column and a graphic appear together. Instead, "Capture and Drag" into place.

**Hint 7A:** I have discovered that the problem involves the order of selection of the objects. If you select the text column first and then "Click Select" the graphic for the aligning, everything is O.K. But if you select the graphic first, you got problems. Want to be safe? Use hint 7.

## Back to Fonts

Perhaps in working with P.I! you have gone back to an earlier document and when you loaded it a message appeared on the screen alerting you that "Font substitution may be required in this file." The manual doesn't explain this, but what has happened is that you changed some fonts between documents and the just-loaded document doesn't match the currently selected fonts.

If you don't remember what fonts you used in the document, there is no way the program will inform you - other than through the size of the font.

**Hint 8:** Whenever you create a document that uses other than the normal fonts that come with P.I!, create an extra page with a text column and type in the fonts that you are using for that document. Thus you are maintaining a permanent record to view at a later time.

Of course, when you print your document, don't print the last page. You can de-select the last page in the "Print" menu.

**Hint 9:** The way to determine what font is being used, is to highlight the text and type an OA-W (Open Apple-W) (this is not in the manual but does appear in the "Font" menu screen). The name of the font will appear. Of course, if the correct fonts are not installed, only the default font name will appear.

P.I!2, in its "File Selection" menu will only permit a maximum of 85 files to be reflected, (This is not in the manual).

**Hint 10:** Don't overload your directory with fonts, as you may find that some are eliminated in the menu because of the above.

**Hint 11:** You may want to keep your \$F7 fonts in another directory, perhaps called FONTS, and then, using a copy program such as Copy II+, copy or move (Siderfile can do this) your needed fonts to the necessary directory.

**Hint 12:** Don't store your documents in the same directory where you have your fonts, DTP.SYSTEM, and other necessary files, as you will be shrinking your opportunity to reflect all your fonts in the menu. Instead, why

not create a subdirectory called Documents and store them there.

## Preview

P.I!2 will allow you to see on screen a portion of the finished document as it would appear on paper. This is known as "Preview Mode." You can then use the arrow keys to move to various portions of the page. This is slow, however.

**Hint 13:** You can speed things up by going to the "Special" menu and selecting "Full Size." Then, using the slide bars at the bottom and right side, move the screen to the position you want to examine. then select "Preview" from the "File" menu. You will find this technique preferable to the one suggested in the manual.

If you have some hints of your own relative to either Publish.It! or Publish.It! 2, and do not care to write an article for the Journal, give me a call or send them to me and I will be glad to include them in a future article. Call Gary Hayman (301) 345-3230 or write to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. 🍏

## Satellite Scientific

Practical Peripherals 2400 Modem	\$190
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Allan Levy  
301-340-7839  
Satellite Scientific  
15200-A Shady Grove Road, Suite 800  
Rockville, MD 20850



# TimeOut Versions

by David Page

These are the current TimeOut applications as of 3/4/89. Modification dates shown are those on "original" disks—modification dates will change on working copies when configured to the user's system.

Disk	File	Version	Mod Date
All	TIMEOUT	2.1	Jul 22 88
All	TO.UTILITIES	2.0	Jun 1 88
DT/GR/SS/ST/UM	TO.CLIPBOARD	1.4	Dec 19 88
DT/QS	TO.WORD.COUNT	1.1	May 11 88
DeskTools		2.0	Aug 31 88
	TO.CALCULATOR	1.1	May 1 88
	TO.CALENDAR	1.4	Aug 30 88
	TO.CASE.CONVERT	2.0	Aug 30 88
	TO.CLOCK	1.1	Aug 9 88
	TO.DIALER	1.1	Jul 19 88
	TO.ENCRYPTER	2.0	Aug 30 88
	TO.ENVELOPE.ADR	1.4	Aug 31 88
	TO.NOTE.PAD	1.4	Aug 31 88
	TO.PAGE.PREVIEW	1.1	May 11 88
	TO.PUZZLE	1.0	May 11 88
DeskTools.II		1.1	Jul 15 88
	TO.AREACODE	1.1	Dec 21 88
	TO.CALC.PLUS	1.2	Dec 15 88
	TO.CLIP.VIEWER	1.2	Dec 15 88
	TO.DIRECTREE	1.1	Jun 9 88
	TO.DISK.TESTER	1.0	Feb 16 88
	TO.FILE.SEARCH	1.0	May 15 88
	TO.MEASURE	1.0	Apr 19 88
	TO.PM.IMAGE	1.0	May 13 88
	TO.SCREENOUT	1.0	Apr 25 88
	TO.SCREENPRINT	1.0	Apr 13 88
	TO.STOPWATCH	1.0	May 13 88
	DT.AreaCodes	1.1	Dec 15 88
FileMaster	TO.FILEMASTER	2.1	Dec 15 88
Graph	TO.GRAPH	2.0	Aug 15 88
MacroTools		2.3	Dec 22 88
	TO.DEBUG	2.0	Jul 6 88
	TO.FILE.STATUS	1.1	May 11 88
	TO.MENU.MAKER	2.0?	Jun 15 88
	TO.TASKLAUNCHER	2.0	Jun 15 88
	TO.UM.TOKENS	1.0?	May 11 88
MacroTools.II		1.3	Dec 22 88
	TO.FILELISTER	1.0	Sep 9 88
	TO.PUB.HELP	1.0	Sep 9 88
	TO.PUB.MENU	1.0	Sep 9 88
	TO.ULTRA.LOCK	1.0	Sep 9 88
	TO.UM.REF	1.0	Jul 22 88
Paint	TO.PAINT	1.0	Sep 8 88
PowerPack		1.2	Aug 26 88
	TO.ASCII	1.1?	May 28 88
	TO.AWP.TO.TXT	1.1	Jul 11 88
	TO.DB.SEARCH	1.1	Jun 20 88
	TO.DESK.SORTER	1.0	May 5 88
	TO.HELPSCREENS	1.1	Jul 15 88
	TO.LIBRARIAN	1.2	Aug 24 88
	TO.LINESORTER	1.0	Apr 9 88
	TO.SELECTOR	1.2	Aug 23 88
	TO.TRIPLE.CLIP	1.0	May 5 88
	TO.TRIPLE.DESK	1.0	May 1 88
QuickSpell	TO.QUICKSPELL	2.0	Aug 18 88
QuickSpell.A	TO.QUICKSPELL.A	2.0	Dec 13 88
Sidespread	TO.SIDESPREAD	2.0	Aug 9 88
SpreadTools		1.1	Nov 21 88
	TO.ANALYZER	1.2	Jan 6 89
	TO.BLOCKCOPY	1.1	Nov 23 88
	TO.CELLINK	1.0	Sep 10 88
	TO.COPYRC	1.0	Sep 9 88
	TO.FRM2VAL	1.1	Nov 4 88
	TO.QUICKCOL	1.0	Sep 12 88
SuperFonts	TO.SUPERFONTS	2.0	Aug 10 88
Thesaurus	TO.THESAURUS	1.0	Jun 1 88
UltraMacros		2.3	Dec 22 88
	ULTRA.SYSTEM	2.3	Dec 15 88
	TO.COMPIILER	2.3	Dec 8 88
	TO.MACRO.HELP	2.3	Dec 22 88
	TO.MACRO.OPT	2.3	Dec 8 88

# Seekin' a PC?

## Choose a Smart Computer

Now virus-protected 3 ways!

by Bud Stolker

1) Did you shopped for an IBM-compatible computer lately? Then you may have noticed how difficult it has become to select a PC these days.

Buying decisions used to be a breeze: color or monochrome, hard disk or floppy, AT or XT. Now you must choose from among four different microprocessors. There are two operating systems with several branches and "environments." Three system busses with a fourth just announced. Four kinds of floppy disk drives. Four graphics standards running on six kinds of monitors. A bewildering array of hard disk options. And dozens of tape backup systems, none of them standard.

The multiple paths of personal computing, which for a time appeared to be converging around IBM and Apple, are beginning to branch and twist once more.

Wherever you shop, you wind up comparing apples with oranges—and lemons.

No wonder confusion reigns.

We can help you make an intelligent choice. Our specialty is custom-tailoring computer systems to the particular needs of our clients. We can help you sort through the clutter and plot a future course for you and your system. We can help you determine where and how to draw the line—and stay within budget. We can help you pull together a top-notch working system that does not compromise value or performance.

In the lingo of the personal computing industry, Landmark Labs is a Value-Added Reseller (VAR). We make sure your computer requirements are appropriate. We then take standard parts and build or modify a system to your specifications. We provide and install appropriate programs, and help you understand them—without charge. We back our systems with free training, ongoing support, extraordinary warranties, personal service, and a strong commitment to value and satisfaction.

We do this at prices as attractive to home computer users as they are to business, government, and institutional buyers.

We'll be around after the sale, too, to make sure you stay up and running. We believe in our systems and we believe in our clients. Our success is due to people like you: intelligent, computer-literate, value-conscious.

We stay in touch with PC technology in order to serve you. Our goal is to give you the greatest payback from your investment in a PC. Whether you want the hottest new computer or a basic floppy disk-based PC, we take pains to make sure you get your money's worth.

So give us a call when you're ready to buy a personal computer or upgrade your existing system. Ask us for a free consultation. We may have a solution just right for you. (If not, we'll tell you.) Check with us and see if you agree that a custom-tailored personal computer from Landmark Computer Labs is the best buy you can make.

**Landmark Computer Laboratories**  
**Suite 1506**  
**101 South Whiting Street**  
**Alexandria, Virginia 22304**

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# Best of the Apple TCS

by Paul Schlosser

## Self Healing AppleWorks

*FROM HARRY BACAS ON 03/04*

I have a question about how AppleWorks recovers from a Control Reset. After reading a revised procedure in A2-Central, I loaded AppleWorks and experimented. What I found was that my AppleWorks recovered just fine from a Control-Reset. It didn't go into the monitor and show me a \* on the screen. So I didn't type in the procedure. My question is, how did my AppleWorks get so sturdy? I can't see anything in the Applied Engineering expansion about a reset, or in Superpatch 3.1. Can somebody suggest what is going on here?

*FROM LOU PASTURA ON 03/05*

Are you running any Beagle Bros Macro program? If so, the patch is installed by them.

*FROM HARRY BACAS ON 03/05*

Yes, Lou, I spotted the reference in one of the TimeOut manuals. It says that when you install TimeOut a reset patch is made to AppleWorks so that Control-Reset sends you back to AppleWorks rather than into the monitor.

## Walking the Straight and Narrow Path

*FROM BILL WYDRO ON 03/06*

I have recently put together a 3.5" disk of AppleWorks files, organized in about 10 subdirectories. Is there some way I can switch between subdirectories without retyping the pathname each time?

*FROM HARRY BACAS ON 03/06*

The only way I know to switch subdirectories while in AppleWorks without retyping the pathname is with PathFinder, published by Jem Software. That is Randy Brandt's company, I

believe, and he runs it on the side while working for Beagle Bros and writing many of the TimeOut programs. Pathfinder is \$20 direct from him. The address is:

Jem Software  
P.O. Box 20920  
El Cajon, CA 92021

There is a free demo in the Appleworks Download Area here. That's where I got it before I sent away for the fully functional version.

*FROM GARY HAYMAN ON 03/07*

Bill, there is an easy way to do it if you own UltraMacros. Write a set of macros and key them to a key so that when you access them they will automatically change the pathname. For example macro SA-1 could escape to the main menu, choose other activities, select the different pathname choice, select the ProDos pathname option, and automatically type in a specific volume/subdirectory selection. Thus, by hitting two keys you can change the prefix.

## No Time Like the Present

*FROM JIM ENGLISH ON 03/19*

I've noticed in the last day or so that for some reason or other, the date being shown inside AppleWorks is 1990. I went through some minor date stamping problems about a year ago. All that ceased when I updated ProDos to a later version. Anyway, I'd like to have my AE Timemaster do it's thing properly, but when I try to "reset," the appropriate date and time are being shown. Any ideas?

*FROM DAVE HARVEY ON 03/22*

The solution is to get another time setting program. I also noticed the problem when the BBS I'm sysop of, all of a sudden was displaying the wrong time. I sent a message to Applied Engineering right away and got the explanation that the original time setting program

set the registers wrong. A new version of the program was sent along with the message. You can get the program on Genie and CIS I understand as well. I ran the program and I haven't had any more problems.

## Well Whaddya Know!

*FROM HARVEY KAYE ON 02/28*

APPLE HAS FINALLY DONE IT!!! Yes, in this month's A2-Central (formerly Open-Apple) it is reported that the Apple II Technical Notes have been completely updated and converted from MacWrite files to ProDOS text files. So finally the Apple II Tech Notes are readable on an Apple II. What a progressive step.

*FROM SAM KNUTSON ON 03/01*

Not only are they available from Apple on Prodos disks they are also available here in the transfer area and through the disketeria.

## Bad Blocks— Never Park There

*FROM DAVE RANDALL ON 03/06*

I recently ran the ProSel Mr. Fixit in bad blocks scan mode. Mr. Fixit did find some bad blocks and put them into a file called BAD.BLOCKS, or something like that. My question is: what do I do with this file? Do I keep it, delete it, etc.? The documentation for Mr. Fixit is not very clear about this.

*FROM DALE SMITH ON 03/06*

DO NOT delete it — that will return your bad blocks to usage. Mr. Fixit creates the BAD.BLOCKS file to take bad blocks out of service.

*FROM DAVE RANDALL ON 03/07*

Thanks, Dale! I guess this means that I'll have this BAD.BLOCKS file forever? Or, maybe there is a low-level formatter program into which I could enter bad track data, etc.

*FROM TOM VIER ON 03/08*

If you format the volume, you will need to do the bad block scan again. Also, if you do a low-level platter format.

## Any Help Out There?

*FROM SAM KNUTSON ON 03/23*

The Pi Office has had a Space Coast Technologies internal hard disk for the Apple IIe donated. The hard disk has problems booting, indicating an I/O error reading its MUX.USERS file which holds profile information about how the disk is partitioned and what user name has access to what partition. The drive came carefully packed in the original carton with a manual but NO UTILITY DISK and of course the company is out of business (originally based in Titusville, FL). I have tried tracking down the company and even several employees whose names were jotted down as having been called for Tech Support but no luck. Can anyone help find this software or the remains of Space Coast Technologies? If you can, please call the Pi Office.

FYI: For anyone wondering, the assembly replaces the power supply and includes a fan. Looks like a nice unit if we can get the software.

## Be Counted!

*FROM DAN WHITE ON 03/15*

In the April '89 issue of InCider, on page 82, subLOGIC, makers of Flight Simulator 2, have finally decided that maybe they should do a IIgs version, especially since the current Apple II version does not work on the IIgs. But they need to hear it from folks like us. The solution (a simple one) —CALL THEM at (800) 637-4983 and tell them that you want Flight Simulator IIgs.

## First Class Award

*FROM GARY HAYMAN ON 03/11*

Congratulations to Lee Raesly! First Class Peripherals Inc., the makers of the Sider series of hard drives that many of us use for our Apples, has just selected Lee Raesly, of Washington Apple Pi and TCS fame, as their Dealer of the Year. Give him a pat on the back the next time you see him for this great accomplishment. You can't miss him, he's the one with the leather vest and the feather in his hat. Now he has the right to add another feather!

May 1989

## ProSel = BestSel

*FROM JOHN SENIURA ON 03/16*

I don't have ProSel. Can someone tell me what it does and how I can get a copy? Is it in the Apple II Utilities section of the download library?

*FROM DALE SMITH ON 03/16*

ProSel is a program selector plus an excellent set of utilities (CAT, DOC-TOR, FileFinder, InfoDesk, Beachcomber (10, 20, & 32 Meg versions), etc. It is copyrighted and sold only by the author, Glen Bredon. There is a ProSel-8, for the IIe, IIC, IIC+, and IIgs, and a ProSel-16, for the IIgs. Prosel-16 includes Prosel-8. Order ProSel from:

Glen E. Bredon  
521 State Rd.  
Princeton, NJ 08540  
(609) 924-5976

A couple of months ago there was a review of ProSel-8 in A+. I think his prices are ProSel-8: \$40; ProSel-16: \$60 (including Prosel-8). Once you have his program, you can download encoded updates from the TCS ProSel Area (#12). The decoding info is supplied with the program docs from Glen Bredon.

*FROM JOHN SENIURA ON 03/17*

Pardon my ignorance, but is a program selector a menu program that allows you to select the programs on it with only one or two keystrokes?

*FROM DALE SMITH ON 03/17*

You have it right. That's the ProSel part—but the utilities are easily worth the cost by themselves, even if you don't need a program selector. Program selectors become important as the storage space available for programs (and the number of programs you have) increases.

## IIC+ and 400K Disks

*FROM TOM VIER ON 03/22*

Apparently the IIC+ 3.5 firmware authors overlooked 400K (single-sided) 3.5 disk support. The IIC+ will crash trying to read them!

Even though the Uni 3.5 and GS firm-

ware will recognize the number-of-sides minus-one info in the sector headers on 3.5 disks, this was over-looked in the IIC+ firmware.

Seems that CopyII+ is distributed on single-sided disks and this is what brought the issue to light.

*FROM PAUL SCHLOSSER ON 03/25*

I found this reply from Rob Moore (an employee of Apple) on GENIE.

Category 5, Topic 3  
Message 59 Sat Mar 25, 1989  
ROB.MOORE at 01:31 EST

The issue of a IIC+ reading 400K disks came to light to me this week after someone on Compuserve complained that his IIC+ wouldn't read his Copy II+ disks while his GS would. I checked with the software people who wrote the disk firmware in the IIC+ and found out that it will not read or write 400K formatted disks. They indicated that they didn't include 400K support because there was no apparent price advantage at this point to buying 400K disks and, in fact, they were getting hard to find at all. As far as I know, Central Point is the only manufacturer shipping any product on a 400K disk and this is only because they sell equipment to work with 400K formats. I can't think of any particular reason why someone would want to format new disks in 400K instead of 800K at this point in time. Anyhow, they have passed this information on to our Apple II DTS people and we will be issuing a Tech note about it at some point in the near future. Note that this is only true for the IIC+ internal drive. The Unidisk and Apple IIgs will support 400K formats.

## First Class Labels

*FROM PAUL SCHLOSSER ON 03/01*

I found the following message on GENIE, haven't tried it yet to verify that it works. (Editor's Note: I tried it and it works like a charm!) The message tells how to use SuperFonts to print mailing labels.

Category 15, Topic 29  
Message 38 Tue Feb 28, 1989  
D.KELLY9 at 20:28 PST

After much aggravation trying to get SuperFonts to print labels, and very



# Ribbon Reinking Hints

by Gary Hayman

I am a long time ribbon re-inker and presently re-ink three different types of ribbons. Here are some comments that may be of help.

Don't overink. Each ribbon is of different length and you have to know how long it is or how much time it will take to make one or two passes. The white dot with liquid paper is a good technique that I followed for several years with a stop watch in one hand, but you could go blind staring. (Also, remember that your ribbon might be a Mobius loop and the dot will be on the opposite side the first time around.)

Here is what I am doing now. I use the white dot but I also use a hand held

auto screwdriver. I find that one of the bits fits easily in the proper place on the underside of the cartridge. I turn on the screwdriver (important: make sure you have it turning in the proper direction) and I count the turns until the white dot appears again (the ribbon will have passed through twice). Now that doesn't take very long—much faster than the slow moving motor of the inker. It is easy to count, for the screwdriver makes a unique noise during each revolution. All you have to do is count by sound.

Now go to your inker. Count the number of revolutions per minute—doing a 1 minute time study. Figure

out the time per revolution doing some mathematics and figure out the time necessary for one or two passes of the ribbon completely through the cartridge. (I use two but I ink sparingly.) *Post the time on the ribbon cartridge* so that you will know for next time.

Remember, each ribbon has a different length. With my ImageWriter ribbons I am in the area of 18 to 23 minutes. With my Panasonic it is about 3.5 minutes. My Brother (printer) is at the office and I've forgotten the length.

Ziplock bags are very good for storage. I would also suggest that you place in the bag a piece of paper towel- ing that has been soaked with rubbing alcohol and then squeezed. With the "Zipper" (not Morton Downey, Jr.) locked, the environment inside the bag will keep the ribbon from drying out. 🍏

## Apple TCS Best

nebulous clues found here and in Apple publications, I finally reached my goal to have SuperFonts print labels for me. Here are 5 easy steps that will print labels (at least on my Imagewriter II) in any font size up to 14. (Larger fonts need longer labels for obvious reasons.)

1) Create a word processor document, placing in the first line the font information: <1=your.font.12> etc.

2) Enter the following printer options using oa-O: TM=0, BM=0; RM=your choice; LM=your choice, PL=1 (or the length of your label) PL MUST BE LAST

3) PRINT your database information to the clipboard for MM (mailmerge) info must be PRINTED

4) Create your word processor file using appropriate mm information for your labels

5) In the 4th (or 5th with 4 line labels) line insert a print option (oa-O) of NP=new page. I don't know if it is important, but I do not have any returns below the mm info and when about to print, I have my cursor at the beginning of the label.

Check your printer specs. Mine have "Accepts top of page commands" set to yes, "Stop at end of each page" set to no, "Needs line feed after each return" set to "No." I hope that this will help you.

## In and Out with TimeOut

FROM STAN PALEN ON 03/09

I just got 5 of the TimeOut disks and installed them, but now I need a way to selectively remove some of the modules. I looked for the list with Block Warden but didn't find it. Was I looking in the wrong place? It doesn't appear to be an option anywhere. Some of the stuff like the puzzle I don't need.

FROM LOU PASTURA ON 03/09

Stan, all you have to do to "de-install" (that oughta drive the English mavens around here nuts!) the TimeOut modules is to delete the relevant file(s) from the directory (or subdirectory) where you've indicated TimeOut should look for its files. The file will always be TO.SOMETHING, with "SOMETHING" clearly identifying (usually) the purpose of the file in question and/or which module or function it relates.

## You Just Can't Rush These Things!

FROM LEE CABANA ON 02/26

Has anyone had a chance to see AppleWorks GS work with the new TransWarp? I've heard that the TransWarp will not speed up printing speed.

FROM DANIEL SLAVEN ON 03/03

Lee—it's true. TransWarp does not speed up printing. That is a job for the printer drivers. TransWarp speeds up almost everything else, though. I understand that the promised revision of AWGS (v1.1) which is due here "any day now" includes a much better driver for the Imagewriter II. All reports I have seen indicate a speedup of anywhere from 25-45%, depending on the particular job. I can hardly wait. I think we have all waited enough by now, just waiting (and waiting and waiting) for ANY document to print.

FROM RICHARD ZEMAN ON 03/03

Does a 40% improvement mean that it only takes forever to print instead of forever and a day?!!?

FROM DAVE RANDALL ON 03/04

Forever divided by 2 is still forever.

## Out of the Mouths of...

FROM PAUL SCHLOSSER ON 3/25

A user on GENie mistyped the name of AppleWorks GS the other day. The name seems to have taken hold; many, many people are using it. It is - - - - 'AppleWorks BS.' 🍏

## ON THE TRAIL OF THE APPLE III

# California and Closer to Home

by David Ottalini, Apple III SIG Co-Chairman

### A Visit to On Three

I had a chance to talk with On Three's Bob Consorti during my recent trip to California. On Three is based in two different locations at this point. Orders are dealt with out of Kirkland, Washington by Consorti's parents. His end is technical support and development in Northridge, California, which is a suburb of Los Angeles (near Cal State Northridge).

Bob has converted a large room in his home into an office that holds not only an Apple III, but a Mac and a IIGs. He's also the one who does the repairs if you send your machine to him with a sick RAM chip or resistor. Consorti says he has basically stopped doing any development work for the III on the III, instead preferring to do it on the IIGs. It's just faster to do it that way (he has a special assembler on the GS for III programs written in machine code).

Consorti's commitment to the III remains strong, however, and he promised me that there are two new programs in the works for an early summer release. First is the long-awaited GoBack backup program for Apple III hard disks. I was not able to see a working demonstration, although Bob says it is operational (it still needs to be cleaned up a bit). The program has been written so that it can easily be ported over to the II, which has no real backup program either (except Backup II, which he says is even worse than the III version). GoBack promises to be very easy to use and be flexible enough to do the sort of backups (including the use of a streaming tape if available) III users have wanted for many years. The second disk will include a new set of Desktop Manager accessories. Given the state of the Apple III community, I would venture to say that these will probably be the last "commercial" disks offered to us.

Both disks are being held up a bit due to final work on an upgrade to the GS version of Desktop Manager. Consorti is hoping that he can sell it to another software house that has the funds to promote it the way it should be. Despite some early, unwarranted negative reviews, DTM remains an excellent background utility program for both the III and the GS.

As for the future of *On Three Magazine*, Bob again confirmed that subscribers are not renewing, making it more difficult to continue publication. He gave no time line on when the publication may close down, but it could be within a year or so. The III community needs this magazine, so if you have not renewed, or subscribed, please do so now!

Bob's wife, Cathy, by the way, is finishing up a Masters degree in Bio-Chemistry and has been applying to medical schools all over the country. She's already been accepted at a couple, and once everyone has been heard from, there's a good chance the Consorti's will be moving east within a year or so (though the DC area does not appear to be in the running).

### Apple Users Group Int'l

Joe Dobrowolski of AUGI has confirmed his group will probably cease to exist within a year or so. Writing in his April 1989 newsletter, Dobrowolski says (in edited comments):

*The unique niche or need that we addressed as an AIII group is rapidly disappearing. It's been five years since Apple stopped producing AIIIs and AIII+s. Many of the original AIII owners have moved on to other CPUs, passing their AIIIs on to their children...the kids don't "need" News and Views or our services.*

*I had great visions of being a super repository for AIII info, software, hardware, etc. The vision has*

*faded...it's time to move on.*

*I don't see AUGI going into 1990 let alone the '90s unless there is a real turn around....*

Current membership stats for AUGI show only 37 dues-paying members right now. One other factor adding to his probable decision: Dobrowolski will be leaving for Japan to join his wife (who is teaching there) and children.

### New BBS

There's a new Apple III BBS on line now! It's called "The Pumpkin Patch" and its SYSOP (SYStem OPERator) is long-time IIIer Harry Baya, who may also become a WAP member. Harry lives in Hastings-On-Hudson New York and is using the newly updated InfoNet BBS, which we hope to have in our PD one of these days (SIG Co-Chairman Tom Bartkiewitz is working on it right now).

Harry has only a few files on there so far, but needs the encouragement of some additional users. The number is 1-914-428-7359. It can handle 1200 Baud and the settings you use for the WAP TCS, CompuServe or IIIs Company should work fine.

### Menu.Maker

III SIG member John Lomartire recently left me a message on CompuServe about some things he's done to make use of our Menu.Maker program. Here's what he said:

David, here's something that I did that you might be interested in.

I really enjoyed WAP's Disk Utilities, and was taken by the MENU.MAKER program. I set up a BASIC disk with SOS.KERNEL, SOS.INTERP and my SOS.DRIVER (that is, configured for my system with .Profile, A-143, RAM disk, and Powerkeys. To this I added the MENU.MAKER program and renamed it HELLO.

Next, I added this line:

```
102 HOME:VPOS=10:INPUT "Enter
Drive holding the disk to be
used (e.g. .D1, .D2, etc.):
";DSK$
```

Then, all the lines that contain  
PREFIX\$=" .D1"

# The Play Room



by Steven Payne

Written in haste, on a plane headed east ... I missed (sigh) the belated April Fool's Day GameSIG meeting on April 6th, but was still able to glean some gaming news from my regular sources. This month's best new role-playing game for the Apple II series seems to be **The Magic Candle** (Mindcraft/Electronic Arts, Apple II series with 64K, \$49.95 list), favorably reviewed by Shay Addams in the most recent issue of *QuestBusters*. In this six-character quest, you must prevent the demon Dreax from escaping from a magic candle in which he has been imprisoned for centuries. Using a flexible interface with 44 main commands, you can select your party from 25 volunteers and then begin to explore six towns and villages, ten dungeons (with a total of 54 levels) and all kinds of outdoor terrain. The game includes automapping, spell books, magic words, other characters to seek

out for advice and clues, a host of monsters, and numerous animated specials. Give it a try!

By the time you read this, Infocom's **Shogun** may already be out for the Macintosh, along with **Journey for the IIs**. This month, Mindscape hopes to release (for all systems) a new action/adventure entitled **Hostage**, along with a IIs conversion of ICOM Simulations' **Deja Vu II: Lost in Las Vegas**. Origin's **Tangled Tales** (Apple II series), a novice-level fantasy, is now in the stores, with **Space Rogue** due in the fall. Also, for those of you who missed out on a major piece of gaming history, Lord British's first three *Ultimas* have been bundled together as the **Ultima Trilogy** (Origin, Apple II series, \$59.95 list). From Sierra, you can soon expect **Gold Rush!**, a new 3-D animated graphic adventure for the Apple II, IIs and Mac which sends you back (where else?)

to the wild days of the California Gold Rush. **Star Saga Two: The Clathran Menace** (Masterplay) should appear sometime this summer, and a Mac version of **DungeonMaster (FTL)** is also in the works. Avalon Hill is offering **Police Blotter**, a new text and graphics detective adventure for the Apple II series with 64K.

