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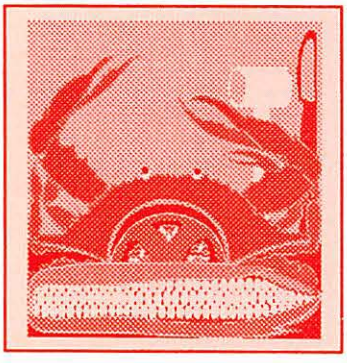
washington apple pi

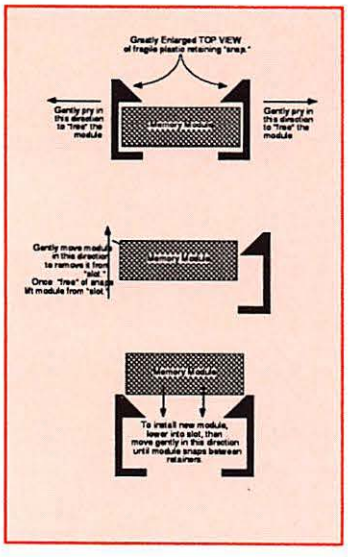
The Journal of Washington Apple Pi, Ltd.

Volume 12, Number 10 October 1990



WAP Artistry 14

Keeping Cool/Warm with Canvas 19



Adding Memory 23

Messing with Messages—2 70

Mail-Order Repairs 77

And Much, Much More:

ISO: New Printers & proposals, 8 • Sigs and Slices, 11–12 • Building fonts–3, 16 • On trackballs, 26 • Soft- and Hardware review status, 27 • After Dark 2.0 (review), 28 • Endnote (review), 30 • Accounting programs vs. spreadsheets, 32 • Notes on the Mac, 34 • Desk (review), 44 • Image Grabber and Exposure Pro (review), 51 • MacPortable/Diconix Printer (review), 53 • Mutimedia in transition, 55 • On the Trail of the Apple III, 58 • AppleWriter 3.0, 60 • Byts and Pyces, 62 • View from the Cat House, 66 • Bagels (review), 67 • Cheap Computing, 69 •

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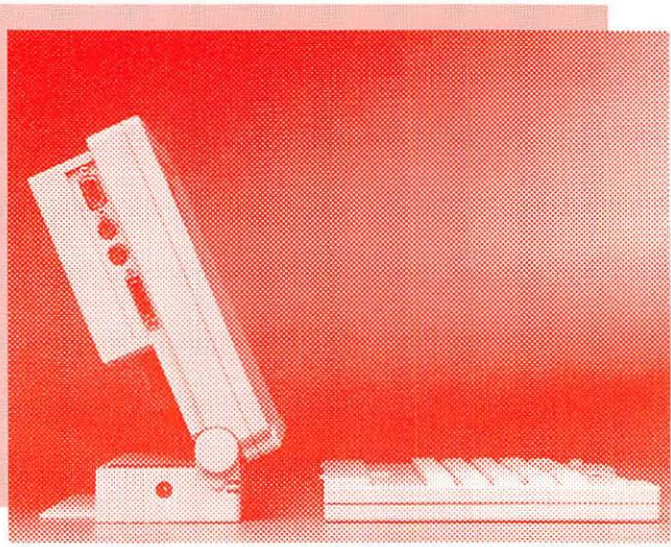

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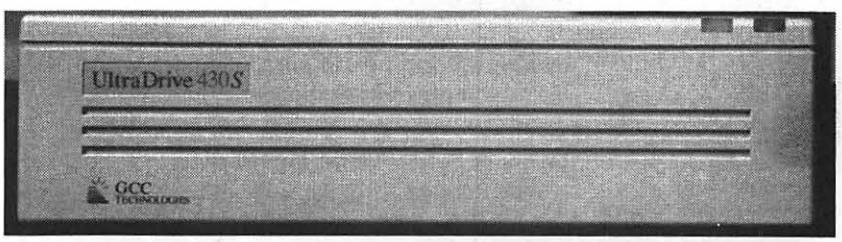

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CONTENTS

Table of Contents

Volume 12 ..... October 1990 ..... Number 10

Club News

The soapbox... 5
by Frank Potter/ Editorials
ISO: Printers & proposals 8
by Frank Potter/ WAP is looking for a possible new printer
President's Corner 9
by Eric Rall/Notes from our Pres.
August B/D Minutes 10
WAP Hotline 47, 50
WAP Calendar 48, 49
Tutorials for WAP Members 89
Classified ads 92
Index to advertisers 71

SIGs and Slices

IIGS SIG 11
EdSIG 12
Columbia Slice 12

General Information

WAP Artists in Review 14
by Nancy Seferian/ Art by Monica Williams
Building fonts—3 16
by Jim Donnelly/ More on fonts and their creation and design

Macintosh Articles

Keeping Cool/Warm with Canvas 19
by Bernie Urban/ Energy-efficient design tips, aided by the Mac
Adding Your Own Memory 23
by Ralph Begleiter/ It's not as daunting as you might have thought
On trackballs... 26
by Frank Potter/ Hardware review of two contenders
Soft- and Hardware Review status 27
by Lou Pastura/ Looking at new stuff

Macintosh Articles (continued)

After Dark 2.0 28
by Chuck Sicard/ Review of perhaps the ultimate screen saver
Endnote, Version 1.2.3 30
by Andrew Saindon/ Review of a heavy-duty bibliography maker
Accounting Solutions for the Macintosh 32
by Robert Camerlengo/ Spreadsheets or accounting programs?
Notes on the Mac 34
by Paul Schlosser/ Tips and new files on the TCS
Bits & Bytes 40
by Lynn Trusal/ Notes from our far-flung correspondent
Desk 44
by Chris Bastian/ A new integrated program on the way
Image Grabber 2.0 and Exposure Pro 51
by Ambrose Liao/ Reviews of a couple of screen grabbers
MacPortable / Diconix Printer 53
by Hans Hoffman/ The Mac Portable Down Under, from an even farther-flung correspondent
Multimedia in Transition 55
by John Latta/ New stuff at MacWorld

Apple III

On the Trail of the Apple III 58
by David Ottalini/ What goes around...
AppleWriter 2.0 60
by Allan Bloom/ Word processing on the Apple III

Apple II

Byts and Pyces 62
by Gary Hayman/ Odds and ends on the Apple II
View from The Cat House 66
by Kim Brennan/ About AppleWorksGS

Bagels 67
by Phil Shapiro/ Sharpen your deductive capabilities with a PD game
Cheap Computing 69
by Ron Evry/ Buying mailorder
Messing With Messages—II 70
by Gary Hayman/ Showing messages on the screen
Mailorder computer repair 74
by Phil Shapiro/ Heart in hand, our hero finds a bargain

TCS (Telecommunications)

Best of the TCS—Mac 38
by Paul Schlosser/ Available files on the WAP bulletin board

Disk Library

New Apple II Disks 75
by Phil Shapiro
New Apple IIGS Disks 76
by Chris Hutmire
Macintosh Disk Library 82
by Dave Weikert
Apple II/III order form 93
Macintosh order form 95

washington apple pi

This issue of the Washington Apple Pi Journal was created on a Macintosh IIfx, and printed on a LaserWriter IINTX.

The program used was PageMaker 4.0, the word processing program was Microsoft Word 4.0; the principal typeface is Adobe Garamond for the articles; and Helvetica and Condensed Helvetica for headlines, emphasis, and where it seemed appropriate or like a good idea at the time, or where we ran out of space, which also happens.

CONTENTS

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November .....Sept. 26
Editors' submissions
October ..September 1
November...October 1
Ad space reservations
October .....August 20
November .....Sept. 21
Camera-ready ad copy
October .....August 27
November .....Sept. 28

Postal Information

Washington Apple Pi is published monthly by Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814.

Application to mail at second class postage rates pending at Bethesda, MD.

Annual membership dues for the year 1990 to Washington Apple Pi, Ltd. include $24.00 for a subscription to the Washington Apple Pi journal.

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The readers' views...

The soapbox...

In July and August we published a survey of Journal readers and invited you to let us know your feelings about the Journal and ways that it could be improved. There have been a number of responses to this survey, and we wanted to pass them along for your information. If you should feel that these results are at variance with your own feelings about the Journal, we would be delighted to hear your views.

Macintosh/Apple split

Roughly two-thirds of the responses were from Macintosh owners (which turns out to be about the variation in WAP membership). Of those responding, neither group felt that the Journal was tilted in its direction, which is scarcely surprising. Some of the Apple II owners felt there was a tilt towards Macintosh information, and contrariwise, some of the Macintosh owners saw a tilt in the other direction.

At this point, our editorial policy is clear and consistent. We do not have the luxury of being able to reject any of the material that we see, either Mac or Apple. Some of it does require a certain amount of rewriting, but one way or another, if you have something to say to your fellow-members, the Journal will print it. So if you see a bias, it is attributable entirely to the source of the copy that has found its way to us.

The suggestion has been made, from time to time, that we should look into the possibility of splitting the publications, cutting the Gordian knot. We have been told, however, that the economics of printing separate publications make this essentially a non-option. It is not clear, however, that this issue has been studied in detail, and if there are members out there who would like to explore the issue, we certainly will cooperate in the information-gathering process.

Journal content

The clearest direction that appeared from the survey is that there is an overwhelming amount of support for increasing the number of reviews, both hardware and software, in the Journal, and that there is not a lot of interest in extended discussion of meetings of the board of directors. (Some who have observed these meetings will agree with this judgment.) Several indicated that they would like more general information, and almost no one said there should be less. (In fact, the only really significant "Less" vote was on this single item.) There was strong support for more information about telecommunications, disk libraries and computer basics. There was an even split on club news and on editorials, and some support for more information about SIG activities.

Generally the feeling that one got after reading through the responses is that the membership generally approves of the Journal's look and feel, but that the readers want more. Which, in the course of events, we will be happy to provide. But this does require a certain degree of cooperation from our readers and writers.

Reviews

In line with the foregoing, we are pleased to see that results are beginning to trickle in from our expanded review program. We have addressed a number of letters to software and hardware developers, soliciting programs and materials to review, and those letters are beginning to produce results, visible in this issue and, as far as we can tell, in succeeding issues as well. If anyone out there is interested in helping the process, they are invited to contact Lou Pastura or Rick Zeman to volunteer their services.

We caution members, however, that any solicitation of materials should take place through these channels only. There has been some confusion about this process and it will make it much simpler and easier to handle if the appropriate Journal editors are in control of the procedure.

Journal production

The Journal is soliciting bids for its monthly production. Not that we are unhappy with the services provided by the Mcardle Printing Company, who have coped so well with our problems during the past year, but the board felt it appropriate to open the process to other contenders as well. A review committee has been created to consider the range of options available to us, and we are asking that anyone who might be interested contact the office or the Editor.

Among other things, we are exploring the possibility of offset production, using Varityper or Linotronic camera-ready copy, and perhaps even incorporating full color pages for some of each month's issues. The economics of this will, of course, be critical, but we are interested in knowing the possibilities available to us as we continue our efforts to retain the high standing that the Journal has attained, beginning with Bernie Urban's editorial efforts and evolving over time.

We hope and expect to continue this evolutionary process, and will be looking for ways to accelerate it. Anyone who would like to participate in this effort should contact the editor or Office.

-fmp

EDITORIAL PAGE

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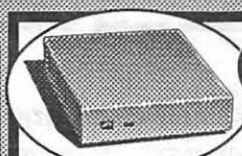

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What's Happening

ISO: Printers & proposals

by Frank Potter

WAP is in the process of reviewing bids for printing the Journal, and would be very interested in any bids that may be offered or ideas for improving the service.

The basic package is what you are seeing right now: 96 pages of material that is sent in camera-ready form to the printer, with a turn-around time of roughly five days. We haven't printed a lot of photographs, although we certainly intend to produce them in appropriate cases. For further technical details, potential bidders may wish to contact the Editor or the WAP office.

A color Journal?

But we are going somewhat beyond this concept, and looking actively at other ways of improving the Journal. One possibility that has us more than a little intrigued would be to produce a magazine with several of its pages in four colors. This would enable us to produce covers for the Journal that will attract attention and show some of the things that our computers are capable of producing. It will also enable us to attract some of the multicolored advertising pages from national firms—as well as local firms that can produce first-quality work. These exist already, and several now advertise in the Journal. We'd like a few more.

Another idea that attracts us would be to have the type in the Journal set by high-end imagesetters, such as the Linotronic machines and others in that range. Right now, almost all of what you see is what rolls off the Apple LaserWriter: a printer with a resolution of 300 dots per inch—certainly respectable, but not nearly as sharp as it could be. We actively encourage service bureaus in the area to consider an arrangement under which they would produce some or all of the pages of the Journal in exchange for advertising space in each month's publication. If you are such an organization, or know of one that might be interested, we would appreciate their getting in touch with us.

We actively encourage service bureaus in the area to consider an arrangement under which they would produce some or all of the pages of the Journal in exchange for advertising space in each month's publication.

All of this is in the aid of producing an even more attractive and rewarding publication. Surveys of WAP members indicate that for many, the Journal is the principal reason for joining the organization. Their support means a great deal, and we would like to reward it by providing a magazine that is an eagerly-awaited occasion each month. On time, even.

Journal timing

We are now on a schedule that allows us (if the weather holds, and the creek don't rise) to have the Journal in your hands by the first day of the month whose name appears on the cover. In some cases, this will even mean that it will arrive before the meeting in the preceding month, but the mails don't always produce the results we like.

The location of the monthly meeting has, in recent times, been a mysterious event, and we have had last-minute cancellations that have caused prematurely grey hair among the officers and office staff. The Journal is not likely to be the best place to find this information, but the office telephones are set to produce a recording in the days and evenings immediately before the regular meeting. So if you are unsure about the location, please give us a call before you head off, bright and early on a Saturday morning.

Journal design

A year or so ago, we asked for help from members in designing the Journal's look. The response from the readers was prompt and it was excellent. We ended up with a new design for the front page, a new logo and a whole bunch of ideas for cleaning up some of the confusion inside.

We are still looking for help. If we go to a four-color cover, the options for creating an even more eye-catching display of WAP's wares are even greater. But we will certain be back at the doors of some of the design professionals in the area, and those who may not yet be professionals, but whose ideas deserve a wider audience.

Onward, ever onward...

President's Corner

by Eric Rall

Giant Apples for Students

Giant Foods will be running another campaign to help schools acquire Apple computers. The program is simple. Schools can exchange colored cash register receipts for Apple equipment. The higher the dollar value the schools collect, the more equipment they can obtain.

Last year, Washington Apple Pi members collected over $80,000 worth of these receipts and donated them to the Kennedy Institute.

We would like to ask you to help again. If you shop at Giant Foods, please save the colored register receipts. If you aren't saving them for your own children, please send them or drop them off at the WAP office. It is really a totally painless way to make a number of children happier. Who knows, maybe one of these lucky children will ultimately join WAP and answer your hotline question? Look at this as a zero-cost investment in your future. *[Ed.—Safeway has a similar program as well, and their receipts can also be saved and passed along to the Pi for comparable benefits.]*

Casady & Greene, Inc.

I want to offer a special thanks to Terry Kunysz of Casady & Greene. Terry has graciously given WAP a site license copy of A.M.E.

A.M.E. (or Access Management Environment) is a Macintosh security program. The reason that I'm so excited about it is what it means to you.

Over the past year, a number of software companies have given WAP copies of their products. Our concern about being an unintentional source of pirated software has prevented WAP from making this software available for our members to try. With A.M.E., we will be able to install copies of these commercial packages on a hard drive for use in the tutorial room. You will be able to come in and try the full program (not a disabled or crippled demo), but it will be impossible to copy the program from the hard drive onto another media. With A.M.E., we will be able to protect the library of commercial software, without restricting our members' ability to evaluate the product for themselves.

Please, don't come rushing down to the office just yet. Give us the chance to set up A.M.E. and work out a system to handle this new service. I'll let you know more next month.

ACIUS

As some of you know, last year Acius was kind enough to give WAP a copy of 4th Dimension for managing our membership database. Dana Schwartz, our membership chairman, has converted our database to 4th Dimension.

The speed of running our complex database on our Mac Plus left a little to be desired. Once again, Acius came forward to help. Mark Vernon of Acius, donated their new compiler!

According to Dana, some of our regular monthly operations run 10-15 times faster with the compiled database. If you have 4th Dimension and you need better speed, you may want to consider Acius' new compiler. It certainly helped us.

Mentor Program.

Manny De Vera has volunteered to start a mentor program. The idea behind this program is to try to match new members with experienced members. This way, the new member will have someone they can contact for help or directions to help. The Apple III SIG has been very successful with their mentor program and I have great hopes for Manny's idea.

If you want to help Manny with this, give him a call (703)-818-9626. I'm certain that he would appreciate the offer.

Tutorials

Rob Clark has been doing a fantastic job at putting together the WAP tutorial sessions. I frequently get commercial mailings offering computer training courses. The price for these programs is unbelievable. For a truly nominal fee, you can take advantage of the WAP tutorials. Look in this issue for a complete listing to see if we have a tutorial to suit your needs.

Rob is also looking for some help. In particular, we need a Special Programs Tutorial Developer, an Apple II Tutorial Developer, a Macintosh Tutorial Coordinator and someone to help with publicity. Rob can be reached at (301)-937-2672, if you want to help out.

I want to make a particular appeal for someone to help out with the Apple II tutorial development. We need someone knowledgeable in the Apple II area to come up with ideas and programs for Apple II tutorials. If you're one of our

experienced Apple II members, please give serious consideration to volunteering for this position. Our Apple II members need help from people like you.

Apple IIe in England

Peter Trinder, one of our WAP members in England, writes to say that Apple Computer has announced that it is discontinuing the Apple IIe in the UK. I am sorry to learn of this change. At this point, I don't have any information about Apple's plans for the US market.

The installed base of Apple IIes is huge. If Apple Computer does discontinue the line here, it will become even more important for user groups like Washington Apple Pi to come forward and actively support these machines and their owners. If you have ideas about how we can improve our support for our Apple IIe owners and would like to help, please contact me or the Pi office.

AppleLink Goes Commercial

In another move that defies logic, Apple Computer has announced a series of changes to the price structure of AppleLink. Effective October 1, 1990, Apple will add a "kilocharacter" charge for AppleLink usage. This is a charge for sending or receiving information. So, reading a message or sending a file will cost extra.

In all fairness, they did reduce the hourly access charge from $12.50 per hour (non-prime time) to $12.00. So, if you call AppleLink during non-prime time hours and never read any messages, send or receive any files, you will save a half a dollar per hour. Of course if you actually use the system to transmit or receive information, they claim the "average user's" kilocharacter charge will bring the non-prime hourly cost to $21.00 per hour.

If you're efficient in using AppleLink, the cost can skyrocket. If you don't wander around aimlessly or type messages while online, the costs rapidly become prohibitive.

If you can afford this cost structure, then Apple will be pleased to sell you the AppleLink startup kit for $70.00. This service (?) will now be available to the cash-rich public. Apple hasn't commented upon whether it has any plans to upgrade the Apple II software to the point where it is usable.

Over a year ago, I subscribed to an online service called MacNet from Connect. It is an icon based information service that is very similar to AppleLink. Access with a 2400 baud modem only cost $4.00 per hour. They, too, had a kilocharacter charge. With my original signup fee, I was "given" 2 free hours of connect time. I used those two hours to download some Wingz files for a WAP member. When I got my first bill, I was shocked to learn the kilocharacter charge was almost $30.00 for those two "free" hours.

I now use GEnie and America Online for my information service needs. Both services support my Apple IIc Plus and my Macintosh with equal grace. Each is a reasonable cost without any outrageous kilocharacter charges.

August B/D Minutes

The BOD of Washington Apple Pi met on August 16, 1990

Dave Morganstein and Dick Byrd were the only Board Members not present. Mary Hockmeyer, Tom Vier and Bernie Urban participated by conference call.

The Board:

— passed a motion 13 to 2 with one abstention to TABLE Bob Platt's request for reinstatement until he is present to discuss any possible BOD action. He must give the BOD 21 days notice of his intention to attend such a meeting.

—unanimously passed a motion to TABLE proposed bylaw changes (regarding attendance at BOD meetings) for one month.

—voted to have the TCS Committee prepare a report detailing recent problems caused by a suspected crasher or crashers to the Tele Conferencing System.

—discussed a proposal by Seven Hills Software for a "Partner" program. Given some concerns about the set-up of the program, President Eric Rall was instructed by the BOD to call Seven Hill's President to see if the problems couldn't be worked out.

— received the report of the Election Challenge Committee, presented by member Bill Wydro. He later suggested to the BOD that an election committee be set up no later than the end of September, so that everything is in place for next year's BOD elections by January.

—heard from Director at Large Chris Bastian, who asked for volunteers to work at the Fed Micro Conference.

—heard from President Eric Rall that WAP is still looking for a volunteer to serve as Vice President for Community Affairs.

—voted to form a committee to obtain new bids for printing the Journal since the current publishing company has increased its fees. (The Committee includes Harvey Kaye, Nancy Seferian and Frank Potter.)

—was informed that a budget meeting will be held Wednesday, September 5th at 7pm at the Myersons' home.