The April issue of *Computer Gaming World* contains a good survey of current electronic sports games. Among other programs, they recommend **John Madden Football** (Electronic Arts, Apple II series with 64K, \$49.95 list), **Jack Nicklaus' Greatest 18 Holes of Major Championship Golf** (Accolade, Apple IIs, \$49.95 list), **Serve and Volley** (Accolade, Apple IIs, \$39.95 list) and (with reservations) **Sporting News Baseball** (Epyx, Apple II, \$39.95 list) and **Basketball Challenge** (XOR, Mac, \$39.95 list). As described on our own WAP TCS, **John Madden Football** lets you program 81 offensive and defensive plays (each!), designing and editing plays via the "chalkboard." The rosters from actual NFL teams are available on a separate data disk.

➔ 50

## Apple III Trail

were changed to PREFIX\$=DSK\$ and any other variable that referred to ".D1" was changed to DSK\$. Finally, the phrase '.D1/MENU.MAKER' in line 1390 was changed to '.D1/HELLO'.

With these alterations, I could boot up the Basic disk and it goes directly into MENU.MAKER, but it then asks for the location of the disk to be accessed.

This could be (on my system) .D1, .D2, .D3 (an A-143), or .Profile (or a Profile subdirectory). In other words, the MENU.MAKER disk in Drive 1 can run any program in any drive.

John didn't indicate which version of Menu.Maker he was using, but you could adapt this for just about any one.

## Disketeria

We are adding three new disks to our library offerings this month: Daryl Anderson's Basic GTO Business Basic compiler and partial assembler; a disk full of device driver files (used for putting together SOS.Driver files); and

our first Contrib disk, containing a number of different programs and information from many sources. Most, however, comes from your own IIISIG.

Future disks include our own very special Pascal version of Menu.Maker from our own Tom Bartkiewicz, a Best of ATUNC (Apple Three Users of Northern California) disk; another Best of IIIs Company disk, Programmers Power Tools (Basic Utilities), The Fig Factory Graphics programs and maybe even another Ottalini articles disk! I'm also working on some graphics disks, so if you have any contributions there, all are welcome.

We received the source to Powerkeys DM+. I'm not going to place the two disks in the PD unless there's interest. If you're interested, let me know.

## WAP

I have become increasingly disturbed by all the problems WAP has been going through lately. This organization exists to serve its users and must not turn itself into the proverbial "po-

litical football." I have decided to run again for the WAP board and would urge that if you are unhappy with the way things are going, to run also. If not, at least plan to vote and make your feelings and desires known (otherwise, you have no right to complain). WAP is a 6,000+ member organization and you deserve the best. Quite frankly, the petty bickering, back stabbing and BS needs to end and we need to get things back on track. We don't need these kinds of growing pains!!

I'll also go on record right now as opposing the Milrod proposal. After listening to Marty during the "Future of the WAP" meeting and reading about it in the Journal, I believe it will do great harm to this club and especially to the III SIG. Bottom line here: it will decrease WAP's power as an Apple club and splinter the group. We all own Apple machines, whether they are Apple IIIs, Macs or IIs. I'm not saying the system can't be improved (it has to be, in fact) but the Milrod proposal is not the way to do it. 🍎



# Dungeon Master (GS): A Review

A Haven for Hack and Slash!

by David Wood

*Everyone braces for bloody combat. The warrior in front readies his sword. The wizard in back readies a fireball. Someone hits the button by the door, and it ca-clacks open. Beyond it, you can hear something moving around, but at this distance, it's hard to tell what. You increase the volume on your stereo in the hopes of telling the direction and dist-*

Okay, let's pull back a bit. I wasn't reading from a new generic fantasy novel. I was discussing a potential sample of play from FTL's classic game for the IIs, *Dungeon Master*. Of course, you may only now think, "It can't be a classic. I just heard of it!" Well, that's true. It's been out for the Amiga and Atari ST for several years now, and FTL only recently released the GS version. It requires 1 meg of memory, and it's really helped along by a stereo card and, if you have it, a good amplifier. Because not only are the game's many sounds (gulps, clacks, and so on) amusing, but they also serve an important purpose.

Anyway, on with the story. An old wizard, your master, tried to recover a very powerful gem from the Inevitable Great Whacking Huge Underground Fortified Complex (read: dungeon) and failed. Miserably! His soul got split, and you, who were far away, were reduced to a noncorporeal entity. Now you have to go into the I.G.W.H.U.F.C. (Go easy on me; I'm paraphrasing wildly) and try to recover the Firestaff, which he lost in there, so he can reenter.

When you start the game and go in, you'll have your choice of pre-generated characters. In the story, they were twenty-four of the hundreds that were sent into the I.G.W.H.U.F.C. and died. Now, there are twenty-four mirrors, each one holding a different character.

By touching the mirror, you can look at each one's equipment, stats, and levels. There are four different classes: Fighter, Ninja (read: thief), Priest, and Wizard. Anyone can be any class, and many are several. When you choose each one, you may "Resurrect" (take the character verbatim), or "Reincarnate" (exchange all your experience for improved stats).

Movement is controlled by a group of six boxes which provide options to move ahead/back, left/right, or turn left/right. Mapping is fairly easy because of the gridlike structure of the place. When you're confronted by an opponent (you'll see it in unpleasantly living color), you attack by selecting from a group of readied weapons (a weapon is ready if it's in someone's right hand) and choosing the particular action available with that weapon (slash, chop, shoot, jab, etc.). Picking up and dropping or throwing things is as easy as pointing your hand and clicking the mouse.

The magic system is also fairly innovative. Rather than having a list of predefined spells invoked by using little combinations of letters like "YACC" and "GREP," this system has four groups of symbols. Selecting from the first group sets the power of the spell,

*“ Wanton killing and slaying isn't quite my cup of tea. Still, anyone looking for a good fight will find this game entertaining for a long, long time. ”*

the second selects the general realm, the third selects effect, and the fourth selects class and/or alignment. Some combinations of symbols are meaningless, others you may discover are currently beyond you, and some which aren't documented anywhere may surprise you by working.

Oh, and another thing about this gaming environment. It's real time. Sure, you can pause the game and all, but you may occasionally wonder whether to prepare the wizard's fireball or have the thief — er, I mean ninja — fire his bow. Or you may want to get out of there; the keyboard will let you back up and get out of there if you don't back into a wall or anything like that on the way. You'll have to act in real time

along with it. While you're passing through, you have to worry about peoples' recovery, how much power the magic-users have recovered, how well fed and drunk the people are, and so on. That's right. You have to pick up food and water for the group too; otherwise they starve and make a mess on the floor.

There's also this little matter of sounds. Doors open and close, there are footsteps everywhere, and from the volume on each speaker (that is, like real stereo sound), you can tell the approximate distance and direction. This is important, because these will sometimes provide valuable clues to getting through doors, readying for opponents, and so on.

You'll pardon me for saying this (as I seem to do it in every review I write), but the graphic interface used in this game seems somehow more natural and quicker. With the mouse, the ease of many actions in the game is comparable to that of many real-life actions, like picking up, throwing, examining, etc. Some things, like casting spells and whatnot, are considerably easier than in real life.

And yes, there are one or two things about *Dungeon Master* that bug me. It takes a while to load (And why not?)

Look at how much memory it takes!), and some things are just not as fast as they should be. Case in point: flying snake approaching fast. Priest (in back of the fighter) launches an arrow. It plainly moves out in front of the party. The party moves forward, and the fighter is nailed in the back with the arrow. Some spells, like poison cloud or fireball, could devastate a party in this way if you're not careful. Movement is also fairly slow, as the program has to place walls and change views and such. Also, while pre-generated characters may do something for game balance, it would have been nice for the program to allow you to draw pictures, select specialized equipment, and just

➔ 50

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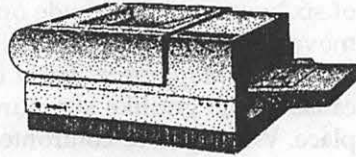
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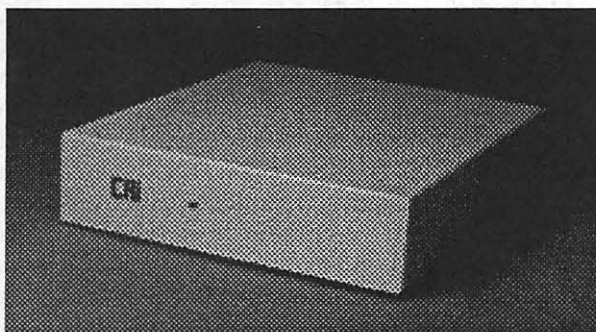
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## Apple II Games

# Street Sports Football

As much fun for adults as for the children

by Stephen Granite

This game is made by Eypx (P. O. Box 8020, 600 Galveston Drive, Redwood City, CA 94063). It is made for the Apple II and Compatibles with 128K of memory. The game seems to be aimed at children, but I think that adults would have just as much fun as the children. The game comes in a box containing the game, the game manual, an instruction card for the Apple player, and a card with the preset plays on the front and back.

This arcade game is about six kids (three on each team including one quarterback and two receivers) getting together to play a game of football in the middle of the road (and are playing at a time when all of the cars, buses, bikes, skateboards, and pedestrians of the world have vanished) or at a construction site. The game starts out with the computer asking if you want to play with two players (one on the joystick and one on the keyboard) or one player (on the keyboard or the joystick) against the computer. After this the computer asks if you want to enter the game of the playmaker (where you can set up your own plays and save them to the disk). If you pick the game, the computer then asks if you want to play at field 1 (the middle of the road) or field 2 (the construction site). Then it asks you what teams you want to play with. You can play with an old preset pair of teams (five preset games). Or you can play with a random set of teams with the player picked randomly by the computer. Or you can pick your own new teams. The random and new sets of teams can be saved in the spot of one of the preset teams.

When picking the new teams, you get a choice of nine players (Radar, Julie, Melissa, Ralph, Vic, Brad, Bojo, Butch, and Dana) which all have good points and bad points to them.

When playing with any of these (old, random, or new) teams, the computers will ask if you want to change the placement of the players.

After setting up your teams, the game allows you to set the skill level (novice or advanced), pick the amount of points to win the game, set the number of first downs a team can have before losing the ball, set the number of completed passes to a first down, set how high the mississippi count of the defense must be, and finally if the offense gets a first down at the midfield mark. Then you have to pick the playbook you want to use. You can use the computer's plays (four books each having seven plays in them) by hitting Return. Or if you have made your own playbook, type in its name and press Return. After doing all of this you can start your game.

While in the game (if you are on offense) you can use your plays or punt. If you use a play your men will start only after you press the button. To pass, you use the joystick (move it up or down) to select your receiver and push the button to throw the ball, then if you want to, the receiver can lateral the ball to the other player. If you score a touchdown the ball goes to the other player and you become the defense.

You have to wait the number of mississippis that you set until you can blitz. It is easy to tackle: you just run into the opposing player with the ball.

If you want to make your own playbook, you should have a blank disk ready. You select the playmaker, press the button, then select a random or new team, and press the button. After doing this, turn over the disk and press the button. You can either edit the preset games by hitting Return or make your own plays from scratch.

Overall, I found this game to be fun and easy to play, but found many downturns to it. It takes a while to load and doesn't always detect your pushing the button. The players move very slowly and the screen picture wasn't too great (this may have been because I have an old Apple monitor which isn't too great itself). 🍎

## ➔ 47 Dungeon Master

create your own characters. After all, part of role-playing is choosing a role you like.

Overall, the game is well worth going out and getting. If you don't have a stereo card, you'll want one. Despite its shortcomings, the graphics are great, the sounds are impressive, and some of the puzzles will either bloat your ego or make you feel like an idiot. And that's part of the fun of every game.

## Ratings

Look: 10/10

(A good way to tell the quality of graphics is to note the size of the smallest important details.)

Feel: 10/10

(The inventory screen, for instance, is a wonderful idea. Infocom would be proud to have an easy-to-use setup like this. Problem is, they don't.)

Play: 9/10

(It's good hack & slash, but is hack & slash really good? The general rule is: "Anything and everything is hostile." That's one thing that I wish I had to think about in a game like this.)

Overall: 9/10

(Wanton killing and slaying isn't quite my cup of tea. Still, anyone looking for a good fight will find this game and [what I hear] its ten levels entertaining for a long, long time.) 🍎

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## ➔ 46 The Playroom

Other tidbits from the bulletin board: complaints about the bugs in *The Hunt for Red October* (Mac version); suggestions for saving and quitting in *Monopoly* (hit control-Q or control-S while the dice are rolling); David Wood's hints for dealing with pesky monsters in *FTL's Dungeon Master* (viz., catch them in closing doors and pits); and David Romerstein's note on a useful glitch in *CinemaWare's Defender of the Crown* (i.e., visiting Robin Hood before an attack may sometimes provide you with upwards of 20,000 troops!). Finally, GameSIG member Richard Clark has recently set up "Flight Deck," a new local gaming BBS, at 255-6043. For now, that's all the news that fits. Let us know if there is some topic you'd like to see covered in a future column! 🍎



# Deja Vu II - Lost in Las Vegas

by David L. Porter

I open my eyes and look around the dirty bathroom. *Deja Vu* already and I haven't even stood up yet. Why am I always in the john? Is this how private detectives got their nickname? (And I don't mean "gumshoe" sweetie.) I look in the mirror (always a thrill) and see that I'm a little flushed. Scanning the rest of the bathroom, not only is my coat hanging there, but this time I took off my pants too! As I move my gams out the door, I'm met by Big and Ugly who hits me with the story line. If I don't find what the mob seems to have lost, I'm dead. It goes with the territory, I suppose. Now, where did I put my smokes and my rod?

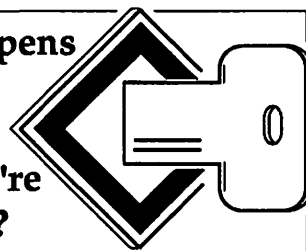
In play, *Deja Vu II* is just like *Deja Vu I* and its siblings games *Uninvited* and *Shadowgate*. It's an adventure game for about 10 years and older. You are again a private detective trying to solve the puzzle without getting arrested or killed. You have great graphics that you can move around, like into your pockets. The designers have added a lot of animation as well. You have a limited vocabulary for doing things: go, open, close, examine, hit, consume, speak, and operate. Operate is the one that you use almost exclusively. Clicking on things with the mouse will open them. Speaking is almost useless in this game. No one pays any real attention to you unless you can show something to them (excuse me, you really have to "operate something on them"). Thus you find yourself picking up everything, including the trash, just in case you have to show it to someone or leave it as incriminating evidence. The object is to find the missing money that the mob thinks you may have had something to do with. Meanwhile you have to keep from dying, clean up anything that might incriminate you, and play all the factions off against each other so that they would rather shoot each other than you. Easy, right? Especially when, no matter what you do, everybody keeps the change. The game requires an 800K disk drive (even though two

400K drives could have been used) and does not come with a system folder. It may work on a 512K-E Mac but I did not have one to test it on. It is copy protected by requiring use of the original disk as the key disk. Actually, this doesn't matter as you have to play off the original anyway. It can not find its files otherwise regardless of what the documentation says. Do not be fooled by the box cover. On the Mac you only get black and white, even if you have a color system.

I always enjoy the graphics in these games. Each scene is kind of like a puzzle to see what all is just background and what could be used. The designers have put a lot of work into the graphics interface enhancement. The game is also full of sound. It has a very creative ABOUT box which is almost as big as the game software itself—51K vs. 86K. The box includes a fancy death mask (of you) and only minor documentation. The documentation is more than sufficient as the game is very obvious to play. (The global use of the "operate" verb takes some getting used to.)

My main problem with the game is the line of play. For this reason I have added a new category to my ratings. The game operates wonderfully but I wish they had made the script more robust. The story is very linear. You start off in your room. Once you leave the door locks behind you. If you don't have the right stuff, you die. Next, you must go down stairs to get something. There is not much else to do in town. With what you got you can board the train to another town. Go to the wrong one and you die. In the next town you get a deaf taxi driver so you must show him an address. Did you pick up all the pieces of paper you passed? Even if you did you do not have many choices. Have you gotten the point? You are forced down a very narrow path. It is not that this is the most efficient path through the game, it is the only path. You can also waste a lot of time trying to do things your character might nor-

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mally be expected to be able to do, such as opening locked doors with a stiff drivers licence or palming a free newspaper. I would have liked to trade more breadth of story for just a little less cuteness in the ABOUT box. The only other problem I had was in trying to use the game off a hard disk as the documentation said I could.

In conclusion, this is a very pretty, bug free game. If you get this game as a present, you will love it and spend many hours with it. If you plan to go out and buy it yourself, I suggest that you try another of this type instead.

### Ratings

Play:	Bad
Mac Interface:	Good
Documentation Content:	Neutral
Product Physical Quality:	Good
On-Line Help:	Good
Performance:	Good
Presentation:	Good
Price Value:	Neutral
Overall:	Neutral

*Deja Vu II - Lost in Las Vegas* (ICOM Simulations, Inc.-Mac Plus, SE, II, IIX). 🍏

# Adding Memory to Your Mac

by Jeff Alpher

## But first...

Thank you for your comments and questions about my other articles in the Journal. I appreciate the feedback. Last month, I described a method that creates a PostScript file from Microsoft Word. The technique described, pressing command-f after clicking OK in the print dialog box, will generate a PostScript file from most programs.

As RAM (Random Access Memory) prices return to earth, the number of calls I have been receiving about RAM on the WAP Hotline have been increasing. Therefore, this month's column is devoted to covering standard ways of adding RAM to your existing Mac, and one not so standard way.

## When do I need more RAM?

You can see how much RAM your Mac currently has installed by pulling down "About the Finder..." under the apple menu while in the Finder (see below). Most stock Macs come with 1024K of RAM, commonly known as 1 Meg or 1M. Some SE's come with 2048K, or 2M, while some Mac II, IIx, and IIcx's come with 4096K, or 4M. There are two major reasons for adding additional RAM:

- 1) An application needs more RAM than you have available. For example, FullWrite Professional or Illustrator 88 are of limited use on

1M Macs. Likewise, many high end specialty programs, like Mathematica or Pixel Paint, require 2M or more of RAM to run at all.

- 2) Frequent use of more than one application requires that you spend a significant portion of your time navigating around in the Finder, quit one application and start HyperCard just to look for one name in your rolodex, or look for files in the Finder that were just open a second ago. By installing additional RAM and using Multi-Finder to keep several applications open at once, you can work much more efficiently. After using Multi-Finder, you will wonder how you were able to work without it.

## What is a SIMM?

The Mac Plus was the first of the Mac line to use a plug-in board for memory, known as a SIMM (Single Inline Memory Module). The 512Ke and earlier models do not use SIMMs, but several manufacturers still offer a variety of upgrade kits for these machines. (See WAP 2/89, Mac Q&A.)

SIMMs are currently available in two sizes:

- 256 kilobyte (256K) SIMM is composed of eight 256 kilobit chips
  - 1 megabyte (1M) SIMM is composed of eight 1 megabit chips
- Soon, 4M SIMMs will be available, but we won't cover that here.

## What memory combinations work?

In the chart that appears at the end of this article, each possible working combination of SIMMs is listed for each type of Mac.

### Plus and SE Upgrades

The Plus and SE have only 4 SIMM slots, referred to in the chart as "Bank A." The chart illustrates that the minimum addition of RAM to a stock 1M is two 1M SIMMs. To make room for the two 1M SIMMs, two 256K SIMMs must be removed, this results in 2.5M. A common misconception is that installing a single 1M SIMM will give you a 2M Mac. From the chart, you can see that this will not work.

The 2M upgrade would only be used in special circumstances, for example, if you needed the four 256K SIMMs for something else. Generally, the first step would be to take the Mac from 1M to 2.5M.

### II, IIx, IIcx, SE/30 Upgrades

These models have 8 SIMM slots available. Again referring to the chart, the first 4 slots are known as "Bank A," the other 4 slots are known as "Bank B." Notice that the 2M upgrade leaves you with eight 256K SIMMs on hand if you then upgrade to 8M. Therefore, think carefully before going to 2M instead of 5M. Of course, the eight 256K SIMMs can be used in two other Macs to bring them to 2M each, so all is not lost.

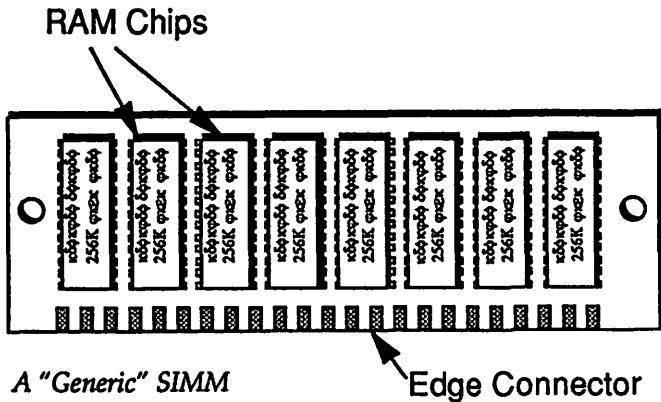
The 4M upgrade would only be used in special circumstances, for example, if the four 256K SIMMs could be used in a second Mac.

## What is the difference between "surface mount" and "DIP" SIMMs?

Surface mount (low profile) and DIP (high profile) SIMMs operate identically. However, DIP SIMMs are less expensive than surface mount SIMMs. Therefore, DIP SIMMs should be used in the majority of upgrades. Why not all upgrades? It turns out that surface mount chips are smaller than DIP chips, therefore, a shorter SIMM can be designed using surface mount technology. This only matters in a small number of cases, detailed below.

- 1) For the Plus and SE, add on cards may need the extra clear-

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take 20 minutes at most. Remember that static is a memory chip's worst enemy. Pay attention to warnings about static in the instructions.

The usual cautions about mail order still apply. How long have they been around? What is their reputation? What is their warranty? Do they honor it? Can they give you any references? Do they charge your credit card only when they ship the product?

## Alternatives to RAM

A software product called Virtual, sold by Connectix Corporation (415-324-0727, Menlo Park, CA) gives Mac II, Iix, Iicx, and SE/30 users 8M of virtual RAM. Virtual RAM means that the CPU is fooled into thinking part of the hard disk is internal RAM. Just like the Mac had a SIMM upgrade, except for the price. The software lists for \$295. The Mac II is required to have the 68851 Paged Memory Management Unit (PMMU). This is an option on the Mac II and you probably don't have it unless you are running A/UX. With the PMMU and the software, the list price is \$695. But considering 8M of RAM costs around \$2,000, this isn't too bad. The Mac Iix, Iicx and SE/30 have the PMMU built in, so the software is all that is needed to give 8M of virtual RAM. Apple promises virtual memory capabilities in future versions of the Mac OS, but don't hold your breath. The drawback of virtual memory is that hard disk access is much slower than RAM access. Having a fast hard disk (like a Quantum) helps. When Apple releases the famed 32 bit ROMs, up to 1 gigabyte of virtual RAM will be available. Anybody drooling? (For more information on Virtual, see the front page of *MacWeek*, 1/10/89.) 🍏

ance allowed by the low profile SIMMs. This has to be evaluated on a case-by-case basis. Most manufacturers will know what style SIMM to use with their add-on card (video, accelerator, etc.).

- 2) On the SE/30, I don't have any information on the amount of room available for SIMMs.
- 3) On the II and Iix, full height internal hard disks that use a different mounting bracket may need the extra clearance afforded by the low profile SIMMs. Full height drives are usually greater than 140M, so this won't apply to most II and Iix users.
- 4) On the Iicx I understand there is plenty of clearance, but not having tried the installation myself, proceed with caution.

## Do I have to buy SIMMs from Apple?

No. Apple charges a premium for memory and has the same dismal 90 day warranty as the rest of their products. Since Apple does not manufacture memory chips, you can buy the same product elsewhere for less. I've bought trouble-free SIMMs from more than half a dozen manufacturers. Some are local, some are mail order. All have at least a one year warranty. In defense of Apple's warranty, if the SIMMs last 90 days, they'll probably last until the next ice age.

Reputable mail order houses will include instructions on installation. If you have not been inside the compact series (Plus, SE, SE/30), you probably don't want to start now. Find out ahead of time how much a dealer will charge to install the chips you bought elsewhere. It may be cheaper to buy the SIMMs right from the dealer and let them do the installation. Or find a Mac hardware hacker to do it for you. SIMM installation in the expandable series (II, Iix, Iicx) is much simpler than on the compact line. If you read all the instructions and move slowly, installation will

## I heard that the II uses faster chips than the Plus. What does this mean?

The speed of memory chips are measured in nanoseconds (ns). The lower the number, the faster the chip is. To allow the II or faster Macs to run at full speed, you need 120ns or faster SIMMs. The Plus ships with 150ns SIMMs, the SE ships with either 120ns or 150ns. The 120ns are nice to have in the SE, because you can use those in the faster model Macs if you upgrade your SE. I haven't figured out what to do with the leftover 150ns chips from the Plus. I've used them in my II successfully, but I heard this can harm the circuit board over time. Sounds like a way to sell more expensive chips, but hey, I'm a software guy. [Ed. Note: The new MacIicx requires the use of 80ns speed chips. You will not be able to swap slower SIMMs in the MacIicx.]

Model	Total RAM	SLOT#							
		BANK A				BANK B			
		1	2	3	4	5	6	7	8
Plus, SE	1M	256	256	256	256				
	2M	1000	1000						
	2.5M	1000	1000	256	256				
	4M	1000	1000	1000	1000				
II, Iix, Iicx, 30	1M	256	256	256	256				
	2M	256	256	256	256	256	256	256	256
	4M	1000	1000	1000	1000				
	5M	1000	1000	1000	1000	256	256	256	256
	8M	1000	1000	1000	1000	1000	1000	1000	1000
	32M	4000	4000	4000	4000	4000	4000	4000	4000

Notes:  
 The Plus and SE don't have a "Bank B"  
 Each cell represents 1 SIMM card  
 Each number represents the number of kilobytes on that SIMM card

# Bits and Bytes

By Lynn R. Trusal



## Combining Power Point and Aldus Persuasion

One of the missing features in Persuasion is the ability to change the color of imported graphics (which Power Point permits you to do). It does not permit multiple colors for the same graphic, but is very useful nonetheless.

I have needed to scan line art and then paste it into Power Point. When I used a dark background field, I wanted the line art to stand out against this background by changing the color of the graphic to white prior to printing on a Tektronic color thermal printer.

This is easy to do in Power Point but not possible in Persuasion. Also, when some graphics are pasted or imported into Power Point or Persuasion, there is a white box around the graphic that is distracting. Changing the color of the graphic in Power Point gets rid of this box, and only the graphic itself is visible after the color change. You are not able to do that in Persuasion, but there is a solution.

First, use Power Point to open the graphic and change its color to the desired one. Remember that if you change it to white, it will be invisible against a white background. Next, copy it to the clipboard, and then paste it into the scrapbook. Now, open Persuasion and reverse the cut and paste process. The white box will be gone and the graphic will have the color you assigned to it using Power Point.

Although this solution requires having both software packages, it is another example of what I have been preaching for some time. If you can't get the job done in one application, use two, three, or four. On the down side, I have found this multiple application approach to intimidate the hell out of MS-DOS users who have so much trouble with one program that they won't consider two or more.

## Combining Persuasion, PageMaker and the Clipboard

"What is he talking about?" you say! I scanned some gray-scale graphics, saved them as TIFF files and wanted to put them into Aldus Persuasion. Unfortunately, Persuasion accepts PICT and PICT 2 files but not TIFF, so here is how I got around that problem. I opened the gray-scale files in PageMaker, changed their size, copied them to the clipboard, closed PageMaker, opened Persuasion, and pasted them into my presentation. Voila! Gray-scale images in Persuasion.

I have mentioned in the past that the clipboard and scrapbook are often good ways of getting graphics transferred between applications that will not take the images directly. This method often works because an image transferred to the clipboard is changed to a PICT file, a fairly universal format for most Macintosh applications. With the Macintosh very few things are impossible!

## Printing Gray-Scale Images with the Tektronic Color Thermal Printer

I have had from good to fair results putting gray-scale images into Power Point or Persuasion and printing them on the Tektronic Color Thermal Printer (see above paragraph). Photos ranged from people to aerial photos. Best results are obtained by using high contrast photos scanned about the same size you want to use them. Too much stretching or enlarging of gray-scale images seems to decrease the overall quality of the final result and wash out the gray-scale information.

## Is Macintosh Software Still Easy to Learn?

Readers of computer publications often see the comment that the Macintosh is not the easy computer to learn it used to be. Yes, there are now consulting companies that teach Mac owners how to use particular software, and the open architecture of the Mac II makes hardware options more complicated—but are the "easy days" over?

In a recent issue of *Publish* magazine (November 1988), a debate was carried on about the Mac vs. the PC. The PC advocate said, "While Mac programs suffer from a dreary sameness, PC innovators have contrived many different approaches to the same tasks." In other words, he would have us believe the very trait that made the Mac easy and the PC a nightmare to use is now a disadvantage for the Mac. Do I sense a desperate man here? Don't believe him for a minute!

Yes, most Macintosh programs do have a sameness—because Apple was smart enough (well, maybe they lucked out!) to force developers to use the same interface by putting many of the programming routines in the Mac ROM. The combination of the graphical interface and sameness of various software packages has made learning new Macintosh applications much easier than the "no standards" PC approach that still makes interfacing hardware and learning software a nightmare. How is Control-S doing three different functions in three different PC programs somehow better for the consumer than Command-S always "saving" in any Macintosh program? (Don't call me and let me know that Command-S may do something other than save in some program. Remember, with *Resedit*, all is possible.)

Yes, Macintosh software is not as easy to learn and is much more sophisticated than it used to be, but I think it is still easy to learn without using the manual in most cases. I approach learning Mac software by putting the disk in the drive, opening the application and clicking away. I pull down menus, click on icons, and hold the shift and option keys down as I click to see what happens. When I have a problem, then and only then do I read the manual. Most packages offer on-disk help and tutorials for someone who wants a more structured approach.

I still feel the above approach is useful even with more difficult and sophisticated programs such as *FreeHand 2.0*, *Aldus Persuasion*, *PageMaker*, etc. After all, most Macintosh users expect that "dreary sameness," or they won't buy; applications are rated on how closely they follow the Macintosh interface.



I have always felt the Macintosh approach to software development allowed me to know 25% of any software application before I took it out of the box. Any PC user who can make the same statement has a Macintosh in the closet!

You can't hurt the computer by "clicking and pulling," so give it a try and don't be afraid of letting that "dreary sameness" keep you from learning multiple Macintosh applications.

## Multiple Undo Is Here!

How many times we have wanted multiple layers of undo rather than just the last action before the last mouse click. Well, this feature is starting to show up in Macintosh software. The first application that I am aware which offers this feature is FreeHand 2.0. Freehand offers up to 99 levels of undo. If you can remember back more than 3 levels, you're doing better than I!

## Real Bits about Adobe Systems

1. In 1986, 73% of Adobe's revenue came from Apple Computer. In 1988, it was only 33% and declining.
2. The name "Adobe" comes from a creek near the homes of John Warnock and Charles Geschke, who are the co-founders of Adobe Systems, Inc.

## WingZ Is Finally Here!

Yes, I was one of those individuals knocking down his mother in the aisles to get a demo version of WingZ at the February WAP meeting. Two years of anticipation was just more than I could stand.

This is not a review of this product; I will leave that to others. I have had some time to play with the demo, which is a full-featured application except you cannot save your work. Unlike other demos, it does allow you to print.

The Macintosh press has been giving WingZ pretty good reviews, with comments like it leaves Microsoft Excel in the dust! Indeed, Bill Gates has been remiss in not updating Microsoft products on a more regular basis, which he has now promised to do. Undoubtedly,

applications like FullWrite, Persuasion, and now WingZ have given Microsoft a kick in the butt. The user will ultimately benefit by the free-enterprise market place approach.

WingZ clearly has raised the capabilities of spreadsheets to new levels. It fills in many of the missing capabilities that Excel lacked, including the 1 MB limit and the need to load it into the first MB of RAM. Use of color, variable row heights, hypertext programming language, formatting for individual cells, ability to do custom menus, and tremendous graphic capabilities are some of the special features of WingZ.

The database portion does include picture fields, but it has pretty much the same features as Excel without much innovation. Spreadsheet manufacturers apparently feel this is the least wanted feature of a spreadsheet, and if my experience is an example, they are correct.

Now for what don't I like. I would like WingZ to open native Excel files, rather than have to save them in SYLK format. Informix knows that they are trying to capture the spreadsheet market currently owned by Excel. The ability to open native Excel files directly should have been included to make it easier for Excel owners to justify switching to WingZ.

Although the graphics capabilities exceed many stand-alone graphics packages, I would like to see some changes. I would like to see more printing options available for customizing the printing of graphics. This would include a "print graphics only" command and the ability to print multiple graphics on a page arranged the way you want them, such as is found in Cricket Graph.

Finally, I use the "resume Excel" command extensively to open a collection of linked spreadsheets. WingZ does not have this feature, but it apparently can be done via the hypertext programming language. This programming capability appears easier than it might look and can be used to design macros that are not a part of WingZ.

If you are tired of Excel or need a spreadsheet, give WingZ a serious test drive. The test flight demo version can be obtained from Informix by calling 1-800-331-1763 or from your dealer.

## Excel, 5MB and MultiFinder Don't Mix

I just installed 5 MBs of RAM SIMMs in my Mac II and just knew that I could now safely install MultiFinder as the startup application and begin to tap the advantages of using MultiFinder. You can imagine my surprise when I learned that my large system took up 750K, Finder 160K and PowerStation 160K when running under MultiFinder. Therefore the first megabyte out of the total of 5MB was occupied by the very memory that Excel needs to function. Excel refused to even load and repeatedly returned me to the desktop.

The current version of Excel 1.5 needs to load into the first MB of RAM and cannot address more than one MB of total memory. This last point also proved to be a problem when I wanted to open 15 federal tax forms at the same time.

Therefore, since I use a spreadsheet all the time, I am forced to not use MultiFinder as the startup until Excel version 2.0 comes out that will correct the problem, or I can switch to WingZ, which does not have these problems but which will not open native Excel files (SYLK files are ok). 🍏

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.

## Macintosh Tutorials in Northern Virginia

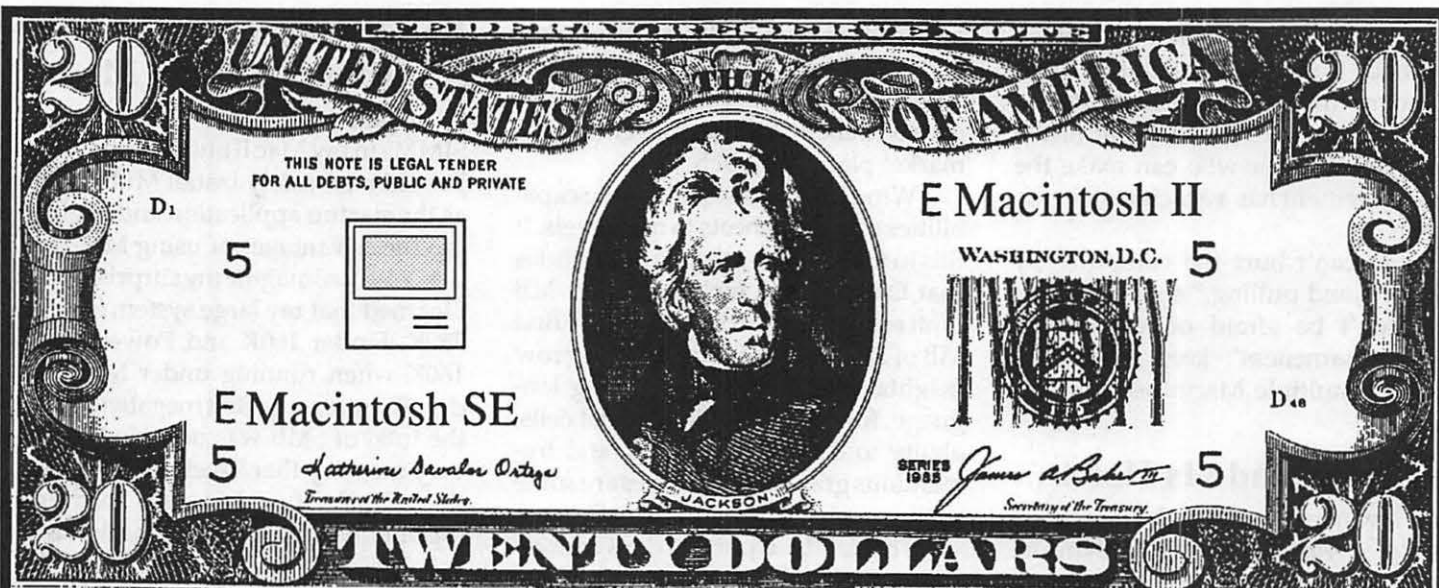
Macintosh tutorials, taught by Russ Bradley, at the Fairlington United Methodist Church, Rt. 7 and I-395 (King Street Exit), in Alexandria, VA from 7:15 to 10:15 PM.

The fee for each session is \$15 for WAP members and \$20 for nonmembers.

June 9, Sept 8, Nov 10  
**Introduction to Macintosh**

June 16, Sept 15, Nov 17  
**Intermediate Mac Skills**

June 23, Sept 22, Nov 24  
**Personalizing your Mac  
for Productivity**



# Unfortunately It Doesn't Come With Instructions

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# Plotters for the Mac

by Ludwig Benner

We run a small business. My recent experience with the acquisition of a plotter for our Mac II may help other Pi members, although the reception I got to my inquiries in stores in Northern Virginia and Maryland suggests there's not much interest in plotters for Macs in this area. WAP doesn't have a volunteer in that area yet either, I noticed. After getting a plotter, I can't understand that. Maybe I just don't shop or look in the right places, but I tried a bunch.

Let me say first that if you can use a plotter, it's relatively easy (but not painless) to put one in service. We prepare a lot of oversize outputs for which a plotter seemed ideal. A couple of articles in MacUser in July 1988 about desktop engineering, and the roundup of 54 plotters by Gary Henry and Diane Wilde in that issue were very helpful in getting a feel for what may be available.

## The Chase

Buoyed by my new smarts, I started contacting our regular suppliers (all good advertisers in the Pi Journal) in the area by phone. My usual helpful local sources for computer stuff didn't handle plotters at all—not much demand, they said. Having had good experiences satisfying occasional needs from other advertisers in the Pi, I started calling them. They were nice, but no plotters. Concurrently, over a two-day period I took the time to visit stores who claim to sell to business computer users in the Tysons Corner area. Again, no luck. Don't have none, don't need one, don't know who might have one, good-bye. Really discouraging; was I wrong to engage in this chase?

At last, after playing telephone tag with one customer service rep at an authorized Apple store in Northern Virginia, he told me he knew about plotters for the Mac, had indeed installed a plotter for a customer, it worked great, and he would be happy to help me. After discussing my specific objectives for the hardware and software, he offered to run a sample of my outputs to

demo the plotter. After discussing performance and prices, I got bold enough to promise him I would buy the device if it worked. Excitedly, I sent my work disk to him, and put the money aside to pay for my new electronic helpmate. Alas, that was the last I heard from him. *Dear John*. Pity, because I was really ready to plunk down my money even at full retail price + any reasonable installation fee he may have wanted to charge me to get me "on line." So much for sales follow-up principles.

Still determined but wavering now, I spotted a small ad by a small firm that makes and sells plotters — Zericon — in MacUser. Zericon is a relatively new company in California (where else?) whose product seemed to fill our needs with a very reasonable performance/value combination. (415-490-8380) I contacted their sales person who knew her product and kept her word. She sent me good printed product information, and put me in touch with a technical support person who was also very helpful, informative, patient, and — as it turned out — quite good at his work. Zericon was introducing a plotter that would handle paper sizes A through D (D size paper = 24" x 36" paper, in case you aren't a draftsman,) had a reasonable pen speed, good alignment characteristic, and other good features. The folks sounded trustworthy, and so I sent them my money, and they sent me the plotter.

Meanwhile, I had ordered the software to drive the plotter through a local computer store — Zericon doesn't sell software. The plotter and software arrived the same day (although both took about three weeks to get here) so I was sure it was my lucky day! It wasn't.

After assembling and setting up the plotter with absolutely no problems, I checked the program package eagerly, only to discover that it comes in two versions. You know what's next — *I needed the other version*. Unfortunately the store salesman who was happy to sell me the program even

though he didn't handle plotters, didn't tell me there were two versions (*he was as surprised as I was when I told him*). Fortunately, he was nice enough to take it back. Unfortunately, to expedite getting the plotter in service, I had to order the other version direct from the software distributor. Fortunately, the Comp-ServCo saleslady helped a lot by shipping the program promptly; it arrived from Louisiana in a few days.

The instructions for the program were good, enabling me to get the program set up smoothly. But, as anyone who has ever tried to hook up a "foreign" printer of any kind to any computer knows, Murphy has to poke his head into the act somewhere. In my case, it was the plug on the cable where it goes into the Mac II modem port—an excessively long shoulder on the plug kept it from going into the holes far enough to make a connection. Of course, you can't see that problem! A call to Zericon resulted in a telephone diagnosis that was quick and on the mark. Within a couple of minutes, I trimmed back the shoulder with a knife, plugged it into the modem port, the software did its thing, and the plotter printed its first computer-driven outputs with the pens and paper Zericon sent me in the plotter box. You know how that made me feel.

## Ah, Sweet Victory

The plotter has been working for our small business for several weeks. We are producing what we set out to produce. With some color pens I bought locally, I have produced outputs in 5 colors so far, using Canvas, MacDraw and MacProject.

More colors are possible, because you can set up the plotting process to pause while you change pens to produce different effects. Fancier and pricier plotters change pens automatically, but our needs aren't that sophisticated — yet. The plotter draws really crisp circles, shapes, boxes, text, and even adjustable fills.

It has been a fun tool, and I can now tell you that plotters are worth the trip once you get into them. If you are tired of pasting the "tiled" outputs from your printer to produce oversize graphics, consider getting a plotter.

*Now, if only my Mac had a little more memory! . . .* 🍏



# Desktop Puzzling

Solutions to some common desktop problems

by Ron Moore

## All My Little Fonts

I was asked once if a single solution would fix the current font problems that many people experience and I had to say no. Even with the latest technology available, the unwary user can still have font problems—font ID conflicts, font scaling errors, and type disappearing from pages.

Font ID conflicts cause type substitution to occur on documents. This is the most common and serious font problem known. It can be solved by using Nfonts, available from the Disketeria, among other sources. Nfonts allow enough numbered slots to hold all the typefaces, thus eliminating ID conflict.

Font scaling problems cause type to reflow when using multiple Macs with different font configurations. This holds true even when printing to the same output device from different Macs. Because fonts are scaled mathematically, it's important to have the same point size masters (preferably all) loaded onto your system when composing a document.

Three problems exist that make type disappear from files output to PostScript devices:

- 1) Apple redrew their screen fonts to look good on the screen, but those fonts are no longer equal to the width values of the printer fonts;
- 2) the new Laserwriter driver (5.0 and above) no longer tells the printer to squeeze or stretch characters to fit within text blocks; and
- 3) some software creates a window for the type to fit in and if the type doesn't get squeezed to fit inside of it, the window cuts it off.

You may have the latest Mac software, use only Mac fonts, and still have trouble with type that disappears. Fix any one of the above problems and all the type comes back. In fact, using screen fonts from Adobe instead of Apple, the easiest of the solutions, will

solve these problems altogether. It's so simple that you'd think there was a catch. The catch is that you can't get screen fonts from just any source. Disketeria or any reputable source are good places to get your Adobe screen fonts.

## Viral Contamination

Do you see that person reading the Journal next to you? Ask them if they have anti-viral protection on their Mac. If they don't, tell them to read this column next, it's required reading for them too. The statistics show that there are various virus risk categories, each having their own probability of infection. Even in the "least likely to contract" category no one is 100% immune.

Where do you fit in—high risk, low risk or somewhere in between? The categories were divided by users' ability to pay for software (which also determines its source), their level of knowledge about virus control, their attitudes about viral infection (think like a doctor and consider *when not if*), and what they are willing to do about viruses.

The lowest risk category includes users who pay for every copy of software they own and do not share disks. Some of this group has been infected by software vendors who unknowingly spread a virus through original manufacture of their software.

The highest risk category includes users who work on questionable systems, and users who download software applications from bulletin boards. For example, some Mac rental locations know nothing about the virus problem and don't protect themselves from possible infection. Even though computer viruses will only attach themselves to applications, they can be spread by using a system with an infected application. Use caution when working on a new system. Be sure to first check that the system manager

uses anti-viral software.

Because many companies restrict what software will be on a system (including anti-viral software), employees may download free software from local bulletin boards. If all systems are not adequately protected from viruses, with the latest versions available, contamination is likely to occur.

New strains of viruses are continually being spread, so keep current with the new virus software as it becomes available.

## The Least of My Problems

The best designer I know once had a list of rules he followed when contemplating using new software. First, define what you want to do, then test some software that will do what you want. Learn that software so that it is easy, and then tell people you can do it!

He says that many designers think they can use new products without testing. By following the above procedures he has but a fraction of their problems. He asked me how many times a client needs a job rerun because of some problem that occurred from improper testing, regardless of the cost. I told him that it happens too often, in many cases from a bug in the software they used.

I told him how I would worry about somebody using software that was less than a week old. The designer asked, "Was he testing or producing?" Producing—with great difficulty. Please, test new software first!

## Scanning for Final Art

Recently a customer was having trouble with the quality of photos in her publication. She had been scanning halftones on a 300 dpi scanner and importing TIFFs to print from. The results were less than acceptable.

I suggested that she might go back to using MacPaint images. These images, placed within the document, show a low resolution image for position only (FPO). By using MacPaint, the customer can still import an image for the positioning of irregular wraps in her magazine. An added benefit to the FPOs are the visual representation of the photos that helps the printer identify where to position the original halftone art. The customer is now getting superior re-



sults almost all of the time.

Instead of doing these FPO scans on a 300 dpi scanner, try a less expensive 72 dpi scanner. This will give you the same results for FPOs at a reduced cost and save you disk space too.

The only remaining problem occurs when the printer still misplaces the art on the mechanicals. A solution to this is to require a blueline proof from your printer before allowing the job to go to press. This will allow final checking of art before costly mistakes are made.

## 45 Is More Than 13

When they said all PostScript printers were created *universally* did that mean equally or were they referring to just the language inside? The case in point is a five page PageMaker job with a rainbow of eight colors on the first page only. To print out the spot color layers would require 13 sheets, 9 for the first page and 4 for the remaining black-only pages. Thirteen pages is what you'll get if you print the 8 1/2" x 11" pages on your laser printer. I'll give the software credit for being smart enough not to print a blank page on the laser printer, but does that apply to all kinds of printers?

Given the chance to print the library of colors (all nine) it would have done so for the entire document. The decision to print or not to print a page is made if the software sees something, *anything*, on the page to be printed. When going to a service bureau (a Linotronic printer) for final output, registration marks, crop marks, and separation names are added to the file to help the printer. When these elements are added, the software recognizes a mark on each spot color layer and outputs each layer, 45 pages in all.

To output 13 pages only, two solutions are possible. You can tell your bureau which pages have spot colors on them and they will separate only those pages. Or, you can create separate documents for color pages and black-only pages. Either method will save you money and headaches at your service bureau. 🍏

Ron Moore is the System Manager at Unicorn Graphics. You can call him with questions at 832-9800.

## Mac Review

# Connectix - Virtual

by Lewis Bean

The Connectix Corporation of Menlo Park, California has released Virtual, the first virtual memory system to run under the Mac OS, on the Macintosh II. The small program runs as an operating system initializer (INIT) and is loaded when the system is booted. It allows standard applications to run on the Mac II using virtual memory. Virtual memory works by storing parts of information that normally would be in RAM in magnetic storage (disk), and transparently retrieving it whenever it is required. After Virtual is loaded the Mac is fooled into thinking it has a full 8 megabytes of memory available. The Virtual system requires a Mac II with the Motorola 68851 Paged Memory Management Unit (PMMU) installed, and a SCSI hard disk with 8 megabytes of contiguous space available. The version for the Mac IIx and the SE/30 have not been shipped yet, but should both be by the time this review hits the streets. There is no way to implement virtual memory on the older Macs like the Plus and the SE, because the 68000 does not support the addition of a PMMU.

Installation is simple if there is already a PMMU in your Mac; you copy the Virtual file into your system file, and reboot the system. If Virtual finds 8 megabytes of unfragmented contiguous space on your disk, your system will "stutter-start" and then come up with loads of memory. If the program is unable to locate a full 8 megabytes of space you will need to unfragment your hard disk. DiskExpress for Alsoft is the only program I know of that will unfragment and compress a Mac hard disk. Other programs like PowerUp and Symantec Utilities for Mac only unfragment individual files, and only if there is a contiguous block of disk space large enough hold to the contents of the file being unfragmented. For those Mac II users without a PMMU (those who don't run A/UX) you will need to purchase Virtual from a dealer who can install the chip for you.

Performance is quite good in a 4 or 5 MB Mac II but, on a 2 MB machine, you do notice perceptible delays, especially when repainting windows with 8 bits of color turned on. One notable limitation to the system is that you need to turn off RAM Cache when using Virtual. (RAM Cache works by storing commonly used sectors of disk in memory, and Virtual could possibly then swap those sectors back to disk in the virtual memory files.) The ability to run HyperCard, Pixel Paint, Multi-Finder, Versaterm, and PageMaker simultaneously makes it worth it!

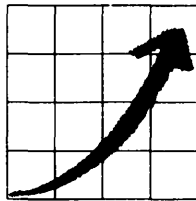
Reliability and compatibility of Virtual has been almost perfect. I have been using Virtual since I returned from the MacWorld show and have found it to be very stable. The Connectix manual claims that a few desk accessories seem to get confused when they are loaded way up in high memory, but I have had only one crash since I got back, and I think that that was Print Monitor's fault. The program is very easy to turn off if you feel that a program is not working with virtual memory installed. Additionally the manual also states that some hardware boards, and non-standard disk drives might also have problems, but as I stated it works great on my system.

The costs are reasonable, especially compared to memory prices. Virtual for a Mac II without the PMMU is \$695.00 and for the IIx and the SE/30 the price is only \$295. The price for a 4 megabyte memory upgrade ranges from \$1360 to \$1999. Apple's list price for the PMMU is \$499.

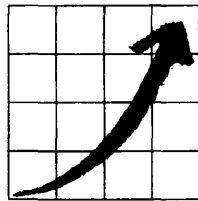
So I guess that I like it, but would only recommend it for a system with 4 or 5 MB of RAM already, and to someone whose application requirements make occasional use of more than 5 mb of memory. In this situation the system will only swap to disk occasionally, and almost no performance penalty is noticeable, and only then when you are rapidly switching between applica-

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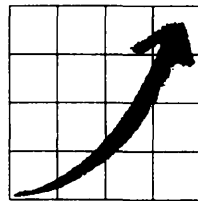


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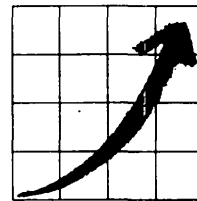


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# 40 MB External Drives

A comparison of drives for the Mac Plus

by Scott Anderson

Last November I undertook to research the various hard disk drives available for my Mac+ system. Looking through *MacUser* and *MacWorld* and making a bunch of phone calls, I assembled basic data on numerous options, put these data together in an Excel worksheet, and made several simple calculations that allow some comparison to be made between various drives. Along the lines suggested in *The Macintosh Bible*, I computed MB/\$ for each drive (they use \$/MB but I prefer the idea that bigger is better). To try to take into account the matter of access speed, I further divided MB/\$ by access speed in ms (then multiplied by 1000 to give a better placed decimal). I call this the "figure of merit" (I may be misusing that term) for each drive in question (in units of MB/\$/s).

Several caveats:

1. Note that with the exception of the Ehman and the Major Mac listings (from April *MacUser*) all the above data is some months out of date. The information here should be taken as illustrative and not definitive.
2. "Megabyte" is a term open to two interpretations: the "small meg" of 1 million bytes, and the "real meg" of 1025 KB. I did not check which interpretation was used for the HD capacities advertised above.
3. I gather that "access speed" is also open to some hype since there are many factors that can effect the "speed" of HD access in day-to-day use.
4. There are many other potential factors that enter into a purchase decision—warranty, support, bundled software. These are less easily quantified.

In any case, based on my analysis in November, the Nova 40 HD from Microtech emerged in first place. Combining such a "scientific" analysis

with Microtech's unequaled 5 year warranty, I felt pretty confident that I was making a good buy. I made the purchase in early December. The drive arrived in about 10 days in the following state: the voltage was set for 220 and the LED indicator didn't work. I easily adjusted the voltage setting and plugged her in. I had waited far too long for a hard drive to box the drive back up and return it to Microtech for a measly LED malfunction. The drive has worked flawlessly since. The lack of an LED means little to me since I keep it out of earshot—I hate to break the silence of the Mac+ with even "the quietest drive in the industry" (which I find hard to believe).

For what it's worth, it does seem noticeably faster than a few other drives I have used on occasion in the past (PL and CMS). I gather the Quantum drive that is the guts of the Nova 40 (and, I suppose, the other drives on my list with the 12-19 ms advertised access times) is a new generation technology. I heard one rumor about some people having incompatibility problems with the Quantum drive. I have experienced none. 🍏

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## ➔ 59 Connectix-Virtual

tions. Another reason it makes sense to purchase Virtual is that Apple has already indicated that future versions of the Mac OS will take advantage of the protected memory and virtual memory features of the PMMU, so pay now and be ready for the new features when they come. If you are doing a lot of color work with large screen displays you will probably need a full 8 mb of real memory, and Virtual is probably not for you. 🍏

*Lewis Bean is president of MacUpgrades, Inc. in Silver Spring, Maryland. He can be reached there at 301-589-8888.*

# Wingz: Initial Impressions

by Scott Anderson

I used the promotional copy of Wingz that I won at my first WAP meeting in February (a great intro to WAP!) to rework the Excel chart I made back in November. Reformatting the worksheet was pretty easy and enjoyable. It's great to be able to have different row heights and fonts.

Importing my previous work from Excel via a SYLK save went very smoothly—my new Wingz spreadsheet retained all the previous bordering and formatting. However, there is something of a tradeoff in the use of Wingz's graphics tools to make up borders: Excel's border tools are effective and easy to use compared to Wingz.

I tried making a 3-D chart of an abstract of my HD data. On my Mac+ Wingz's 3-D graphics are impossibly slow and I cannot recommend it to anyone. Furthermore, to my surprise, making and modifying simple bar graphs is a lot easier in Excel despite Wingz's greater flexibility.

It is nice to be able to add text fields to your spreadsheets, but don't try to do anything more than a short paragraph. On my Mac+ at least, Wingz text field entry is extremely slow. Is this because the Wingz application is written in Hyperscript and then interpreted? To do this long section, I ended up writing in WriteNow and not even trying to do it in Wingz text field.

Submenus take some getting used to. I keep slipping off them as I shift the cursor over to the submenu and have to go back up to the main menu item. In some ways they are a lot faster than dialog boxes and I often wished for format commands in Excel without going through a dialog box.

In summary, Wingz is clearly very powerful and allows great control over the appearance of your work. I have a feeling it will continue to grow on me over time. 🍏

# A Close Look at WINGZ



Excel users: jump ship and take WINGZ

by David Morganstein

"Let your Mac take flight with WINGZ!" — ad hype or the real thing? I'm not shy; I'll give you my opinion in this review of Informix' "released at last" spreadsheet. Last month you heard me say that Full Impact (FI) was a strong spreadsheet, but not strong enough to unseat Excel. If you had never used a spreadsheet before, you might consider FI over Excel. If you were an Excel owner, you'd stick with Microsoft and wait for the next version. (My best guess is that Excel 2.2 is perhaps six months away.) The same may not be true for WINGZ. I can see a number of Excel owners jumping ship. WINGZ is that good.

Why do I say that? Like FI, WINGZ has strong page-layout features, and an easy-to-use higher level scripting language with accompanying recorder. It goes beyond FI, however, in providing "buttons" as well as dialog boxes for the developer who wants to create stand-alone applications. Its long list of functions and expanded chart gallery will be welcomed by all spreadsheet buffs, from the novice to the power-user. It offers mixed fonts and font styles; if you have many megabytes of memory, you can use them all! Unlike Excel's one meg limitation, WINGZ expands to fill all available memory.

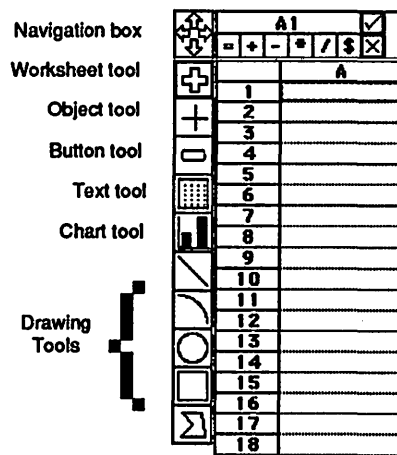
WINGZ has virtually no aspects that are weaker than the Microsoft product. It offers an awesome area in which to work: 32,000 by 32,000! I have filled an area of 10,000 rows and 13 columns with data, and performed calculations in 10-15 seconds on all cells. WINGZ will quickly gain the respect of the marketplace because of its features, power and, ease of use.

## Using WINGZ

When WINGZ is launched, you are greeted by a functional menu bar along the top with a Tool display along the left of the spreadsheet. (Unfortunately,

the Tool display is permanent... occupying a fair amount of a nine inch screen.) With just a little use, the improvements over all currently available spreadsheets become obvious. WINGZ offers clickable entry of the basic four functions and a navigation box for traveling to the four corners of your sheet, no matter how remote. You see tools for creating blocks of text, buttons, and charts. There are also drawing tools which permit attractive graphics. After entering data, you can quickly format it using the standard font, size and, style options. In addition, you can easily add color, resize columns, and impose numeric or date formats.

Figure 1. WINGZ Manipulation Tools



If you are a current spreadsheet user, you will need to import files from other sheets. WINGZ allows easy access to SYLK, DIF, WKS or text file formats. Because Microsoft has not made public its proprietary format for Excel files, WINGZ, like FI, cannot read or write these files directly. To import data from Excel, you will want to use the SYLK format which should retain virtually all of the detail of your spreadsheet. You can save WINGZ in the 123 WKS format, to export to Excel.