—discussed a proposal by BMUG to join with them in producing a new CD ROM. There was animated discussion about where WAP's efforts in the CD ROM area should be directed (primarily on the Apple II side). As a result, it was decided to seek additional information about the CD ROMs produced and sold this past year by the organizers of the April National Apple Users Group Conference. Since Interchange plans to produce another set of CD ROMS in 1991, the BOD will have to decide if it wants to work with either group and what the financial considerations might be.

IIGS SIG

by Paul Tarantino

David Wood, esteemed and revered Pi Vice President for us Apple II types, was our star presenter at the August meeting in McLean. It should be noted that David motored all the way in from the Eastern Shore (ed.—fame DOES have its drawbacks!) in his exotic car (either a Lamborghini or a Subaru; I always get them confused) for his presentation on AppleWorks GS. This will probably be the first in a series, since AWGS in all its permutations cannot adequately be addressed in one two-hour meeting. Accordingly, this month's discussion focused on the AWGS word processor module and some of its tricks and traps.

(Handy Hint: For even more Handy Hints about AWGS, check out David's compilation "AppleWorks GS-oterica: The Article" in the May 1990 Journal.)

Our tour began with the Ruler display, which establishes tab settings, line spacing and justification for the current paragraph. Line spacing (single, double or space-and-a-half) and justification (left, right, centered or full) are selected by clicking the mouse on the associated icon-like box in the ruler display. Tabs (left, decimal or right) are dragged from the "tab well" and placed on the ruler, up to ten at a time (after ten the "well" goes dry.) Left and right margins are adjusted by moving marks on the ruler line. Top and bottom margins in the word processor can only be increased from the default values by adding blank lines (carriage returns) to the header or footer.

Headers and footers can easily be selected (via menu) for all pages, even, odd or none, and can be set to skip the first page. There is no provision in the WP module for different headers or footers on alternating pages, BUT (a refrain we were to hear again..and again) one can do that in the page layout module.

One annoying aspect of using a WYSIWYG WP display that had not occurred to me is that AWGS does not display a character to represent a carriage return, which could make some editing chores a bit tedious. Another annoying aspect of AWGS (or any other graphic word processor) is that it prints VERY slowly (David said three minutes per page is not uncommon on an ImageWriter). However, a draft mode will use the ImageWriter's built-in fonts only (i.e., your layout may look a bit strange if your document used many fonts in many sizes). However, WAP's TCS has several public domain print drivers in the downloads area, with Bill Heinemann's Imagewriter. Fast driver being MUCH faster than Claris' Imagewriter.CL driver. A more expensive but more elegant solution would be a laser printer, which produces better output much more quickly than the dot matrix printers us poor people have to work with.

Font selection is painless with AWGS, as David clearly demonstrated, drawing upon a vast collection of fonts on his hard disk, many of which he designed himself with Beagle Bros' GS Font Editor. As with other programs, selected segments of a document can be copied or cut to the clipboard. With AWGS, however, the contents of the clipboard can be displayed via a pull-down menu. With two windows open at once, selected text can be "hot dragged" directly from one window to another, bypassing the clipboard (and leaving its contents intact) by holding down the Control key while dragging the selected text from window to window. This also works well with graphics.

AWGS has a very capable-but finicky-spelling checker—it prefers "AppleWorks" to "Appleworks"—and a really slick thesaurus, which will offer several definitions of a word, and suggest synonyms for each definition (Comment from the audience: "I've had this program for a year, and I didn't know it could do THAT!"). A "statistics" menu item will provide page, paragraph, line and word count for the selected document. The AWGS "go to" function can select a page number, the last cursor position, or proportional positions in the document (1 through 9, like Classic AppleWorks).

Altogether, David demonstrated an impressive display of just a portion of a very powerful program (but it doesn't have macros!).

Following David's demo, we turned our attention to the ever-popular and ever-chaotic copying session. Freeware and shareware most in demand this month included Modulae, another impressive sound and graphics demo from the Free Tools Association, those crazy Frenchmen who gave us Speedy Smith, Photonix and Nucleus. Also available were Experience, another dazzling graphics demo (whose author *does* use the GS toolbox) and ZZCopy, a fast disk copying routine. These may be available on the TCS, although downloading the graphics demos takes a LONG time (45 minutes for Modulae!). Easier to bring a disk to our next meeting...(better bring several!).

Another new hit was the first issue of TimeOut Central, the first issue of a new magazine from Tom Weishaarof A2 Central, this one being devoted to AppleWorks and the TimeOut add-ons for that program. The premier has lots of good stuff to whet our appetites; announced plans are for new disks every two months.

EDSig

by Phil Shapiro

In celebration of Computer Learning Month, the educational special interest group invites all interested parents and teachers to visit a working computer lab at one of the area schools. Date: Saturday, October 27. Time: 10 a.m. to 1 p.m.. Cost: Free. Refreshments: Plenty. Location: Fred Lynn Middle School, 2451 Longview Drive, Woodbridge, VA. Directions: From the Capital Beltway, take 395 South (Exit 4) to the Woodbridge Exit (#54). The Woodbridge exit is from the left side about 7 miles from the Beltway.) Follow Route 1 south approximately 2.5 miles to the sixth traffic light. (Longview Drive). Turn right and the school is 1/2 block ahead on the right.)

We are working on getting a Montgomery County school location too. For further info, please check with me.

Columbia Apple Slice

by Tim Childers

Welcome back readers, it's been a busy summer and I have not been able to provide coverage of the Columbia Slice meetings as I would have liked but they have been happening and they have been fun, despite typically small summer turnouts.

On 3 May Ann MacKay and I demonstrated a pair of programs from Power Up software: Address Book Plus and Calendar Creator Plus. Both were surprisingly powerful and easy to use, and given the low pric, I rate both of these as good buys. Both have competitors who are as good but both do the job well and deserve a close look.

We gave out several free starter kits to access America Online, the new Macintosh information service. We also sold two more copies of our disk of Imagewriter fonts and utilities.

On 7 June Norman Schmuff gave an impressive presentation covering On-Line services. He discussed on-line services in general and what they could provide. He discussed some of the more interesting Forums available such as the MacWorld magazine forum and the Berkeley Mac Users Group meetings on America Online, and the MacUser magazine forum on Compuserve called ZMAC. He demonstrated some of the benefits of using the program CIS Navigator to automate your access to Compuserve.

He briefly covered GEnie and discussed its advantages and disadvantages versus using Compuserve. He explained that you could link to many other on-line services through the major services but when you did you had to deal with the unique user interface of that service no matter which major service you accessed it through. He listed examples such as Groliers on-line Encyclopedia, the Online Airline Guide (OAG), IQuest, several electronic mail and fax services and more. As an example of a business use of a modem he logged onto a commercial mainframe in France and emulated a Tektronix graphics terminal to access and download graphics from an international database of chemical structures. He highly recommended Versaterm Pro by Lonny Ablebeck for emulating various graphics terminals using your Mac. For the Apple II someone recommended ZTerm or Termulator for general use.

Norm gave an important tip to protect your Mac from the WDEF virus. When you download a file, download it to a floppy, immediately eject it from your Mac and check it for viruses before putting it on your desktop. If the file you downloaded was Stuffed you should UnStuffit on the floppy because just unstuffing the file on your hard disk can transmit the WDEF virus if the file was infected. Always use the latest version of any virus detection program such as Virus Detective or Disinfectant (or any of the commercial programs). He emphasized that most of the big bulletin boards, like the Pi, carefully check every file before they make it available for download but some of the smaller boards may not.

After the demo I upgraded Ellen Baniszewski's Mac Plus to 2.5 Meg using two 1 Meg SIMMs she got mail-order for about $60 each.

On 5 July Ann demonstrated several of the programs and utilities she uses regularly. I upgraded another Mac Plus to 2.5 Meg. Mike Hirasuna received his Apple CD-ROM drive and got it hooked up to his Mac and running. He received a few free CDs from Apple and graciously placed them in the Club library. He plans to bring the drive to each meeting and I will bring the CDs. So far we have:

- Kwikee InHouse Professional Art Library has 280 pictures in it.

- The Apple Science CD has scientific software which was demonstrated by Kurt Schmucker.

- Technical Support Information Source CD contains System Software, Demo versions of several applications, Diagnostics, Reference data, the Apple Technical Information Library to answer common tech support questions, Training Materials for beginners and Utilities.

- d e v e l o p, the disk contains all the text and source code from all issues of d e v e l o p magazine plus all Macintosh Tech Notes, plus all volumes of Inside Macintosh, plus sample source code from Developer Technical Service.

- Sales Tool and Demonstration CD for the Mac IIci and Portable is for training salespeople on the new Macs.

- Farallon's Greatest Hits has demos of 16 of Farallon's networking products.

- Custom Developer Directory has information about and demos by over 50 multimedia developers and consultants.

products.

- Custom Developer Directory has information about and demos by over 50 multimedia developers and consultants.

- CD-ROM Explorer is a sampler of what you can do with CD-ROM with demonstration versions of some commercial multimedia applications.

The Apple II portion of the program covered Music software. There were demonstrations of a great shareware program called Sound Smith and the commercial programs Music Studio, Jam Session and Music Construction Set. There was also a shareware program which lets you build songs which feature not only music but a little bouncing ball which bounces along over a display of your lyrics in time to the music. Tom Cook also gave out upgrades of the program Time-Out to registered users.

On 2 August we combined the Macintosh and Apple meetings to have a Family Games night. We had 4 Macs and 1 Apple IIGS set up and there were literally dozens of games for people to choose from at each machine. Everyone had a good time and played lots of different games. Some of the ones that I can remember seeing were: Crystal Quest, Uninvited and Deja Vu, NetTrek, Smash Hit Racquetball, The Manhole, and several driving games. Mike Hirasuna brought his CD-ROM drive but had considerable trouble getting it running on any of the 4 Macs. It may have been because his boot floppy had been infected with WDEF or it could have been the different SCSI cable configuration on each machine. Anyway, the consensus was that Crystal Quest in color was the most popular game that evening.

In September Paula Schuck plans to give a class on Claris FileMaker Pro and in October, Ellen Baniszewski plans to give a presentation on MIDI music software so bring your keyboard.

Elections are coming up soon and most of the current officers will be ineligible because they have already served two terms. If you have gotten a lot out of our little slice of the Pi now is the time to put something back into it and run for an office. Just let Ann MacKay know via the Bulletin Board or by phone at 740-4482 or at the meeting. With your ideas we can have even more fun than we have had in our first two years!

Artists on exhibit

by Nancy Seferian

This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.

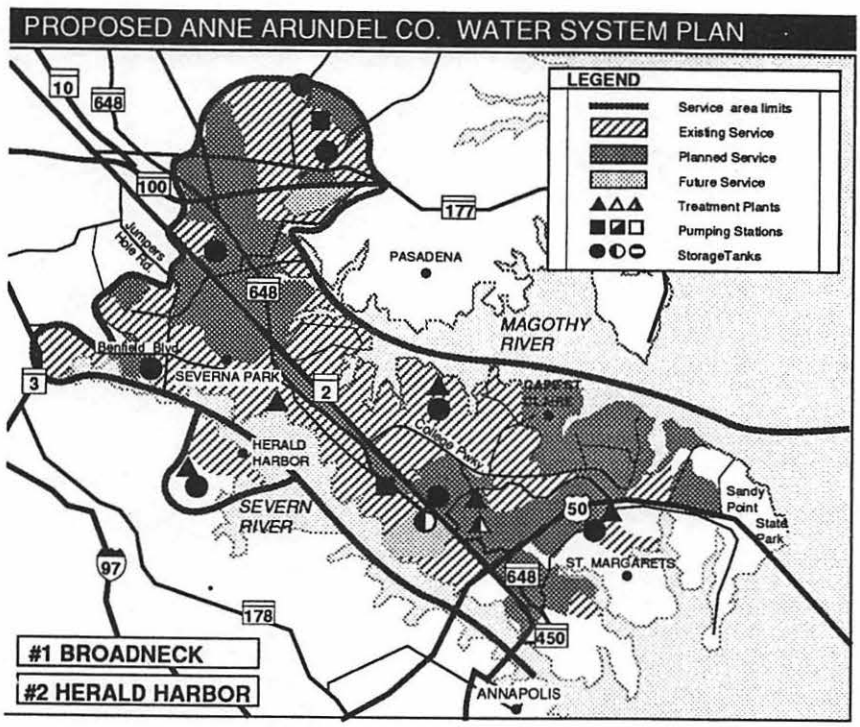
Art: *Water System Plan* (below); *Crab* (right); *Chapter 11* (opposite)

Tools: Adobe Illustrator, MacDrawII, PageMaker, AppleScan, Mac II color, LaserPlus Printer.

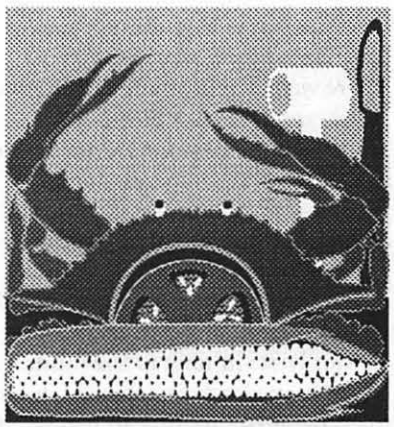
About the Artist: Monica Williams started out with a background in fine arts as a portrait painter, and got involved with computers when she was working for the Capitol Newspaper in Annapolis, "through force," she jokes. She now freelances with her own business, Williams Designs, in Pasadena, Maryland.

How they were done: "The maps for the Water System Plan had to be fairly accurate. They were taken from the Anne Arundel County Plans and were over 3 feet square. They were reduced by camera and xerox until they were small enough to deal with. Then I took a piece of acetate and traced the important features onto the acetate. The acetate was then taped to the screen, and from there I proceeded by computer to draw the maps in MacDraw.

"My first step in MacDraw was to select the layouts and ruler and change the inches division to 75. That gives me a lot of movement when I'm drawing. I create the map 1/3 larger than the end product because when it is reduced it has better resolution.



Water System Plan



Crab

"I use the polygon tool almost exclusively for this kind of project. I drew the water first using the unsmoothed selection under Edit. If you smooth it you lose the sense of the water.

"The text, road signs and geometric shapes from the treatment plans and the legend were last. The biggest problem with this project was that it was difficult to interpret because the original was so large and it had to be so greatly reduced. It took about ten hours to complete.

"The illustration of the *Crab* was done for the Entertainment cover for the Annapolis Capitol Newspaper. The end product was full color, and was executed using Chromarama art paper for vivid, brilliant color. It was a two dimensional design with cut paper.

"When I work in Adobe Illustrator I almost always use a template. For this illustration I sketched the corn, the crab and the tomato and scanned them into my

scanner under AppleScan for use as a template.

"The corn was the most interesting part of this project to do. I used the circle tool and I duplicated circles, changed the size maybe twice, then drew the corn husks. I grouped all the corn and sent it in back of the husks.

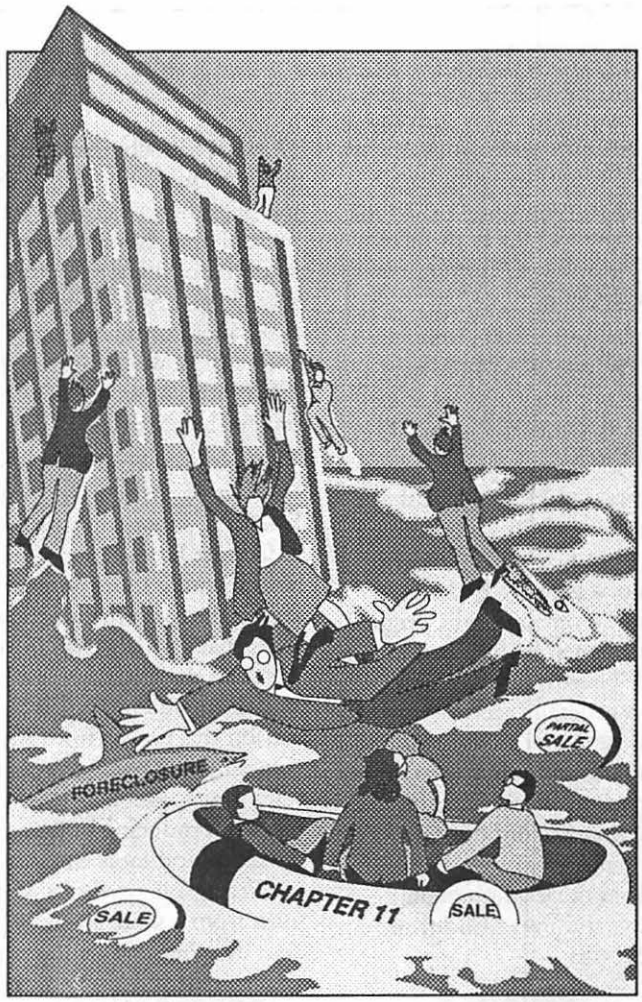
"For the shapes of the crab and the tomato and the other items I used the pen tool. Getting used to the pen tool is difficult. You are dealing with points and the arcs between the points, and dragging the handles until you have a closed point and then you fill it. I chose color fills for everything, but only for my own benefit as an aid while I was working.

"When I completed the computer drawing I printer the illustration on acetate and taped the acetate on the colored paper. I used an Xacto knife to cut the negative shapes away from the various parts of the design leaving only the positive image of each shape. Then each shape was glued down for the final illustration. The use of the acetate ensured that there was no line work, or pencil lines, to mar the final piece.

"For Chapter 11 I scanned a picture of a raft and did a rough line drawing of the building and scanned that in also. When the building was finished I used the shear tool to change its shape.

"I drew the figures with the pen tool and duplicated several of them, holding down the option key, changing the shapes with the shear tool, and making some of them smaller with the sizing tool. I also used the rotation tool and the mirror tool to flip a few figures. The water was done with the freehand tool, and the type was sheared.

"For this illustration I printed it using no fill for any shapes, only black and white, making it a line drawing only. From there the print went to the camera man who enlarged the it. I then worked with the velox (the photographic paper) because it was for the business page and was to be in full color. I used frisket and air brush to finish the illustration."



Chapter 11

To submit art by mail, send it to Nancy Seferian
1425 Foxhall Road, NW
Washington, DC 20007.

To submit art by modem to the TCS, dial 986-8085. At the Main Menu select (F) for File Transfer Area. Then choose area 24 for Journal Submissions, and upload.

Typefaces explained...

Building fonts—3

by Jim Donnelly

As promised in the August issue, here is the face-off between two products of commercial font designers and versions of the same faces available for $10 each from a shareware designer.

The shareware fonts were produced by two WAP members who prefer to remain anonymous. They operate under the name of "Printer's Devils."

The first sample is a type that I mentioned last month. I'm calling it Poster Bodoni here. If you remember, it is not a genuine Bodoni typeface but a version of the original Fat Face designed by Robert Thorne and called Thorowgood Roman. Today it is generally accepted as the extra-bold variety of Bodoni and most of its current names relate it to Bodoni: Bodoni Black, Bodoni Modern, Ultra Bodoni, Poster Bodoni. Here are two versions of it, the first from the Compugraphic type library, and the second from Printer's Devils:

POSTER BODONI Commercial Compugraphic

POSTER BODONI Shareware $10.00

For purposes of comparison I've given both of them the same name, though the font offered by Printer's Devils is actually marketed as Bodidly Bold. The shareware font is just slightly smaller than the commercial one, though you may not be able to spot it after the massaging that we give these samples in order to make them printable here. Other than that... well, do you see major differences, or any reason to prefer one to the other?

Second, here are two treatments of a face by Oswald (or sometimes Ewald) B. Cooper generally known as Cooper Bold. It is not much less bold than the more popular Cooper Black (the font with the huge pillowy serifs that's widely used in advertising), but the letters seem a bit more square-cut and oblong. The first version this time is from Altsys, the company that made free and shareware fonts possible. Altsys makes a habit of producing indispensable typographical tools while also marketing a limited line of excellent fonts from a small stable of independent designers. When I gushed on about Frederic Goudy in the Journal issue for April 1990, some of the examples I showed were from Altsys's version of Goudy Oldstyle drawn by Judy Sutcliffe, the "Electric Typographer" of Santa Barbara.

If you should ever design a font that you consider a reasonable commercial prospect, you might contact Altsys about it. Perhaps there'll be a vacant stall in the stable.

COOPER BOLD Commercial Altsys

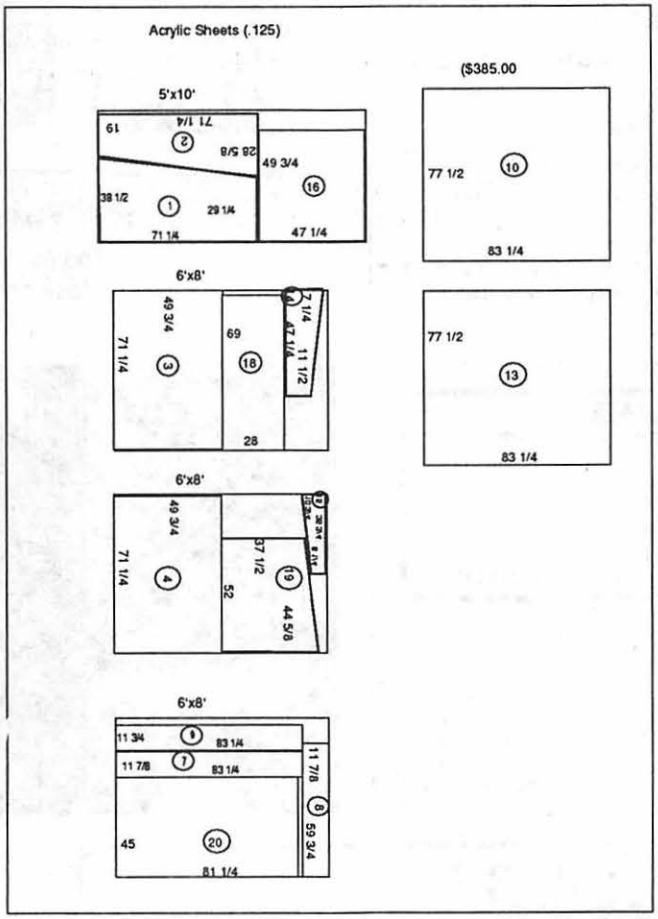
COOPER BOLD Shareware $10.00

Here again, I've renamed the Printer's Devils font from Oswald Black to Cooper Bold for purposes of the comparison that I now invite you to make. The principal difference that I note (not shown here) between the shapes of letters in these two fonts is the fact that the lowercase "i" and "t" of the shareware version are very considerably taller than those of the version from Altsys, the "i," perhaps, distractingly so. But is the shareware font in any other way inferior to the commercial font?

I don't think so, but to be accurate I ought to state that the example from Printer's Devils shown above was given a small manual tune-up. Here is Oswald Black unretouched:

COOPER BOLD Shareware $10.00

While it seems to me that the spacing of the word "Cooper" is *better* in the shareware version than in the Altsys version, I thought that the word "Shareware" needed to be tightened up a little. I haven't found



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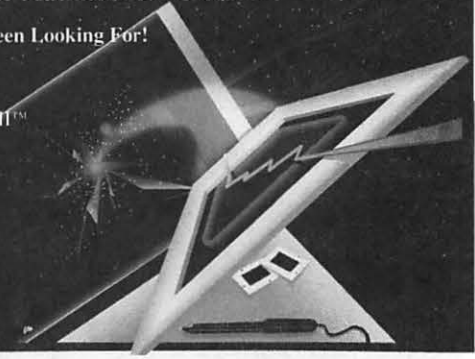

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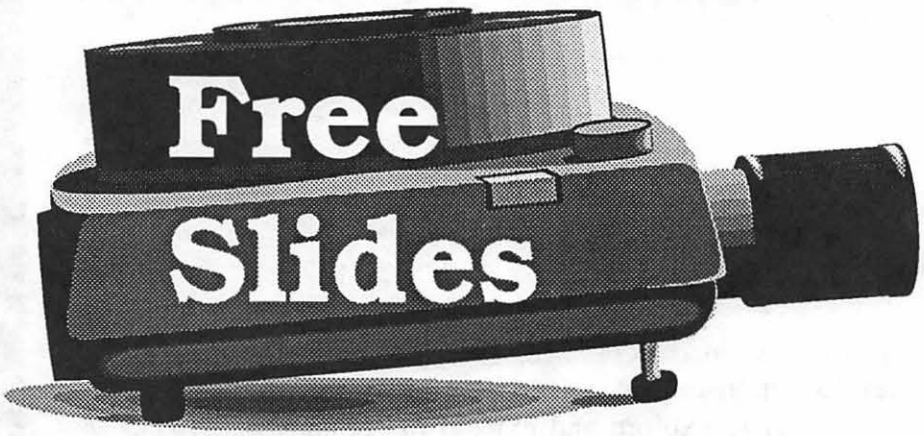

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Adding Your Own Memory

by Ralph J. Begleiter

As many Macintosh users prepare for the advent of a new, more feature-laden but more demanding System 7 from Apple, they're considering adding extra memory chips to their Macs. It's a good time to do it. Prices are low and availability is high.

And it's *not* too difficult for a MacNovice to accomplish, especially if you own one of the "modular" Macs. But first, a word about the Macs *most* users own.

If you're an unadventurous owner of a standard Mac SE or SE/30, the type of Mac with its own screen built into the box, I'd recommend you have a dealer install extra memory, rather than doing it yourself. Not because it's mysterious. But because it *could* be dangerous to *you* and to your computer. You *can* do it, especially with the newest models, because the memory chips simply snap into place. But you need two special tools to open your Mac, and because you *should* use a third special tool (a static electricity "sink") to prevent static damage to you and your computer.

Those tools are inexpensive (around $15), but unless you plan to open your Mac often, they're virtually useless to a MacNovice. And with memory prices now below $70 per megabyte, you can have a dealer install them rather inexpensively, often while-you-wait, too. Personally, for the standard Macs, I think dealer installation is safest for a MacNovice.

Not necessarily *Apple* dealer installation, however. In fact, Apple's prices for memory are so outrageous compared to the market, I'd strongly recommend an independent dealer do the job. You could also purchase the memory modules and ask an experienced friend to install them. If your Apple warranty has expired, there's absolutely no downside to having an independent install your memory. If your warranty is still in effect, you might want to think twice about having anyone other than an Apple authorized dealer open the computer.

If you're the owner of one of the "modular" Macs, the ones for which you purchase your monitor separately (Mac II family computers), you can *easily* install the additional memory yourself. Allowing for a novice's timidity, I'd allow 30 minutes to do the job. It can be done in less time.

With the II-family Macs, the danger of static electricity damage is far lower, because there's no charge buildup inside the machine (associated with the video screen in the smaller Macs) which could injure *you*. And there's plenty of room to maneuver your hands so you can discharge any static *you* might hold before touching any of the chips inside.

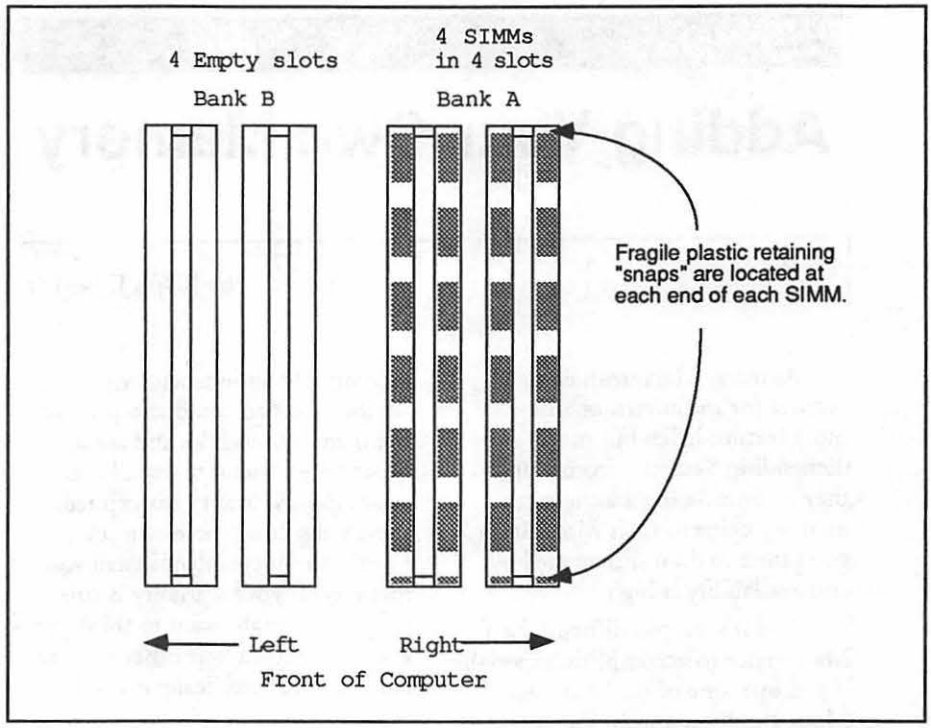
After purchasing your additional memory chips from a dealer (who should sell them to you in a special anti-static pouch), follow these steps:

- Turn off your computer. Disconnect all cables. Power cord, monitor, disk drives, mouse, keyboard, printer, modem. Everything.
- Remove your monitor from above the computer. Place it well out of the way.
- Open your computer by removing the case screws (Mac IIs have only a single screw to remove in the rear!)
- Lift off the top of the case slowly and carefully. You can't damage anything, but it's best to work gently from here on. Set the cover aside (with its screws).
- Peer into your computer and spend a few moments marveling at its simplicity/complexity. Admire all those parts about which you know absolutely nothing. If you have an old Macintosh magazine around (*Macworld*, *MacUser*) refer to the pictures they published when your machine was new. It's a nice diversion, the guided tour.
- With each of your hands, *touch the metal top of the power supply cage* inside your computer. You won't feel a thing, but this action discharges any static electricity you might have in your body. (By the way, it wouldn't hurt to take some simple anti-static precautions, such as performing this operation on a humid day instead of the driest day of winter, and not scuffing your shoes on the carpet while you work.) Handle the memory modules as infrequently as possible. *Don't use any magnetized tools.*
- Look for the "memory bank(s)." Check out your Apple owner's manual for a graphic representation of what the memory banks look like. They're obvious when you see them. Depending on how much memory your machine *already* has inside, you might find some *empty* memory slots. If not, you might see all slots filled, but with two different-looking types of memory chip modules.

There are *three types of memory modules* you might see. 256K modules, 1MB modules and 4MB modules. (Unlikely you'll see the 4MB type yet. They're new and very expensive.) By the way, your dealer and the

literature refer to "memory modules" for the Mac as "SIMMs." That stands for Single In-line Memory Module. It means that individual memory chips are soldered by the manufacturer onto single small circuit boards about 3 inches long with appropriate connectors for simply plugging into your computer. These are designed to exacting standards so they fit your computer without any soldering required. All but the oldest Macs accept these SIMMs. The very *newest* Mac, the IIfx, requires different chips on similar modules, but your dealer will advise you.

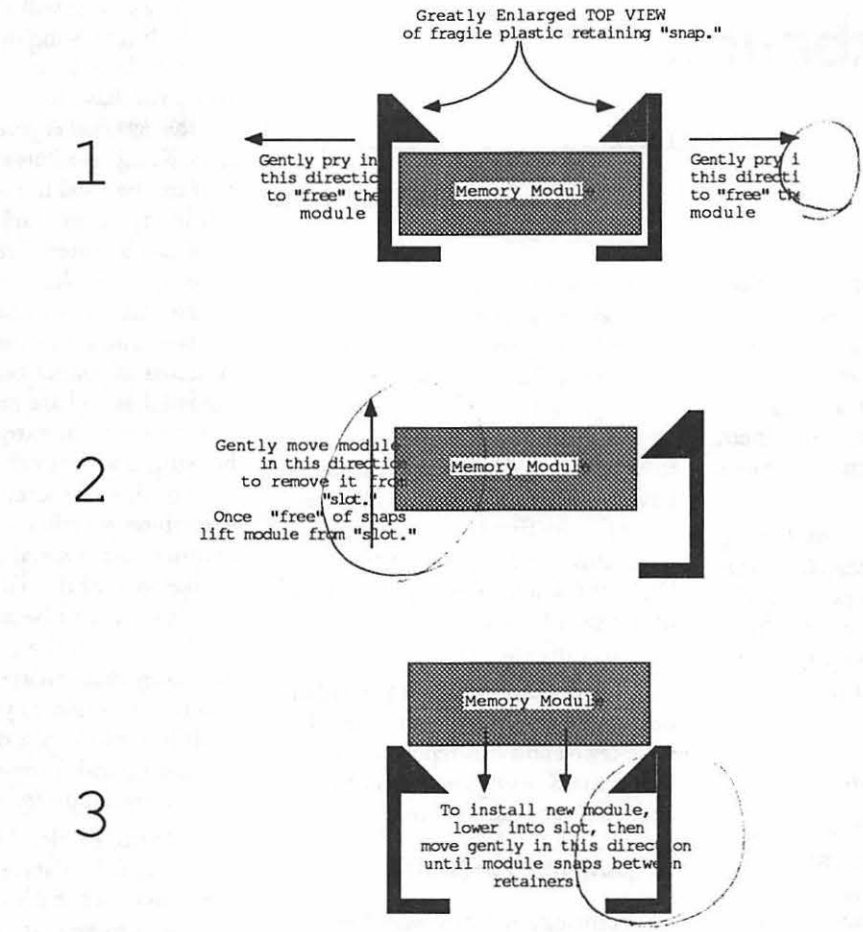
- If you have *any* 256K memory modules installed, remove them for storage, resale or reuse elsewhere. Apple is very picky about mixing and matching memory modules. *Read the section in your owners manual about mixing and matching before continuing with your installation.*
- Macs capable of holding 8MB of memory are equipped with two identical memory banks (A & B). They don't *appear* different, but they *are* clearly labeled in your machine. *You must fill up all memory slots in bank A before installing anything in bank B, and you must install 1MB chips in bank A if you plan to use 256K chips in a mix-and-match scenario. (The 256K chips must be installed in bank B unless they are installed alone.)*
- Now here's the tricky part. Each "slot" (we mortals might call them "plugs," "sockets" or "outlets") in your computer is equipped with two tiny black plastic "retaining snaps." These hold your memory chips in place securely once installed. They must be pried apart *gently* to remove memory modules. The key here is to do this gently enough not to break the fragile plastic. (It's no tragedy if one *does* break, but you could experience problems with loose memory chips if your computer is later jostled.) *The snaps need not be pried at all if you are installing modules into already empty slots.*

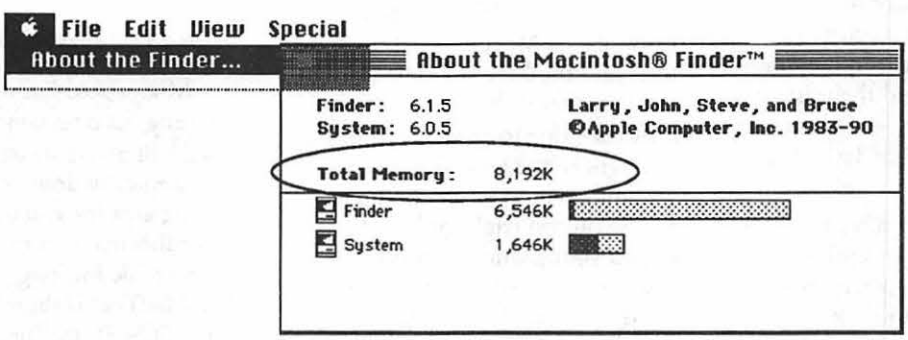


- *Carefully* remove existing modules destined for removal. Do this by *gently prying the snaps apart a short distance with a small screwdriver. Gently* tilt the memory module to the left (when you face the computer from the front). When the module is released from the snaps, it will suddenly feel "free" and you may lift it from its slot with ease.
- Place the memory module inside the antistatic pouch for storage.
- Insert your *new* memory modules in appropriate slots at a slight angle, *gently* pressing down as you tilt the module into the vertical position. Tilting vertically will automatically "snap" the module into its retaining snaps. You will hear and feel a satisfying "snap" when the operation is complete.
- *Gently* press down on the module once it's installed to be sure it's seated properly in its slot.
- Repeat the process for any other modules you've purchased.
- Reinstall your computer's cover, but don't install its screws just yet.
- Turn on your Mac.

If all goes well, you've completed the job successfully. If you see a "sad Mac" screen, your computer is telling you there's trouble in the memory banks. (Your Mac automatically performs a memory check each time it's turned on.) If there's a problem, recheck your installation, following all the precautions. Make sure each module is seated properly. If you *still* have trouble, you've likely purchased a defective module. That's not uncommon. Your dealer should replace it without question.

Once you've started up your Mac successfully, pull down the menu and choose "About the Finder..." A small screen will appear informing you how much memory your computer now thinks it has. This number should correspond with your purchase.


Greatly Enlarged TOP VIEW
of fragile plastic retaining "snap."
1
Gently pry in this directio to "free" the module
Memory Module
Gently pry i this directi to "free" th module
2
Gently move module in this direction to remove it fro "slot."
Once "free" of snaps lift module from "slot."
Memory Module
3
Memory Module
To install new module, lower into slot, then move gently in this direction until module snaps between retainers


File Edit View Special
About the Finder...
About the Macintosh® Finder™
Finder: 6.1.5
System: 6.0.5
Larry, John, Steve, and Bruce
©Apple Computer, Inc. 1983-90
Total Memory: 8,192K
Finder 6,546K
System 1,646K

Hardware review

On trackballs...

by Frank Potter

It cannot be denied that trackballs take some getting used to. Hence, I will not deny it. They take some getting used to. What cannot be denied as well is that, having gotten used to them, one finds them difficult, or perhaps even impossible, to forego.

There you have my bias, Gentle Reader. I have come, seen, and been conquered. And to those of you who deal with anything larger than the standard MacPlus/SE screen, I would also way that you owe it to yourself to give it a try.

Trackballs in general

The device makes it far easier to get around a large screen than is the case with the standard mouse, and thus tends to brighten one's days, and that is always a major plus. I cannot recommend it as a graphics tool, however. I find it difficult to draw objects easily. I must disqualify myself immediately, however, by saying that I find it difficult to draw objects easily with anything at all—this has been the case since my preferred writing instrument bore the name of Crayola, and the mists of time have mercifully erased most of my memories of those days, thank you very much.

The trackball is, after all, nothing more than an upside-down, stationary mouse. It occupies a very small portion of your desk and those among you with sinister tendencies ("sinister" being Latin for left, but you knew that already) can place it at the left of your keyboard. After that, it's all easy sailing.

As I said at the beginning of this review, trackballs require some time before you can feel proficient or at least possessed of the standard allotment of one thumb per hand. It took me perhaps a week to feel really comfortable with mine and the first day was painful and almost entirely unproductive. (A little gratuitous advice—keep those with tender ears away for the first twenty-four hours.) After that, it gets much better—to the point where, when I am deprived of the use of mine, I tend to whine and suck my thumb.

There are a number of trackball devices for the Macintosh today. I have tested and can report on two of them: the Kensington Turbo Mouse and the MacTrac Trackball.

Kensington Turbo Mouse

Kensington Microware Limited makes a number of Mac accessories, and we may be reporting on some of these in the future. Their reputation is excellent and deserves to be. As you would expect, the Turbo Mouse is an excellent piece of equipment.

The Turbo Mouse is produced for both the MacPlus (DB-9 connectors) and the Mac II (ADB connectors) machines. It comes with two buttons—one to the left and one to the right of the ball. One of these can be configured to act as the standard mouse button (right or left, depending on your particular persuasion) and the other will act as a permanently depressed mouse until you click it again.

Both of them can be set with dip switches to perform a given function, such as "Save," when clicked simultaneously, although I must confess that the trick of hitting them at precisely the same moment is usually beyond me, so I don't bother to try any more.

The device will sense the speed at which it is being operated, so that you can skim across large spaces when you have to, but you can move it pixel by pixel if you need to do that. Kensington also makes a cDEV that can be used to customize the sensitivity of the trackball. The ball itself can be lifted directly out of its housing to be cleaned, although I doubt that this will have to be done often—unless, of course, you are addicted to peanut butter and jam sandwiches and are careless. Debris can, however, be carried into the housing, and it is not easy to clean. Two of the four screws that hold everything together lie behind the manufacturer's serial number/sticker on the back of the Turbo Mouse, and they have to be taken out if you need to remove the gunk that will inevitably accumulate. (We have four cats in the house, so you can imagine what it can look like down there. On the other hand, I urge you not to try—it's not a pretty sight.)

On the whole, though, I give it high marks. It costs around $110 mailorder, but that's not that much more expensive than a mouse. Which, by the way, you can keep around, because it can be plugged into the side of the Turbo Mouse housing, thus allowing you what might be considered the best of both worlds.

MacTrac Trackball

Microspeed has recently started shipping its own contender in the Trackball Sweepstakes. Its housing is ergonomically designed, with a sloping area for you to rest your wrist; this makes it noticeably more comfortable for long periods of use. The MacTrac is slightly less expensive—$68–78 mailorder.

The housing has three buttons—one on either side of the ball, each operating just like the mouse button. The third is mounted just above and behaves the same as the

(Continued on next page)

Almost free software

Soft- and Hardware Review status

by Lou Pastura

I'd like to take this opportunity to thank those of you who have called me or left messages on the TCS volunteering to review Mac software for the Journal. The response has been both gratifying and overwhelming. We have many more volunteers than we do packages for review–at least for now. Please be patient. I will do everything I can to see that everyone who wants to help gets an opportunity to do so.

And a double dose of thanks to those of you who have been kind enough to review software you already own and are using. Yours is the spirit of volunteerism that makes WAP the great organization it is. As a reminder to everyone, if you currently have a piece of software or hardware you think might be of interest to others in the group, please call me at (703)560-1477 (Northern Virginia) or leave me a message on the TCS or the Twilight Clone. Once we make sure someone else isn't already reviewing the package you want to work on (or is that work over?) you'll be on your way to fame, fortune and grateful thanks from your Mac editor.

A number of folks who have done recent reviews have offered to do another. Please be patient and bear with me awhile. As I stated above, we have more reviewers than we do packages and I want to give as many members as possible a chance to participate. However, don't be reticent about offering to review a package of your own.