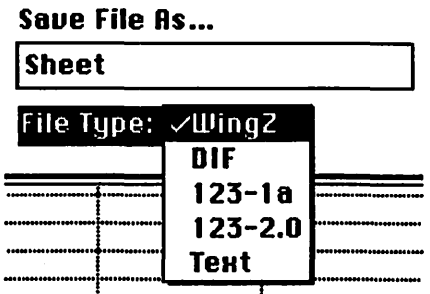


Figure 2. File Import/Export Formats Supported

As with Excel, you can create several windows which view different areas of a single spreadsheet. Disappointingly, WINGZ does not offer horizontal or vertical pane splitting, a significant shortcoming. This feature allows Excel users to have two or four synchronized views into the spreadsheet, a particularly handy ability especially when working with a database.

WINGZ simplifies formula entry through a Dialog box (see Figure 3). Clicking on a function category radio button provides a list of functions of that type. Selecting a function pastes into the selected cell. WINGZ is fully equipped with an extremely complete set of functions, even more extensive than Excel 1.5. Among others, it includes hyperbolic functions and bond computations not found in Excel.

Informix places Format options into an easy-to-access menu rather than in a Dialog Box, ala Microsoft (see Figure 4). With this menu, you can set the attributes of cells (hide zero values, use parentheses for negatives, make cells invisible or use commas to denote thousands), set the number of decimal places that will be displayed or choose a color for displaying negative values. Where Excel's technique for adding color to text is a bit obscure, WINGZ takes an obvious and direct approach—the color choices are on a pull down menu! On the other hand, Excel allows you to create and store new formats of your own making, a feature not found in WINGZ.

## Page Layout Options

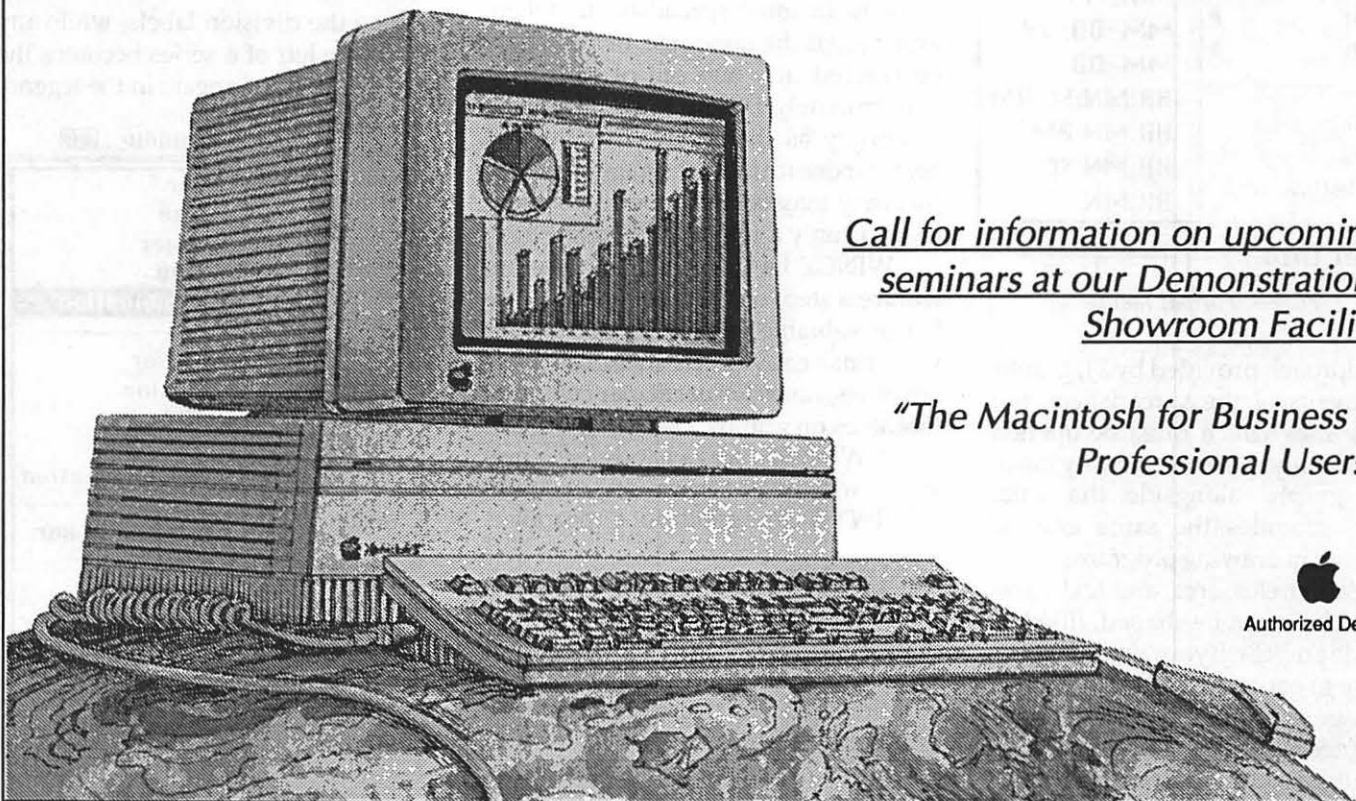
WINGZ smoothly enhances data with your choices from a long list of graphs and drawing tools. Using the



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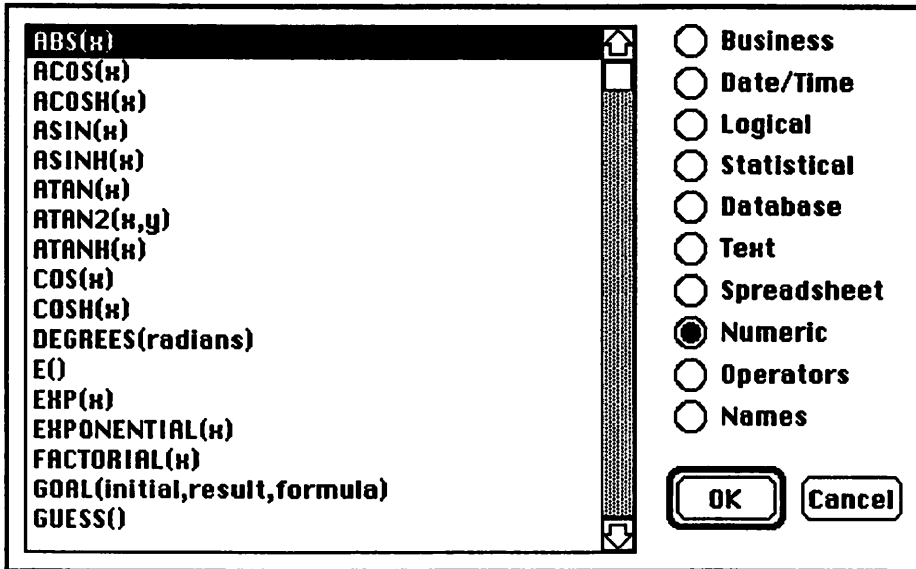


Figure 3. Dialog box providing function names

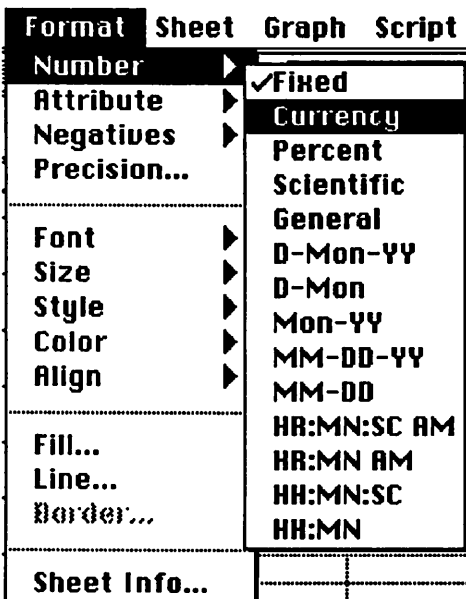


Figure 4. Format menu

same approach provided by FI, graphs are elements of the spreadsheet, not separate files which must be opened independently. You can mix any number of graphs alongside the data. WINGZ provides the same graphic tools found in drawing programs: lines, rectangles, circles, arcs, and text paragraphs. These can be shaped, filled or colored to embellish your spreadsheets. It is easy to compose a visually stimulating page containing tables and charts highlighted by graphics and text.

While Excel is still hung up on a one font, one font size restriction, WINGZ allows multiple fonts and font sizes in the same sheet. Just as column

widths can be changed, so can row heights, permitting a flexible and interesting display.

If you need to attach a note to your composition, or place multi-line headings at the top of columns, you can paste a text paragraph — a rectangle with text in it. This feature allows you to easily construct a block of text by wrapping the text onto subsequent lines as you enter it. In most spreadsheets, where every cell is the same size, text can only be entered into one cell of the sheet. Unfortunately, these text blocks remain stationary as the column widths and heights beneath them are changed. While this may necessitate some re-positioning, it is only a minor annoyance.

WINGZ has taken the page layout feature a step forward. It offers a number of valuable formatting options for your final copy. Each sheet can have headings, notes for particular cells, and footnotes on graphs. Unlike FI, but like Excel, WINGZ offers a handy page preview which provides an accurate WYSIWYG view of output appearance.

### Graphics

If you like to turn numbers into more interpretable graphs, you will relish WINGZ' list of charting options. In addition to standard displays offered by Excel and FI, Informix has included: 3-D, full color charts for surface plots, contour plots, wire frames, and bar charts (see Figure 5). All of these are easy to create and custom shape to your prefer-

ences. As with most spreadsheets that prepare charts, the graphs change to match the current entries in the spreadsheet. What is more, you can revise the text in the title or legend, as well as its font family or size, by changing the corresponding cells in the spreadsheet, a feature not offered in Excel.

To create a chart, you select data from your spreadsheet cells, click on the chart tool, and then draw a rectangle on the spreadsheet by clicking and dragging. The default chart drawn by WINGZ is a bar chart. You pick the style of chart you want from the Gallery list. That's all it takes. If the spreadsheet area you selected contained a title or text for a legend, it too will appear. You can modify the chart to your heart's content by adding footnotes or rearranging the elements of the chart, placing them wherever you want. You can modify the basic design by resizing elements of the chart, changing the perspective of 3-D displays, selectively stacking certain series, or exploding pie chart wedges, to name just a few of the options.

WINGZ refers to the columns of your data as divisions, while the rows are called series. The column headings become the division labels, while any text to the left of a series becomes the series label that appears in the legend.

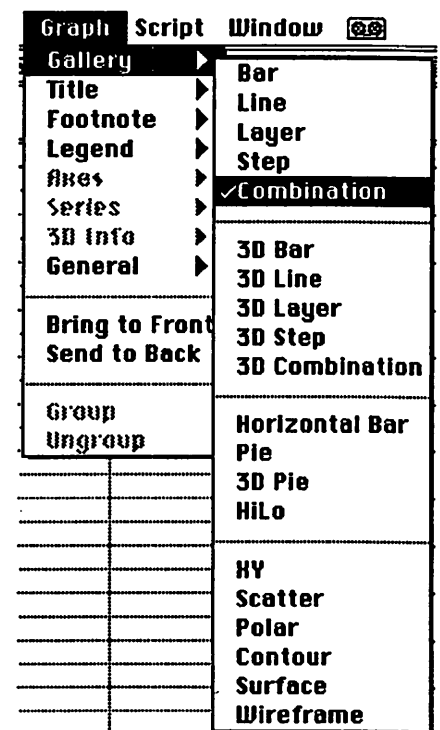


Figure 5. WINGZ Charting Options

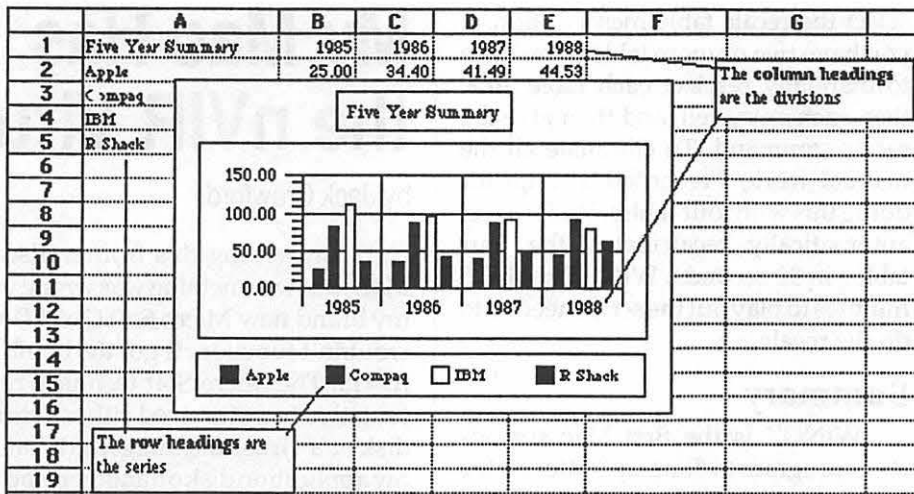


Figure 6. 'Companies' are Series; 'Years' are Divisions

(See Figure 6.) WINGZ offers "text boxes" and graphic elements that enhance the graph, but more on that later.

A picture is worth a thousand numbers, and WINGZ incorporates a wide variety of picture formats. The various 3-D options add a new dimension to your understanding of data (see Figures 7 & 8). WINGZ can display the data as they are or fit a smooth curve. The user has complete control over the colors and shading patterns as well as the scales and the base and sides of the display. The small price for this flexibility and power is in the refresh speed of a complex 3-D chart. It can be noticeably slow, taking WINGZ as much as several seconds to redraw.

In addition to plotting data for business purposes, there are educational uses as well. You can compute the values of a one- or two-variable function and produce a visual display of the relationship. In this way, WINGZ can be a mathematical learning aid. For example, you can create a table containing the values of  $z = \sin(x) * \sin(y)$  for an array of  $(x,y)$ . WINGZ will use the values of  $z$  to represent the height of a curve and produce a plot which clearly shows how  $z$  changes with  $x$  and  $y$ . (See Figure 8.)

Virtually every aspect of a WINGZ chart can be modified.

## Scripts

Even if you are heavy-duty spreadsheet user, you may never have written (or recorded) a macro. That's unfortunate. Often a program that is easy to use

leads us away from exploring untried menus. Programs like Excel, Full Impact and WINGZ that incorporate a macro recorder make it surprisingly easy to automate repetitive steps, an action that can be a real time saver.

The WINGZ macro language is head and shoulders above the Excel language in ease of understanding and use. Where Excel's language looks like arcane machine language, WINGZ offers a higher level language with long variable names and standard control structures. Virtually any menu item can be translated into a WINGZ macro command. Most common control struc-

tures are provided. WINGZ scripts can use FOR NEXT or WHILE loops as well as IF THEN ELSE and CASE decision structures. The macro language allows you to create new functions containing local or global variables for use in your sheet computations. Applications programmers will want to know that virtually every Macintosh "event" can be monitored and used to control the macros. You can test for windows being activated (or deactivated), recalculation taking place, the mouse being moved or clicked, and a host of other events. In addition, scripts can be used to add menus to the standard WINGZ menu bar. You can hand tailor the WINGZ screen to your taste.

Although you can study the accompanying manual to learn the commands, a simple way to pick up most of them is to activate the "Learn" script option and create spreadsheets and graphs as you normally would. When you're finished, examine the code that has been recorded while you "worked." The language syntax is easy to pick up and use.

WINGZ scripts can be activated in several ways. Perhaps the easiest is by placing a "button" on your sheet and attaching a script to it. Click on the button, and the script plays. Alternatively, the script can be associated with a worksheet range or a dialog box. The

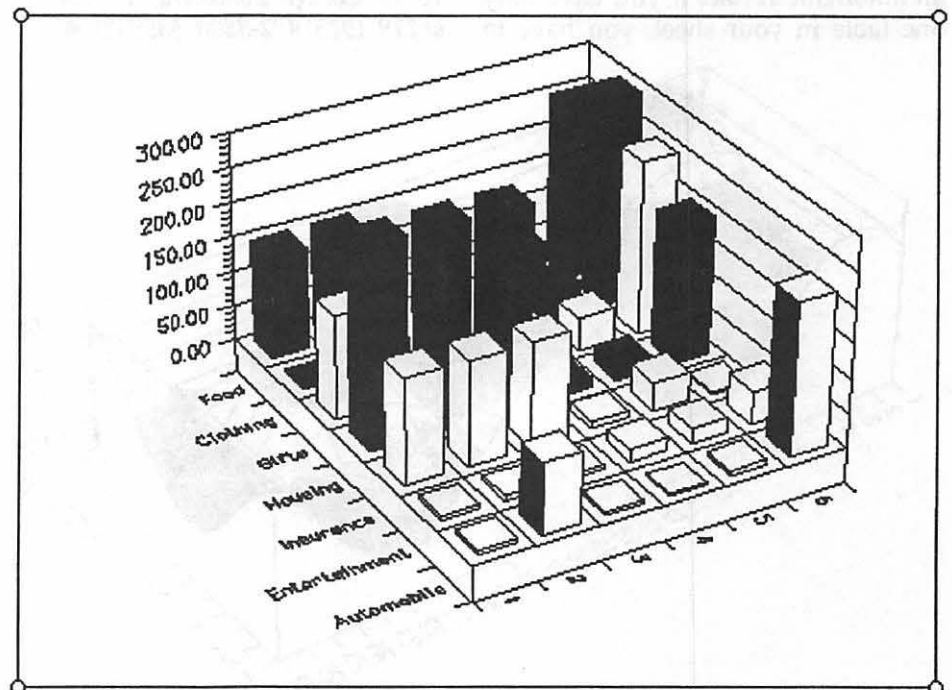


Figure 7. 3-D Bar Chart



macro is activated whenever that range of the sheet is selected or the appropriate selection made in the box.

## The Downside

Informix needs to do a little work on its saved files format, since WINGZ has such a voracious appetite for hard disk space. Its files seem to require far more space than you might expect. A file occupying 60K when saved by Excel in text form required a whopping 500K when imported into and then saved by WINGZ! I'm going to inquire if Informix has a hard disk subsidiary and this is just a devious plot to sell more drives!

None of the Mac spreadsheet programs, WINGZ included, uses "smart" recalculation algorithms now appearing in MS DOS programs. With this added "intelligence," the entry of new data causes recalculation only for cells linked to those that are changed, substantially shortening unnecessary delays.

The RAM-lean Mac user was disappointed to discover that WINGZ' Multi-finder memory requirement weighs in at 1024K. You're going to need at least 2 megs to run it with anything else.

Tables, my favorite operation with databases, is implemented badly in WINGZ since they are not dynamic. Changing the database or the top row/left column of the table does not result in an automatic recalc. If you have only one table in your sheet, you have to

select the recalc table menu option. If you have two or more tables, you have to manually reselect each table area, then each entry cell, and then give the recalc command. To eliminate all the manual work, I recorded a script for doing this with four tables. While Excel automatically recalculated the four tables in 30 seconds, WINGZ took 3.5 minutes to play out the script needed to do the recalc.

## Summary

WINGZ is the first Mac spreadsheet program to "one-up" Microsoft's Excel. It is strong enough to be called the most powerful and fully featured spreadsheet for Mac users. It can mix various fonts and sizes. Its scripting language should meet the needs of the most demanding power user, yet its macro recorder means it can serve even the novice. It offers superb and unusual charts in both 3-D and full color, all of which mixes with graphic tools right on the spreadsheet. WINGZ wastes not one dollar spent for RAM, from one meg on up! The only negatives I'm aware of are: its inefficient file format, which seems to require a lot of disk space for saved sheets; the lack of a vertical or horizontal window splitting option; and the poor implementation of the Tables command.

WINGZ, Informix Software Inc.,  
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# My Mac Has the nVIR Virus

by Jack Crawford

I am writing this from a diseased Mac. I knew something was wrong when my brand new Micro Soft QuickBASIC wouldn't function. It got the bomb and ID=15. The Micro Soft technical representative hypothesized either a corrupt disk or a virus, and suggested that I try my application disk on another machine. But before I could do that, I noticed one of the applications had been updated since I received it.

"I didn't do that, did I?" I don't even know how to update a stand alone application. But there it was. What to do? I called the tech rep at Software Discoveries, Inc. whose MergeWrite update I had received (from Claris) on the same day I got QuickBASIC. He showed me how to use the ResEdit application that came with QuickBasic. ResEdit is used to look at (and alter) the resources in programs. It was a simple procedure. The resources all contain four characters, are alphabetically ordered, and nVIR was, unfortunately, just where it should be, between the m's and the p's in my MacWrite program. I still don't know if this is what makes the QuickBASIC refuse to function, but I strongly suspect that is the reason. In the days to come I'm sure I will learn much more about viruses. But for now even a sick program can help me fight a scourge on Mackind.

Jack Crawford has been an IBM programmer since 1978 and a Mac owner since 1984. 🍏

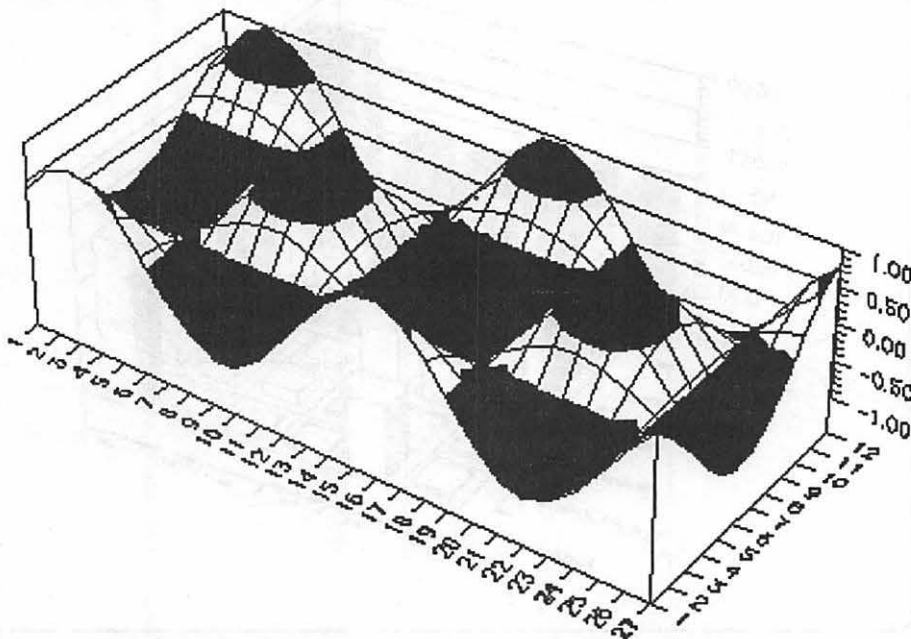
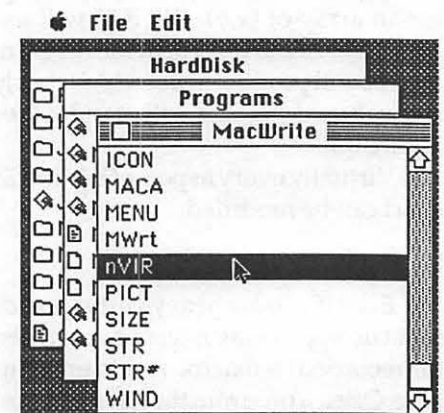
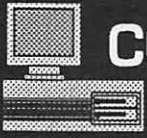


Figure 8. 3-D Surface Plot of Transcendental Functions

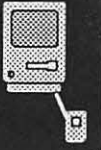






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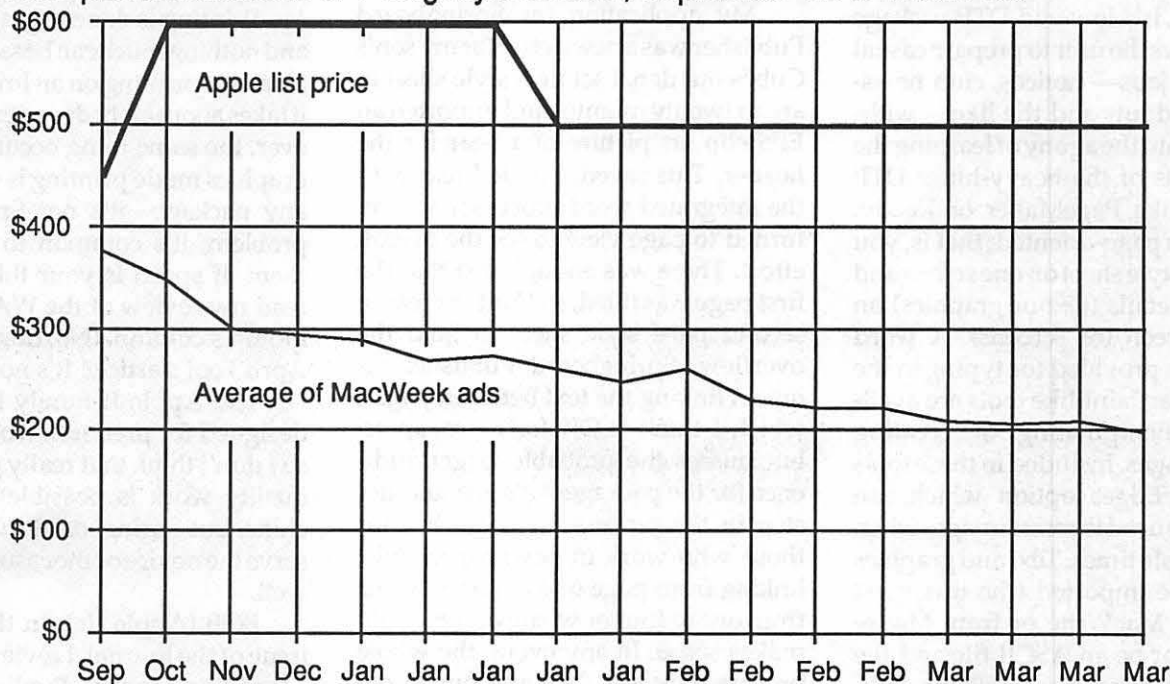
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## SIMM Prices Continue to Decline

Week-by-week price fluctuations of 1 megabyte SIMMS, September '88 to March '89.



Data thanks to Lewis Bean, Jr., of MacUpgrades



# Springboard Publisher

The Bob and Ray show get tangled up in wrap-around text...

by Raymond Hobbs and Bob Oringel

*["I know that my editor is reading this and groaning"]*

With all the attention given to Desktop Publishing (now, Professional Publishing) on the Mac, it seems that everybody wants to get into the act. Professional packages abound, and the pros and cons of each are debated ad nauseum by proponents and detractors. Ventura is better than Adobe is better than Aldus is better than Letraset is better than Quark is better than Ventura, blah, blah, blah. Well friends, Springboard Publisher (Springboard Software, Inc.), for Apple II, IIGS or Mac, is not as powerful nor professional as any one of the above, so if it's power you need, stop right here. Springboard Publisher is for (dare I say it?) the rest of us. And who better to review the packages than the Bob and Ray show???

RAY (Macintosh): Springboard Publisher for Mac, which retails for under \$150, is a low-end DTP package which allows the user to prepare casual publishing jobs— notices, club newsletters, handouts and the like— without going into the agony of learning the ins and outs of the heavy-hitter DTP programs like PageMaker or Ready, Set, Go. It is page-oriented; that is, you design the style sheet on one screen and fill in the details (text or graphics) on another screen (or screens). A word processor is provided for typing in the text, and MacPaint-like tools are available for manipulating or creating graphic images. Included in these tools is a Trace Edges option which can (crudely) be used to resize images when done multiple times. Text and graphics may also be imported (the text must come from MacWrite or from Microsoft Word or be an ASCII file and the graphics must have a MacPaint, FullPaint or PICT format available—EPS is

OK). Column layout and frame sizing and positioning are controlled through the page view—where you set margins and gutters and all those other things that you want to see done properly but really don't want to memorize the terms for. Text will wrap around graphic images either outlining the image itself or an image frame. Kerning? Well, if you stretch a point, global character spacing is available—but that's stretching the point too far. Leading (line spacing) is adjustable in single pixels, roughly analogous to points. I know that my editor is reading this and groaning, but really, for what most of us publish, just how professional do we need to get? If you feel a need to get right down to the nitty gritty of publishing, first join one of the editor's dusk-to-three-ayem "Get The Journal Out By Deadline" parties and then reassess your DTP aspirations.

My application for Springboard Publisher was a newsletter for my son's Cub Scout den. I set up a style sheet in about twenty minutes and imported an EPS clip art picture of a bear for the header. This saved, I added text with the integrated word processor and returned to page view to see the overall effect. There was enough text that the first page was filled, so I had to create a second page style sheet to hold the overflow. Springboard Publisher requires linking the text between pages, which I think is OK for newspapers, but misses the probable target audience for the package—it's just another step in the process for me— but for those who work in newspaper style, linking from page one to page two or from one to four or whatever probably makes sense. In any event, the whole process took less than an hour to do, and from then on, just substituting text

for each month's newsletter takes only a matter of minutes.

For small jobs, or for the weekend DTP novice, Springboard Publisher will probably do the job, and will cost a bunch less than the high-end packages. Included with Springboard Publisher is a coupon worth a free clip art disk (I have all of them, and they're really not bad at all). Springboard also makes disks of Laser Art and Laser Fonts both of which work well with Springboard Publisher.