This brings up another subject, product solicitation. It is the policy of the Journal and of the Pi that only the editors and the Office Manager may solicit software or hardware for review purposes. A number of well-meaning members have requested review copies of some packages and this has caused considerable confusion on the part of developers who have received more than one request from our group. Please! Please! Please! If there's something out there you'd like to see reviewed and you don't already own it, contact the office. They will pass the information on to me and I'll do what I can to get the package and make sure a review finds its way into the Journal. I may even be able to assign it directly to you if the line in front of you isn't too long!

I currently have two packages from a company called Abacus for review that have proven very difficult to assign, because they require the knowledge and ability of a skilled statistician to put them through their paces. The packages are StatView II, "The Solution for Data Analysis and Presentation Graphics" and Super ANOVA, billed as "Accessible General Linear Modeling."

I also have a package called Tempo+ Tools, enhancements for Tempo II from Affinity Microsystems. If you're an avid Tempo II user and would like to explore some additional functionality and tell us all about it, this is for you.

If you'd like to take a crack at any of these products, please get in touch with me as soon as possible.

(Continued from previous page)

click-and-drag operation with the mouse button depressed. Clicking any button releases this, and I much prefer this kind of operation.

Unlike the Kensington device, the trackball itself cannot be removed. This probably will inhibit the deposition of cat hair and other undesirable material, but it may make it slightly harder to move the ball itself. Opening the enclosure to clean it out is a simple chore—which is a good thing because the first that I received had been jarred in shipping and the board inside had to be snapped into place before the device would work.

Technical assistance was easy to obtain and cleared up my problems quickly (two of the retaining screws were too tight, preventing the clicking operation from being completed).

My only criticism of the ADB MacTrac trackball is that, for reasons that I could not determine, the right-left movement of the cursor sometimes hesitated. It could be broken loose by an abrupt movement, but having to do so was annoying. They make a DB9 trackball as well (which is the one I first requested, and which I ultimately received). This displayed none of the hesitation that I found in the first. I can't tell, at this point, whether this is a common problem, or one peculiar to the ADB version.

So my advice is (sound of opening envelopes)...if you can find a steady MacTrac, buy it. If you can't find a non-jumpy MacTrac, or if cost is not a significant element in the decision process, go with the Kensington.

You will not regret it (not, anyways, after the first few days).

After Dark 2.0

by Chuck Sicard

Just about the time that your "screen sleeper" was about to put you to sleep, out comes a new one to awaken your interest–so it is with Berkeley System's After Dark™ 2.0. Not to be out done by PYRO™, After Dark 2.0 includes 32 different screen modules and has made itself heard with new sound features. Sound works only with system 6.0.3 or higher and the volume is adjustable in all modules. The new sounds include ticking clocks, thunder, munching worms, exploding stars, tapping manual typerwriter keys, fluttering wings (flying toasters) and falling rain.

The 32 modules included with the program are outstanding. There are 28 different picture options and 4 modules that let you use the pictures in different ways or import pictures and text from other sources to incorporate them onto your own screens.

The picture modules include a realistic fish tank with crabs on the sea floor, assorted tropical fish and the gurgling sounds of rising bubbles. In color it is simply superb. Like most modules you can customize "Fish" to suit yourself by selecting the kind of fish and the number of them in the tank. Other modules include worms, flying toasters and others too numerous to list here. In addition, computer bulletin boards are beginning to distribute the public domain and shareware efforts of a number of authors who have added their own screens to the list.

A module called Randomizer enables you to select which screen options you prefer and "plays" them in random order or one after the other in a continuous loop.

Multimode enables you to run more than one sleep screen at the same time by overlapping them or running them side-by-side. You can position the screens and define the over-lapping screens as either opaque or transparent. Mixing the screens together can created some unexpected and rather startling effects.

Also, there is a slide show module to enable you to build a customized presentation from a series of PICT files and use it as your sleep screen. If you are into animation, programs such as MacroMind Director™, Studio One™, and Super 3D™ can be used to animate company logos, advertising or comical pictures.

The the message module allows for eight different messages and works with Adobe Type Manager™ to improve the appearance of larger fonts.

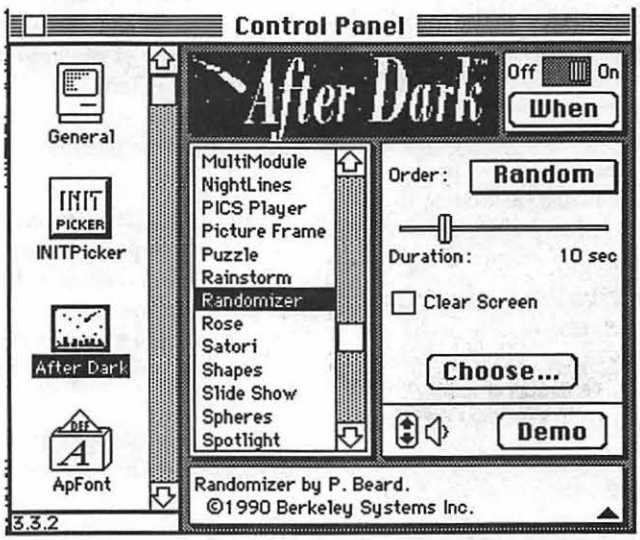
Randomizer is my preferred module simply because I can have my sleep screen rotate (in order or in random) among the available modules of my choice. Berkeley Systems Inc. has provided some great clocks so I usually include a clock module in the randomizer. I couldn't appreciate the flying toasters (am I missing something?) but I was completely taken in by some of the new color modules.

To help manage the memory drain on your system caused by all this noise and activity, Berkeley Systems has added a feature called After Dark System IQ™ to monitor the Mac and maximize the system's effectiveness. When things get too busy, After Dark™ pulls back so it won't compete too much with other tasks such as file transfers, back-ups, or mathematical processing.

Another improvement, the password feature has been enhanced. Now passwords will work across restarts unless you boot from a different start-up disk.

My problem now: how can we get any work done staring at these fascinating screens and should we happen to nod off we will now be awakened by crash of thunder or the clack of typewriter keys or something?

In my view, After Dark 2.0 is the ultimate screen saver—at least for now. What module is left to develop? How about a tropical jungle complete with singing birds and talking parrots which will learn to say what we teach them? No, forget it, I'm not getting any sleep when with my screen sleeps now!



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Endnote, Version 1.2.3

by Andrew Saindon

For some time now I've belonged to the "Tough Guy" school of new product testing–i.e., tear the package open and start fiddling with it. If you can't 1) start putting it together, 2) figure out how it works or 3) make it do *something* after five minutes, you're a wimp. Damn the instructions (manuals, diagrams, maps, written aids of any sort). Full speed ahead. My father passed on this crucial bit of manly procedure to me and it has served me well...at least most of the time. My girlfriend: "Andy, here's a gas station; stop and ask directions." Me: "Whattayou, crazy? A couple more minutes and I'll figure out where we are."

The renowned Macintosh interface is largely to thank for the continued popularity of this approach in the computer realm. If you're like me, you just want to *do* it. Forget the manual. The manual is reserved for casual reading or to verify what you've already figured out by rigorous, intellectual monkeying around. And while Endnote, from Niles & Associates, Inc., doesn't quite make this macho hurdle, it is nonetheless worthy of attention.

Endnote, by Mark Igra, Greg Sanborn, and Rich Niles, was developed using THINK Lightspeed C from Symantec, and is billed as a "reference database and bibliography maker." Those of you writing papers with loads of references (i.e., students, scientists, etc.) will find this software of interest. It comes bundled as an application and a just-less-than-fully-featured DA. You use EndNote to create what it calls a "library" of all the references in your paper. Then you use EndNote-DA (unless you have enough memory to utilize MultiFinder, in which case you'd use the regular EndNote application) as you write the paper in your word processor. EndNote supports Microsoft Word 3 and 4, WordPerfect, MacWrite, WriteNow, RTF, and plain ASCII documents, though it has a preference for Word 4—more on this later.

When you get to the point in your paper where you want to cite a reference, you use the DA to look at your "library" of references and select the one you want. "Copy" it—you're not really copying it, only a shorthand form—then Paste it into the paper where you'll see something like [Smith, 1985, #35]. This notation is a "marker" used later to complete a fully formatted bibliography. After the paper is finished, you use EndNote to scan the paper for the citations you used, then pick a style for your bibliography. Included in the package are 10 pre-defined styles, from MLA to Chicago, as well as an option to modify these or create your own. After you've picked a style, you "Format" the paper to get the fully formatted copy of your work (bibliography at the end) which, luckily for you, is saved under a filename different from the original.

The Manual

For the most part the manual is well done. Chapter One, covering installation procedures, is adequate. As far as I'm concerned, Chapter Two is the star. It's called "A Guided Tour" and provides a quick run-through on how to use the program. This is exactly what most people want: a fast, uncluttered example of how to use the software for its main purpose. As a basically one-dimensional (though pretty darn handy) package, EndNote will be doing the same thing for nearly everybody. Chapter Two provides a quick example of the software at work—you can keep the manual handy, but get right to the task at hand. If only more companies were this thoughtful.

Chapter Three is called "Using EndNote" and covers creating and maintaining libraries (lists of references) and searching references. The libraries are easy enough to create, and just as easily manipulated. You can create a separate library for each paper, one for each subject area, or one monster library with all your favorite references. I'm guessing the latter is a pretty popular method, as the manual contains numerous exhortations to "Please keep backup copies of your EndNote libraries!"

EndNote also supports search capabilities, enabling you to search whole libraries for references by author, title, date of publication, and so forth. In addition to the standard fields, each reference contains a hidden, searchable keyword field in which you can enter words that further describe the reference or somehow jog your memory. This field, is a great boon to those with copious references. Boolean logic is not supported *per se*, but the commands "Restrict previous search" or "Extend previous search," amount to the Boolean operators AND and OR.

Chapter Four is "Styles and Types," a thorough explanation of reference types and bibliographic styles. The bibliographic styles are accessible (and modifiable) as a spreadsheet, which also makes creating new styles relatively painless. The groundwork for doing this is carefully laid out, with several good examples, so you should be able to create your own reference types and bibliographic styles without undo strain if the defaults don't suit your needs.

The manual closes with some appendices and a fairly extensive

index. Appendix A, the largest, deals with importing and exporting files to and from EndNote. My sole comment on this: there are 12 pages on importing files created in other formats to EndNote, and perhaps three-fourths of a page on exporting EndNote files. Go figure.

The quality of the manual is indicated by the fact that I read it all the way through, but didn't need to. I could easily have stopped at page 24 (the end of Chapter Two) and still used EndNote to nearly its full capability.

Highlights and Lowlights

* EndNote saves all changes to a library automatically: you will not be asked if you want to "Save changes?" prior to closing a library.

* You can customize EndNote to open a particular library automatically on entry. You can also customize the citation markers in case you frequently use square brackets in your writing.

* Once you delete a reference, it's gone forever; no Undo allowed.

* You can Paste an already formatted reference into a document (say, to create footnotes) using the Copy Formatted command, *However,* only Word 4 typestyles are supported. The others get lost on the way to the Clipboard. Appendix B gives more information on the advantages of using EndNote with Word 4, and some bugs with using Word 3. Copy Formatted is also handy to see how a reference will look in the final product, as errors will no doubt leap out at you: In some styles, the "U.S. Department of Agriculture" as a corporate author will end up in the bibliography as "Agriculture, U.S. Department of." In this particular example, put a comma immediately after the word Agriculture when creating your library to fool EndNote into thinking that this author has no first name.

* Make any changes you want to the original document, rather than the EndNote formatted copy, because EN can't reformat a formatted copy (it doesn't recognize in-text citations other than its own square-bracketed ones).

* You would expect a "Bibliography Maker" to be able to print out a bibliography it created. No can do– at least not directly. EN makes you jump through a few hoops to do it. I understand that this program is not a word processor, but it would have been nice. . .

* Major bummer: no online help.

My only other gripe, albeit a minor one, is with Niles & Associates' Customer Support Number: (415) 655-6666 [Berkeley, California]. If you'll look carefully, you'll notice this is *not* an 800 number. The company expects you to shell out $129 for the software, and then pay extra for support. Hmm. I made a few calls to N&A to ask a couple of minor questions, and I received competent support.

A few minutes before lunch one day, I figured I would make a call, get my piddling questions answered, and retire to my awaiting sandwich. *Au contraire, Pierre.* The first call, annoyingly, was answered with "Niles & Associates, could you hold please? Thanks. Click." As a paying customer, I would have hung up immediately, but as your humble reviewer I felt obliged to hang on. After the three minute mark I was very close to hanging up anyway, but someone did come back on to answer my simple question. He couldn't answer another, though, and offered to have someone "technical" call me back. I demurred and said I'd call back later, which I did, to get a busy signal. The third call produced a perky (as in "Mary Hart, the perky host of 'Entertainment Tonight'") but helpful person who took my name and EndNote serial number– no doubt to log onto the FBI software piracy database and see if I was a registered hooligan. These three calls, I'd like to add, should perhaps not be taken as a representative sampling of the support available.

EndNote (from Niles & Associates, 2000 Hearst St., Berkeley, CA 94709 Ph: (415) 655-6666) for the Macintosh retails for $129, with a street price of about $75. A version for the IBM PC is due out by the end of the year. There are fully-featured word processors out there for less than this, so I encourage only those who expect heavy usage or who find their word processor inadequate for the task to buy EndNote. For another review of EndNote, see the February 1989 issue of *MacUser.* If you're someone who writes a lot of papers (or will), this program will save you time and hassles, though at a premium price.

Andy is a former Peace Corps volunteer who currently works for the U.S. Patent & Trademark Office. He lives in Takoma Park.

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Into the maze...

Accounting Solutions for the Macintosh

by Robert Camerlengo

Is Your Accounting Done On A Spreadsheet?

Often when we think of the Macintosh and accounting we think of a spreadsheet program to do our accounting. We may even wonder if accounting programs do exist for the Macintosh. There are a host of accounting applications made specifically for the Macintosh with upgrages always coming out and there are a host of spreadsheet programs specifically for the Macintosh. Each has its proper role.

The role of Macintosh accounting software is to produce an income statement and balance sheet on a timely basis. No matter how simple or complex your Macintosh accounting program the bottom line is that it should generate a balance sheet and an income statement. Why? Because these two reports give you the financial snapshot of your organization. These two reports are used in a variety of situations—tax return, bank loan applications, etc. The electronic spreadsheet resembles the old 13 column green sheet format but with many more columns and rows. The major role of spreadsheets are to produce reports for business planning; spreadsheets are sometimes called planning tools.

How do accountants and bookkeepers use accounting and spreadsheet programs together? Spreadsheets can be auditing tools to assist accountants in the preparation of managerial and analytical reports, such as trend analysis, fixed assets management, common stock schedules, ratio analysis and cash flow analysis. These are some of the more common uses but there are countless more examples of what spreadsheets can be used for. I've seen many companies who do their accounting on a spreadsheet, but in my opinion, the proper role of the spreadsheet is for managerial and analytical reports that aid and even document the information in the numbers on the financial statements. Spreadsheets really can't be subsituted for an accounting program unless you are a programming genius and have the extra time to do it.

Accounting programs and spreadsheets go hand-in-hand and work well together. Your Macintosh accounting program should export information to a spreadsheet program (SYLK FILE). I would not buy a accounting package that didn't export to a SYLK file. For example an accounting program can export the account balances for each month into a spreadsheet and when this is done your trend analysis can be finished in a matter of minutes. Another example, your accounting program can export your budget information from your income and expense accounts into your spreadsheet and in a matter of minutes you now have your budget analysis before your very eyes.

These are just two examples of how an accounting program can help produce these common time consuming reports in a matter of minutes, as well as giving you accurate financial statements that can be in a variety of formats at the click of a button.

Robert Camerlengo is a professional Macintosh accountant who works for CheckMark Software, Inc. He can be reached at 19415 Brassie Place #202, Gaithersburg, MD 20879 (301) 975-9448 for questions or comment.

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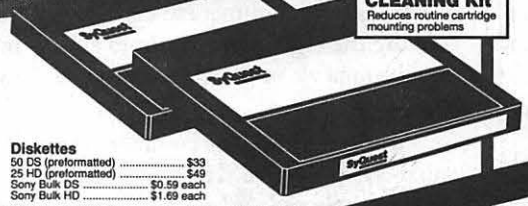

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Notes on the Mac

by Paul Schlosser

The latest news on the Pi's TeleConference System (TCS) is a new file transfer protocol. We were extremely lucky to have a talented Apple programmer offer to help implement the Zmodem file transfer protocol into the TCS program. Andy Nicholas, the author of ShrinkIt (the Apple II equivalent of StuffIt or Compactor), offered to help and we quickly accepted! The initial effort to install the Zmodem download capability was successful and it's now possible to obtain file transfer rates of 220 characters per second, or 92% efficiency (according to the ZTerm file transfer window), at 2400 bps. This is a significant improvement over the older Xmodem protocol. Andy is currently putting the finishing touches on the Zmodem upload module, and the TCS Sysops are heavily involved in testing everything. Jon Thomason was also instrumental in these improvements, as it was necessary to create many lines of new code, and rewrite several existing modules to work in harmony with the new protocol. Congratulations, Andy and Jon!

Another TCS development that you will be able to read about in detail in a future Journal is the implementation of CallerID. Jon Hardis approached the TCS Committee with the idea of developing an Apple II interface card that, when coupled with a modified CallerID device, would allow the TCS to maintain a list of the phone numbers where TCS calls originate. Jon's project was a complete success. Be sure to read his upcoming article describing this unique project.

Compactor, the new file compression/archive utility is rapidly gaining in popularity. The TCS, the Twilight Clone and GEnie are now accepting uploads in Compactor format. Bill Goodman's new program is nearly as fast as StuffIt, and typically saves up to 30 percent more in disk space and file transfer times. A bug in early versions of Compactor that affected the bundle bit has been corrected. Make sure you are using version 1.21 of Compactor (shareware), or version 1.12 of the freeware Extractor. Compactor archives can be identified by the "CPT" appended to the file name, just as StuffIt files normally use "SIT." Another Goodman utility, SitToCpt, converts existing StuffIt archives into Compactor format, further reducing the size of the file up to 30 percent. Compactor is shareware, and can be registered with the author for $25. Please don't forget to pay for the shareware that you regularly use. These payments are the only inducement for talented Macintosh programmers to continue offering the high quality utilities and applications we've grown accustomed to.

StuffIt Deluxe (the commercial enhancement of StuffIt v1.5.1) has also been released. While the enhanced user interface generally gets good reviews, the lack of better compression algorithms has drawn complaints. StuffIt v1.6 (shareware) is still being beta tested, but suffers from the same problems as StuffIt Deluxe.

Fifth Generation Systems has announced a new version (2.5) of their popular back-up program, Fastback II, with a simplified menu structure. FGS also announced their first hardware peripheral for the Mac, "Jukebox," a device that sequentially feeds up to 15 diskettes into an internal disk drive. Jukebox will be available in October and is expected to retail for between $200 and $250, including a copy of Fastback II and a disk formatting/copying program. The combination of Jukebox and Fastback II will allow unattended back-ups. However, with a limit of 15 diskettes I wonder how useful this product will be.

ConvertIt!, an application that converts HyperCard stacks into a format that will run under ToolBook on MS-DOS machines, was introduced at MacWorld in Boston. The program converts any HyperCard stack into a new format, "HIFF" (Hypermedia Interchange File Format). Then a DOS application reads the HIFF file and performs the conversion into Toolbook's format. Any feature that can not be converted (like XCMD's) are noted and must be manually programmed to work in ToolBook, using a dictionary of equivalent HyperTalk/OpenScript commands. ConvertIt! is said to handle approximately 80 percent of the conversion work. It sells for $199. A new version, for HyperCard v2.0, will be released later this year.

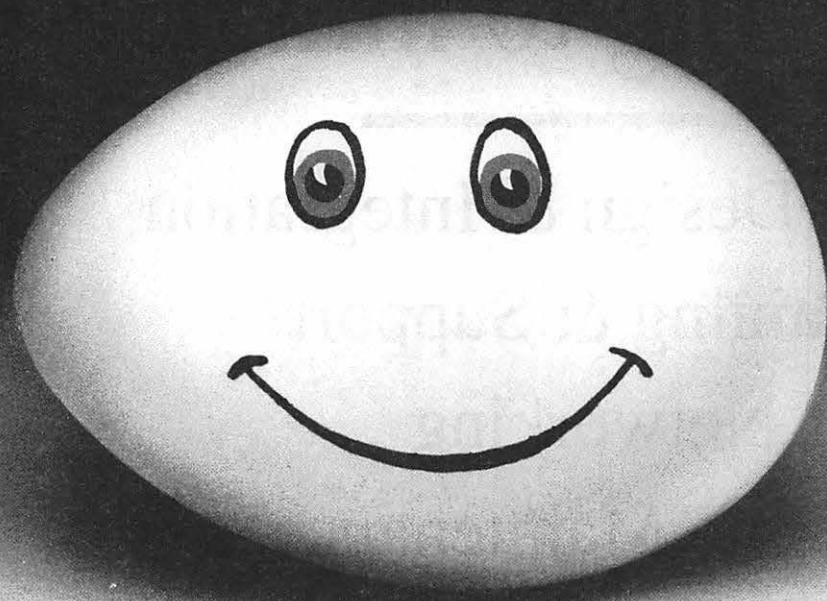
A new version of FullWrite Professional (1.5) is available for $395, or as an upgrade from an old version for $49. New features include click & drag sidebars, improved import/export capabilities, PageMaker filters and numerous bug fixes.

Owners of Ehman Syquest removable drives have reported problems using Apple File Exchange. Ehman now has new drivers that fix the problem. Call Ehman for details.

Adobe announced several new products at MacWorld: Adobe Type Manager version 2.0, Adobe Illustrator version 3.0, and Type Set 3. ATM 2.0 is twice as fast as the previous version and features an

(Please turn to page 37)

In a field of unfriendly communication interfaces,



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(Continued from page 34)

improved screen display. It will retail for $99. Registered owners can upgrade for $20 and, in addition, can choose to purchase any typeface package from the Adobe Type Library for $39. Illustrator v3.0, for $595, has better text handling capabilities and graphing tools. It has a redesigned version of Separator, provides compatibility with Photoshop files and includes a copy of ATM v2.0. Type Set 3 is a combination of typefaces usable by both Mac and MS-DOS machines. TS3 includes Garamond regular and italic, Semibold regular and italic, Helvetica light and oblique, Helvetica compressed and Tekton regular and oblique. TS3 will retail for $198. Purchased separately these fonts would cost over $500.

Apple is now selling a new high speed cache card for the IIci, said to improve performance by up to 50 percent. The card sells for $399, and can be user installed into the cache connector on the IIci main logic board.

Apple and Outbound Systems have reached an agreement that will allow Outbound to continue selling its Mac laptop. It was rumored that the agreement transfers some of the Outbound technology to Apple, for use in a future Mac laptop.

Inline Design has released a new game, "Darwin's Dilemma," a strategy game that involves collecting and merging icons that represent increasingly complex life forms. Each level brings new creatures and an intriguing puzzle to solve. The game offers varying levels of difficulty and limitless situations, making the puzzle fresh each time it is played. Games in progress can be saved. Darwin's Dilemma plays in black and white or 8 bit color, and retails for $49.95.

Here's some interesting information for IIcx/IIci owners about a reported problem of bad blocks on freshly formatted floppy disks. One fellow began investigating the problem and discovered that when a disk was found to have more than one bad block the bad blocks were separated by a multiple of 36. Intrigued by this quirk, he became involved in long discussions with Apple Technical Response Group and Kao Didak, the disk drive manufacturer. He eventually confirmed that Apple has shipped two versions of floppy drives, an early version with a green controller board and a later version with a blue controller board. The green controller board version lacks a phase-lock-loop circuit which regulates the rotational speed of the drive within 1% of tolerance. The only fix is to have the drive replaced, although documenting the problem and convincing an Apple dealer to replace the drive will not be easy.

Another cx/ci problem is that some machines will occasionally fail to start with either of the switches. The simple fix is to unplug the power cord from the Mac for more than 10 seconds and then plug it back in. Apple says that if the Mac still won't start up after being unplugged, the power supply should be replaced. The power supplies that may exhibit this problem are in the range from GE924xxxxxxx through GE953xxxxxxx and/or GE001xxxxxxx through GE023xxxxxxx. Apple has fixed this problem; you can identify a good power supply by the white dot adjacent to the Molex output connector. Apple is said to be working on a "Customer Satisfaction Program," so if you've got either of these problems it may help to write a letter and complain.

There are two new books on the market by Robin Williams about the Macintosh. "The Little Mac Book" ($13) covers the stripped-down basics necessary to operate a Mac, and is aimed at people that normally don't read manuals. "The Mac Is Not A Typewriter" ($10) explains basic typographic techniques. The author describes it as a style manual that covers the pitfalls of graphic design and typography.

Addison-Wesley has released several new books. "Stupid Mac Tricks" by Bob LeVitus is described as a treasure for those who enjoy exploring the heart of the Macintosh operating environment. "ResEdit Reference" ($13) contains information not found elsewhere concerning the popular utility. "C Programming Primer" (Vol 2, $25) teaches advanced concepts such as color quick draw and object oriented programming.

QuicKeys 2, an upgrade to the popular keyboard macro utility, will be available in September. The retail price will be $150, but current owners can upgrade for $50. QuicKeys allows you to automate many Macintosh functions to operate with just one keystroke. Version 2 will have a learning mode, replacing the current method of entering macros using a menu system.

Money Magazine has introduced "WealthBuilder" for the Macintosh. This $250 program has been available for about a year for MS-DOS computers, and has sold very well. They expect the same success for the Macintosh version. WealthBuilder is intended to provide a perspective on the user's present financial position and provide tools to develop a sound investment strategy. Current financial information is entered manually into templates or imported from Quicken, Managing Your Money or MacMoney. The program aids in selecting investments by providing performance data on over 1,000 mutual funds and 10,000 stocks and bonds. Available in September.

I hope you will be reading this next paragraph before September 30th! Software Ventures Corporation is offering users the opportunity to trade in any commercial telecommunications program, plus $105, to obtain MicroPhone II version 3.0 (regularly priced at $295). MicroPhone II is a very powerful program, with extensive macro/scripting abilities and the latest file transfer protocols. The MicroPhone II Step Up Offer ends 9/30/90. Call 415-644-9276 for details.

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The following files were uploaded to the Macintosh File Transfer area on the Pi TCS during the last thirty days. This listing represents only a small portion of the files available for downloading on the TCS. Call the Pi Office at 654-8060 to obtain a password.

File area 13 - Mac Fonts
033 INKABOD.SIT Type1 LaserFont ATM compatible
032 CARTWRIGHT.SIT Type1 Laserfont ATM compatible
031 BLACKFOREST.SIT Type1 Laserfont ATM compatible

File area 14 - Mac Games
086 ROBOWAR.CPT Program robots and have them fight
085 TAOSRCE.PIT Source code for TAO.
084 BAKERS.DOZ.SIT Card game, supports color
083 STAIN.GLASS.SIT Strategy game, great color and sound
082 MOMBASA.SIT Shangai type game

File area 15 - Mac Graphs
086 AMERIGOTHIC.MAC MacPaint joke on old Ron and Nancy
082 PDEVART2A.SIT PART A of a collection of clipart
081 PDEVART1B.SIT PART B of a collection of clipart
080 PDEVART2C.SIT PART C of a collection of clipart
079 PDEVART1D.SIT PART D of a collection of clipart
078 PDEVART1E.SIT PART E of collection of clipart
077 PDEVART2F.SIT PART F of a collection of clipart
076 PDEVART1G.SIT PART G of a collection of clipart

File area 16 - Mac Hypercard
081 TRAINTOOLS.SIT Model Railroad Developers Tools
080 HYPERTERM.SIT Serial port XCMD/XFCNs & comm pgm
079 CONGRESS.CPT A listing of the 101st Congress
078 MATH.TUTOR.CPT Stack to teach basic math facts
077 HYPERTEXT.SIT Text search for stacks/fields

File area 17 - Mac Technotes
017 MACBINARY2.DOC MacBinary II definition doc.
016 MACBINARY1.DOC MacBinary I definition doc.

File area 18 - Mac Utilities
240 ICON.MASTER.CPT CDEV to change hard drive icon
239 PS.VACCINE.CPT Protect PS printers EPRAM
238 DISINFECT.CPT V2.1, for two new viruses
237 GIFCONV.SIT Gif converter — better than Giffer
236 GATEKEEPER.CPT Gatekeeper Aid v1.0.2
235 KOLOR.CPT Kolor CDEV, colorizes Mac II features
234 EYEBALLS.SIT Eyes in menubar, follow cursor movement
233 PUP.CPT PUP updater in compactor format
232 S.M.SND.SET.CPT 39 SoundMaster Sounds
231 VIDEO.UTIL.SIT Video Utility, see browse
230 FLASHIT.SIT Screen capture utility, v1.3
229 MULTISCREEN.SIT FKEY screen saver with 11 modules
228 LED.CLOCK.CPT LED Clock desk accessory
227 TO.DO.DA.CPT DA for scheduling tasks
226 BUNDAID.CPT Fixes files, version 1.2
225 IIFX.SS.CPT CDEV to configure IIfx serial ports
224 VIRUSINFO.SIT Description of "SendMail" virus
223 RS.CICONS.SIT Icon Collection, see desc.
222 SUNDSKSTRIP.SIT SunDesk Strip
221 COW.SIT Moo sound
220 GET.SIT Get outta my face! sound
219 AHEM.SIT An English butler "Ahem." Great beep.
218 SIT.CONV.SIT Converts SIT into CPT files
217 LOODLE.SIT Print disk labels on Laser/Imagewriter
216 STUFF.BETA.SIT StuffIt v1.6 in BETA form
215 TRASH.EXCH.CPT Design/install custom icons
214 OVERTIME.CPT System clock, display the time
213 CLIP.MAGIC.SIT DA to edit Clipboard resources
212 FNT.CNTER.SIT Select where dialog boxes open
211 IN.USE.SIT SCSI 'in use' indicator
210 COPEREV.SIT Copernicus Point Review
209 MEM.INIT.SIT Creates a bar graph of memory usage
208 COMPACTOR Version 1.21, shareware
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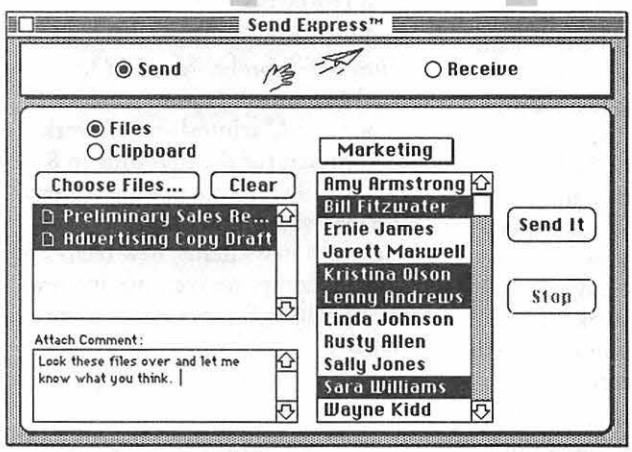

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Mac miscellany

Bits & Bytes

by Lynn R. Trusal

Greetings from Japan!

Greetings from the land of the "Rising Sun." This is my first column written from Japan. I apologize for missing the months of August and September but I did not have my Macintosh for several months while I waited to get permanent housing. I would also like to thank Diane Pecor for her excellent editorial review of my column while she was Column's editor for about a six month period. "My" words never sounded so good as when they came from Diane's Macintosh.

My first two months in Japan have been a "giant learning experience" and I could fill an entire issue of the WAP Journal with my experiences in the first two months alone, but they would never survive the editor. In my new job, I am using a Zenith computer and the MS-DOS version of Word Perfect. I do have a Macintosh at work for database, spreadsheet, and graphic work, but because of work related constraints, I will continue to use the Zenith for writing reports.

Although I have never used an MS-DOS computer before, I did not find it too difficult to get the hang of but I loathe the non-graphical users interface with path names, compared to dragging icons into folders. I have found the MS-DOS version of Word Perfect to be lacking compared to Microsoft Word, and the Microsoft mouse to be sluggish, slow and unresponsive. I will survive learning a new computer system but I surmise it will only increase my appreciation for the Macintosh and the technology it represents.

In the future, Bits and Bytes columns will probably reflect less actual Macintosh experience since I am not in a Macintosh-based work environment for the first time in 8 years. I will continue to keep readers informed about lesser known Macintosh news items, new technologies, computer community news and my personal experiences when available.

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Fuzzy Logic

I have often accused people of using "fuzzy logic" but did not realize I may have been paying them a compliment. Fuzzy logic is another American technology developed by an MIT professor and yet commercialized by the Japanese. The Japanese have even formed a Laboratory for International Fuzzy Engineering Research.

Traditional computer logic is based on "on or off" and there is no "middle ground" similar to shades of gray. Fuzzy logic is able to visualize the middle ground and use it to the benefit of an application such as a camera for making focusing decisions.

I have tried a Panasonic 8mm video camera, in downtown Tokyo, that makes use of fuzzy logic to significantly reduce the "up and down" motion that results when a video camera is hand-held without the benefit of a tripod. It really does work, but I don't know if such products are available in the States as yet. There is also a limit to the amount of motion that can be compensated for. The Japanese are currently using fuzzy logic in air conditioners, refrigerators, still cameras, video cameras, and the Tokyo commuter train and subway systems, among others.

Once again, an American technology that was ignored by America has been put to practical use by the Japanese. Is it any wonder we are losing our technological advantage and who do we have to blame.?!? (Source - *Business Week, Popular Photography*)

Altering Photographic Images

I have seen several stories dealing with "photographic license." There is some concern that with programs such as "PhotoShop" and a Macintosh, people can produce fraudulent photographs on the computer which can in turn be used to prepare negatives and actual false photos. An example would be to add a figure of a person to an existing photograph. I think the "National Enquire" already has this down pat. The cover of the book "One Day in The Life of America" showed a man riding a horse at twilight which was altered to move the horse and rider further up the hill and closer to a tree. A similar thing was done with a cover of the "National Geographic" magazine.

What used to cost one million dollars can now be done with an $800 software program and a Macintosh. With color separation capabilities added, it will be possible to create new photographs that didn't happen. Do I feel legislation coming on to address this issue?

Military to Create Computer Viruses?

The military has been the victim

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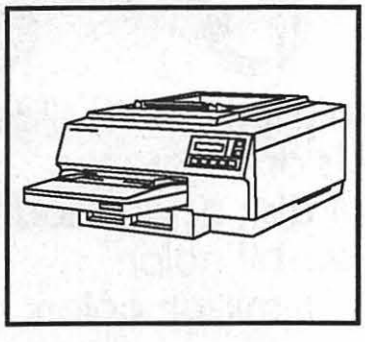

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of computer viruses like the rest of the computer community and the lesson has not been lost. First, the Department of Defense set up the "Computer Emergency Response Team" at Carnegie Mellon University to respond to the virus problem, but now they are going to fund a program to develop computer viruses. The Pentagon is funding an initial contract to develop computer viruses capable of incapacitating an enemy's computer network in event of war. Later contracts will be for millions of dollars.

The goal is to develop viruses that could be introduced "digitally" into an enemy's computer or communications network to wreak havoc during wartime. It might even be possible to develop a virus that would permit "control" of the enemy network, although this was not discussed in the article. Remember, such technologies have a way of coming back to bite you in the "rear end" at some point. One defense contractor is already at work on ways to prevent the enemy from beaming viruses by radio into the on-board computer in their fighter aircraft. (Source - *Business Week*)

Problems With Ehman Syquest Drive?

Six months ago, I purchased an 44 MB Ehman Syquest removable hard disk. I was attracted by the reputation of the Syquest mechanism, decreased prices and need for a backup system. The Ehman drive seemed as good as any and the price was reasonable, compared to some on the market. Many manufactures use a Syquest mechanism and simply package the drive mechanism in their own box and supply some software. Ehman is no different in this regard.

I want to emphasize that "mechanically," the Ehman Syquest drive has performed well and I have had no mechanical problems with it. What I have had are interfacing and compatibility problems. Recently, I connected the Syquest drive to the SCSI port of my Mac II and then connected an Apple scanner to the second SCSI port on the Syquest drive. What I found was that the Syquest drive would not boot the computer while the scanner was attached to it. Changing the SCSI address on both the drive and scanner did not solve the problem—I simply had to remove the scanner.

I found that when I tried to use Apple File Exchange with the Apple 5.25" hard disk, the Syquest drive was not recognized and I got a dialogue box saying, "This is not a Macintosh Disk. Do you wish to Initialize it?", but the only available "highlighted" option was "Eject," which could not be selected. In short, I was not able to disengage this dialogue box and was forced to reboot the computer.

Another problem surfaced when I tried to make PowerStation the

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startup option using "Set Startup." Although the computer booted, the PowerStation installed program names were not highlighted and when I chose "Find all installed file," I got a box telling me to insert the Syquest disk, even though it was inserted. I found it was also incompatible with DiskLock and repeatedly was asked to have the Syquest drive inserted even though it was. The only way around this was to remove the DiskLock option.

In short, while I have experienced no mechanical problems, I have run into four interface or compatibility problems with the Ehman Syquest mechanism. I should point out that I had no problem using the Apple scanner connected to the second SCSI port on an external CMS hard disk. Also no other hard disk has presented a problem using Apple File Exchange. Since the Syquest mechanism is the same for all Syquest-based hard disks, the real difference is the company-specific interface and perhaps the software supplied with the drive. I have written to Ehman about the problems and will let readers know of any reply I receive.

Readers who are thinking of purchasing a Syquest hard disk might ask the company what incompatibilities they are aware of and if they will take back the drive if significant problems should develop with interfacing or compatibility.

Real Bits

1. A new camera by Toshiba stores photographic images directly on memory chips located on a small hardware card. There is no photographic film or 3.5" floppy disk, as used by some camera manufacturers now. This digital picture can be removed and immediately placed in a small reader, which instantly displays it on a TV or Macintosh computer.

2. Charles Bosenberg, former Apple VP, is thriving at MIPS Computer as their new President. He left Apple when he was passed over for Allen Loren who was later forced out. Bosenberg is credited with turning around MIPS Computer and was rewarded with the Presidency. (Source - *Business Week*)

3. As a sidelight to the Bosenberg story, I happened to notice that Carleen LeVasseur was listed as the MIPS spokesperson. I have seen Carleen's name for many years as Apple's spokesperson. Evidently Mr. Bosenberg made her an offer she couldn't refuse. She is just "not commenting" for a new company now. (Source - *Investor's Daily*)

4. The "Woz" always had a flare for the unusual, whether it was promoting rock concerts or forming his own company. Now, he has remodeled the back yard of his house in Los Gatos, California to include construction of a large cavern. It is a 6000 sq. ft. cave which took 200 tons of concrete and cost $40,000. It was build with expertise provided by the California Academy of Science and includes dinosaur footprints and taped sounds.

5. Apple has had a change of heart about spinning off Claris as an independent company and evidently Michael Spindler had a major say in this decision. A major fallout from the decision may be no "Windows" products from Claris. Other analysts feel the decision represents paranoia on the part of Apple about the release of Microsoft Windows 3.0. Remember that the Apple lawsuit against Microsoft aboutWindows 2.0, let alone 3.0, has not yet been resolved.

6. I never did receive a reply from Quantum to my "second" letter about their hard disk problem. I guess I shouldn't beat a dead horse and be happy Apple gave me AppleCare on the HD-40 for one year. If it does fail again, I'm not sure where in Tokyo I would get it fixed. I still feel Apple never satisfactorily addressed the hard disk problem issue.

7. Apple's hiring of Robert Puette from Hewlett Packard has received high marks from computer analysts. He will be President of Apple USA, which has seen sales decline, with only small increases in overseas sales keeping Apple Computer from showing declining sales.

8. Apple has settled two lesser known class action law suits for about $6 million. Both suits claimed damages from Apple stock purchases between January 17, 1989 and January 27, 1989. Shareholders believed they should have been notified that earnings would decline in the second quarter due to purchases of expensive DRAM chips. I purchased some Apple shares during that time period. I wonder what I will win?

9. You may be aware the Macintosh was judged to "encourage a simple sentence structure and childish vocabulary" in recent research at the University of Delaware. The study concluded that the "the Mac's large type and graphics seemed to lead to "sloppier writing and fluffier topics." A writing analysis program found that 30% of the Mac writers used complex sentences, compared to 50% of IBM clone users. The Kincaid Scale of readability further showed Mac users writing at the 8th grade level, compared to a 12 grade level for the clone group. It seems that *Business Week* readers let the magazine know they were irate. The magazine admitted they "erred in assuming there was a causal link between the Mac's user-friendly format and fluffy, immature writing." The university is now conducting a more rigorous study of student writing on computers. Stay tuned! (Source - *Business Week* and *Academic Computing* magazine)

Lynn R. Trusal, Ph.D. is a Lieutenant Colonel in the U.S. Army stationed in Tokyo, Japan and may be reached at the PSC Box 1892, APO San Francisco 96293. The opinions expressed in this column are his own.

Integrated software in a new guise

Desk

by Chris Bastian

Since the advent of the Macintosh in 1984, the integrated software (combinations of several different functions, such as word processing, spreadsheet and database) market has been dominated by only two programs: Lotus Development 's ill-fated Jazz, and (for the past few years) Microsoft Works™ . Today Works' monopoly status is in danger of crumbling, as several new multi-function packages ready themselves for the retail market. TML Software is scheduled to introduce its "Zebra" program (previewed to WAP members at the July, 1990 meeting) in October, and Claris is rumored to be developing a Mac version of the long popular AppleWorks™ program for release somewhere down the road. First to take a stab at Microsoft's market share however is Zedcor, who recently introduced DESK, an integrated package in a unique format.