RAY (Apple IIGS): Springboard Publisher for the Apple IIGS works pretty much the same way, only slower, and in color. The program comes up in about a minute on the GS, and will configure itself to a RAM disk for file operations if you tell it (and the GS control panel) to do so. It also makes use of Bill Basham's Diversi-Cache, included on the Springboard Publisher disk. What this means is, if you've got RAM in your GS, use it !!

Text and graphics operations are similar to those in the Mac version, with the addition of color (Apple HiRes). In any event, the same options are available to the Apple as are to the Mac, with resolution being traded for color. Text importing is restricted to ASCII, AppleWorks and some other word processors, and graphics importing is restricted to ProDOS or AppleDOS HiRes format.

Printing is done in graphics mode, and nothing much can be said for graphics mode printing on an Imagewriter—it takes about eight days per page. However, the same thing occurs whenever graphics mode printing is called for by any package—it's not Springboard's problem, it's common to a bunch of them. If speed is your thing, though, read my review of the WARP 8 in last month's column. (No, don't! It was an April Fool's article! It's not true!)

The Apple II family is really not designed for precision work like DTP, so I don't think that really professional quality work is possible on the machine, but Springboard Publisher will serve the novice or the casual user fairly well.

BOB (Apple IIe): In the July 1988 issue of the Journal, I reviewed version 1.0 of Springboard Publisher. In November 1988, Springboard announced

publication of version 2.0, and because I had a number of relatively negative things to say about version 1.0, I determined to give it a second look.

Version 2.0 is not copy protected, and is indeed faster in operation than its predecessor, but wait (and that is what you must do), it is still an agonizingly slow program. A "save" of a two-page document has been reduced from 90 seconds to 80; installation and loading the program is reduced from over four minutes (yes, minutes) to more than two minutes. These speedups presume an Apple II with 128K memory and a 1 MB RAM card installed.

If an Apple II user needs desktop publishing, then version 2.0 is certainly an improvement and warrants your attention. It still contains page layout, word processing and graphics creation in a single program, and it now has a built-in driver for laser printers and support for printers in an AppleTalk local area network. Additionally, it includes 36 newsletter templates. There is an upgrade program for purchasers of the earlier versions.

Springboard Publisher still comes with either 3.5" or 5.25" disks, despite its relatively high list price (\$139.95). Many other software houses provide both size disks with lower-priced programs. Springboard will exchange disk sizes, and will send the purchaser free clip art, both for a nominal fee. 🍏

## Macintosh Tutorials Offered

Three tutorials are offered by WAP to Mac owners. 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. Tutorials are for "beginners," not experienced users.

The fee for each session is \$15 for WAP members and \$20 for non-members.

May 9, June 6  
**Introduction to Macintosh**

May 16, June 13  
**Intermediate Mac Skills**

May 23, June 20  
**Personalizing your Mac for Productivity**

# DTP Seminars III

**May 7**

Sunday  
1:00p - 4:00p

**System Management:** Conquer the mysteries of the System Folder - probably the least understood and most important piece of every Mac's software. Learn how to use and properly configure printer drivers, prep files, INITs, CDEVs, etc. See how they can help your work or thwart it. *For knowledgeable Apple Macintosh users.*  
Presenter: Ronald Moore. Location: Unicorn, 1500 Eckington Place, N.E.

**May 11**

Thursday  
7:00p - 10:00p

**Cost Saving Tips for Press Production:** Learn how you can save money during the production process by setting your job up with printing particulars in mind. See how jobs can be handled differently and discover the cost consequences. Bring samples of complete jobs or those in progress and get your questions answered.  
*Not specific to any brand of computer.*  
Presenter: Sherri Arnaiz. Location: Colortone Press, 2400 17th St., N.W.

**May 13**

Saturday  
9:30a - 12:30p

**Going to Lino!:** Visit a service bureau that provides high-resolution PostScript output. Discover what you need to know to have your job processed correctly; how your printer's requirements affect your options.  
*Not specific to any brand of computer.*  
Presenter: Munir Murad. Location: Publisher's Service Bureau, 4900 Leesburg Pike, Ste.310, Alexandria, VA.

**May 20**

Saturday  
9:30a - 12:30p

**Slide Design Tips & Tricks:** Explore the process of creating presentation graphics and turning them into slides. Discuss the pros and cons of the major graphics, spreadsheet, publishing and presentation packages.  
*For intermediate Mac users familiar with at least one graphics and one spreadsheet program.*  
Presenter: Laslo Berty, Digital Presentations.  
Location: MacInOffice, 101 W. Broad St., Falls Church, VA.

**THE FINE PRINT** Each seminar costs \$25 for members; \$35 for non-members. Use one form per attendee—make copies of the form if you must. Classes filled on a first come, first served basis. Class size limited to twelve. 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.

Name \_\_\_\_\_

Company \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Phone (day) \_\_\_\_\_ (eve.) \_\_\_\_\_

Member number \_\_\_\_\_  WAP  CPCUG

Number of classes \_\_\_\_\_ x  \$25 or  \$35 =

Total enclosed \$ \_\_\_\_\_

May 7 System Management

May 13 Going to Lino!

May 11 Cost Saving Tips for Press Production

May 20 Slide Design Tips & Tricks

**Payment must accompany this form.**

**Mail this form to:**

Thomas J. Piwowar & Associates, Inc.  
1500 Massachusetts Ave. NW, Suite 34  
Washington, DC 20005

# Wanna Make A Certificate ?

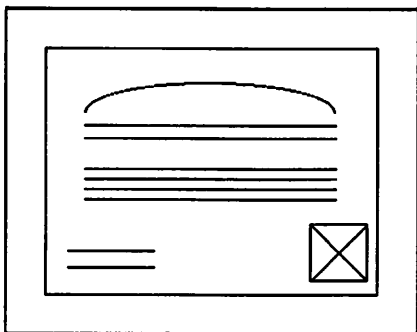
by Martin Milrod

There are a variety of easy-to-use specialty programs which enable beginners and various types of klutzes to turn out some very good looking products. Please note that the following "list" prices are as real as are sticker prices on cars and "comparable retail values" on jewelry. You can do much better by buying these from a good mail order house such as MacConnection (1-800-MAC-LISA); use your WAP membership number to have the \$3 delivery charge waived.

- Award Maker Plus by Baudville (5380 52nd St. SE, Grand Rapids, MI 49508, list \$49.95 (616) 698-0888)
- Certificate Maker by Springboard Software, Inc. (7808 Creekr Ridge Circle, Minneapolis, MN 55435, list \$39.95, (612) 944-3915)
- Card Shop by Artsci, Inc. (PO Box 1848, Burbank, CA 91507, list \$29.95, (818) 985-2922)
- The Print Shop by Broderbund Software (17 Paul Drive, San Rafael, CA 94903, list \$59.95, (800) 527-6263 or (415) 492-3500)

## Top Honors

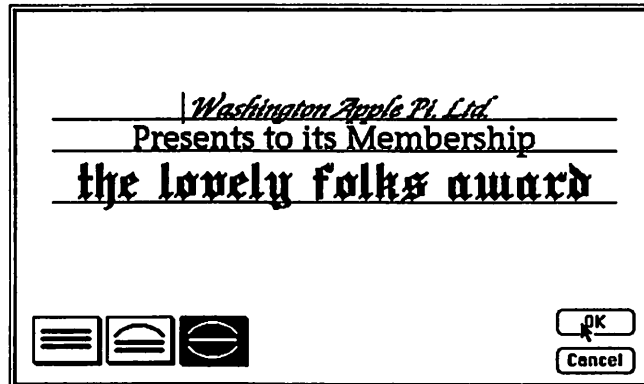
Now, a newer laser-writer-oriented program has been developed by Top Honors Springboard Software, Inc. (7808 Creekr Ridge Circle, Minneapolis, MN 55435, (612) 944-3915). It is Top Honors, lists for \$99.95, and the program's authors have a good cus-



tomers support hotline (612) 944-3912.

The certificate can be presented in either portrait or landscape format...alright folks, that's either 8 x 11 inch or 11 x 8 inch format, and it has several parts which can be tailored: Border, Title, Body, Signature, Date and Graphics such as a seal. They are presented on a blank "sheet" and are activated by double-clicking on each part of the certificate. (See Figure below.)

By double-clicking on the appropriate portion, you can type whatever content you want limited by type size



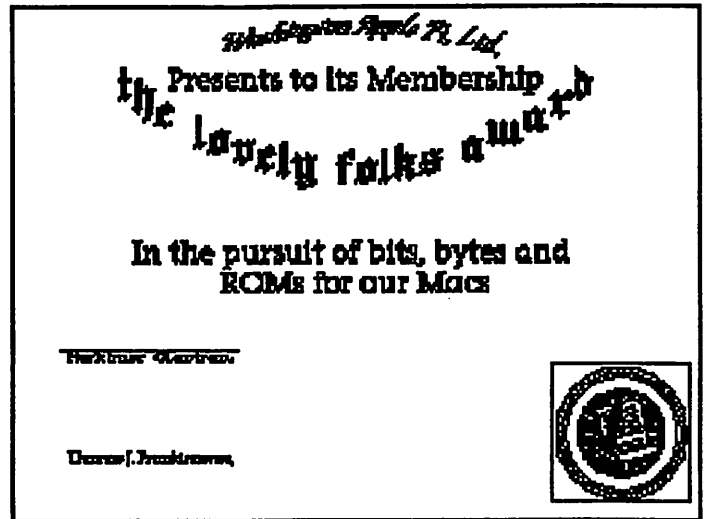
and only by those fonts available in your LaserWriter.

Note the limited three styles indicated in the lower left hand corner of this dialog box.

You can then select a series of seals, Encapsulated Postscript Files (EPS) or MacPaint graphics.

The program then slowly cranks out its final certificate seen here in its preview mode (Figure 4). (I did not use a border around the Certificate.)

Top Honors does its job well. The other specialized programs listed above focus on dot matrix

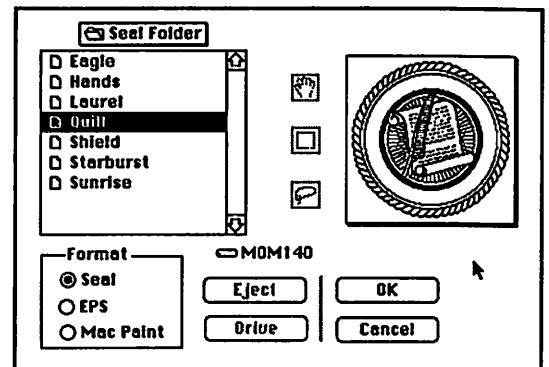


printers and turn out fairly good products—particularly if you use high-quality colored paper. This is the only "convenience" program of which I am aware which is designed for ease of use for a PostScript language device, such as the laserwriter.

For some people this program meets an immediate need and does it fairly well. I remain critical of its limitations, however—and that of similar programs in terms of what and how things can be done. I like and use MacDraw II and Canvas 2.0 to do most of my special "goodies." On the other hand, Top Honors is relatively inexpensive and is very easy to use. (Remember when all Mac programs were under \$100, in-

stead of being "inexpensive"?)

If you don't have access to a laser-writer or similar printer this program is not for you. ☹





# Teaching Medicine with HyperCard

by Robb Wolov

Think of computers in the scientific workplace and of course the picture of the engineer or physicist "number crunching" comes to mind. We don't usually associate the physician with a computer, except for office bookkeeping and billing. Computers, as in almost every other area of endeavor, are very much changing the face of how medicine is practiced and the way that medicine is taught. As computerists in general and Macophiles in particular (and possible future patients), I thought you would like a peek at how the student doctors here at Georgetown University are being prepared for the use of the computer in medicine using the Mac and HyperCard.

It is no secret that many aspects of the teaching of medicine go back with little change to the early part of this century. However, the knowledge base that must be mastered by today's physician is easily an order of magnitude greater than when these techniques were first introduced. Educators needed something better.

At Georgetown University a number of experiments are being conducted under a project called "Mac Clinical." We have numerous Mac II workstations with special software at nursing stations and ward conference rooms throughout the hospital for the use of medical students and house staff.

One of the most basic skills for any doctor in training is taking a patient's medical history and doing a physical exam. Asking the correct questions in the correct sequence can bring to light a subtle point. It is through the history that a doctor collects the pieces to the puzzle that ultimately form the diagnosis. It is a skill that comes with time, practice, and repetition.

Most patients find it distracting for their doctor's mentor to be hovering over the interviewer's shoulder at these times. Also, it does not inspire confidence for your "Doc" to whip out crib notes while questioning you.

## HyperCard to the Rescue

After interviewing and examining a patient, the student then retires to a Mac Clinical workstation, where a HyperCard stack, HypeRite Up, written in-house by Dr. Lee Glickman and Bill Stevens, prompts for the vital points of the exam and history and creates an organized output for presentation. If the student forgets a point, he or she is right there on the floor to return to the bedside. This stack functions like a set of training wheels. After being repetitively "forced" to do things the correct way, it becomes second nature, and you no longer need the stack...which is the whole idea.

In addition, the workstations are all networked to the Dahlgren Medical Library's mini/mainframe VAX system, where such electronic databases as Mini-Medline from the National Library of Medicine can be accessed. A custom HyperCard Home Card loads the communications program Red Ryder and handles all the stack switching. A student can not only write up a case for presentation "on rounds" but can generate a list of references and abstracts on the patient's particular problem.

Teaching the basic medical sciences has also not escaped the effects of HyperCard. Cardiac physiology can be daunting to students. The heart is a miraculous organ, but following the rapidly changing electrical surges as it beats, reflected by the electrocardiogram (EKG), as well as the internal pressure changes as it contracts and relaxes, can be intimidating at first. Static diagrams in a textbook are not the best medium.

Doctors Lawrence Lilienfield and Zhou Yimin of Georgetown Medical's Department of Physiology and Biophysics have written a very slick stack which shows an animated, beating heart synchronized with the changing EKG or pressure curves (Fig. 1). The student can freeze frames and backtrack at will to clarify a point. It is the first time I have seen the heart's physiology "dissected." I am doing my residency training in Pathology at Georgetown and have been involved in several projects for the organization and teaching of pa-

te a list of references and abstracts on the patient's particular problem.

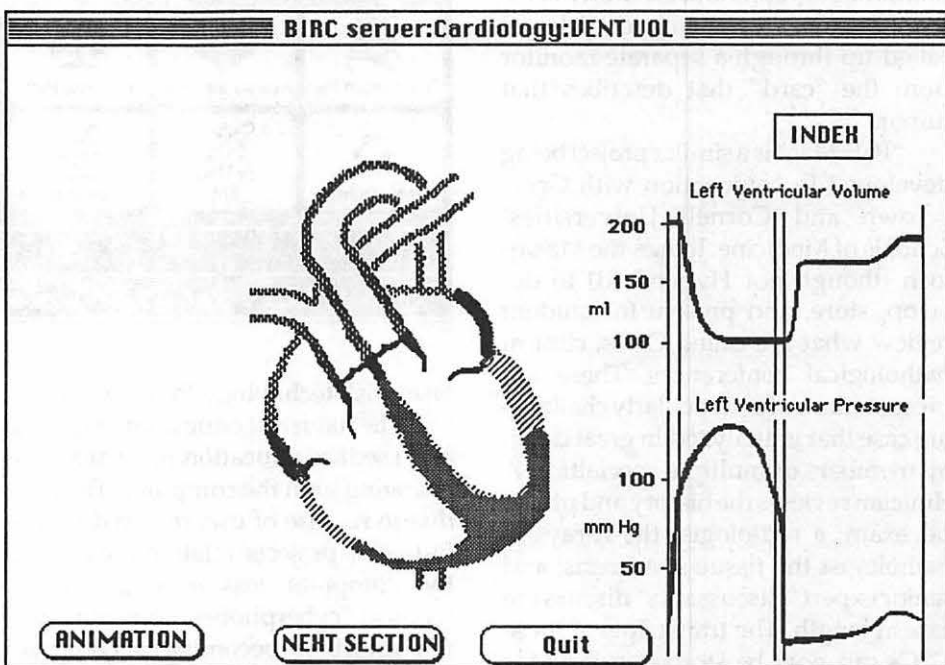


Figure 1

# What's the Best Answer?

by David Morganstein

How do you make decisions that have big dollar impacts on your budget or pocketbook? Many people, whether acting as business managers or as home owners, rely heavily on "gut feel," "years of experience" or "judgment". Unfortunately, these approaches often lead to the chagrined expression "We are losing \$5 on every one we make, we just hope to make it up in volume..." Are you willing to let your Mac assist you in making these important choices by providing it with the relevant information and letting it compute it's way to a preferred approach? What's Best and The Best Answer are two programs

which work with a spreadsheet to solve an important mathematical problem, one which may save your family or business a lot of money.

I was thinking of titling this review "What's the Question?" since many people are unfamiliar with the problem these programs solve using a procedure called "linear optimization." I can practically feel the pages chatter with your trepidation at that phrase! Before you let that phrase frighten you into turning to another article, let me tell you that few business people realize how much money can be saved by making important, costly decisions in a

less haphazard, yet more lucrative way. The linear optimization (LO) technique helps you find the least costly way of doing things. Let me begin with some examples where LP can help and tell you why you may want to know about it. Then I'll move on to comparing the two programs.

## Linear Programming

Anyone who has to make the choice of allocating resources to a set of alternatives, should know about LP. Not the mathematics behind it, only what it is for and when you should use it. Let's say you are a manufacturer. You can make a number of items, each of which uses a different amount of raw material. How do you decide how many items of each type you should make? The answer should depend upon the costs of the various materials and the profits you can make from each item.

## Macinations

thology at both the student and resident levels. One of my own stacks, The Pathology Registry, organizes path subject headings and allows the student to branch out to both text fields and "visuals" (Fig. 2). The HyperCard drivers for the currently popular laser disk players are in the public domain. Digitized high resolution images of photomicrographs and electron micrographs can be stored on laser disk and called up through a separate monitor from the "card" that describes that tumor.

"PathMac" is a similar project being developed in conjunction with Georgetown and Cornell Universities' Schools of Medicine. It uses the Macintosh (though not HyperCard) to develop, store, and present for student review what are called CPCs, clinical pathological conferences. These are presentations of a particularly challenging case that is analyzed in great detail by members of multiple specialties. A clinician reviews the history and physical exam, a radiologist the X-rays, a pathologist the tissue specimens, and senior expert "discussants" discuss the case at length. The transcripts of these CPCs can now be stored on the Mac with x-rays and slides being stored with

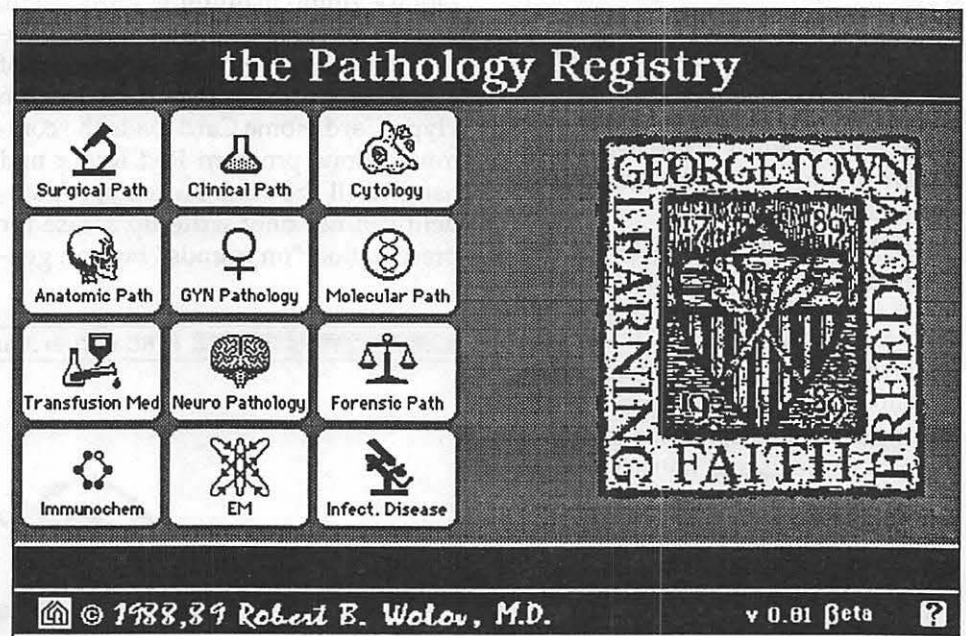


Figure 2

laser disk technology for later review.

The nature of education in general and medical education in particular is changing with the computer. The Mac, due to its ease of use, makes developing such projects relatively easy and the computer less intimidating for medical "cyberphobes." The library of the future is becoming a computer network with databases that can be updated more frequently than tradi-

tional paper texts.

Whether we train "better" physicians has yet to be determined. We will most certainly train better informed physicians and give them the information tools to keep them better informed. But, it is to be seen if the time freed up by the computer is spent with the patient. We can't program compassion or sensitivity...never could.

Until next time... 🍏

Often, however, managers simply make a guess as to what the best product mix should be. (We'll take a look at that specific problem in a minute after we describe a few other examples.)

Another common application for LP methods is the "classic" transportation or shipping problem. In this situation, you have a number of sources, say plants that produce something, and a number of customers who need the product. There are transportation expenses involved in moving the product to the customer. How do you decide how many units should be produced and shipped from each source to each customer? Again, the LP technique used by What's Best (WB) and The Best Answer (BA) will take plant capacity and transportation costs into account to find the number of units that should be produced for each customer so that you minimize your total shipping expenses.

If you invest in the stock market, you are always deciding where to put your funds. Assume you have both an assessment of return and of risk for a variety of options. How would you decide what dollars to put in which alternative? You might have constraints that require you to "spread the money around" believing in a diversified portfolio.

Another example where LP can help is in staff scheduling. In this case, you need to know how many people to schedule to meet required workloads while minimizing costs. In addition, you might be constrained to offer people a certain minimum amount of work. How would you decide how many people to put to work on each day?

Each of these problems have several common elements. First, there are the values you are trying to adjust in order to solve the problem (e.g. the numbers of each product to make). You can build a "What If" spreadsheet that describes the relationships among the various things and then try by manually adjusting these values, to find the best answer. You may even come "close" to a best solution; however, without a lot of recordkeeping and charting you'll never know it! Next, there are the limitations, called "constraints," on various quantities. For example, a plant can only produce so many items, a person can only work so

TOTAL PROFIT:		PRODUCT MIX								
\$0.00										
Product		1	2	3	4	5	6			
Profit/Unit		\$30	\$45	\$24	\$26	\$24	\$30			
Quantity Produced		0	0	0	0	0	0			
		Product Resource Requirements						Total Usage	Start. Inv.	Ending Inv.
Steel		1	4	0	4	2	0	0 <	800	800
Wood		4	5	3	0	1	0	0 <	1160	1160
Plastic		0	3	8	0	1	0	0 <	1780	1780
Rubber		2	0	1	2	1	5	0 <	1050	1050
Glass		2	4	2	2	2	4	0 <	1360	1360
Paint		1	4	1	4	3	4	0 <	1240	1240

Figure 1. A Simple Product Mix Problem

many hours (although sometimes you feel that the boss may not realize this...). Next you have your objective, the single quantity you want to maximize, such as profits (sometimes you can re-word your objective and think of it as something you want to minimize, such as waste, but both ideas are handled the same way). Let's see how this fits into the production problem.

In the table appearing as Figure 1, we have built a spreadsheet model which relates the various raw materials that go into making each of six different products (numbered 1 to 6). The required amount of each raw material appears in the column below the product. For example, product one requires one unit of steel, four units of wood, no plastic, two units of rubber, two of glass and one of paint. The profit from making the product appears in the first row just below the product number. We make \$45 for each unit of product two we sell, etc. The three columns at the right describe: the amount of material used to produce the particular mix indicated by the "Quantity Produced" row, the starting inventory, and the inventory remaining after subtracting

the amount used from the starting inventory.

Before we try to find the "best" mix by entering a number of units to make, we are producing nothing. You see that the usage column is all zero so the starting and ending inventories are the same. The \$64,000 question is (my age is showing) "What do you think is the best answer?" Well, my first guess was based on the fact that we make the most profit on item two, so let's make as many of those as we can. How many is that? Item two takes four units of steel (of which we have 800 to begin) so we can make no more than 200 units. Checking the other items used in unit two, we see that we have enough wood, plastic, glass and paint to make 200 units of item two. Okay, spreadsheets are great for "What If?" Let's enter a 200 under item two (Figure 2).

Assuming I have set up the spreadsheet properly (both "What's Best" and "Best Answer" require this, they don't create the basic model, just solve for the best solution), placing the 200 results in entries in the usage column which are just 200 times each of the factors in the column below. The ending inventory is

TOTAL PROFIT:		PRODUCT MIX								
\$9,000.00										
Product		1	2	3	4	5	6			
Profit/Unit		\$30	\$45	\$24	\$26	\$24	\$30			
Quantity Produced		0	200	0	0	0	0			
		Product Resource Requirements						Total Usage	Start. Inv.	Ending Inv.
Steel		1	4	0	4	2	0	800 <	800	0
Wood		4	5	3	0	1	0	1000 <	1160	160
Plastic		0	3	8	0	1	0	600 <	1780	1180
Rubber		2	0	1	2	1	5	0 <	1050	1050
Glass		2	4	2	2	2	4	800 <	1360	560
Paint		1	4	1	4	3	4	800 <	1240	440

Figure 2. The First Guess Is Easy!



TOTAL PROFIT:		PRODUCT MIX							
\$12,300.00									
Product	1	2	3	4	5	6			
Profit/Unit	\$30	\$45	\$24	\$26	\$24	\$30			
Quantity Produced	0	200	0	0	0	110			
	Product Resource Requirements						Total Usage	Start. Inv.	Ending Inv.
Steel	1	4	0	4	2	0	800 <	800	0
Wood	4	5	3	0	1	0	1000 <	1160	160
Plastic	0	3	8	0	1	0	600 <	1780	1180
Rubber	2	0	1	2	1	5	550 <	1050	500
Glass	2	4	2	2	2	4	1240 <	1360	120
Paint	1	4	1	4	3	4	1240 <	1240	0

Figure 3. What Seems to be the Best Second Choice?

just the starting inventory reduced by the amount that would be used making the product mix (i.e. starting inventory minus total usage). The only other thing your spreadsheet model must do is compute the profit, just the sum over the products of the profit times the quantity produced. At this point the profit amounts to \$9,000 (200 times \$45).

Okay, we're not done making money yet. We've used up all the steel making item two so let's see what else we can make that doesn't require steel. How about item six? It only uses rubber, glass and, paint. Not only does it not require steel, which we don't have, but it is the next most profitable item. How can we go wrong! How many of these can we make? A quick check shows that paint is the limiting factor. We have 440, just enough to make 110 units of item six. By doing so, we have additional profit totalling \$12,300 (Figure 3).

Can we make any of the remaining items? Doesn't look like it. All the rest require either steel or paint and we've used it all up on the most profitable items. Obviously, this must be a pretty good guess at the best solution. We have made as much as we can of the

two most profitable items.

If you are beginning to think you have been led down the primrose path you are right. After submitting this problem to our competing programs, look at what they showed me (fortunately, they both provided the same answer...as they should). I can make a profit almost 25% greater with an entirely different mix, one in fact which produces none of the item two units (Figure 4).

What is the moral of this story? Learn about LP! You don't have to know how it works only be aware of the kind of problem it solves and when you should reach for it rather than using "professional judgment and years of experience" (a euphemism for sloppy decision-making).

## Overview

Both of the programs work with the Excel spreadsheet. They require that you do all the set-up work to define the model describing your problem, a task that will require some thought and effort on your part. The required model is identical for either program. In fact, the example we looked at earlier was entered in Excel and run with both

TOTAL PROFIT:		PRODUCT MIX							
\$15,020.00									
Product	1	2	3	4	5	6			
Profit/Unit	\$30	\$45	\$24	\$26	\$24	\$30			
Quantity Produced	120	0	220	160	20	50			
	Product Resource Requirements						Total Usage	Start. Inv.	Ending Inv.
Steel	1	4	0	4	2	0	800 <	800	0
Wood	4	5	3	0	1	0	1160 <	1160	0
Plastic	0	3	8	0	1	0	1780 <	1780	0
Rubber	2	0	1	2	1	5	1050 <	1050	0
Glass	2	4	2	2	2	4	1240 <	1360	120
Paint	1	4	1	4	3	4	1240 <	1240	0

Figure 4. How Much Money Did We Make?

programs. (While I haven't tried it, BA may be able to read a model from any spreadsheet program so long as it is saved in the SYLK format, one attempt at a 'universal' format for spreadsheets. If it reads any SYLK file, you could create your model with any spreadsheet, not just Excel.)

As mentioned earlier, both programs require that your spreadsheet model have three elements: adjustable cells (those values that are under your control), a cell to optimize (for both programs this means maximize), and constraint cells (the limits within which you operate). The adjustable cells generally are added together, often multiplied by constants to obtain a value. This adding together is why the word linear is in the name of the technique. The constraint cells limit how much adjusting you can do and the cell to optimize represents a quantity, like profit, that you want to be as large as possible, given the constraints. Once these three ideas are clear, you can build the required model quickly and are ready to call up the LP program of your choice.

Unfortunately, neither program uses a simple 'macro' that is activated when you are ready for a solution. Each program is brought into play in a different, somewhat awkward way. WB is entered via Hypercard. It comes with a stack that you run, a stack which loads Excel and WB so they can work together. WB requires that you place Excel and the WB program in specific places and not move them into other folders. If you do, Hypercard will get confused about where to look for various pieces. You can always re-run the set-up stack to tell WB how to load the necessary programs but all this just adds to the confusion. BA, on the other hand, is a separate program which works with SYLK files. After creating your model, and saving it as a SYLK file, you leave your spreadsheet, enter BA, and read your SYLK model to obtain the solution. While I prefer this interface over that of WB, it does require two steps.

Once you have a solution, you may want a feel for its sensitivity. For example, you may want to know how far away from the 'Best' answer you will be if you choose values that are just a little bit away from the suggested ones.



WB!	
Adjustable Cell	⌘A
Fixed Cell	⌘F
Maximize	⌘M
Minimize	⌘Y
⌘	
⌘	
⌘	
Dual Values...	
Dual Value	⌘D
Upper Range	
Lower Range	
To Optimize	⌘T
Options Status	
ABC's...	

Figure 5. What's Best Menu

## What's Best

Originally developed for the 123 spreadsheet, WB is the stronger of the two programs. While the manual is written for the MS DOS spreadsheet, it should be easy for an Excel user to learn how to build a LP model which WB can use.

When you run the program, a new WB menu appears (see Figure 5). The menu is very brief and shows only the steps needed to obtain a solution.

The program comes with an 'installation' hypercard stack. You run this and provide the information outlined in the instructions. One drawback to WB is that the 'pathname' which identifies the location of your copy of Excel must remain the same. If you move Excel to another place, you will have to 're-install' WB. For that matter, the WB install program expects to find Excel named as 'Microsoft Excel'. If you have renamed it, for example to 'Excel 1.5' as I did, you will have to locate Excel for the install program. All of this takes only a few seconds but it seems kind of unnecessary, more like the installation of an MS DOS program than the easy 'just drag it onto your hard disk' approach I am used to in the Mac world.

WB offers several useful features not found in BA. It can handle certain

types of non-linear problems when the problem can be broken up into pieces where each piece is linear. Also, it can solve problems where the answers are discrete, known as 0,1 integer programming. It also uses a new procedure known as the building block method.

## The Best Answer

The Heizer program is extremely easy to use. It will operate under Multi-finder and Switcher allowing you to create models in Excel and switch to BA quickly to obtain the optimal solution. The manual is very brief for such a complex topic and almost assumes the reader knows a fair amount about LP methods. The accompanying diskette does contain six already prepared examples to assist in the learning process.

When you run BA (after creating your model in a spreadsheet and saving it as a SYLK file) you have only a few menus to navigate. Like WB, you identify the adjustable cells, the constraint cells and the objective cell (Figure 6). After this you tell BA whether you are trying to get the largest possible 'optimal' value (choose Maximize) or the smallest possible (choose Mini-

mize) (Figure 7). Since you are no longer in your spreadsheet, you can't just click on a cell and view its formula or value. The program offers you a useful menu option for examining the contents of any cell.

## Comparisons

Since both programs require the same spreadsheet model for input, they can only be compared on the following aspects: ease of installation, utility of the manual in teaching you what LP is and how to build the required spreadsheet model, special features, price, and ease of use.

Since BA was developed for the Mac, its 35-page manual, albeit short, is Mac-specific. WB on the other hand has a lengthy manual describing the 123 version and a short 12-page addendum which highlights differences between the Mac and MS DOS versions. The sections on LP and how to use it were very helpful while the instructions, 123 jargon, were confusing. WB is more expensive and comes in several versions, each with different capacities. As mentioned earlier, WB does offer several more sophisticated solution methods. BA on the other hand is easier to install and to use.

## Summary

To a degree, the somewhat convoluted way in which these programs work detracts from their use. I don't feel either is hard to use; however, simply activating a spreadsheet macro would better serve the user. I can only guess at the rationale for 'hiding the program' in this way, to protect the code. If you need to handle larger or more intricate problems, you may need to pay the extra price for WB. If your needs (or pocketbook) are more limited or if you don't have Hypercard, the slightly easier to use and less expensive BA will serve. Whichever program you use, you will find a better answer to your problems than guesswork!

Best Answer, Heizer Software, Box 232019, Pleasant Hill, CA. 94523. Technical Questions: (415) 943-7667 Ordering: (800) 888-7667. Price \$99. What's Best!, General Optimization Inc., 2251 Geneva Terrace, Chicago, IL. 60614-9990. (312) 248-7300. 🍏

Cell Optimization	
Define Adjustables	⌘A
Define Constraints	⌘K
Define Objective	⌘B
-----	
Show Adjustables	
Show Constraints	
Show Objective	
Show Cell Contents	⌘F
-----	
Go To...	⌘G

Figure 6. Best Answer Model Building Menu

Optimization	
Maximize	⌘M
Minimize	⌘N
-----	
Contribution Range	⌘T
Shadow Price	⌘Y

Figure 7. Best Answer Optimization Choice

# Apple III Disketeria Notes

Basic GTO, device drivers, and a contributions disk

by David Ottalini  
III SIG Co-Chairman

We "Spring" into May with three new disks this month!

To begin with, Disk 1051 is another in the long list of excellent Daryl Anderson disks. This one is called Basic GTO, and it's a partial compiler and assembler for Business Basic. It will translate any BB program into a format which executes between 50% and 500% faster. Typical applications might expect at least 75% performance improvements (according to the documentation).

The translated programs are listable and can be modified. They require only the addition of one program line to include the speedup

routines. Versions for all the various BB versions are included, as is complete documentation. Self-booting side one.

Disk 1052 is our compilation of device drivers for various Apple III devices. This is a double-sided disk with individual drivers for many printers, hard disks, etc. You will need the System Utility program's System Configuration Program to use these drivers and incorporate them into your own SOS.Driver files. We've included information on how to do that on this disk. Also provided are a number of SOS.Driver files already set up for you. While it's impossible to

know how your system is put together, these SOS.Driver files may be useful and can give you some ideas on how to build your own SOS.Driver file.

Disk 1053 is our first Contribution Disk. This disk contains programs and information from a number of sources, most of them members of our III SIG. Robert Howe explains how to use Apple Speller to spell check III EZ Pieces files; Tim Boquet's Population Bomb program is a little scary; Jim Suthard offers a number of things, including his programs that automatically load III EZ Pieces into a RAM Disk. We've also included an interesting Mandelbrot program you'll enjoy. This disk is self-booting on side one.

*Next month:* Our III SIG Co-Chairman Tom Bartkiewicz introduces one of the most exciting programs we've ever offered: A Pascal version of our Menu.Maker that will knock your socks off! ☘

## MAC Disketeria

by David Weikert

### Mac Expo Specials

This is a special month for the Mac Disketeria staff because of Mac Expo, and we are happy to extend our Expo specials to all of you, whether or not you stop by to see us at Expo. First, a major effort on the part of our volunteer staff brings you the largest number of new and revised disk series ever. Second, we have a revised catalog that is even bigger and better than before — current with the disks available at Expo. Last, but not least, we have special pricing for both disks and catalogs, and the special pricing will remain in effect from the April meeting before Expo through the month of May. During the Expo special, all disks are priced at \$3. In May, disk prices will return to their previous levels. Enjoy our specials and help us celebrate a successful 10-plus years, the first five spent with the amazing Apple II and the last five

with that wonderful machine called Macintosh.

### New Disk Catalog Available

We have a special Mac Expo edition of the Mac Disk Catalog, current through the disks released this month. Because of the quantity printing for Expo, we are able to offer the catalogs for a significantly lower price. Normally, the catalogs are photo-copied, not printed. During the Expo special, the catalog is \$1 at the office and general meetings, or \$2.50 by mail including postage and handling. The catalog includes a list of disks and titles, a new introductory section, descriptions of files on all the disks, a list of significant files on all disks sorted in alphabetical order by file name, and a similar list of files sorted alphabetically, first by file type and then file name.

### The New Disks

We have 34 800K disks this month: three Anti-Virus Utilities, 10 Desk Accessories, four ImageWriter Fonts, seven Sounds, six System Utilities and four StackWare. Some of these are all new, and some are being reissued as we continue to remove obsolete and redundant files. 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 in the following paragraphs.

### Anti-Virus Utilities Series

I extracted the anti-virus utilities from the System Utilities series disks and created a new series, Mac Disks #1.01 through #1.03 — Anti-Virus Utilities. I consolidated the files from Disks #16.07A through #16.09A, removed earlier versions of current utilities, and added some new programs and files. The first disk, #1.01, is self booting (starting) from a System Folder containing abbreviated

System Software 6.0.3 and includes the essential files for detecting, eradicating, and preventing virus attacks. The second and third disks contain only anti-virus utilities and are not self-booting. The material in the first and second disks is mostly from disks #16.07A through #16.09A, with just a few new files. Material on disk #1.03 is mostly new, but oriented to programmers as source code has been included in addition to the compiled applications. The price of the series is \$9 for the three-disk set while the Mac Expo prices are in effect.

## Desk Accessories Series

Since the Desk Accessory series had gone a long time with only the addition of new DAs and revisions to DAs already issued, it was also ripe for purging old and prior DAs. The result of this effort is the release of Disks #2.01B through #2.10B as a replacement for Disks #2.01A through #2.12A. The price for the 10-disk set is \$30 until prices return to the normal \$35 in June.

## ImageWriter Fonts Series

I also just assembled a four-disk set of ImageWriter Fonts (Mac Disks #5.01 through #5.04) from fonts that were previously on 400K Mac Disks #26, 44, 47, 48.3, 93A, 93B, 97, 101, 110, 113 and 146. These serially numbered disks have now been removed from the disketeria. The only new fonts in this collection are updated versions of the "superfonts" *Clairovaux* and *Palencia*. This reissue will benefit new members and members who don't now have these fonts. We will be adding to this series in the future for those of you who already have our other fonts. Price for the four-disk set is \$12 while the Mac Expo prices last.

Note that this series contains the "superfonts" *Beverly Hills*, *Boston II*, *Clairovaux III* and *Palencia*. The *Beverly Hills* and *Palencia* fonts in this series are so good that you'll have trouble believing you're looking at output from a dot-matrix printer! For those who can't afford a LaserWriter but need printouts with a professional appearance, these fonts are a "must buy," in our opinion. While you're at it, try the the other two "superfonts,"

### 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 type.
- *Shareware information is printed in bold italic type.*

*Boston II* and *Clairovaux III*, and take a look at *Lachine* if you like typewriter-like fonts. Whichever you favor, any of these fonts will greatly enhance the quality of the print provided by the ImageWriter.

## More New Sounds

Seven new sounds disks, Mac Disk #12.25 through #12.31, add to this popular series. This is the last (for a while) segment in the incremental extension of the sound series being compiled and annotated by Dave Weikert and the Synertech Associates team of Ken Leonard, Kevin Nealon and Mike Robinett. We have continued documenting 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 opportunity arises. The last set of sound disks is available at a special price of \$21 for the seven disks.

## System Utilities Series

We have reorganized and reissued the System Utilities series, Mac Disks #16.01B through #16.06B. Obsolete and early versions of current files were removed, and the remaining utilities were consolidated in the first four disks. In spite of travel and major real estate transactions, William Jones tested and annotated the

new files in his usual superb manner. This new material from Bill has been added to the end of the series as Mac Disks #16.05B and #16.06B. All of the material on these two disks is new to the series, and most is new to the disketeria. While Mac Expo prices are in effect, the series will cost you \$18, \$6 for the last two.

## More StackWare

David Condit has completed the assembly and annotation of four new disks for the HyperCard StackWare series, Mac Disks #19.26 through #19.29. He was ably supported by James R. Newton and David Kreisberg, who each annotated two disks. This disk series continues to grow thanks to the efforts of David and his crew of dedicated volunteers. If you know your stacks and would like to help test and annotate disks, give David a call at (703) 349-8752.

## DISK #1.01 — AV 1

### ANTI-VIRUS UTILITIES

**ReadMeFirst:** By Dave Weikert. 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.

**Vaccine 1.0.1:** By Don Brown, CE Software Systems. Intercepts any suspicious attempts to modify applications and systems files and requests operator confirmation of each change. This is a cdev type file, so copy it into your system folder and access it through the Control Panel (under the Ⓜ menu). Setup instructions are provided when you select Vaccine from within the Control Panel. The space in front of the file name places it at the head of the list of cdevs so that its associated INIT resource is loaded before any other at boot time.

**Intro to Viruses:** By Robert I. Wright. A HyperCard stack that describes the prevention, detection and eradication of viruses. The content is good but some of the descriptions are somewhat dated in terms of what virus strains they prevent, detect or eradicate.

**Repair 1.5:** By Steve Brecher. This application repairs files infected with the nVIR virus. You must first determine if a file is infected using a virus detection utility such as Virus Rx version 1.3 or later (this disk has ver 1.4a2).

**Virus Encyclopedia:** By Henry C. Schmitt. 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 applications 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.

**Virus Rx 1.4a2 f:** Virus Rx 1.4a2: By Apple Computer, Inc. Scans selected drives or folders for any damaged applications, INIT, cdev and RDEV files, invisible files, altered system files and altered applications. Creates a text file that includes an analysis of what it has found. The Teach Text document 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.

**VirusDetective™ f (v2.2):** Virus Detective™: By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. It includes a capability to search for operator entered strings and to write a log file to disk. This version has extended capabilities over version previous versions and permits you to easily check out an entire floppy disk library. **VD Doc (MacWrite)** is the terse but comprehensive documentation on the theory and use of Virus Detective. **Shareware — \$20, for license, \$25 for license and disk with other demo programs.**

**System 6.0.3 f:** Includes Apple System Software version 6.0.3 with System, Finder and associated system files to provide a self starting disk. The System has been stripped of most fonts and DAs and the DA Virus Detective has been installed for your convenience in using this a your primary test disk.

## DISK #1.02 — AV 2

### ANTI-VIRUS UTILITIES

**ReadMeFirst:** By Dave Weikert. 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.

**AGAR f:** AGAR: By Bill Krimmel. This very small program just sits on your disk waiting to be infected. Check it from time to time to see if it has been modified by a virus. **AGAR Picture** is a MacPaint document of the program listing. See the **AGAR Doc** for Bill's offer to disassemble any virus and report on it's action and removal techniques.

**AntiPan 1.1:** By Michael Hamel. This application 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 our preferred anti-virus utility since we don't like programs that mess with my System file or modify other files without asking.

**AntiViral 1.0 f:** AntiViral 1.0: By Chris Klugewicz. An application to help prevent your computer system from succumbing to a viral infection. It monitors the size of applications and alerts you when applications change size between one run of AntiViral and the next. **AntiViral 1.0 Doc (MW 4.5)** is the documentation and **Sample AntiViral List** is an associated file. **Shareware - \$10.**

**Disinfectant f (v1.0):** Disinfectant: By John Norstad. Detects and repairs files infected by all of the currently known viruses including nVIR, AIDS, INIT 29, ANTI and MacMag (Peace). Like Virus Detective, it operates under your control and can scan a succession of floppy disks create a log file of the results.

**Ferret 1.1 f:** Ferret 1.1: By Larry Nedry. Scans a

selected drive for files infected with the "Scores" virus and permits you to repair the infected file or skip over it. See the brief **Ferret 1.1 docs** for how to do it.

**GateKeeper f (v1.1):** GateKeeper: By Chris Johnson. This cdev is placed in your system folder and is then accessible via the control Panel after booting. It monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. A description program description and help information is found by clicking the question mark when the cdev is selected at the control panel. **GateKeeper Release Notes** and **GateKeeperNotes.txt** describe the privileges needed by selected applications.

**Interferon (v3.10) f:** Interferon: By Robert J. Woodhead. Scans all on line or selected volumes for files with any of a number of known and generic virus characteristics. An eradicate option performs a similar scan but attempts to delete infected files. The **Interferon (READ ME)** documentation is necessary to understand the results of the scan. **Shareware — free, but contributions to the Vision Fund are solicited.**

**KillScores f:** KillScores: By anon. Scans a selected drive for any files infected with the "Scores" virus, automatically removes "Scores" and then repairs the infected program.

**The Scores Virus:** by Howard Upchurch. This documentation provides an excellent description of the "Scores" virus and its operation and the steps necessary to eradicate it using ResEdit or KillScores.

**New Virus Info:** This download from MacNet describes a newer strain of nVIR (INIT 29) and its characteristics. This is particularly useful for modifying anti-virus utility programs that support user input search characteristics.

**nVIR Assassin f:** Assassin: By Pete Gontier. Scans volumes for the nVIR virus and destroys it. **nVIR Assassin docs (TEXT)** describes what Assassin does and nVIR description tells you about the technical characteristics of the nVIR virus. *Be forewarned, if you have Smart Alarms installed in your System (which has an INIT 32 resource) it will be eradicated also because nVIR Assassin thinks that all INIT 32s are nVIR resources. Other programs may also install INIT 32s in the System; make backups first since nVIR Assassin does not ask before destroying what it believes to be an infecting resource.*

**nVIR Vaccination:** By Anon. Examines one selected file at a time for the nVIR virus and eradicates it.

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- Folder information is underlined.
- Program and file names are printed in bold type.
- Shareware information is printed in bold italic type.

**QuickScores! DA f:** QuickScores! DA: By Anthony M. Tuorto. This DA provides a fast and efficient way to check the current operating system file for the SCORES virus. QuickScores! examines only the system file for the virus because SCORES always attacks the system file first, after invading any disk. **QuickScores! Docs** is the documentation.

**RWatcher f (v1.0):** RWatcher: By John Norstad. This is a virus detection INIT for protection against Scores and nVIR. RWatcher was written for non-MPW programmers needing limited virus protection but not willing to use Vaccine because Vaccine complains whenever an attempt is made to create a CODE resource. **User Doc** describes the program and its operation. **Notes** describes results of testing RWatcher against Scores and two different strains of nVIR. **RLIS Template, RWatcher.a, and ShowInit.a** are a ResEdit template and source code provided for the programmer.

**Sniffer f (v1.0b1):** Sniffer: Scans selected drives or folders for any INIT files and creates a text file of what it has found. **Sniffer Docs** describes what Sniffer does and how to interpret the text file.

**Vaxene:** By Anon. This file is included more for the following starting screen apology than for any real contribution to furthering the state-of-the-art of "SCORES" virus detection.

**VirusSTAK:** By Joe Zobkin. This is another tutorial on the spread and control of viruses. It is very good but it does not have the quality or quantity of information of Virus Encyclopedia. **VirusSTAK** covers the Scores and nVIR viruses and six of the anti-virus utilities.

## DISK #1.03 — AV 3

### ANTI-VIRUS UTILITIES

**ReadMeFirst:** By Dave Weikert. 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.

**Security Patrol f:** Security Patrol: By Steve Seaquist. Anti-Virus applications and source code from Washington Apple Pi's own ace programmer. Source code is provided for two different compilers, TML Pascal I (.pas suffix) and TML Pascal II (.p suffix). This material was the basis for the February 1989 MacTutor article and we weren't permitted to distribute it earlier because of Steve's agreement with MacTutor.

**VCheck f:** VCheck: By Albert Lunde. Detects software viruses by checking for changes in the contents of the active system folder, the boot blocks and all applications on connected volumes. **readme** describes the program and its change history. **VCheck.p** is the source code.

**Virus Docs f:** 5/10 Dealing with Viruses, ANTI Report, ANTI.TXT, new Virus Info, Viral Resources and Viruses by Apple: Six recent documents that contain useful technical information on viruses and their propagation and prevention.

## DISK #5.01 — IW 1

### IMAGEWRITER FONTS

**Agua Mundo Font f:** Agua Mundo.font: The authors describe this one as a "casual, fun font". It's available in 12 and 14 points. **Agua Mundo.doc** contains three pages of MacWrite documentation.



**Shareware - \$10.**

**Algebra f:** Algebra A font which allows you to easily write out mathematical equations. AlgBlurb are the MacPaint format instructions for Algebra.

**Apollo f:** This set includes 24 different typefaces. Each typeface comes in two or more sizes, ranging from 9-point to 80-point. All of the fonts are designed for the ImageWriter I & II printers. A couple of the fonts generate special graphic symbols in place of letters, but most of the fonts are variations on the Athens, Courier, Helvetica and Times fonts provided by Apple. A primary benefit provided many of the fonts in the latter category is the provision of larger sizes, which allows better high-quality printing with the ImageWriter. **Shareware - \$15 "registration fee" for any or all of the Apollo fonts.**

**Manual** Double-click on this icon to read the instructions and background information on the Apollo family of fonts.

**About Lachine** Double-click on this icon to read the instructions and background information on the Lachine "typewriter look-alike" fonts. **Shareware - \$5 for the Lachine fonts or \$15 for the Lachine fonts together with the Apollo fonts.**

**Apple I** This font "bag" contains 18 and 36 point sizes of an attractive typeface similar to Athens but with some attractive variations in detailing.

**Athens** This font "bag" contains 12, 18, 24, 36, 48, and 72 point sizes of the Athens font provided on the Mac System Tools disk.

**Boxie** A sans serif font that looks like its name sounds, in 10 and 20 points.

**Courier** The same font you get on the System Tools disk, but in 20 and 28 points.

**Drawing** A graphics font that draws lines and boxes, available in 9, 10, 12, 14, 18, 20, 24, 28, 36, 40, 48, 56, 72, 80 points.

**Ellesmere** A tall, thin, sans serif font, in 10, 12, 14, 20, 24, and 28 points.

**Gavarnie** A thin, sans serif font, in sizes of 9, 10, 12, 18, 20, 24, and 36 points.

**Geneva** The font you know and love on the Mac, now in sizes of 28 and 36 points. **Shareware - \$15 "registration fee" for any or all of the Apollo family of fonts.**

**Greenbay** A very thick, sans serif font, available in sizes of 18 and 36 points.

**Greg's Czech** A thin font in 12 and 24 points.

**Herford** Similar to Courier and Times, in sizes of 9, 10, 12, 14, 18, 20, 24, and 28 points.

**Hood River** A horizontally compressed, sans serif font in 12 and 24 points.

**Kendall** A somewhat thicker, sans serif font in 12 and 24 points.

**Lachine** A "typewriter look-alike" font for the ImageWriter I & II, available in 9, 10, 12, 14, 18, 20, 24, and 28 points.

**MacSymbols** Instead of letters, you get graphics, such as a close box, a pointer, a question mark, and Mac buttons.

**Madeira** Another Courier-type font in sizes of 9, 10, 12, 14, 18, 20, 24, and 28 points.

**Manteca** A thick font with a slightly stenciled look, available in 18, 24, 36, and 48 points.

**Norwood (Square Serif)** A thick font that's thicker at the bottom of the characters, in 24 and 48 points.

**Oblique** An attractive font with more diagonal lines in the rounded parts of the characters, available in sizes of 9, 12, 18, 24, and 36 points.

**San Francisco** A jagged font that's good for writing kidnap or blackmail notes. Now you can write BIG notes with fonts of 18 and 36 points.

**Silicon Beach** A somewhat thick, sans serif font in 12, 24, and 48 points.

**Sri Lanka (Kendall)** This one comes in 9, 10, 12, 14, 18, 20, 24, and 28 points.

**Swan Song** This one has a cursive look, available in 12, 24, and 48 points.

**Unclal** A Celtic font, in 18 and 36 points.

**Author:** By Joseph W. Miller, one of our own Washington Apple Pi members. This plain typewriter-style font for the ImageWriter was created because of the lack of a font for the Macintosh that looked like a familiar typeface. In Joe's words, "It has the virtue of being peculiar in no particular way." With a very limited number of optional characters, Author takes less space in your System file than other fonts. For example, Author 12-point requires 2382 bytes, compared to 2892 bytes for Geneva and 3864 for Boston.

**Beehive:** The title is descriptive. This one's available in 24 point.

**DISK #5.02 — IW 2**

**IMAGEWRITER FONTS**

**ASL-Fonts f:** ASL-Fonts: By Richard L. Smith. The American Sign Language Alphabet in font form (five sizes (14,18,24,36 & 48 point)). ASLDocumentation includes a discussion of fingerspelling and how fonts were made. **BannerS** is a BASIC Program (requires MS BASIC) for Learning to Read Fingerspellings.

**Beneventana f:** Scriptura Beneventana: The Beneventana font, 12 and 24 points, is based on the manuscript hand used by the monks of Monte Cassino in the 10th-12th centuries and is most useful for typing Latin. **Beneventana.doc** is a MacWrite document which describes the Beneventana font. Practice your Latin translation on parts of this one!

**Beverly Hills f:** Beverly Hills: One of the "super-fonts". An outstanding business font for the ImageWriter printer. It is available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points. Not only does it look good in the standard 12-point size, but it also prints very well-formed characters in the larger "headline" type sizes such as 18 points. Like Palencia, Beverly Hills prints real fractions and other special characters. Also available is the separate Beverly Hills Large typeface, in 36 and 72 points, which can be used within MacPaint or MacDraw. **Read This First!** is the MacWrite file that contains the shareware notice and instructions for printing the rest of the documentation. The **BH Disc Configure** MacWrite document provides helpful instructions for installing the Beverly Hills fonts in your System file. Using **Beverly Hills** MacWrite document provides detailed information on the Beverly Hills fonts. **Shareware - \$10.**

**Bike Font f:** Bike Font: By Daniel C. Adkins, a member of the Washington Apple Pi. If you're a dedicated bicycle hobbyist who makes bicycle cue sheets or route descriptions, this is the font you've been waiting for. The option keys produce special route symbols. Available here in 12 and 14 points, the "full implementation" is available as shareware. The font is also available in a LaserWriter/Postscript version. **Shareware ReadMe** is

a two-page Word document that describes the Bike font. **Key Test** is a MacWrite document that shows the Bike font symbols. **Shareware - \$15 (\$50 for Postscript version).**

**Boston II f:** BostonII: Simply one of the best word processing fonts available for the ImageWriter printer. Font sets are available for New York, MacWrite and Word. **READ ME FIRST!** tells how to install the font and print the Manual. To understand all that Boston II can do, print out the manual in high quality after having installed one of these fonts. **Manual/512K** is the very comprehensive MacWrite manual for 512K and later Macs. The RAM disk mentioned in the documentation has been removed as it does not work with most Macs. If you want to use a RAM disk, see RAM Disk + in the System Utilities series.

**Braille:** A braille font available in sizes of 12 and 24 points.

**Chicago 9:** The Chicago typeface that comes with the Mac, available here in a smaller 9-point size.

**Cirth48:** A large font in 48 point size.

**Crete:** It's all Greek to me (in 9 and 12 point).

**DeStijl:** The first patchwork quilt font that I've seen (in 24 point).

**Eivish12:** A foreign font in 12 point.

**Fantastel f:** Fantastel: Fantastel is a set of fantasy related pictures. **Fantastel Info Doc** is a MacWrite document describing the Fantastel font and the conditions for its use. The **Fantastel Key** MacPaint document shows the keyboard mapping for the Fantastel letters.

**Giants 18:** A headline-type 3-D font.

**Ham:** A modern-looking font in 14 point.

**Icons 24:** This font is labeled Geneva-24 in the Font/DA Mover, but it's really a set of familiar Mac icons, such as the trash can, the printer, the font suitcase, and the warning-box face. This font may be best suited for practical jokes on unsuspecting Mac users.

**DISK #5.03 — IW 3**

**IMAGEWRITER FONTS**

**Bruce R. Gilson f:** BRG Fonts List: A one-page MacWrite document describing the fonts in the Bruce R. Gilson f.

**Font File A:** You'll find some nice specialty fonts named after cities and neighborhoods in our own Washington area. **Alexandria**, in 18 point size only, is a slightly improved Palo Alto font. **Bethesda**, in 12 point, is a font with sweeping curves on the upstrokes. **Dupont Circle**, in 12, 14, and 24 points, is a stylish Broadway-looking font. **Georgetown**, in 12 and 24 points, is a font with extra little flourishes on the ends of the strokes. **Silver Spring**, in 12 and 18 points, is a circular font. **Takoma Park**, in 12 point, is a decorative font. **Washington**, in 9, 10, 12, and 18 points, is a square-corner font.

**Font File B:** More specialty fonts, all with descriptive names. **Angular** comes in 12, 14, 18, and 24 points. **Bamboo** comes in 36 point. **Bold Script** comes in 14 point. **Crescent Moon** comes in 18 point. **Morse**, which shows Morse code beneath the letters, comes in 14 point. **Optimizer**, similar to the standard Optima printer's font, comes in 12, 14, and 18 points.

**Font File C:** A variety of Hebrew fonts. **Jerusalem**, a relatively standard font, comes in 10, 12, 14, 18, and 24 points. **Haifa**, a stylized font, comes in 9,

10, 12, 14, and 18 points. Tel Aviv, a rounded font, comes in 12, 14, 18, 24, 28, and 36 points. Eilat, a script font, is available in 12, 14, 18, and 20 points.

**Font File D:** Contains the Delancey Street font, in 12 and 18 points. The author describes this one as a "pseudo-Hebrew" font—ordinary letters in Hebrew style.