Basic environment

Unlike Works or "Zebra," which are single programs with multiple functions, DESK is actually seven full-powered programs written as Desk Accessories and stored in the Mac's System File. This approach has the advantage of giving the user access to any or all DESK functions from either the Desktop or from within any other program, without need for Multifinder or other multi-tasking options. On the other hand, files created in DESK cannot be loaded directly. One must either open the appropriate DA program and then execute a "File Open" command, or else select the desired file from a launch program which is provided. Anyone accustomed to simply double-clicking on a file and automatically finding and loading the appropriate program will find this extra effort irritating. Additionally, the DESK DAs add to all the clutter in your System file (mine is now topping out at 1.7 meg). I suspect this arrangement has contributed to a variety of crashes which have occurred while using DESK functions. *[Ed.—you can, however, avoid some of this problem by using Suitcase II or MasterJuggler.]*

DESK comes on three 800K diskettes, which include the program, a self-booting installation utility, a file launch utility, and a variety of sample files and accessories. Despite the promise of a simple installation process (two options are presented–full installation of all programs and utilities, or a partial installation of selected items), I was unable, in several attempts, to get the program loaded properly. Only a chance encounter with one of the program's authors at MacWorld elicited the undocumented fact that the installation program could not work with a renamed System Folder. *[Ed.—unless you like living on the edge of things, our sincere recommendation is that you never rename the System Folder.]*

When launched, each DESK DA opens a full sized window (with menu) while retaining access to the resident program or the Desktop. If dealing with two separate windows is too disconcerting, the desk menu can be resized, or appended to the main menu. The bottom of each window, in addition to housing the horizontal scroll bar, provides access to context sensitive help, and contains a variety of selection buttons appropriate to the program.

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Program features

Integrated software tends to strive for great breadth with limits placed on sophistication and features. Consequently, one should not expect a program like DESK to have the formatting capabilities of WordPerfect, or the functionality of Excel or 4th Dimension. On the other hand, one should expect a standard degree of sophistication and usefulness; however, DESK's options tend to range broadly from the royal to the ragged. The seven modules, in their order of usefulness, are:

DeskPaint and DeskDraw

Most integrated software packages focus on the triad of word processing, database and spreadsheet features. Since Zedcor had previously released DeskPaint and DeskDraw as standalone programs, they have the benefit of experience in this area. DeskPaint is a feature-laden package for doing pixel graphics art. In addition to the standard MacPaint drawing tools, the program features a range of smoothing and shading functions (which work with colors if your Mac is blessed with them) as well as options for rotating, skewing, resizing and cropping. Graphic images can be drawn from up to five shade (or color) palettes, one of which is user customizable. Finished products can be drawn at from 72 to 144 dpi resolution, selected using a push button command, and can be saved in MacPaint, PICT or TIFF formats. An additional feature is a Browse command, which will open most graphic format files for observation. The DeskDraw program does not offer as many paint features as its paint companion but is useful for drawing basic shapes and lines. Text blocks are supported, but cannot be linked (as with Works) for desktop publishing functions.

DeskWrite (word processing)

DeskWrite offers word processing features with about the same sophistication as MacWrite 5.0, but with some nice additional formatting touches. Word processing files can be saved in, or loaded from, MacWrite format as well as the proprietary DESK format. A Stationery template allows background details (such as watermarks) to be added to the document at printing time without getting in the way during writing. A Borders feature allows highlighting and shading of specified sections. A dictionary is provided, but the spell-checking utility defaults to manual retyping of the correct word, rather than directly offering a selection of alternative spellings. The usual Find/Replace command is available, but does not seem to be able to recall where in the document it was invoked, and will repeatedly scroll through the document until told to stop.

Special features include page up/page down buttons at the bottom of the screen, a statistics screen displaying information on document size and contents (this article has an average of 33.5 words per sentence and 5.09 letters per word) and, most interestingly, a Change Case command, which lets you quickly change text to ALL CAPS, all lower case, Capitalize Each Word, etc. (This is a particularly handy feature after you have blindly typed five paragraphs with the caps lock button down...). Another nice touch is the Special Character command which provides access to all a specified font's characters (usually accessed with the Command key or the Command/Option combination) on one screen, where they may be inserted into your document with a simple Paste command.

DeskCalc (spreadsheet)

Structurally, DeskCalc is laid out in much the same way as most other spreadsheets. The real difference lies in the number of math functions supported. While a package like WingZ has about 150 math and logic functions to work with, and Works has 56, DeskCalc offers only 48. On the plus side, the program includes a fairly powerful charting accessory which will

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DeskFile (database)

Desk File, a simple flat file database, is unsophisticated but probably adequate for keeping track of your record or book collections. Fields can be created in basic text and numeric format, and each record can be appended with a graphic image, and a 32,000 character document. Data can be sorted on three levels of detail, and can be printed directly or print-merged to a DeskWrite document. The Desk-Draw program can be linked to DeskFile to design a data entry template a la SmartForms.

One interesting DESK feature missing from Works and other similar packages is a Hide Field option, which removes from view one or more database fields while retaining the data in the file. A significant drawback however, is the record selection option—only one selection criterion can be applied to each database field, and only "and" arguments are supported when more than one field is used for record selection.

DeskCom (telecommunications)

DeskCom is a fairly standard, but somewhat clumsy program for remote access of computers and bulletin boards. Telephone numbers are stored in a "Phone Book," and each can be saved with a separate configuration for modem speed, display font (this is the only program I've come across that lets you choose something other than MONACO 9 for displaying text, but I can't say I've found any alternative fonts I'd prefer to use) and other settings. Once a dial command is issued (each entry in the Phone Book can be selected from the menu or by a Command-key equivalent), a bar chart appears on the screen which is supposed to indicate the time remaining. Text transmission is choppy (the program seems to spit out letters a half line at a time) but not sluggish. No special terminal protocols are supported, and only XMODEM file transfers are possible. On the subject of file transfers, the biggest weakness of the package is the lack of information as to how the transfer is going. A bar chart is supposed to indicate how much time remains for the transfer to be completed, but it frequently does not appear; there is also no information displayed on blocks transferred, errors encountered and retries. And the program violates a cardinal rule of Mac programming by using Command-S as "file send" rather than "save."

DeskSecretary (appointment calendar)

I suppose people who swear faithfully by their DayRunner books might find this helpful, but I don't. DeskSecretary can be programmed to display messages at pre-set times, with repetitions as often as desired (for example, you can be reminded about your upcoming anniversary on a daily basis for the one week period prior to the date). If your Mac is equipped with Macintalk, the appointment message can be delivered vocally be either a "male secretary", a "female secretary" or (and I'm not making this up) a "rude secretary." So far, I've restrained my desire to try out this feature.

Is DESK the right program to buy? That's a hard decision. It lists for about $50 more than Works, but offers more in the way of graphics features. You'll probably find that it meets all of your basic needs for computer functions, but doesn't always provide them as efficiently and in as bug-free a fashion as it could. I'm told that a patch for some problems is currently being sent to registered users. What I'd really like to see is an upgrade release that focused not on new features, but on smoothing the delivery of the current ones. Desk seems to be a package with somewhat limited delivery, but a great deal of potential. My suggestion? Try the copy in the WAP office. You may find that what irritated me is inconsequential to you.

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Rich Sanders (703) 450-4371

GS BASIC
Barry Fox (717) 566-6709

Multiscribe GS
Ray Settle (301) 647-9192

Telecommunications
Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
Bob Sherman (305) 944-2111

TimeOut Series & Utilities: ProSel
Chuck Ward bef. 9 pm (703) 830-3720
Barry Fox (717) 566-6709

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

816 Paint/Writ'rs Ch.El
Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives,
Guy Durant (202) 363-0366
Wayne Meckling (301) 263-4053

Apple III

General (Apple III)
Jim Jutzin (703) 790-1509

3 Easy Pieces
Robert Howe (916) 626-8198
David Jernigan before 9 pm (703) 822-5137

Word Juggler
Tom Linders (408) 741-1001
Charlene Ryan (703) 822-5137

Pascal
Charles Sykora (912) 729-2968

Powerkeys
Robert Howe (916) 626-8198

Diskwindow III+
Robert Howe (916) 626-8198

Apple Speller
Robert Howe (916) 626-8198

Beagle Buddies

MARYLAND
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Scott Galbraith (Frederick) (301) 865-3035
W. T. Cook (Columbia) (301) 995-0352
Gary Hayman (Greenbelt) (301) 345-3230
Lee Raesly (Adelphi) (301) 220-0717
Allan Levy (North Potomac) (301) 340-7839
David Page (301) 599-7630

VIRGINIA
Kenneth De Vito (Alexandria) (703) 960-0786
5-Neil Laubenthal (703) 691-1360

CALENDAR AND SIG NEWS

OCTOBER

1 Monday
Editorial Deadline—November Issue
7:00 PM PI-SIG ..... office

2 Tuesday
7:00 PM Tutorial (Apple IIGS intro) ..... office

3 Wednesday
7:30 PM dPub Sig ..... PEPCO
7:30 PM Mac Programmers ..... office

4 Thursday
7:00 PM Tutorial (Double Helix) ..... office
7:00 PM Columbia Slice ..... Columbia
7:30 PM GameSIG ..... office

8 Monday
7:00 PM Tutorial (Mac intro) ..... office

9 Tuesday
7:00 PM Tutorial (Apple IIGS intro) ..... office

10 Wednesday
7:00 PM NeXT SIG ..... NIH
7:30 PM Database SIG/4D ..... Computer Factory

11 Thursday
7:00 PM Tutorial (Double Helix) ..... office
7:30 PM Board of Directors Mtng. ..... office (Call)
8:00 PM StockSIG ..... office

13 Saturday
9:00 AM Tutorial (Adobe Illustrator) ..... office
10:00 AM Annapolis Slice ..... Anne Arundel Co.
9:30 AM Frederick Slice ..... Frederick

15 Monday
7:00 PM Tutorial (Mac intro) ..... office

16 Tuesday
7:00 PM Tutorial (Apple IIGS intro) ..... office

17 Wednesday
7:00 PM WorksSIG ..... office
7:30 PM Excel SIG ..... office
7:30 PM Fed SIG ..... Call
7:30 PM HyperTALK SIG ..... Arlington

18 Thursday
7:00 PM Tutorial (Double Helix) ..... office
7:30 PM AV SIG ..... office

22 Monday
7:00 PM Tutorial (Mac intro) ..... office
Ad Space Deadline—December Issue

23 Tuesday
7:00 PM Tutorial (MS Word) ..... office

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

25 Thursday
7:30 PM EdSIG ..... office
Writers' Deadline—December Issue

27 Saturday
8:00 AM AppleWorks SIG ..... before WAP mtng.
9:00 AM WAP General Mtg ..... Call
noon HyperCard SIG ..... after WAP mtng.
noon New SIG ..... after WAP mtng.
noon Telecom SIG ..... after WAP mtng.

29 Monday
7:00 PM Apple IIGS ..... McLean (Call)
Ad Copy Deadline—December Issue

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at various places in the DC area. We try to give plenty of notice, but when in doubt, call. The place of meeting can, and does, change until we find a more permanent home.

Come as early as 8:30 AM 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 at noon.

Meeting Notices

Annapolis Slice 2nd Saturday; Anne Arundel Community College - Careers Bldg. Lecture Hall, Arnold, MD, 10:00 AM.

Apple IIGS SIG (normally) the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and (NEW) NIH (building 31, C Wing, 6th Floor, Conference Room 9) in Bethesda at 7:00 PM. Call Gary Hayman 345-3230 for information.

Apple III SIG 4th Wednesday; WAP office, 7:30 PM. (no meeting in August)

AppleWorks SIG just prior to the regular WAP meeting at 8:00 AM.

AV SIG (arts and video) 3rd Thursday; WAP office, 7:30 PM. May be subject to change; call Nancy Seferian (202) 333-0126 to confirm.

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

Database SIG/4D 2nd Wednesday; Computer Factory, Silver Spring, 7:30 PM. May be subject to change; call Eric Gutsche to confirm, (703) 379–1265.

October

SU	MO	TU	W	TH	FR	SA
	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

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

Ed SIG (Educational programs) 4th Thursday; WAP office, 7:30 PM; October 25, November 29 (call).

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

Fed SIG (Federal) 3rd Wednesday; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy. Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892 Preston White Dr., Reston, 7:30 PM. Call Jim Manley (703) 490-1034 to confirm location.

Frederick Slice 2nd Saturday; at the library at 110 East Patrick St., Frederick, 10:00 AM.

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

HyperCard SIG after the WAP general meeting, 12:00 noon.

HyperTALK SIG 3rd Wednesday, the Fairlington Community Center, 3300 South Stafford St., Arlington, 7:30 PM.

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

NeXT SIG meets 2nd Wed. of each month, NIH Bldg 12A, Rm B51, 7pm. Call Hugh O'Neill, (202) 328-9510.

PI-SIG (Programmer's Interface) 1st Monday; WAP office, 7:00 PM (except for Monday holidays). Call Ted Meyer (703) 893-6845 to confirm date, time and location.

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

Telecomm SIG after the WAP general meeting, 12:00 noon.

Notice: Anyone having information on changes to the calendar is encouraged to call the Calendar Editor and leave a message on his home answering machine, tel.: (301) 595-2539 in Beltsville, Maryland. E-mail can be left at: Andy Shaw, Twilight Clone BBS; SHAW@UMUC.BITNET.

NOVEMBER

1 Thursday
7:00 PM Columbia Slice ..... Columbia
7:30 PM GameSIG ..... office
Editorial Deadline—December Issue

5 Monday
7:30 PM PI-SIG ..... office

8 Thursday
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7:30 PM Excel SIG ..... office
7:30 PM Fed SIG ..... Call
7:30 PM HyperTALK SIG ..... Arlington
Ad Space Deadline—January Issue

23 Friday
Writers' Deadline—January Issue

24 Saturday
8:00 AM AppleWorks SIG ..... before WAP mtng.
9:00 AM WAP General Mtg. ..... call
noon HyperCard SIG ..... after WAP mtng.
noon New SIG ..... after WAP mtng.
noon Telecomm SIG ..... after WAP mtng.

27 Tuesday
Ad Copy Deadline—January Issue

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

29 Thursday
7:30 PM EdSIG ..... office

November

SU	*MO*	*TU*	*W*	*TH*	*FR*	*SA*
				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*	

WAP HOTLINE

Macintosh

General
Jeff Alpher to midnight (301) 630-2036
Art & Video
Nancy Seferian (202) 333-0126
Borland Products
Doug Ferris day only (800) 826-4768
Database Programs
Fourth Dimension
Bob Pulgino (301) 474-0634
FileMaker II
Tom Parrish (301) 654-8784
Mort Greene (703) 522-8743
Paula Shuck bef. 10pm (301) 621-5549
Helix
Jim Barry to midnight (703) 662-0640
Harvey Levine (301) 288-9380
Double Helix
Paula Shuck bef. 10pm (301) 621-5549
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
Pro-Cite
Elizabeth Mangan (703)750-2710
Desktop Publishing
General
Frank Potter bef. 9 pm (703) 620-8886
Jay Rohr (301) 655-0875
Freddi Galloway (202) 234-5837
ReadySetGo
Jim Graham (703) 370-5737
Marty Milrod (301) 464-5981
Freddi Galloway (202) 234-5837
PageMaker
Mort Greene (703) 522-8743
Graphics
General
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
AAdobe Illustrator
Ling Wong (703) 378-5102
Canvas
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084
General
Mort Greene (703) 522-8743
HyperCard
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
MS BASIC
John Love (703) 569-2294
MacMoney
Chuck Sicard (301) 963-2879
MacProject
Jay Lucas (703) 751-3332
Spreadsheets & Charts
General
David Morganstein (301) 972-4263
Bob Pulgino (301) 474-0634
Tom Cavanaugh (703) 627-8889
Excel
David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 370-5737
Dick & Nancy Byrd (703) 978-3440
Bob Pulgino (301) 474-0634
Tom Cavanaugh (703) 627-8889
Paula Shuck bef. 10pm (301) 621-5549
Kirsten Sitnick (301) 381-6089
WingZ
Kirsten Sitnick (301) 381-6089
MultiPlan
John Boblitz (301) 356-9384
John Love (703) 569-2294
Telecommunications
General
Allan Levy (301) 340-7839
CompuServe
Michael Spelske (301) 949-0203
ThinkTank-More
Jim Graham (703) 370-5737
Tom Parrish (301) 654-8784
Word Processors
Microsoft Word
Marty Milrod (301) 464-5981
Harris Silverstone (301) 435-3582
Tom Cavanaugh (703) 627-8889
Freddi Galloway (202) 234-5837
Kirsten Sitnick (301) 381-6089
Hebrew Word Processing
Tim Childers (301) 992-0105
WriteNow
Bill Baldridge (301) 779-8271
WordPerfect—Mac
Curt Harpold (202) 547-8272

General

Games-Apple II
Charles Don Hall (703) 356-4229
John Wiegley after 2:15 (703) 437-1808
IBM
Leon Raesly (301) 220-0717
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
Printers-General
Walt Francis (202) 966-5742
Leon Raesly (301) 220-0717
MX-80
Jeff Dillon (301) 662-2070
Stat Packages
David Morganstein (301) 972-4263
Stock Market
Robert Wood (703) 893-9591
MS/DOS
Tom Cavanaugh (703) 627-8889

Volunteer on the Hotline Call us (so we can call you) 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 //
Dick Grosbier	(Frederick)	898-5461	Apple //, GS, & Mac
Harold Polk	(Frederick)	662-6399	Apple //
Tony Svajlenka	(Frederick)	694-6209	Apple //
Doug Tallman	(Frederick)	663-3268	Mac
Scott Galbraith	(Monrovia)	865-3035	Apple // & GS
Stephen Hadley	(Mt. Airy)	831-5353	Mac
R. Carl Myers	(Smithsburg)	824-7122	Mac & GS

Multimedia in Transition

by John Latta

MacWorld always has its share of surprises. The August show in hot and muggy Boston was no different. Before John Sculley's keynote speech, a panel of the key executives from Claris, Aldus, Symantec, T/Maker and Microsoft leveled its sights on Apple in an open letter composed on the spot by the industry pundit Stewart Alsop. The comments were stunning but well received by the audience. Their message: if Apple is to retain its position in the industry it must change. A sampling of the comments includes:

Bill Campbell, President, Claris Corp. - The Mac is niched as a graphics machine. Multimedia as a market segment must be put aside... [Apple has] focused on what I call high and to the right. That is, the graphics market with more and more applications for fewer and fewer users.

Paul Brainerd, President Aldus Corp. - [Apple] need[s] to focus their technology. They are spending huge amounts of money on R&D and with little results being shown. That must change.

Gordon Eubanks, President, Symantec Corp. - I sense that Apple spends a lot more time telling people than listening to people. If Apple would focus on listening to the customer and building a strong team over the long haul they would do better in market share...They should lower the price[s] and gain market-share.

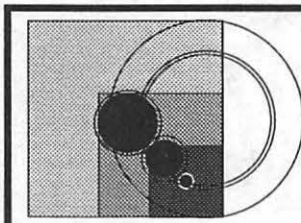
John Sculley's talk focused on Microsoft Windows 3.0 and its relationship to the Macintosh.

What does this mean to users? Apple is under pressure to introduce the low-cost Macintosh, which should arrive before the end of the year. We may well see non-Apple computers with the look and feel of the Macintosh. An obvious impact of what is taking place is the market positioning of the Macintosh. It was the "computer for the rest of us." Yet the panel felt that this has not worked and the Macintosh should begin to wear a business suit. We can expect to see advertising and other marketing efforts to increase the Macintosh penetration into corporate America.

To gain critical marketshare the Macintosh must coexist with other computers; i.e., with data that can be easily interchanged between the Macintosh and other computers. It should be possible to connect the Macintosh to non-Macintosh networks and applications should be written to run on multiple platforms, including Macintosh. For Apple's market to grow it must be able to increase its share of the market by changing how the Macintosh is positioned. To do this it must have a wide range of computer offerings and be a broad-based business machine.

Where is multimedia's place in all this? John Sculley believes it to be the personal computing challenge of the 1990s. His keynote speech in San Francisco this year was devoted to multimedia. Multimedia promises to bring video, sound, and animation to the Macintosh. There were persistent rumors on the exhibit floor in Boston that Apple is beginning to de-emphasize multimedia. One could certainly notice a change in the emphasis in Sculley's keynote from San Francisco to Boston.

Motion Works introduced an new product for HyperCard 2.0, called ADDMotion. It allows one to create animations within HyperCard and costs only $295. The developer claims that ADDMotion has 80% of the functionality of MacroMind Director.



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Paracomp introduced the product FilmMaker, an animation program that boasts anti-aliased images and full support for PostScript. FilmMaker allows for links between objects and their animation paths. It is also possible to animate transparency effects to create dynamic visuals.

MacroMind continues to lead the field of multimedia developers. In Boston it introduced Three-D and MediaMaker, the latter touted as the multimedia tool for *users*. It brings easy-to-use features for control of video and sound. Three-D is a professional level three-dimensional animation, rendering and video production tool. At $1,495 it is clearly positioned for professional.

An illustration of the technology of digital video was the subject of much interest. Using hardware based on the recently-completed draft standard called JPEG, SuperMac compressed video and stored it on an optical disk. The video was played back on the Macintosh display and showed good quality. During the show there were always crowds around the booth. Although SuperMac refused to state if this was a product they made it clear that this would be a future option. With the control afforded by cut-and-paste desktop video a key element of multimedia is close at hand.

On of the most significant introductions at the show was the Video F/X box announced by Digital F/X. This box, about the size of a Mac II cabinet, makes the Macintosh a true desktop video machine. The Video F/X hardware includes a switcher, alpha keyer, a digitizer, a frame grabber and sound mixer. The system also includes a frame buffer display card for the Macintosh and the software to operate the system. The equipment provides the user with most of the on-line video tape editing functions. Although it is restricted to cuts-only editing in the first release, the hardware is capable of supporting a full A/B roll edit. This will be supported in the next software upgrade. Although the Video F/X equipment and software costs $9,995, it compares favorably with far more expensive systems.

These events lead to a curious dichotomy. Developments and announcements are increasingly making multimedia more practical. Equally as important, competitive software products are becoming available. Yet at the same time, Apple seems to be backing away. We see the evolution of a market in transition. Multimedia has yet to be widely accepted. The market is adapting by tailoring products to market segments, such as video post-production, and there is increasing competition based on price and performance. In the end, the users will probably benefit.

John Latta does multimedia production and systems consulting at 4th Wave in Alexandria, VA.

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On the Trail of the Apple III

by David Ottalini

SCSI on the Apple III

Apple IIs have it. Macs have it. MS-Dos has it. And the Apple III? Well yes it does, in a manner of speaking. "It" is a SCSI interface. On Three sells it as a plug-in card with the Sider D7T Hard Disk (62 Megabytes) drive (that can also be used with any other computer with a SCSI port or interface card).

What is SCSI (pronounced SCUZZY)? It's a hardware and software interface that connects your computer with any number of devices. Everyone else can connect, not just hard drives but scanners and even CD ROMS.

And what about our SARA? Can we use the D7T's SCSI interface card to hook up these other devices too? Unfortunately, it's not that easy (in fact, it's essentially impossible) because of a number of factors. I recently discussed these "factors" with On Three's Bob Consorti, who told me that one major problem is SOS. It's a ten year old operating system that has its limitations when dealing with newer devices and interfaces like SCSI.

For one thing, SOS can handle a maximum of 32 megabytes (16 megabytes if you're using Pascal). So the Sider D7T, for example is partitioned into four volumes (16-16-16-14) to handle it. The Apple II GS's GSOS (which has its roots in SOS) has NO volume limit. Nor does the MAC.

My interest in SCSI is due to recently developments with CD ROM drives and especially placing Apple III information on a CD ROM for archival purposes with Apple II and MAC material (as was done recently for the National Apple Users Group Conference). But CD ROMS hold as much as 600 megabytes of information and Consorti says it's doubtful a manufacturer would be willing to partition a CD ROM in 32 or 16 megabyte partitions (but since no one's ever been asked ...).

There are other problems, of course. CD ROM drives cost a bundle, few programs to read the data are available (none of course on the III), etc. making it doubtful we'll ever hook up our SARA to a CD ROM. That includes Titan Emulation mode, since the Apple II SCSI cards are 2" too long to fit in our IIIs!

But I still think that given the amount of space available, it would still be worthwhile to see if Apple III information couldn't be placed onto a CD in conjunction with Apple II and MAC material. Even if it had to be read by a MAC or Apple II (and this IS something I will pursue).

Consorti DOES say he's been trying out different devices with the Sider SCSI card and thinks there may be some devices, like a 1.4 megabyte disk drive, that could be made to work with the III. If that's true, we may have an alternative to the hard disk that would help our IIIs remain useful for some time to come.

ON THREE News

Bob Consorti's love affair with the Apple III continues, despite his returning to school in the Chicago area (in a field that has nothing to do with computers). Evidence a 4th Super Accessories Disk is now available for the Desktop Manager. And it's got some great programs that you can call up from within any program you have.

"File Finder" will find any file on any disk in 15 seconds or less. And it can do partial name matching as well.

"Disk Eraser" is an accessory that will wipe a disk clean without having to reformat it.

There's also an accessory that provides area codes and time zone information, and a "List Files" accessory that will list directories and subdirectories, and let you see it on your screen or print it to a printer or to disk. It costs $29.95 and is available now.

Another program that is also available: Disk Fixer. Much like "Mr. Fixit" for the Apple II, Disk Fixer will correct directory errors and much, much more. Call for pricing on this one. On Three's number is: 206-334-8001.

Pair Software

I recently saw a note in the ATUNC Newsletter, saying that Pair Software was getting out of the III market completely. Frank Moore had his problems with the III community over the years, but he did provide some much needed service and caring at a time others could not provide it.

Hating to see a number of the programs he offered go to waste, I wrote him in June asking if anything could be placed into the PD. By July I had my answer, which can go into the "it's possible" file.

Frank wrote to say that he has considered donating the programs into the PD, but that he has also received inquiries about purchasing his customer list, sales rights and specific software rights.

He says "If I am offered a fair price for the whole package, I will probably sell that portion of Pair Software. However if the bids are too low, I will probably just say the %$#@ with it and mail you all a copy."

Frank says there remains some interest in the Apple III. His recent close-out sale (which I never heard about) brought in almost $13,000!

One way or the other we may win here (having access to Apple III products is positive in any form). Just who has offered to buy his Apple III product line, however, remains a mystery. Stay tuned!

Apple III Donation Program

I'm happy to report that we've had two more Apple III systems donated to the SIG for use in our ongoing Donation Program. Unfortunately, we lost member Trish Babylon in the process. She and her husband moved to Belgium under fairly short notice, which brought the donation. Many thanks to Jim Salerno for picking everything up and going over everything (he even upgraded one of the IIIs to 256K).

Now, what did we get? Two Apple IIIs with Titan III+IIe cards, extra disk drives, Profiles, hardware and tons of software. Hopefully, I will have found two good homes for these machines by the time you read this (details next month). But I want to say THANK YOU to Trish for her donation (I should add she was very upset at having to give her IIIs up).

If you know of anyone who has a III that's not being used, please have them contact Jim Salerno or Jim Jutzin and we can arrange a pickup.

Books, etc.

Trish's donation also gives me a chance to bring up another project for the Fall. While we've been adding things to the WAP library over time, I am still not convinced it's in a form that is as usable as it could be (much of the III stuff is buried back in one corner).

We will plan to add many of the program manuals donated by Trish (and others) into the library for the use of our members. But we need someone to coordinate with WAP Librarian Walt Francis to get these properly logged in, etc. It would also be nice to have a complete inventory of what Apple III materials we have so everyone knows what is available.

Longer term, I'm interested in a project to get some of these books scanned and placed on disk for wider dissemination.

I hope to have found a volunteer to take this job on by the time you read this, but would add that the WAP office could always use additional help to keep the library in order (along with a number of other projects).

No WD-40!

At least that's the admonition from III SIG member Tom Linders. Writing in the August ATUNC Newsletter, he warns that using a spray of WD-40 to help liberate a sticky key is done "at your own risk."

Linders says: "These products have an oil base. They pick up dirt, lots of it. The keyboard should have nothing more than air blown across it. If a key sticks, pull its cap up, put a little isopropyl alcohol (99.9%) down the stem, and then push on the key to move the dirt off."

Tom also warns that if your disk drive needs to be oiled, a tiny amount of turbine oil works best for the soft bearings in the motors. The rails should be given a light once-over with TufOil before being cleaned off.

Tom, by the way, continues to offer his services for sick disk drives. He fixed one of mine at a very reasonable price. Contact him directly for details at (408)-741-1001 in Saratoga, California.

PD Disks

If it's October, it must be Graphics!

We are offering a super set of graphics disks this month, which I think you'll really enjoy.

Graphics disks 23 to 26 (3GRX-23 to 3GRX-26) contain converted GIF (Graphics Interchange Format) graphics from the WAP TCS. Many thanks to John Ruffatto for making the GIF disks available.

GIF pictures are a "standard" format for graphics that can be used by a number of machines from Apple to MS DOS. But for use on the Apple II and III, they have to be converted to a readable format (the trade-off ... quality is not as good as you would see on a MAC or MS-DOS machine).

It took a bit of work to bring these to you: First, each picture had to be converted (under III+IIe emulation mode) with a program called IIGIF. The GIF pictures became Double HiRes Apple II Binary files.

These were read into Graphics Manager and saved as Apple III FOTO Files. There are some interesting pictures here! From the Space Shuttle to Bugs Bunny and even a few pretty faces. These are all double-sided but are NOT self-booting. We have another disk in the works and will make it available as more GIF graphics become available.

And there there's our first Shareware offering, called GrafixWorks. Compiled by your's truly, GrafixWorks (3GRX-27 and 28) is a set of two double-sided disks that contain tools you can use with On Three's Graphics Manager or other graphics program to draw and design all sorts of things. It provides "templates" to use in all sorts of graphics projects and even offers a few examples of how they can be used for things like letterhead design, borders, etc. Documentation is included. Shareware donation is $10.00.

A New Club

Yes it's hard to believe, but a new Apple III group is being formed! This one is in Columbus, Ohio. Rick Gast (who has joined WAP) is heading up the effort for a club tentatively being called the "Active Computer Enthusiasts."

They've already purchased 50 of our III SIG PD disks and traded for

AppleWriter 2.0

by Allan Bloom

Since I've been scribbling this stuff — and everything else of mine that you have read — in Apple Writer, let's talk about that word processor. There are some things about the beast that Apple never saw fit to document. There are other documented things whose ramifications are not "intuitively obvious and left as an exercise to the student" as textbooks are wont to say.

I am talking Apple Writer 2.0 here, the last commercial version. If you have the original Special Delivery Software version with the black cardboard spiral bound manual, ditch the sucker. Call Sun Remarketing at 800-821-3221 and order Catalog Number 032 for $75. If you have a hard disk, order the Apple Writer and Apple Speller bundle (Catalog Number 032.028) for $99. The Speller is pretty slick, and it is designed to work with 2.0. Even having been raised by a mother who was Phi Beta Kappa in English, I find the Speller invaluable.

If you don't have a hard disk, forget the Speller. Four disks are too much bother on a floppy system. Watch it if you have a 256K system and ON THREE's addictive "The Desktop Manager." With TDM active, there aren't enough free memory blocks to invoke the Speller reliably from within Apple Writer. I like TDM, and I like being able to invoke the Speller from within Apple Writer. I bought ON THREE's 512K upgrade to be able to use both.

If you have Super(?) Apple Writer, you can have source documents bigger than in Apple Writer 2.0. If you try to run the Speller against one of those bigger document files, your computer will die. That's no big deal. Your computer will also die if you try to print one of those big documents. If you change your glossary (GLOS.KEYPAD) file and reload it in the same session, you will find that your Print Value menu has been corrupted. Super(?) came out a Cupertino back door after the III was discontinued. Before it was ready.

Assuming you have the Apple Writer 2.0 system, spend another $3.50 to get the TAU version (Disk 063) that is not copy protected. The commercial product gets you the manuals and the subsidiary files. The TAU product lets you back up the boot disk, and it lets you install the product on your hard disk easily.

Let's get back to the Speller. Its manual tells you how to put it on a hard disk. The Apple Writer manual mentions a STARTUP program (inexplicably called RUN in TAU's unlocked version). If you are a glutton for punishment, you can press numeric-pad-4, then press M and tell Apple Writer where your Apple Speller is on the hard disk. Every time you invoke Apple Writer. Or you can tell the STARTUP (or RUN) file once and be done with it. You can edit your STARTUP (or RUN) file in Apple Writer. If you've installed the Speller on your hard disk as instructed, add one line to the file (QM.PROFILEISPELLER) and save it. Speller does not have to be installed as specified. The Speller files simply must all be in a single directory somewhere.

You can preview an Apple Writer file — see how it will look on paper— in two ways. The easiest is "printing" to the screen. Invoke the print program menu by pressing "-" on the numeric pad, then type PD.CONSOLE. Then NP will cause your document to whip by you on the screen. You can stop (and restart) the screen display with CONTROL-7 (The "7" on the numeric pad). Keep the CONTROL key pressed down, and tap the numeric pad "7" to start and stop the display.

Printing to the screen is strictly one-way. You can't back up and look at anything that has already scrolled past you. If you "print" to a disk file, then you can edit the "printed" file like any other Apple Writer document. You can only print to an existing disk file. There is a potential gotcha. If the existing "print destination" file is longer than what you actually "print" to it, you will get some tail-end junk from the file's previous incarnation.

When you "print" to disk, you carry into that disk file all the baggage that accompanies your normal printing. For example, you probably have your "CR" value set to "1" to tell your printer that it should drop down a line before printing the next line of your deathless prose. As opposed to printing the next line of your deathless prose on top of the last line of your deathless prose. A "CR0" can put WAR AND PEACE on one line. Saves a lot of paper. Loses meaning. A file printed to disk with "CR" set at "1" will have a whole bunch of funny symbols (Each looks like the two characters LF — for line feed — scrunched into one character space) on each line of the file. That is a Good Thing or a Bad Thing depending on what you want

(Continued from previous page)

another 50 (the GS library is the beneficiary on our end). If you're interested in more information or want to drop a line to give some encouragement, write to Rick at 4687 Chanterwood Dr., Columbus, Ohio 43231. Phone number is (614)-475-9983.

That's all...

For this month! Have a great Halloween. Hope to see you at a III SIG meeting in the near future!

to do with the "printed" file.

If you want to transfer your "printed" Apple Writer file to an MS-DOS computer or to an electronic mail service like CompuServe via the XModem error-free file transfer protocol, keep those LF's. In those cases, the LF's are a Good Thing. If you want a formatted output document that can be read or printed by any Apple computer, or if you want to E-Mail the document without XModem's help, get rid of the suckers. Set "CR0" on the printIprogram menu before you "print" to disk, and those pesky LF's won't appear.

If you have a file loaded with LF's, you can get rid of them with the "global find and replace" command. Make sure the top left direction arrow is pointing where you want to go. Press "3" on the numeric pad (CONTROL-F), then slash (I), then CONTROL-J, then two more slashes, then "A" for all, and press RETURN. You can't type CONTROL-J normally, but you can in the "find" command.

One of my favorite things to forget is that Apple Writer is driven by "dot" commands. If a line starts with a period ("."), Apple Writer takes that line unto its own bosom. If the line is not an Apple Writer command, Apple Writer assumes it is a non-printing "comment" line, a note to yourself. You'll lose at least the start of any line that begins with a period.

I also tend to forget that an Apple Writer "line" can be several screens long. Lots of applications like to see "one line" lines — of 80 characters usually, but certainly no more than 255. To compose a CompuServe message, for example, it'll help if you can see that you have a RETURN at the end of each line on the screen. Press "4" on the numeric pad for the "Additional Functions Menu" and press "G" so all RETURN's are visible — as "]" characters on the screen.

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Byts And Pyces

by Gary Hayman

This is a regular monthly column which includes Apple II information of the hints, techniques, suggestions, helps, information, news, etc. genre. Information which may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers.

I have been pleased with your favorable response and encouraged you to submit your hints, ideas and suggestions to me for monthly organization and publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to 301-345-3230.

New publication

A2-Central has announced a new disk based publication called TIMEOUT-CENTRAL which is specifically designed for AppleWorks Classic users who use TimeOut enhancements. The first issue look quite useful and contains reviews of AppleWorks associated application programs; AppleWorks fixes; application program details; how to techniques; questions and answers; helpful hints; Beagle Buddy information; automatic check register; check printing application; credit card management template; educators grade sheet macros; power macros; file recovery macros; inventory template; sales invoice templates; screen capture macro; specialized macro hints and techniques; etc. The disks are produced on a bi-monthly basis and are in 3.5" format only. Subscription costs $42.00/yr. If you want more information call them at (913) 469-6502 or write to TimeOut-Central, PO Box 11230, Overland Park, KS 66207.

Down power supply

Betsy Faga reports that her Apple II+'s (everyone remember what that is?) power supply failed. She quickly called JAMCO (1355 Shoreway Rd. Belmont, CA 94002, Phone: 415-592-8097) and they quickly sent her a new one at a cost of $45.00. I suggested to Betsy that instead of placing the new one back into the Apple II+, keep it on the outside and just plug in the six strand connector to the mother-board. This way you can keep the heat producing power supply, cooler, by keeping it on the outside exposed to the air, and, at the same time, keep the interior of your "aging but dependable" Apple II+ cooler too.

Betsy uses the Apple II+ armed with a DOS 3.3 version of Apple-Writer at the office to do a great deal of her required word processing. It is connected to a Brother daisy wheel printer to produce outstanding copy. She also has an Apple IIGS. Sometimes, depending upon who is using which computer, she takes the AppleWriter text file to the IIGS, converts it to ProDOS with Copy II+, and imports it into AppleWorks 3.0 as a text file. She then can further work with it and print it out either on the direct connected ImageWriter II or, through the use of an AB Switch Box, send the output from the IIGS directly to the Brother daisy wheel printer.

Catalogs

You are probably bombarded with catalogs at your place, much as I am at mine. However, here are some FREE catalogs that you might find quite interesting to call or write for: MEI/MICRO CENTER, 1100 Steelwood Rd., Columbus, OH 43212 Phone: 1-800-634-3478 (blank disks, paper, ribbons, cases) QUILL, 100 Schelter Rd., Lincolnshire, IL 60069, Phone: 1-708-634-4850 (ask for their micro-computer supply catalog) COM-PUTER DIRECT, 22292 N. Pepper Road, Barrington, IL 60010, Phone: 1-800-BYE-WISE (software, hardware & accessories) JAMCO (mentioned in previous paragraph - cables, hardware, accessories Apple II, II+ and IIe hardware) LEARN-ING SERVICES, 1203 Willamette St. PO Box 10636, Eugene OR 97440, Phone 1-800-877-EAST (ribbons, software, hardware and accessories); NEBS Computer Forms Division, 500 Main Street, Groton, MA 01471, Phone: 1-800-225-9550 (computer forms pre-printed or blank) Also, you are reminded to support the advertisers in the Journal of the Washington Apple Pi.

Optical Character Recognition

A2-Central tells us that Beagle Bros programmers Alan Bird and Rob Renstrom have announced OCR software, INWORDS, that will allow the use of current scanning equipment to scan a document and convert the text it sees into a form that can be utilized by programs that deal with textual information. They report that up to 3000 characters per minute can be scanned. The software apparently has been tested with Vitesse's Quickie. It will be interesting to watch the future development and applications of this product.

Speaking of a quickie

If you missed the Apple IIGS meeting where both the Thunderscan and Quickie scanners were demonstrated, you missed a very informative evening. Gary Hayman demonstrated the Thunderscan while Kim Brennan did the honors with his hand held Quickie. Thunderware also has a hand scanner called Lightning. We did not have one

available at the meeting so we couldn't compare the two, but it is reported that the Quickie excels in scanning line drawings, while the Lightning excels in scanning photos. I would certainly like to see a comparison of the two.

Spell it right

Some of us users of AppleWorks 3.0 have been using our QuickSpell (TimeOut) spell checker instead of the built in OA-V spell check contained in AW. We think that QuickSpell gives us more selections and where the built-in spell checker may not find a word, QuickSpell will. It is reported by users that the built-in spell checker does a better job with phonetic misspelling. If you are going to do some experimenting with your old QuickSpell, make sure you have the latest (v 3.0 - you can find out what version it is by doing an OA-ESC and selecting Utilities, then choose List version numbers). If not, have it updated by your friendly WAP Beagle Buddy.

New PrintShop version

Dave Harvey reports that the new version of Print Shop for the Apple IIe and prior is now out. An upgrade path is available. He suggests to call Broderbund Software at one of the following numbers to check on the upgrade details: 1-800-999-3256 or 1-800-521-6263.

Super low-priced 2400bps modem

Dave also stated that he read in the May/June, 1990 issue of the TART newsletter (Richmond, VA) about a 2400 baud modem offered by Micro Center Perscom, 1555 West Lane Avenue, Columbus, OH 43221, Phone: 614-481-4409. He states that, "...what makes the modem unusual is the price: $89.00. (It has) Hayes command compatibility, advanced digital signal processing, and adaptive equalization to provide great performance and reliability. You still need a cable, but still, it sounds like a great price!" Dave has no further knowledge of this modem but was wondering if anyone as heard of this equipment?

Outliner

A new program, by Randy Brandt, of UltraMacros fame, should be available by the time you read this. He has published OUTLINER 3.0, which, it is reported, will make those who would desire easy outlining in AppleWorks very happy.

Non-patched AppleWorks

AppleWorks users throughout the country should knowthat their AppleWorks 3.0 must be patched with at least Patcher version 1.4. If you are using your AppleWorks right out of the box - IT IS NOT PATCHED. The patching utility, which is FREE, is available on many bulletin boards and from experienced AW 3.0 users. The TCS even has the newest version, Patcher version 1.5. Do yourself a favor and get a copy of Patcher 1.4 or 1.5. It is easy to use and will keep you out of some of the trouble that you may be experiencing.

Header Macro for captured text with CRs

For you UltraMacro users—I have included one of my macros (see next page) to aid you in printing out text that you have captured from various sources. I use it all the time.