**Clairvaux f (v. III): Clairvaux:** One of the four "superfonts". Available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, 40, 48 and 72 points, Clairvaux is a proportionately spaced, variable-width font with straight serifs and dense and angled letters. It blends elements from Palatino and Post Medieval Light and is designed to be both stylish and legible. Clairvaux includes many special characters, including mathematical symbols and fractions. Clairvaux Caps, which is available in 14, 18, 24, 28, 36, and 48 points, includes only capital letters and is designed for creating large initial letters to delineate sections of a document. **Docs.McWrt** is an excellent MacWrite document that describes the Clairvaux font in words and pictures. For proper spacing, install Clairvaux in your System before printing the manual. **Text Introduction** is the instructions. *Shareware — \$10.*

**foreign fonts f: foreign fonts:** This font file contains three fonts suitable for typing foreign languages. Foreign (in 9 and 12 point) allows you to type any foreign language that uses the Roman Alphabet characters. It is otherwise indistinguishable from Geneva. Monaco (in 9 point) is modified in the exact same fashion that Geneva was used to create Foreign. The author created it because he needed the foreign character set for Polish and Hungarian texts. MyCyrillic (in 12 point) is also based on Geneva and permits typing of all Cyrillic alphabets, including special characters needed by Macedonian and Bulgarian and obsolete ones used in "Old Church" Russian. (Honestly, folks, I don't have an everyday need for this sort of stuff, so I can't claim to have given it a test drive. I'm taking the author's word for most of this stuff.) **Foreign Font Doc.** is a MacWrite document that describes the Foreign Fonts.

**Japanese:** A Japanese character set!

**Korean f: Hanguk 3.01:** This font suitcase contains two Korean fonts. Hanguk comes in 12 and 14 points. Hanguk-key comes in 12 points. Experimentation indicates that you only get Korean characters when you press the Option key **Read Me In Hanguk 3.12** requires that you know Korean.

**LED 24:** Looks like your digital watch (in 24 point).

**Llineal12,18:** A script font in 12 and 18 points.

**McCloud f: McCloud 36:** Letters that look like clouds—another prize for creativity on the Mac! Good for typing up your dreams. **McCloud.doc** is a MacWrite file that describes McCloud and the conditions for its use.

**Milan 24:** A sharp looking headline font.

**Munich f: Munich 36:** This one would make a good typeface for writing letters from your castle on the Rhine. The capital letters are particularly fancy. **Munich Font Sample** is a MacPaint document that allows you to preview the Munich font.

**Music f: Music 24:** Use this font to write music notes in 24 point.

**Music 9, 10, 14, 18:** Write music notes in 9, 10,

14, and 18 point.

**Music Instr.** is a one-page MacWrite file that provides a key for using the Music fonts.

**Mystic Bold 14:** A stylish, modern-looking font suitable for headlines (in 14 point).

**Neon:** Make your own neon signs in 18 point! (I like this one.)

**Old English:** Contains Codex, Exeter, and York fonts. Codex, (14-point size,) is a series of boxes and other graphical characters. Exeter, (14 points,) is an Old English type of font which is somewhat hard to read. York, (12 and 24 points) is a more traditional serif typeface.

## DISK #5.04 — IW 4

### IMAGEWRITER FONTS

**International Fonts f: International Fonts:** This font file contains four sets of fonts suitable for typing foreign languages. International Roman allows you to type in more than 100 languages. International Greek enables typing in ancient and modern Greek. International Cyrillic enables typing in more than a dozen languages that use that script. International Phonetic enables typing in phonemic or phonetic transcriptions of nearly any language. *Shareware — \$20 for one to three Macintoshes; \$60 for four to eight Macintoshes.*

**Instruction manuals f:** This folder contains four MacWrite documentation files for the four font sets listed above. Make sure you install the fonts in your System file before you print the manuals; otherwise, much of the documents will be unreadable.

**MacInHebrew f: Hebrew Font:** By Joseph Weinstein. This is the font containing Hebrew script. **Hebrew DA** allows you to set up the keyboard so you can do things like type from right to left and reconfigure the keyboard. **Hebrew.Doc** is the MacWrite documentation for MacInHebrew and is quite dated. *Shareware — \$25 donation to MIT Hillel Foundation would be appreciated.*

**Palencia 2.3:** By Andrew Welch. One of the "Superfonts". A very high quality typeface that produces beautiful print on the ImageWriter. To get started with Palencia, double-click on the Palencia V2.3 suitcase icon. You can read or print the excellent manual in Palencia typeface without having to install the font in your System file. Note that the actual Palencia fonts, which are available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points, are not accessible to the Font/DA Mover until they have been "extracted" by means of the Extract command under the File menu. *Shareware — \$12.*

**Stiletto.fnt:** Looks sinister (and well done!), in 14 point.

**Tallesin 9,12,18,24:** A graphical font with four different sets of symbols in four sizes.

**Tokyo 24:** Is this what the street lights in Tokyo look like? (Only seems to work in capital letters.)

**V-Blind 12:** Letters hidden behind venetian blinds. This author gets the prize for originality. You get the prize for figuring out what to use it for.

**Vienna 18:** A tall, straight font in 18 points.

**Zodiac:** This one displays the signs of the zodiac.

## DISK #12.25 — S 25

### SOUNDS

**Precious bodily fluids:** "All of our precious bodily

*fluids.*" by the actor playing Col Jack D. Ripper in the movie Dr. Strangelove.

**Put...the Candle...Back!** "Put — the candle — back!" by Gene Wilder in the movie Young Frankenstein.

**Quayle V. Bentsen:** "I have as much experience in the congress as Jack Kennedy did when he sought the presidency. I will be prepared to deal with the people in the Bush administration if that unfortunate event would ever occur. Senator Bentsen. Senator, I served with Jack Kennedy. I knew Jack Kennedy. Jack Kennedy was a friend of mine. Senator, you're no Jack Kennedy. That was really uncalled for, senator." from the vice presidential debates between Senators Dan Quayle and Lloyd Bentsen.

**Quit Job At Bakery:** "You know I quit my job at that bakery. Why? Oh, I got sick of the dough and thought I'd go on the loaf. Slap. Oh!" by Curly in one of the Three Stooges movies.

**RadSound:** "... Welcome to Macintosh, the computer for the best of us. ..." is presented without comment.

**Ready?: "Ready? Ready."** could be by ET from the movie ET.

**RealMonkey:** From the depths of the jungle comes this real monkey sound.

## DISK #12.26 — S 26

### SOUNDS

**Red Alert!11:** "Red alert! Red alert! Red Alert!" couldn't be identified by our crew.

**Regrets to Inform you:** "Defense Department regrets to inform you that your sons are dead because they were stupid." may be by one of the characters in the movie Top Gun?

**Remind Me To Kill You Later:** "Remind me to kill you later." by Mo of the Three Stooges in one of any of a number of their movies.

**Ringo f:** By Eric Trueheart. Hi From Ringo! "Hello, this is a big hi from yours truly, Ringo Starr." and "I've Been Cut Off! I've been cut off. Have you. I've been cut off to —." both by Ringo Starr. **Guiltware Info** asks for a contribution.

**RoboCop f:** All of the following are from the movie RoboCop.

**Desperate man/11.** "I'm a desperate man. And second, I want some fresh coffee." by the actor (?) playing the berserk city official.

**misc. robot sounds/11** includes various actuator motor sounds.

**robot enters/11** are additional actuator motor sounds.

**Thank you for cooperation/11** "Thank you for your cooperation. Goodnight." by RoboCop himself.

**You have 20 seconds/11.** "Please put down your weapon. You have 20 seconds to comply." is the sound of ED 209 the robot.

**Sallor man whistle:** This is more like the sound of a sweet potato than a bosun's pipe but it's definitely Pop-Eye.

**Say Goodbye, Data:** "Say goodbye data! Goodbye data." by the character Wesley Crusher from the TV show Star Trek, the next generation.

**Scotty f: Captain, We're Losing Power:** "Captain, we're losing power in the warp engines." and **Don't Do it, Captain:** "Don't do it, Captain." both by James Doohan, "Scotty" in the TV series Star Trek.

**Scream:** "Ow!" may possibly be James Brown from the song I Feel Good.  
**Singing Prince:** "I'd rather just... Stop that. Stop that. You're not going to do a song while I'm here." may be by John Cleese of Monty Python in the movie The Holy Grail.

## Disk #12.27 — S 27

### SOUNDS

**Sound of Music:** "The hills are alive with the sound of music..." by Julie Andrews from the song and movie Sound of Music.

**Southern Comfort:** "What do you all say the name of this cake was. Southern Comfort. Yes ma'm. It tastes like southern comforter." couldn't be identified.

**Space Shuttle Leaving:** "Captain Spock, Captain Spock, Space shuttle leaving in fifteen minutes." may be from Star Trek II, The Wrath of Khan.

**Stay tuned to Big Time:** "Just stay tuned to big time, more later..." could be Max headroom?

**Steve Martin f:** By Eric Trueheart. Excuuuuuse Me! "Excuuuuuse me!" and Criticize Things... "Criticize things you don't know about." and Go Into a Closet "Go into a closet and suck eggs!" are all Steve Martin sounds but we're not sure from what. Read Me Please is the Gultware request.

**Swaggart:** "I have sinned against you!" by another of our role model Tele-evangelists.

**Sybil's laugh:** "Ha, ha, ha, ha, ha..." was an unknown.

**Take me to bed:** "Take me to bed or loose me forever. Show me the way home, honey." by the characters Goose and his wife from the movie Top Gun.

**Thank u v much:** "Thank you very much!" was a puzzle.

**The Grand Canyon...:** "The Grand Can-yon, oh, uh..." may be The Fireside Theatre Troupe

**There's 1 small problem (HG):** "There is one small problem" By Michael Palin of Monty Python from the movie Holy Grail.

**Tim's Beeps f:** Don't be Ridiculous "Don't be ridiculous, heh, heh." Sense of Humor? "Where's your sense of humor?" What's the problem, Control? "What's the problem, Control?" We couldn't identify either Tim or any of his beeps.

**TOGA.BIN:** "Toga! Toga!" by John Belushi from the movie Animal House.

## Disk #12.28 — S 28

### SOUNDS

**Toilet2:** The sound of a toilet being flushed.

**Transvestite:** "I'm just a sweet transvestite. From transsexual Transylvania, ah ha." from the Rocky Horror Picture Show.

**Trek Sounds f:** By Eric Trueheart. Alert Klaxon, Alert Klaxon X3, Trek Door, Trek Whistle are some mechanical sounds from Star Trek. Read Me Please is the Gultware request.

**Tribble f:** By Eric Trueheart. Tribble and Tribble, Upset are sounds from the Star Trek TV Program, Trouble with Tribbles. Read Me Please is the Gultware request.

**Trouble ...?:** "Why is there so much trouble in this world?" couldn't be identified.

**UhOh:** "Uh-Oh" was another puzzle.

**Uncalled for...:** "That was really uncalled for,

## 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 type.
- *Shareware information is printed in bold italic type.*

*senator.*" by Dan Quayle from the vice presidential debate with Senator Lloyd Bentsen.

**We can kill it:** "If it bleeds, we can kill it." is another exercise left to the student of sounds trivia.

## Disk #12.29 — S 29

### SOUNDS

**Want this Machine Off:** "We want this machine off and we want it off now. We demand that you get rid of it." by the philosophers from the PBS show Hitchhiker's Guide to the Galaxy.

**We are Philosophers:** "We are philosophers. But we may not be. Yes we are." the philosophers from the PBS show Hitchhiker's Guide to the Galaxy.

**We're All Bozos:** "You know, I think, ah, we're all bozos on this bus. Beep! Beep!" by the Fireside Theatre Troupe.

**Welcome f:** Welcome: "Welcome to the future..." and Welcome to the Future: "Hello, hello. We're glad you made it. Welcome to the future..." are the short and long versions from I think that we're all bozos on this bus by the Fireside Theatre Troupe.

**Welcome to Altair 4/1:** "Welcome to Altair 4." by Robbie the robot in the movie Forbidden Planet.

**Werewolf:** is the sound of a werewolf in the night.

## Disk #12.30 — S 30

### SOUNDS

**Who is Dirty Harry?:** "Who is Dirty Harry?" by Arnold Swartzenegger in the movie Red Heat.

**Why (Short) ...?:** "Why are there people like Frank?" didn't ring any bells for our team.

**Why not:** "Why not?" could be a response to the preceding but is also unidentified.

**Wide Wide World of Sports:** "What in the wide, wide world of sports is a goin' on here?" by Slim Pickins most likely from the movie Blazing Saddles or possibly Dr. Strangelove.

**Wild Wild West (11):** The theme song from the TV show of the same name.

**Win one for the Gipper:** "Win just one for the Gipper." by Ronald Regan from the movie Knute Rockne, All-American.

**WmTellOpen:** The selection of the William Tell Overture that is associated with the theme to the Lone Ranger movie and TV shows.

**Wood chuck:** "And this is the mighty voice of Lumberton the town where people really know how much wood a wood chuck chucks." remains unidentified.

**Worf Sounds f:** No Response and Yes Sir by the character Worf in the TV series Star Trek, The

New Generation.

**Ya Durn Dude:** "Yu darn dude." by the cartoon character Yosemite Sam in any of a number of movie cartoons.

**Yahoo!/scrunched:** Slim Pickins in his last moments of glory atop the bomb in the movie Dr. Strangelove.

**Yes Master:** "Yes, master." could be Marty Feldman from the movie Young Frankenstein.

**Yes/No f:** No, Yes, yes/no these reverb sounds might be useful to somebody.

## Disk #12.31 — S 31

### SOUNDS

**Yippee tie one on:** "Yippie, tie one on." was the only real stumper on this disk.

**You can't always get what you want:** by Mick Jagger from the song of the same name.

**You haven't got f:** You haven't got (long): "Maybe I can help. You haven't got a prayer. ... (music, crash, scream)... Freddie." and You haven't got (short): "You haven't got a prayer." from one of the many Freddie movies.

**You screw up:** "You screw up just this much, you'll be flying a cargo plane full of rubber dog — out of Hong Kong." by the actor (?) playing the commander in the movie Top Gun.

**You silly sod! (HGrail):** "You silly sod!" by Monty Python from the Holy Grail.

**You tit (HG):** "You tit!" is more Monty Python from the Holy Grail.

**You're no JFK!:** "Senator, you're no Jack Kennedy." by Senator Bentson during the vice presidential debates.

**Your idea of fun:** "Is this your idea of fun?" by the character Goose in the movie Top Gun.

**Your mother:** "Describe in single words, only the good things that come into your mind, about, your mother? My mother? Let me tell you about my mother! crash..." by the replican Leon in the movie Blade Runner.

## Disk #16.05B — SU 5

### SYSTEM UTILITIES

**AddPrep f:** AddLPrep: By Software 101. Adds the PostScript code from the Laser Prep file to a PostScript file created by hitting Option-F (or K). The output file produced by AddLPrep is thus suitable for downloading to any PostScript printer or typesetter. This version set up for System 5.0. There's a DA version, too. *Shareware — \$20.*

**Anonymlty:** By Anonymous. Removes a program's owners name from its opening menu. Should be run only on copies of applications..

**BackgroundPrint f:** BackgroundPrint: By Clay Prestia. Does printing under MultiFinder in the background to an ImageWriter II. As it drives the IW directly as an RS-232 serial device, it uses relatively little memory. *Shareware — a blank or shareware disk to the author.*

**Big Menu:** By Andrew Welch. Offers two sizes of a larger menu bar, for use with large monitors. *Shareware — \$8.*

**BootCheck f:** Book Check: By John Rotenstein. A simple security system designed to keep irritating visitors off of a hard disk by performing a security check when starting the system.

**Disk Image Filter:** By John Raymond. Reads the

image of a disk into memory for archiving or other purposes.

**File Fixer 0.5 f:** File Fixer 0.5: By Frank Beatrous. A program for reconstructing files, including recovering information from disks that the Mac says are unreadable and deleted files.

**File Scan:** By Ken Bates. Scans disks for errors..

**FileList f:** FileList: A file and disk organizer that reads in directories and saves volume and file informations. This information can be displayed, sorted by multiple criteria, saved as text files (to be printed later on, or to be imported into databases). Volumes can be added/deleted.

**File Type Lister:** By Louis King. Searches a disk or folder for files of any type specified, outputs the path list for those files to a Microsoft Word document. *Shareware - \$10.*

**Fix File Dates:** By Chuck Pliske. Searches the online volume for files with impossible future creation dates, allows them to be fixed. Note: File search is automatic once the application is opened. A more comprehensive utility would also flag dates before the date the Mac was created.

**FKEY Collector 4.1:** By Jim Moore. Lets any selected file of FKeys be sampled or installed as FKeys. Contains an assortment of FKey examples.

**Folder Directory f:** Folder Directory: Navigates to a folder using a standard Dialog box. Once the desired folder (directory) is displayed, the user 'clicks' the LIST button. The program then enumerates the displayed folder and create a text file list all of the contents of that folder.

**Font Finder (v3.0b0):** By Peter S. Bryant. Lists fonts from the system file.

**FONT-FKEY-DA-INIT-Picture-Sound Sampler Directory f:** FONT-FKEY-DA-INIT-Picture-Sound Sampler: By Dave Kalin. Allows the end-user to look at FONT, FKEY, DA, INIT, Picture (MacPaint or PICT resource), or Sound (SoundCap or snd resource) items without running the FONT/DA mover, ResEdit, SoundCap™, HyperCard or a Paint-type program.

**Game Finder f:** Game Finder™: By Woodrose Editions. A smart MiniFinder that manages one game application along with up to eight saved games on a single disk. As presented here, the Game Finder™ is set up for The Dungeon Revealed™, an improvement of The Dungeon of Doom. It may be configured for other games using ResEdit.

**Init Manager f (Demo):** Init Manager: By Bob Hablutzel. A tool designed to help users of large numbers of INITs organize their files. It allows the user to specify the folders to execute INITs in. At boot time, in addition to the INITs in the system folder, the INITs in the specified folders will be run. In addition, the INIT manager allows a user to skip the INITs not in the system folder on the next boot, and can log the activities of the INITs. This version will not actually execute or log the INITs in the selected folders. *Demoware - \$20 for a working version.*

**InvisiFile 1.1 f:** InvisiFile 1.1: By Robert S. T. Gibson. A simple program to clean up clutter in folders (like the System folder) by making files invisible that don't have to be accessed. *Shareware - \$5.*

**Layout 1.7:** By Michael C. O'Conner. An update (last on 16.03A) of the popular utility that allows customizing the desktop. This version deals with

color for the Mac II.

**MacCompress:** By Lloyd Chambers. Compresses and decompresses files in a manner compatible with the Unix program "Compress," for transmission back and forth to Unix systems.

**MacPassword f:** MacPassword™: By Art A. Schumer. An INIT (named iMacPassword so it will load first) to protect folders by making them invisible on the desktop until the proper password is entered. This version works for only 60 days after it is first installed on a system. Read the manual to be sure it's properly installed. *Demoware - \$20.*

**MacWelcome 1.3 f:** MacWelcome 1.3: By Chris Klugewicz. Displays on the screen a message (up to 100 lines of 255 characters), which, when used as the startup application, can function as a "startup note." Another application can be launched from the MacWelcome screen.

## DISK #16.06B — SU 6

### SYSTEM UTILITIES

**MenuEdit 1.1:** By Oliver Steele. Appears to allow some modification of menu resources.

**MultiLaunch:** By Jan Eugenides. Set at startup, this application allows the use of MultiFinder by loading applications (but not opening documents from it) without the need to have the Finder open. *Shareware - \$10.*

**N-Font 1.01 f:** N-Font 1.01: By Olduvai Corporation. An application that allows users to convert the older FONT screen fonts to the newer NFNT screen fonts.

**Oasis:** By Jan Eugenides. A popular alternative to the Finder. Primarily a hard disk user utility, offers an interesting alternative to the standard desktop configuration. Allows buttons to be "installed" which can be designated to an application or its documents. *Shareware - \$15.*

**Pad-Lock Installer:** By Mark Whittington. Installs an FKey which locks an unattended Mac until a password is entered. A later version from Disk 16.04. *Shareware - \$10.*

**Paper Changer:** By Clement J. Goebel III. Changes the paper sizes offered by Page Setup for the ImageWriter.

**RamDisk+ 2.8 f:** RamDisk +: By Roger D. Bates. A RamDisk program intended to run automatically on startup by remembering previously set parameters. An update from disk 16.04. *Shareware - \$20.*

**RapidUp 1.0:** By Dale Semchishen. A fast (1 megabyte/minute is claimed) utility to back up a hard disk onto floppies. *Shareware - this one is free, but the Restore program costs \$29.*

**SCSI Parker:** By Bruce Tomlin. A control panel device which installs a command to park a SCSI on shut-down. (Some hard disks do it automatically.) *Shareware - \$5.*

**Secure f:** Secure: By Gary R. Voth. Displays a modal dialog box which prompts for a password, and will not return control until the correct one is entered. By setting Secure as the startup application, unauthorized users are prevented from booting the computer from the disk Secure is installed on. A password can be up to 40 characters long. Unlike some others, works under MultiFinder.

**Set Clock 1.8.1:** By Jim Leith. A minor upgrade of an old standby, the program which calls up a

master clock in Chesapeake, VA, and uses it to set the Mac's system clock.

**SndINIT:** an INIT resource that shows its icon and plays all sound resources from its resource fork. Use ResEdit to put the INIT resource into the "Sound" cdev file in the system folder per the documentation. [Dave - I revised the layout on the text file here too, so please use the one on this disk.]

**SndList/SndINIT f:** SndList: Opens the resource fork of a file you and displays a scrolling list of all sound resources (resource type 'snd') found. One or more sounds (both type 1 (beep sounds) and type 2 (HyperCard)) from this list can be played.

**SSSwitcher f (v2.4):** SSSwitcher™: By Bob Andris. An update (last on disk 16.05) of the application which upon startup selects randomly from an assortment of startup and backdrop screens and miscellaneous system sounds.

**SuperClock! f (v3.0):** SuperClock!: By Steve Christensen. Put the SuperClock! into the System Folder for a display that puts a clock into the right end of the menu bar. The clock is smart enough to disappear when there isn't room to show it; it displays both the time or the date, and there's a timer and alarm. There's also a cdev to set various options, including font and size. Neat!

**Take Off f:** TakeOff: By Jim Richardson. Allows the selection of either MultiFinder or Finder upon startup. Will launch directly to an application. If launched at startup time the program will return to the Finder after it quits. *Shareware - \$3.50 and a disk (returned with the latest version) or \$5.00 and no disk for a new disk..*

**The Sound Man f:** The Sound Man: By Gregory James. A utility program for manipulating sound resources. Lets sounds be moved between files and stored in 'suitcase' files. *Shareware - \$10.*

**TimeKeeper 1.0a1 f:** TimeKeeper: By Larry Rosenstein (Apple Computer). An analog screen clock designed to run under MultiFinder. The clock can be resized and relocated on the screen, and will remember the its location.

**ToMultiFinder f:** ToMultiFinder: By Richard M. Siegel. Set as the startup application, run under "Finder Only," it displays a dialog box at startup allowing the user to choose to run under either the Finder or MultiFinder. MultiFinder can still be set to open multiple applications when launched. *Shareware - A small contribution.*

**Waiting:** By Erik Kilt. An application, which, when run under MultiFinder, puts up a small display showing how long applications are waiting for memory.

**Xpressway f:** Xpressway: By Andrew Welch. An FKey which allows you to quickly transfer to and from your favorite applications in seconds, by-passing the finder. The Xpressway Docs tells how to use it. *Shareware - \$10; free to registered owners of any other Andrew Welch shareware product.*

**•Password f:** Password: By Alan T. Goates. A INIT/cdev which keeps anyone from booting a hard disk when the operator is not present. It is not meant as any real form of piracy protection.

## DISK #19.26 - SW 26

### WINDOIDS AND A MUSIC TEST

**Guitarist 1.0:** By Greg Neutra. A fun stack which says it's a "fun and information quiz" with musical



clues and other hints to help you guess the identity of fourteen, three in this demo version, of rock and roll's greatest guitar artists. Clever graphics, clever stack layout, but much more appreciated if you have an external speaker for your Mac. **Free for this demo but \$15 for a complete version.**

**Windoids 1...6 f:** Windoids 1.1 thru 1.6: By Team HackinSlash. Complete set of the first 6 issues of Windoids, the Apple HyperCard User's Group's periodic text periodical put into stack format. While these have been around in individual and multiple copies for some time, this will fill any gaps for those missing issues. And if you don't have them, you should, for they contain some dandy hints, tips, and suggestions for all Hypercardists.

## DISK #19.27 - SW 27

### MISCELLANEOUS

**Benoit doc:** By S. Koren. Introduces you, via a limited demo, to Benoit, a fractal generator. The file also includes Creator, an XCMD that allows a HyperCard stack to generate stand-alone, double-clickable applications and drivers and copy resource types other resource-copying XCMDs don't copy. In other words, you can transfer XCMDs from one stack to another without ResEdit. Creator creates a file (when given its file type and creator signature), then can copy any and all resource types from the resource fork of the stack it's located in to the target file's, preserving resource ids. **Although Creator is freeware, \$5 gets you the full developer version, with documentation, examples, unlimited license, and support BBS access.**

**FIX Stack f: FIX:** By Dave Frank. An automated script modifier which adds user-selected visual effects to a newly created button. After selecting parameters and clicking the OK button, the script of the most recently added button is modified to include the selected visual effect. **Button FIX Description** is the documentation for the stack.

**Turtle Graphics:** By Stephen L. Michel. A sampler offering nine different figures, with explanations of the Turtle Graphics procedures that drew each one, using Logo to create the designs. You can experiment with each design by altering parameters to produce different shapes and sizes. Fascinating, but one caution—they're addictive!

## DISK # 19.28 - SW 28

### CHILDREN'S FUN AND EDUCATION

**35mm Tutorial Sample f:** 35mm Tutorial Sample: By Christopher and Associates Photography Inc. This well done sample stack has working tutorial sections on aperture, camera types, and depth of field. There is one 35mm project in this sample. **35mm Tutorial Instructions** is the documentation for this tutorial. **Free - \$12 for the "Whole 35mm Tutorial."**

**Andrew's Favorite Songs:** By David Kreisberg. Six nursery rhymes songs that can be played by clicking on large buttons. Digitized synthesized sound is used for playing the songs. You can even modify the stack to include your own favorite songs.

**Birthday:** By Ed and Barb Will. How about a "Front Page" from the day, month and year you were born! You enter your name and birthday and this

stack will create a "Front Page" of world events that happened when you were born.

**Flash/v1.2:** By John Sudderth. This Flash Cards demo is designed to help a child learn to read using a sequence of flash cards with words and the MacinTalk speech program. **Free - \$10 for the complete version.**

**Match Mac:** By Eldon Benz. This HyperCard version of the musical Simon game allows you to play against Mac or an opponent on a 4 or 8 note keyboard. Nicely done with variable speeds. **Shareware - \$5**

**US States V.2:** By Craig Kerwien. Click on a state and information about the state capital, flower, nickname, motto, and population will appear. Nicely done and educational too.

## DISK # 19.29 — SW 29

### MISCELLANEOUS STACKS

**CardMover 1.1:** By Tom Robinson. On the regular screen that comes with the Mac Plus & SE, it's not obvious that HyperCard is contained within a movable window, the CardMover stack was created to demonstrate this, and to make it easy to use HyperCard with MultiFinder on the smaller screens (providing you have at least 2 megabytes of memory). When you try the demo, you will notice that the name of the HyperCard window is the pathname for this stack. This "pathname" is used to tell your Mac where to find the stack. After you try the CardMover demo, click "Continue" and you will find several buttons that are more useful than the demo.

**Font List 1.0:** By Dr. John A. Koch. This stack contains a script which constructs a list of the fonts and font sizes in the currently active system. The next card uses this function "fontList" to simulate the text selection box used by HyperCard. You might want to use this to allow a user to select the font, size, etc. for a field without having your script lose control to the dialog box. **Messageware - Send the author a message if you find it useful or if you have a suggestion.**

**Genealogy Stack f: Family Index and New Family Stack:** By Lloyd B. Swift. This well-documented pair of stacks allows the user to "create a branching structure (lineage) of linked 'family' stacks." There are 30 fields in version 1.0, and it seems that more features will be implemented in future versions. **GENEAL.DOC** is the documentation for the two stacks.

**HyperTalk Helper V1.2:** By Elliot Gould and Joe Ianelli. A real fun stack set up in an interesting and unique way. This stack is designed to be an introductory development tool for creating special

effects, windows, buttons and menus. Its primary purpose is to allow you to test the procedures and functions before putting them into your stack.

**HyperTimer:** By Scott McGilliard. If you get lost in HyperCard stack construction and scripting and then don't get things done on time like putting the laundry in the dryer or picking up your kids from school or.....then HyperTimer is for you. Set alarms and let them remind you what and when you need to do things.

**HyperZap v1.3:** By Doug Levy. Ever forget that password you used on that stack you absolutely must modify? This stack is a useful utility for removing stack passwords and allowing you back into your stacks. This stack uses a XCMD by Ned Horvath and Allan Foster.

**Phone Book:** By David Sternberg. Nicely done replacement for the Address stack. More data can be entered and searching is improved, this stack has added many bells and whistles. **Shareware - \$5.**

**Script Printer:** By Patrick J. Kuras. This is a stack which will collect scripts from any other stack and print them, or let you make use of them otherwise. It allows collection of scripts by object type, for example, you could collect just the button scripts, or the background and card scripts, or all the scripts.

**SETech Tour B1.0:** Author unknown. Ever wonder what the inside of a Mac SE looked like? Ever wonder what was what on a SE motherboard or analog board? What about the Mac toolbox managers? This stack does an excellent job of showing the Mac SE insides, explaining them, and helping the layman to understand how it all works together. Especially interesting for the non-programmer is the simplified explanation of the toolbox managers that give us our wonderful Mac interface.

**The Stabilizer f: The Stabilizer:** By Scott McGilliard. This stack is a financial management system designed to help you stabilize your cash flow. You will need to enter information about the bills you pay. It will organize your data and calculate the figures that you will need for your budget and it will also use changes in selected expenses to project estimated amounts each year. Once you enter your basic expenses you will only need to update amounts to the actual amounts you pay when you pay your bills. The Stabilizer will recalculate the year's budget automatically each year using your updated amounts. The documentation is included in the about The Stabilizer file. **Shareware - \$10.**

### 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 type.
- **Shareware information is printed in bold italic type.**

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## Disk Series, Individual Disks

<b>Anti-Virus Utilities</b>	<b>Digitized Sounds</b>	<b>Telecomm. (cont'd.)</b>	<b>Adobe Scrn Fnts (cont'd.)</b>	<b>HC Stackware (cont'd.)</b>	<b>Serially Numbered</b>
_____ 1.01 - AV 1	_____ 12.01 - S 1	_____ 13.06 - T 6	_____ 18.03 - AF 3	_____ 19.25 - SW 25	_____ Disk 28.1 •
_____ 1.02 - AV 2	_____ 12.02 - S 2	_____ 13.07 - T 7	_____ 18.04 - AF 4	_____ 19.26 - SW 26	_____ Disk 29 •
_____ 1.03 - AV 3	_____ 12.03 - S 3	_____ 13.08 - T 8	_____ 18.05 - AF 5	_____ 19.27 - SW 27	_____ Disk 30 •
	_____ 12.04 - S 4		_____ 18.06 - AF 6	_____ 19.28 - SW 28	_____ Disk 31.1 •
<b>Desk Accessories</b>	_____ 12.05 - S 5	<b>Programmer/Hacker Utils</b>	_____ 18.07 - AF 7	_____ 19.29 - SW 29	_____ Disk 32 •
_____ 2.01B - DAs 1	_____ 12.06 - S 6	_____ 14.01 - PH 1	_____ 18.08 - AF 8		_____ Disk 35 •
_____ 2.02B - DAs 2	_____ 12.07 - S 7		_____ 18.09 - AF 9	<b>Mac II Series</b>	_____ Disk 41 •
_____ 2.03B - DAs 3	_____ 12.08 - S 8	<b>Miscellaneous Utilities</b>	_____ 18.10 - AF 10	_____ 20.01 - M II 1	_____ Disk 45 •
_____ 2.04B - DAs 4	_____ 12.09 - S 9	_____ 15.01 - MU 1	_____ 18.11 - AF 11	_____ 20.02 - M II 2	_____ Disk 46 •
_____ 2.05B - DAs 5	_____ 12.10 - S 10	_____ 15.02 - MU 2	_____ 18.12 - AF 12	_____ 20.03 - M II 3	_____ Disk 54 •
_____ 2.06B - DAs 6	_____ 12.11 - S 11	_____ 15.03 - MU 3	_____ 18.13 - AF 13	_____ 20.04 - M II 4	_____ Disk 55 •
_____ 2.07B - DAs 7	_____ 12.12 - S 12	_____ 15.04 - MU 4	_____ 18.14 - AF 14	_____ 20.05A - M II 5	_____ Disk 56 •
_____ 2.08B - DAs 8	_____ 12.13 - S 13	_____ 15.05 - MU 5		_____ 20.05B - M II 5	_____ Disk 74 •
_____ 2.09B - DAs 9	_____ 12.14 - S 14	_____ 15.06 - MU 6	<b>HyperCard Stackware</b>	_____ 20.06 - M II 6	_____ Disk 75 •
_____ 2.10B - DAs 10	_____ 12.15 - S 15	_____ 15.07 - MU 7	_____ 19.01A - SW 1	_____ 20.07A - M II 7	_____ Disk 76 •
	_____ 12.16 - S 16	_____ 15.08 - MU 8	_____ 19.02A - SW 2	_____ 20.08 - M II 8	_____ Disk 77 •
<b>FKeys (Function Keys)</b>	_____ 12.17 - S 17	_____ 15.09 - MU 9	_____ 19.03 - SW 3	_____ 20.09 - M II 9	_____ Disk 78 •
_____ 4.01 - FKs 1 •	_____ 12.18 - S 18	_____ 15.10 - MU 10	_____ 19.04 - SW 4	_____ 20.10 - M II 10	_____ Disk 79 •
_____ 4.02 - FKs 2 •	_____ 12.19 - S 19	_____ 15.11 - MU 11	_____ 19.05 - SW 5	_____ 20.11 - M II 11	_____ Disk 80 •
	_____ 12.20 - S 20	_____ 15.12 - MU 12	_____ 19.06 - SW 6	_____ 20.12 - M II 12	_____ Disk 84 •
<b>ImageWriter Fonts</b>	_____ 12.21 - S 21	_____ 15.13 - MU 13	_____ 19.07 - SW 7	_____ 20.13 - M II 13	_____ Disk 85 •
_____ 5.01 - IW 1	_____ 12.22 - S 22		_____ 19.08 - SW 8		_____ Disk 89 •
_____ 5.02 - IW 2	_____ 12.23 - S 23	<b>System Utilities</b>	_____ 19.09 - SW 9	<b>HyperCard Externals</b>	_____ Disk 91 •
_____ 5.03 - IW 3	_____ 12.24 - S 24	_____ 16.01B - SU 1	_____ 19.10 - SW 10	_____ 21.01 - HE 1	_____ Disk 92 •
_____ 5.04 - IW 4	_____ 12.25 - S 25	_____ 16.02B - SU 2	_____ 19.11 - SW 11	_____ 21.02 - HE 2	_____ Disk 95 •
	_____ 12.26 - S 26	_____ 16.03B - SU 3	_____ 19.12 - SW 12	_____ 21.03 - HE 3	_____ Disk 96 •
<b>LaserWriter Fonts</b>	_____ 12.27 - S 27	_____ 16.04B - SU 4	_____ 19.13 - SW 13	_____ 21.04 - HE 4	_____ Disk 104 •
_____ 6.01 - LW 1	_____ 12.28 - S 28	_____ 16.05B - SU 5	_____ 19.14 - SW 14		_____ Disk 105 •
_____ 6.02 - LW 2	_____ 12.29 - S 29	_____ 16.06B - SU 6	_____ 19.15 - SW 15	<b>System Software 6.0.3</b>	_____ Disk 106 •
_____ 6.03 - LW 3	_____ 12.30 - S 30		_____ 19.16 - SW 16	_____ SS.ST	_____ Disk 108 •
	_____ 12.31 - S 31	<b>Word Processing Utils</b>	_____ 19.17 - SW 17	_____ SS.PT	_____ Disk 123 •
<b>Paintings (MacPaint)</b>	<b>Telecommunications</b>	_____ 17.01 - WP 1	_____ 19.18 - SW 18	_____ SS.U1	_____ Disk 128 •
_____ 11.01 - P 1	_____ 13.01 - T 1	_____ 17.02 - WP 2	_____ 19.19 - SW 19	_____ SS.U2	_____ Disk 134 •
_____ 11.02 - P 2	_____ 13.02 - T 2	_____ 17.03 - WP 3	_____ 19.20 - SW 20		_____ Disk 143 •
_____ 11.03 - P 3	_____ 13.03 - T 3		_____ 19.21 - SW 21	<b>HyperCard 1.2.2</b>	_____ Disk 147 •
_____ 11.04 - P 4	_____ 13.04 - T 4	<b>Adobe Screen Fonts</b>	_____ 19.22 - SW 22	_____ HC.01	_____ Disk 150 •
_____ 11.05 - P 5	_____ 13.05 - T 5	_____ 18.01 - AF 1	_____ 19.23 - SW 23	_____ HC.02	_____ Disk 151 •
		_____ 18.02 - AF 2	_____ 19.24 - SW 24		_____ Disk 153 •

HyperCard Upgrade requires that you show us proof of purchase of HyperCard; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.  
 Disks marked with a \* are in 400K single side disk format; all others are 800K double side disk format.

## Disk Series, Disk Sets

_____ Anti-Virus Utilities	3 disk set - \$ 9.00	_____ Miscellaneous Utilities	13 disk set - \$ 39.00
_____ Desk Accessories	10 disk set - \$ 30.00	_____ System Utilities	6 disk set - \$ 18.00
_____ FKeys (Function Keys)	2 disk set - \$ 6.00	_____ Word Processing Utils	3 disk set - \$ 9.00
_____ ImageWriter Fonts	4 disk set - \$ 12.00	_____ Adobe Screen Fonts	14 disk set - \$ 42.00
_____ LaserWriter Fonts	3 disk set - \$ 9.00	_____ HyperCard Stackware	29 disk set - \$ 87.00
_____ Paintings (MacPaint)	5 disk set - \$ 15.00	_____ Mac II Series	14 disk set - \$ 49.00
_____ Sounds	31 disk set - \$ 93.00	_____ HyperCard Externals	4 disk set - \$ 12.00
_____ Telecommunications	8 disk set - \$ 24.00		

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**Special Mac Expo prices in effect only from 22 April through 31 May.**

Number of Disks	Price/Disk	Extended	Name
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_____ Total Amount		_____	State
			ZIP Code
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The following is a listing of new files and programs available on the Telecommunications System. The list includes all files uploaded from March 1 through April 1, 1989.

**File area 1 - Apple II Games**

011 MONOPOLY.BNY Computer version of the board game

**File area 2 - Apple II Misc.**

017 MEM.MAGIC.BNY Improve your memory. Needs Publish III

**File area 4 - Apple II Utils**

- 133 WINDOWS.BNY Run, print, or view files
- 132 RAPID.DIAL.BNY Dialer for //e, //c, and //GS
- 131 SOFTWORKS.BNY AppleWorks style screens from basic
- 130 NUFX.BNY Tech Note on NuFX standards
- 129 CHINOOK.TN.BNY Interleave information
- 128 LOANWORKS.BNY Compute car payments and more
- 127 CHG.FILE.BNY Version 2.20
- 126 SHRINKIT1.1.BNY ShrinkIt v1.1 (w/ mod. date 3/9/89)
- 125 BINSCL1102.BNY BinSCII v1.0.2- cnvrt ProDOS>text code
- 124 II.UNSHK1.1.BNY UnShrinkIt II+ v1.1
- 123 II.SHK1.0.BNY II+ ShrinkIt v1.0
- 122 BOOZ2E.BNY Process 'ZOO' archive files
- 118 SELECTOR.BNY Selector Program - Not prosel but nice

**File area 5 - GS Desk Accs**

- 050 INFOFILE.DA.BNY NDA for examining File Attributes.
- 049 KEYCAPS.NDA.BNY Font display with sample text ability.
- 048 FORMATTER.BNY NDA disk formatter.
- 047 KEYCAPS2.1.BNY KeyCaps version 2.1
- 046 ANI.WATCH.BNY Version 1.2
- 045 QUADIMINO.BNY A Tetris-like game NDA.
- 044 CALCULATOR.BNY A Simple 4-function calculator NDA.

**File area 7 - GS Games**

- 045 FOLLOWER.BNY Flashing Box game for //GS
- 044 PYR.SOL.BNY Pyramid Solitaire

**File area 8 - GS Graphics**

- 053 BLOND Beautiful Blond.

**File area 9 - GS Misc.**

- 056 FASTEXT.INI.BNY Perm.init to speed up text screen.
- 055 GENIE.CHAT.BNY New Genie Chatter
- 054 GENIE.GS.STUFF GS chatter on GENIE - misc
- 053 EMACS.BNY Micro EMACS Editor
- 052 OBLADI.BNY Beatles Oldie for Music Studio v2.0
- 051 BARTENDER.BNY Bartender program for the GS
- 050 TWGS.BNY Genie chatter
- 049 DM.MAPS.BQY Dungeon Master maps

**File area 10 - GS Utilities**

- 046 INTERLEAVE.BNY Check 3.5" interleave factor
- 045 PNT.SHOW.1.BNY GS Paint show /w Pics.
- 044 JSTART.2.1.BNY JumpStart v2.1 --- Prog. launcher+utils
- 043 DICED.1.2.BNY Icon editor, Shareware.

**File area 11 - AppleWorks**

- 040 TCS.MAP Simple map of TCS.
- 039 MACRO.BOX.2.BNY MACRO TO BOX APPLEWORKS FILES
- 038 GRADEBOOK.BNY AppleWorks gradebook
- 037 TO.PATCH.BNY Patch for Filemaster & Quickspell
- 036 M.MAGIC.AWP Memory Magic in AWP format

**File area 12 - ProSel Updates**

- 028 PROSL16.6.2.BNY ProSel-16 Version 6.2
- 027 MR.FIXIT4.5.BNY Mr.Fixit version 4.5
- 026 PROSEL8.4.0.BNY ProSel-8, version 4.0
- 025 REVDOC3.12.89 ProSel-8 revision list (3/12/89)

**File area 15 - Mac Graphs**

- 094 POINCARE.MAP Computer chaos
- 093 COLLISION.SIT Full-color PICT2 meteor collision

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092 RENOIR.SIT PICT2 format - Color macs only.

**File area 16 - Mac Hypercard**

097 INVPLTV40.SIT INVESTMENT TRACKING & PLOTTING (V4.0)

**File area 18 - Mac Utilities**

- 223 SETCLOCK2.0.SIT Set Clock 2.0 & Clock Adjust
- 222 RPN.C.DA.SIT RPN-C 1.01 Calculator DA
- 221 PYROUPDATER.SIT Update Pyrol to v3.3
- 220 MCSINK.V6.5.SIT McSink Version 6.5
- 219 INIT.CDEV.SIT INITS on/off fm Control Panel
- 218 FLOPPYFIXER.SIT Floppy Repair Application
- 217 DISINFECT.SIT Anti-Virus Application
- 216 DATA.DAS.SIT Selected information packed DAs d'ed
- 215 VA.88.TAX.FORM Excel Va 88 Tax form
- 214 CALENDAR.1.7 Updated Calendar DA
- 213 STUFFIT.2.0.FIX Stuffit 2.0 FIX
- 211 WRITENOW2.SIT Almost full working demo of WriteNow II
- 210 SHUTDOWN.FKY A "Shutdown" Fkey
- 209 FORMATTER.FKY An Fkey to format disks from any prog.
- 208 XPRESSWAY.SIT An Excellent Transfer Fkey
- 207 FAST.FORMATTER Fast floppy disk formatter program!
- 206 RPTS12.SIT
- 205 STCLK.1.8.1.SIT Set Clock 1.8.1
- 204 SUPERCLK3.1.SIT Super Clock 3.1
- 203 SCII.UPDATE.SIT Suitcase II Updater 1.2.2
- 200 VIRUSDETET.SIT VirusDetective 2.1
- 199 TAXES.88.SIT Corrected MS Works tax template. 🍏

## INVENTORY CLEARANCE SALE!

<b>Apple II+, e - gs</b>	
40 MEG D4A Sider	\$650 45 Ms Access Time
40 MEG D4T Turbo Sider	\$795 24 Ms Access Time
90 MEG D9 Super Turbo*	\$1399 18 Ms Access Time
(Above ALL ProDOS Operating System)	
Zip Chips	\$140
20 MEG D2 Sider	\$495 85 Ms Access Time
(ProDOS-Pascal-CPM-DOS 3.3 Operating Systems)	
(301) 431-0853	
Ask for Lee Raesly	
HARD DRIVES "12"ME	
*Also available for Macintoshes	

SIDERS! SIDERS! SIDERS!



TCS DOWNLOADS

# 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 \$15 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.

- May 2 (Tuesday) (II e, c specific) Welcome to the World of Apple .....next offered: June 6 for II gs
- May 9 (Tuesday) (II e, c specific) How to Use Your Apple Software .....next offered: June 13 for II gs
- May 16 (Tuesday) (II e, c specific) Popular Applications .....next offered: June 20 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 \$15 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.

- May 10 (Monday) Introduction to Macintosh. Prerequisite: Guided Tour .....next offered: June 12
- May 17 (Monday) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop .....next offered: June 19
- May 24 (Monday) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions ....next offered: June 26

**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 7:15 to 10:15 PM.

- June 9 (Friday) Introduction to Macintosh. Prerequisite: Guided Tour
- June 16 (Friday) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop
- June 23 (Friday) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions.

## Special Tutorials for Macintosh

Intro. to HyperCard - Monday, May 29, 7:30-9:30 p.m. \$20 for WAP members and \$25 for non-members. Bob Platt will cover the basics of HyperCard: browsing, typing, painting and creating your own stack. Bring your own Mac and a copy of HyperCard.

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## WAP Tutorials Registration

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**COSTS:** All seminars are \$15/session for WAP members and \$20/session for non-members unless otherwise indicated

Name \_\_\_\_\_

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Phone (day) \_\_\_\_\_ (evening) \_\_\_\_\_

Number of classes \_\_\_\_\_ x fee \_\_\_\_\_ =

Total enclosed \$ \_\_\_\_\_

Member Number \_\_\_\_\_

Class name: \_\_\_\_\_

Class date: \_\_\_\_\_

Class name: \_\_\_\_\_

Class date: \_\_\_\_\_

**Mail this form with your check to:**  
**WAP Tutorials**  
**Washington Apple Pi, Ltd.**  
**8227 Woodmont Avenue, Suite 201**  
**Bethesda, MD 20814**



# Classifieds

## For Sale

Mac SE 2-disk drive. Loaded with extras - 4 Megs RAM, Radius 16 Mh Accelerator board with Math 68881 Co-Processor, Video output Port for NView II+2 projector, Kensington Polaroid anti-glare screen. Appicare through July. \$3600 or best offer. This is the Mac for an advanced user. 464-2154.

## For Sale

Word Perfect 1.0 with original documentation - \$100; PowerPoint 2.0 - \$125. Call Lynn Trusal, 301-845-2651, evenings before 10:30 PM.

## For Sale

Sider 20 Meg Hard Drive for Apple II. Brand new, never been used, with Easy Drive Menu software. \$500 or best offer. Call 301-340-8719.

## For Sale

Apple IIs with RGB Monitor, TransWarp GS, 3.5" and 5.25" drives, 1.5 meg GS-RAM, 20 meg Rodime hard drive w/SCSI card, AST Vision Plus (Video Digitizer), MDIdeas Conserver, 2 joysticks (w/Paddle Adapple), a lot of software and technical books. GSOS and software are on the hard drive. The whole system is under a year old, and is going for \$2,900. Call Daniel Summer, (703) 790-0174.

## For Sale

Apple IIe, 100 hours, 2 drives, Amdek III color mon. Hayes modem, daisy whl printer, software, manuals, perfect condition. Rod Burton, Alex., 642-8150.

## For Sale

Mac 512KE enhanced, 2 800K dr., 3 mos. Apple Care warranty (can be extended a year). Easy upgrade to Mac+. With Panasonic printer, PrintWorks, spooler, MacBasic, sample WriteNow, games. \$1280. Larry, 573-7519, 3-8 PM.

## For Sale

Oki 92 printer w/doc & tractor. Used only slightly. \$125/???. Call 938-7218

## For Sale

Apple MAC II 1 Mbyte memory expansion - \$150. Call Roger Chang (W) (301) 765-0506, (H) (301) 997-0575.

## For Sale

RamFactor 256K and RamCharger. \$350 for the pair. 893-5766.

## For Sale

Mac286 (runs DOS) \$800, Apple 5 1/4 IBM drive \$200. Call 384-3562.

# Classifieds

## For Sale

Mac II, 2 meg RAM, 40 HD, 1 floppy, 13" color monitor, extended keyboard, security kit. Mint condition. \$4950. Or sell only CPU or w/some peripherals. Or trade plus or low SE. Call Charles Reilly, 832-0505.

## For Sale

Macintosh Computer, 512 KB memory w/10 MB hard disk, keyboard, printer, software, \$1,200 or best offer. Call Steve at 854-2745/531-6718.

## For Sale

INSIGHT EXPERT GENERAL LEDGER 2.1 by Layered. Current revision (4/89). Unused. Thirty days free technical support still good. Best mail order price \$455. Your price: \$295. Please call (301) 840-1422 (Gaith).

## For Sale

SuperMac TWO-PAGE DISPLAY: Perfect for DTP & Large Spreadsheets! 19" Very High Resolution (1024 x 768) Monochrome Monitor for Mac, includes monitor, interface card for Mac II & cables. Only 9 months old SuperView II - Must Sell. \$950 or best offer. H. 656-6832 W. 961-9108

## For Sale

SIMMs - Apple/Toshiba lowest Profile nanos - for MacII, SE & Plus. Have one 2 MB kit, will sell for \$290 or best offer. H. 656-6832 W. 961-9108.

## For Sale

Macintosh External Disk Drive (800K) still in box, never used. List \$429. Disc. \$399. Special offer: First \$250 or best offer over that takes it! Call Dennis at 428-2929 (D.C. metro area).

## For Sale

HARDWARE - Tops Network for Mac to PC includes PC Flashcard, Tops DOS software, Tops Mac software, and teleconnectors for Mac (DB-9 & DIN 8). All new and unopened (won at FOSE) will sell for \$250 or reasonable offer.

PANASONIC KXP - 1090 Printer (DM), with manual, works with Apple II or PC. 4 years old; still works well (I switched to I W II) will throw in APRICORN parallel card for IIe if needed \$50. Call Chris Bastian at (202) 223-6800, day, (301) 530-1935, eve.

## Training Available

Parents - Do you need help with your Apple II system? Experienced elementary school teacher will gladly show you the ropes. Reasonable rates. Phil Shapiro, (202) 686-5465.

# Classifieds

## Calling All Artists

AVSIG planning proposal to Strathmore Hall Art Center (Rockville) for exhibit of computer artwork. Need to assemble group of artists using computers in both fine arts and graphic arts. If you are and would like to be part of this, or know someone (does not have to be Pi member), please call Marianne Giguere, 460-9758. Call also to help curate show.

## For Sale

Mac II, 80MB HD, 2Mb RAM, Xtdkb, 256 color. \$5500, R. Jackson, 703-437-1674.

## For Sale

Apple IIe enhanced 128k, Imagewriter printer, Apple mono monitor, Duodisk, 80 col card & ss card; Grappler & parallel card; 1200 baud int. modem; cooling fan; orig. manuals & boxes; PFS: Write, Multiscribe, Awardware, lots more. Gently used, well maintained. \$1300 firm. Call Jan Goldberg 762-7843.

## For Sale

ImageWriter II Printer - excellent condition. \$400. Call Greg (301) 652-8789.

## Help Wanted

Programmer - For Radiology Image Management System using state-of-the art Mac workstation. Programming involves NuVista 32-bit graphics capture/display board and Mac IIx. Programming skills required include using C programming language & familiarity w/Hypercard and/or SuperCard, and computer graphics background. Call Dr. Merrill at (301) 340-1922.

## For Sale

Apple IIe mouse and numeric keypad. Never used, best offer. 530-0076.

## Help Wanted

State-of-the-art company involved in cradle to grave software development/artificial intelligence in search of Unix/c and macintosh I/ C programmers to join rapidly expanding projects with great career and leadership potential. Please call Blake Harper at 522-5177.

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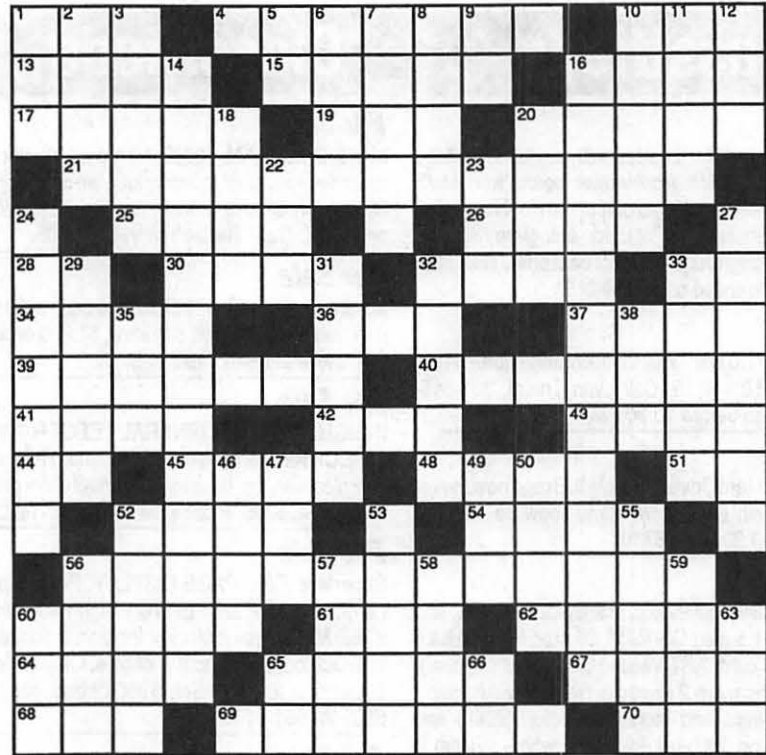
BY RAY HOBBS

**ACROSS**

- 1. Analog-to-digital converter (abbr.)
- 4. Full assemblage
- 10. Drug abuse groups (abbr.)
- 13. Kind of chip
- 15. Keyboard material of yore
- 16. European river
- 17. Subject of this crossword
- 19. Wartime agency
- 20. Body protection
- 21. Record/playback software
- 25. Barnyard sound
- 26. Tennis star
- 28. Part of the Bible (abbr.)
- 30. Mac resource type
- 32. Kind of cheese
- 33. Half of a poodle's name
- 34. Observed
- 36. King of France
- 37. Note part
- 39. Actor's milieu
- 40. Do not
- 41. Musical entry
- 42. Hail, Caesar!
- 43. Crowd noise
- 44. Gaelic (abbr.)
- 45. Musical entry
- 48. Vaccines
- 51. French article
- 52. Pilots' teachers (abbr.)
- 54. Drunks
- 56. Music copying
- 60. Type of note
- 61. Fuel
- 62. Cousin of RADAR
- 64. Sonic undulation
- 65. Engine
- 67. Baseball team
- 68. Japanese plum
- 69. Musical instruction
- 70. Graphics software genre

**DOWN**

- 1. Naval off.
- 2. Musical instrument
- 3. Synthesizer brand
- 5. Chinese poet Po
- 6. Bacchanalian cry
- 7. Alphabet run
- 8. Wash (jap.)
- 9. Railway (abbr.)
- 10. Beloved, in Paris
- 11. Ancient instrument
- 12. Continued story (abbr.)



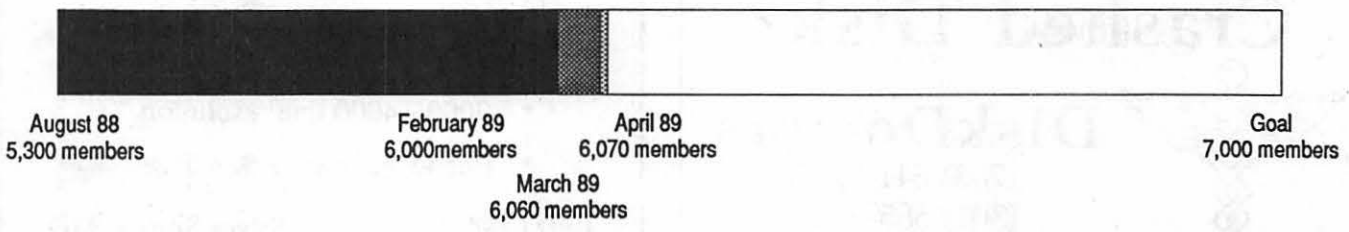
- 14. Computer/Synthesizer hookup
- 16. Musical arranging
- 18. City in Oh.
- 20. Standards group (abbr.)
- 22. Winter footwear
- 23. Aural organ
- 24. Synthesizer brand
- 27. Tonal qualities
- 29. Musical voice
- 31. Pay for someone else
- 32. waits
- 33. Untamed
- 35. Time zone
- 38. Latin pronoun
- 46. German pronoun
- 47. Uncle Sam wants you group
- 49. Sixth sense
- 50. Decomposes
- 52. Desire without reservation
- 53. Overused
- 55. Within the range of hearing
- 56. Trolley

- 57. Type of jazz
- 58. River, in Manila
- 59. Canine in Peter Pan
- 60. Local univ.
- 63. Carmine
- 65. Law degree
- 66. See 9d.

**Solution to Last Month's Puzzle:**

C	A	R	R	I	E	R	E	X	P	R	E	S	S
O	T	T	P	A	U	C	I	T	Y	R	O	O	
M	R	P	E	R	S	O	N	A	L	G	N	U	
P	O	G	O	E	E	N	L	E	S	A	R		
U	P	L	O	A	D	N	G	K	P	A	R	C	
H	E	L	M	G	E	O	S	A	C	E			
B	Y	E	P	R	A	C	T	I	C	I	A	N	
O	C	L	E	A	R	T	O	S	E	N	D	O	
F	L	I	R	T	A	T	I	O	N	E	B	B	
D	U	A	E	G	O	T	E	M	U				
I	S	B	N	C	E	A	A	S	F	I	R	M	
A	O	A	S	H	B	L	S	I	A	G	O		
L	L	B	R	A	B	B	I	T	S	L	D		
U	A	R	D	R	E	S	S	E	R	L	E	E	
P	R	O	C	O	M	M	P	R	O	T	E	R	M

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