You may be capturing long text files from an on-line service and desire to print them out via AppleWorks (3.0) after starting a new Word Processing and loading in your text file. In most cases, depending upon your telecommunications software, there will be carriage returns at the end of each line. Let's say, for this discussion, you don't mind leaving them there; all you want to do is to print the file to paper AND to make future recognition of this text easier, you would like to place a HEADER on each page which will identify the AppleWorks FILENAME, the DATE printed, and the PAGE NUMBER that you are reading.

When you first look at the imported text file, because of the margin defaults of AppleWorks - it doesn't look very neat. You will have to make some adjustments and additions before you print it. DON'T BOTHER!. This macro will do it for you; setting the margins and including the proper header information. After compiling, a "SA-A" or "OPTION-A" will activate it.

I have purposely made this macro a little longer than is needed for I am using it as a teaching macro in my UltraMacros 3.x course. I have included some of the newer tokens and techniques.

That's it for this month. If you have tidbits or hints to share, please send them along.

(The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle Buddy.)

```
START
A:<AWP          {operates in word processor environment}
  ZOOM OA-1                    {zoom out and go to top}
  RTN UP          {insert carriage return and go to it}
  OA-D UP UP UP UP UP UP UP UP UP UP RTN :
              {delete carriage return and any options}
       {..that may be in file this technique protects}
                    {..the first character of your file}
  OA-O>LM< RTN>0< RTN>RM< RTN :
  >0< RTN>TM<RTN>.5< RTN>BM< RTN :
  >.5< RTN                    {install desired options}
  >HE< RTN ESC                 {include header command}
  $1 = SCREEN 7,1,15 :
  PRINT $1 :  {get file name from screen and print it}
  >  < DATE                    {print spaces and date }
  TAB TAB>  PAGE # < OA-O>PP< RTN :
                           {print the proper page number}
  ESC LAST POSN C, L   {find out how long the line is}
  C = C + 1  {change counter to compensate for longer}
                          {..lines of 2 digit dates}
  RTN                            {go down to next line}
  X = C {technique: keeps C's integrity, you may want}
                                   {..to use it later}
  BEGIN {starting loop to print separator line of "="}
  IF X = 0 THEN EXI {tester, when true skips past RPT}
  ELSE PRINT "=" :     {colons after print statements}
  X = X - 1                          {reducing counter}
  RPT                                          {again}
  ENDIF                          {end your IF statements}
  RTN RTN   {two blank lines in header to separate it}
                                   {..from the text}
  AHEAD{technique: clears screen without leaving mark}
  MSGXY 255, 12  {message to be centered and half-way}
                                     {.. down screen}
  MSG ' Please remember to set printer paper ' :
{msg}
  MSGXY 255, 14      {part of message on another line}
  MSG ' to TRUE top of form ' :                 {msg}
{this is your message to be printed in inverse display}
              {please remember a colon after messages}
  MSGXY 0, 128             {resetting message default}
  WAIT 750                         {cause slight wait}
  BELL                        {sound to draw attention}
  MSG ' PLEASE PRESS A KEY ' :  {2nd message on dotted
line}
  K = KEY        {waiting for a key press to continue}
  OA-Q RTN  {technique for getting back your document}
                                   {..on the screen}
  ZOOM OA-1>!{zoom out and go to top of document and end
```

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- HP LaserJet II (8 ppm, 512k) . . . 1699
  - LaserJet IIP (4 ppm, 512k) . . . 1049
  - DeskJet Plus (240 cps inkjet, 300 dpi, LaserJet-compatible) . . . 699
- Panasonic 4450 (11 ppm, 512k, dual input bins, LaserJet-compatible) . . . 1395

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- AMR A.5d (143k, daisychain port, for IIgs) . . . 149
  - AS800 (3.5" 800k drive for IIgs, IIc+, Mac) . . . 199

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  - SeriAll (serial interface for modems or printers) . . . 89
  - Microbuffer Mini (32k–512k printer buffer) . . . 85
- Applied Engineering Timemaster H.O. (clock card, supports ProDos time / date functions) . . . 85

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  - QuickSpell / SuperFonts . . . 42
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- Copy II+ v9.0 . . . 29
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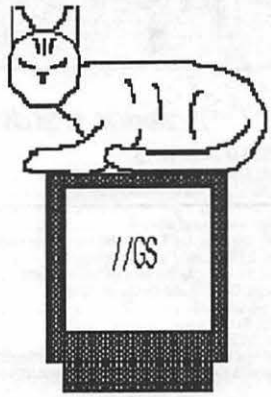
View from The Cat House



by Kim Brennan

For all the faults that Appleworks GS has I am continually being amazed at the features that it does have. I was once again playing around in the Page Layout module; this time I was importing various graphic images.

Some of these graphic images had been produced with my Quickie hand scanner. Instead of opening these images in the paint module I had imported them into the Page Layout module. Since they were scanned images, there was a bit of extra stuff around the edges which I didn't really want to print. So I grabbed the corner of the graphic image (remember I'm doing this in the Page Layout module) and changed the size of the graphic, thinking that this would crop the image to what I wanted printed. Instead it shrank the entire image!

What is significant about this? Well, I have a laserprinter that is capable of printing 300 dots per inch (dpi). A normal paint picture, when printed from the Paint Module, would fill the entire page because an Imagewriter II printing in color needs room (i.e. printed dots) to approximate the colors of the screen. The Laser printer, on the other hand, can only print black and white dots. I had been scanning images at 300 dpi with the Quickie, but the images produced would fill the entire page if left uncropped. Now, I have a way of printing those images at 300 dpi instead of at the Imagewriter resolution of 72 dpi, by simply resizing the image using the Page Layout module. I'll give you an example of what this can do.

I took a piece of paper with writing all over it. Using the Quickie (at 400 dpi) I scanned the entire page (no more than 400 scan lines at a time) in several sections. Next I imported these images (saved as Apple Preferred Format images) into a test Page Layout document. Using the rulers of the Page Layout module I resized the scanned images to their approximate original size. There was some overlap of scanned images, but in the Page Layout module graphic objects are opaque so the overlap was undetectable to the eye. When all the pasting and resizing was done (a matter of a few minutes), I printed out the document. Mind you, since I was using Postscript this took quite a while, but in the end the page came out of the printer. It was a direct copy of my original. I had found a way to use my laserprinter as a copier!

In the games and entertainment department I've been using my computer to generate and enlarge fractals of the Mandelbrot set. Fractals are mathematical creations that often have the same patterns, repeating themselves on widely different scales. Fractals GS is not the fastest Fractal generating program around but it does seem to be relatively bug free, colorful, and it can magnify sections of previous generated fractal images. Another nice feature is that you can stop the generating process in the middle, save your image, and resume the creation process later. Be warned however that some images will require vast amounts of time to complete. Some of my images took as long as 13 hours to finish, and I do have a Transwarp in my GS.

Being as I'm again on vacation—this time in the American Southwest—this column will be shorter than normal. I've been visiting my sister (and her Apple IIc) in Colorado. I have been finding out that it is sometimes very difficult to repair or upgrade computers when the nearest town is several hours away, and may not have a computer store (and if it does, often it is only a Radio Shack).

I was however, able to upgrade my sister's IIc by adding a 8Mhz Zip chip and a numeric keypad. The no slot clock I had brought with me, on the other hand, has yet to be installed. If the IIgs was a little cramped on the inside, the IIc is hardly what one would consider roomy. The problem for the no-slot clock is that the extra memory previously installed in the IIc (an AE ramboard) does not allow enough clearance underneath it for the no slot clock to fit. Considering all of the add-ons still available for the IIc my only regret about it is that it is not a IIgs. I would really like Apple to upgrade the IIc into a no-slot IIgs. Or maybe one slot for a memory card. You could still have a built in clock, fast processor, built in ports, and nice small case. The addition of a liquid crystal display battery pack combination would make it a real portable with complete compatibility with the current IIgs. With a built-in SCSI port for access to hard disk drives Apple would have one guaranteed buyer today—me. Well I can dream, can't I?

Bagels

by Phil Shapiro

Sometimes the simplest of games can have great appeal. One of my favorite public domain games for the Apple II is a logic game named Bagels. The program has been donated to the Washington Apple Pi public domain library, and is available for purchase on Apple II disk Education 17. (Disks can be ordered by mail for $2, plus $1 postage. They are also available for purchase at the WAP monthly meeting, and at the WAP office, during regular business hours.)

The Bagels program comes with complete instructions on the disk. To give you a better understanding of how the Bagels game is played, here is a copy of the instructions found on the disk.

Bagels is a number guessing logic game, where the object of the game is to guess a secret three digit number thought of by the computer. The computer will give you clues as to whether you have the right digits, and whether the right digits are in the right place. Typically you will need about eight to ten guesses to figure out the secret three digit number. The fewer the guesses, the better are your reasoning skills. For example, if the secret number is 246 and you guess the number 123, there is only one digit in common, the number 2. Also, the digit 2 in 123 is not in the same position as the digit two in 246. So the computer would respond to your guess by saying, "PICO." In the same game, suppose you guessed the number 206. This time two of your digits are the same as the digits in the secret number. And both of these digits are in the correct position. So the computer would respond to your guess by saying, "FERMI FERMI." Suppose, you were getting close to guessing the secret number, and you guessed 624. The digits in your guess are the same digits as the digits in the secret number, but the digits in your guess are not in the correct order. So the computer would respond to your guess by saying, "PICO PICO PICO." When you finally guess the number the computer will say, "FERMI FERMI FERMI," meaning that you have all the correct digits in all the right places. Note, if the secret number is 246 and you guessed 135, then the computer would respond by saying, "BAGELS." Bagels means that your guess has none of the same digits as the digits in the secret number. (If you're wondering why this game is called bagels, the bagel is a symbol for 0, or the empty set. Get it? Bagels: the empty set?)

The way to win this game is to write down the clues the computer gives for each of your guesses, and gather the evidence from different guesses. While it's possible to solve the puzzle by doing random sorts of guesses, it pays to have a strategy. Here's one approach that works well: start off by guessing the number 123; then guess the number 456, and then guess the number 789. That way you can systematically try out most of the digits (except for zero, of course).

If any of these first guesses gives you a BAGELS, then you have an important clue in solving the puzzle. Once you get a BAGELS, then you know for sure that none of the three digits in your guess are in the secret number. Then, you can take two of these BAGELS digits, and combine them with one of the other digits that you suspect as being in the secret number. If your new guess comes out being BAGELS, then you know that the suspected digit (the extra one) is not in the secret number. Or, if you get a FERMI or PICO, you know that the suspected digit is in the secret number.

By using the process of elimination, and your awesome reasoning skills, you can figure out the secret number. Here's a hint that may be helpful for some students. If the standard opening moves do not give you any BAGELS from which to use the process of elimination, you could try another systematic approach, using a sequence of even numbers (i.e. 246, 468, 680), or a sequence of odd numbers (i.e. 135, 357, 579). Write down your guesses and responses, because they may scroll off the screen.

Note to parents and teachers:

Bagels is best used with children aged 9 on up, or with younger children who have shown an interest in playing logic games. This game is a wonderfully easy introduction to the process of deductive reasoning. There are similar games which develop deductive reasoning skills, such as Mastermind (tm) and the word game Jotto (tm), but these other games require greater sophistication and patience in arriving at a solution. A typical Mastermind game might take 15 to 20 minutes. A typical Jotto game takes 20 to 25 minutes. But a game of Bagels usually takes no more than 5 to 10 minutes. The likelihood of successfully guessing the secret number is very high, so even children who don't like logic games could find Bagels enjoyable. Teachers might want to incorporate the playing of Bagels with a study of how deductive reasoning is used in the scientific method. Many a scientific discovery was achieved by piecing together many clues. Examples from modern science include the discovery of the double-helix of DNA by Watson and Crick, the discovery of penicillin, and the discovery that yellow fever is transmitted by mosquitos. Deductive reasoning is central to all medical research, so if any of your students' parents are physicians or researchers, you might have them talk to your class about reasoning skills in the pursuit of medical cures and break-

throughs. Or, about the virtues of patience and perserverance when using the scientific method. Also, reasoning skills are central to all higher math, so Bagels is a gentle introduction to the types of skills students will be developing in high school and college. It's possible that Bagels could spark an interest in those students who have a lukewarm feeling towards mathematics. If your students/children take a liking to the game of Bagels, there are two ways to play the game without using a computer. You can play the game as a two person pencil and paper game, with each player taking turns guessing the others persons' secret number. Make sure you impress upon the players the importance of giving accurate responses to each others' guesses. Nothing is more frustrating than arriving at a solution that's incorrect, due to the carelessness of the other player in giving responses to your guesses. Also, as a homework exercise you could give students Bagels problems to solve, where all the guesses and responses are already given. The object of this paper exercise would be to get students to piece together information that is already all set out for them.

To give you a better idea of how to play Bagels, here is a sample game, accompanied by analytical commentary.

Guess #1: 123 Response: PICO
Guess #2: 345 Response: PICO
Guess #3: 789 Response: FERMI
Guess #4: 120 Response: BAGELS
Guess #5: 125 Response: FERMI
Guess #6: 735 Response: PICO
FERMI Guess #7: 385 Response: FERMI FERMI FERMI (The secret number.)

Guess 1, guess 2, and guess 3 are the standard opening guesses for Bagels. They don't give a lot of evidence, but will become useful to refer back to after later. Guess 4, with a response of BAGELS, tells us that digits 1,2, and 0 are not in the secret number.

So, combining the evidence from Guess 4 with the evidence in Guess 1, we know that the digit 3 must be one of the digits in the secret number. We also know that the digit 3 must be in the first or second position. (If the digit 3 were in third position in the secret number, then the computer would have responded FERMI in our first guess).

Since we know three digits that are not part of the secret number, we can combine these digits with other digits to test whether the other suspected digits are part of the secret number. So in Guess 5, we combine the digits 1 and 2 with the digit 5, which we suspect from Guess 2. With good fortune, we find out that digit 5 is indeed one of the digits in the secret number, and that the digit 5 must be in the third position.

So far we know that the digit 3 is in either the first or second position, and that digit 5 is in the third position. From Guess 3 we know that digit 7 or 8 must be in the number. (Because digit 9 cannot occupy the third position in the secret number. We know that the third position in the secret number is taken by the digit 5.)

So the secret number must be either 735 or 385. Guess 7 tells us that 735 is incorrect, so we try Guess 8, and find out that the our reasoning has been flawless, and we have arrived at the correct solution. Oh—the sweet taste of victory.

(The author develops educational software, and is the founder of Balloons Software, a new Apple II software company.)

Carry-out vs. home delivery

Cheap Computing

by Ron Evry

..Trying to save a buck here and there can make a difference in how much equipment and software a person can acquire. Sometimes, however, the lowest price is not necessarily the best one. An illustration of this apparent contradiction can be found in my own experience.

Often, the best prices on new computer equipment can be found in the advertisements of the mail order houses. Needless to say, their ads must be carefully checked for small print. An advertised bargain may have huge postage and handling fees tacked on, as well as surcharges of 5 percent or more for using credit cards. Using "toll-free" phone lines to put in an order can sometimes cost plenty.

If a customer decides to return an item, he or she will not only have to pay the return postage costs, but also a "restocking" fee of up to 15 percent will often be subtracted from the refund. To see how this adds up, take this hypothetical example:

Bargain computer system:	$1500.00
Credit card surcharge:	$ 75.00
Postage & handling:	$ 30.00
Return postage:	$ 20.00
Restocking fee:	$ 225.00
Total loss:	$ 350.00

This may sound like an extravagant price to pay, but I personally know at least one person who went through such an experience (he was buying an IBM clone by mail; when he found the system unable to meet his needs, it cost him plenty to return it).

All of this is not to discourage buying by mail. I have done it and have saved a lot of money. But the mail buyer must know exactly what he or she is getting before ordering to avoid disappointment. Please do not be misled by extravagant claims in the advertisements. A good rule of thumb is to remember: *If it seems to good to be true, it probably is!*

Another pitfall involved in mail order buying is the time, expense and general hassle of repairing or exchanging defective items by mail. No matter what kind of equipment you have, sooner or later something will break down. Dealing with a local firm that offers in-store repairs and loaner equipment will keep you cheaply computing without missing a beat.

I recently had my trusty Laser 128 in the shop for warranty repairs for three months! Luckily, I was given a free loaner to use during that entire time. A tip for Cheap Computists: if you buy an extended warranty with any equipment, pin down the salesperson on loaner policies and try to get it in writing. Actually, all I had to go on was the salesman's promise at the time of purchase, but he was good to his word. Still, cover yer butt and you will not be sorry!

I also had problems with a disk drive that I purchased, and found that I had to exchange it at the store. When I took home the new one, I found it to be defective, so the next day I went back to the store with some software and tested two more drives right there before I found one that worked satisfactorily. Imagine how long that would take with a mail order firm!

Try to visualize this: A disk drive comes off the assembly line in Hong Kong, Taiwan or Korea. The drive, and thousands more just like it, are stacked in crates, loaded onto trucks, then tossed onto a boat. After a rolling ocean voyage the drives are put on trains and trucks to a warehouse someplace, where they are stacked like cereal boxes. From there, the drives may be shipped and stacked a number of times before reaching the store. Then you get to cart the thing home and hope that the delicate precision mechanisms inside did not get jarred anywhere along the way.

Now try to picture your mail carrier lugging that disk drive up to your door and squeezing it through your mail slot! Okay, maybe your mailperson would not do anything like that, but just suppose that the day you get your disk drive they happen to be breaking in three new mail handlers named Curly, Moe and Larry!

If time is worth anything to you, it might be a good idea to shop locally and deal with human beings face to face. Paying *retail* may be cheaper than buying by mail, simply because of the long term savings inherent in a good service contract with a local business. Still one can take a chance on a mail order firm (especially if they have a good reputation — ask around) and pocket immediate savings.

Here, then, is my advice to anyone trying to save a few dollars by ordering through the mail: Make certain that you know what you are buying and that you can live without it if you have to send it back. Look for companies with reasonable repair and return policies and watch out for hidden charges! No Cheap Computist ought to be stuck paying a "restocking fee!" Money may not be worth what it used to be, but why throw it away?

Messing With Messages—II

by Gary Hayman

In our previous discussion we created messages on the dashed or solid line near the bottom of the screen using macros. We learned how to print the messages in normal, inverse, mousetext or a combination of the three. We even learned how to center the message on the line.

Messages anywhere

We are not limited to that one line only if we want to display our message. We can actually place it anywhere on the monitor screen. The "common line" that we were using is the 23rd (out of 24) line on the screen, however, due to the convention of calling the coordinate of the top left of the screen as 0,0 and the bottom right of the screen as 79,23, the common line's vertical position is at 22. Confused? Just think of it this way: your normal column 1 is now called column 0 and your normal line 1 is now called 0. This means that the dashed line stretches from screen coordinates (x,y) 0,22 to 79,22. It may throw you at first and you may be one line or one column off, but you can fix it easily.

Just as we used the <poke #msgh X> to force centering or horizontal indentation of our message, we can also specify the vertical position. If you run macro A (that's accessed by pressing SOLID APPLE-A or OPTION-A) the message appears on the common line (vertical line 22). We have told the program that we want to have the message appear on line 22 (really 23 but we have to call it 22) by using the <poke #msgv, 22>. The default for the #msgv is 128, so before we leave the macro, in most cases, we should poke it back with its default just as we poked the #msgh with it's default of 0, in the last article. By using a combination of the two pokes, we can cause a one line message to appear anywhere on the screen. Please know that by using the token <msgxy NUM, NUM> you can do the same thing - but I wanted to demonstrate the newer options of #msgh and #msgv in this article. I go back to the <msgxy> token in macro F where I do an interesting thing with it via mathematics in arguments.

Run macro B to see the message off the common line. Our message appeared in the middle of the screen, just as we wanted. What's this, it appeared but didn't disappear even though the macro contained <msg ""> which we used before to erase the message. That's right <msg ""> can only be used on the dashed or solid line (common line). Does this mean that the messages are permanent? No! You can get rid of them by forcing AppleWorks to rewrite the screen. One quick technique of erasing the messages would be to include an <oa-q rtn> in the macro which would quickly go to the Desktop Index and return to the same document—rewriting the screen. I used this technique in one of the macros in the last article and you will see it used several times here - including the next macro.

You are not limited to only one message on the screen. Run macro C for a demonstration. You have just placed three messages on the screen by setting the coordinates for each using the necessary pokes. After a pause, you refreshed the screen, erasing the messages with the aforementioned <oa-q rtn>. You can see that even the top (0) and bottom (23) lines can be used. This opens up many possibilities for you, but wouldn't you like to fully clear the screen so that you could read your messages more easily. You can clear the screen area between vertical coordinates 2 and 22 by use of the <cls> (clear screen) token. You have already seen this done in the last article when the macro presented you with a mousetext conversion chart. There is a slight problem in that when the macro comes to the <cls> it will clear the screen but will carry over the character that the cursor is resting on to the cleared screen. This may not look nice. The solution which Mark Munz suggests is to insert an <ahead> before the <cls> which will force the cursor to find a blank space. Carrying over a blank space does no harm.

Now suppose that you really want to clear the ENTIRE screen (even the AppleWorks messages at the top and bottom) and only display a message in the middle. Run macro D. Notice how the entire screen clears and your message is displayed in the center. Success! You will notice when looking at the macro that I used concatenated strings to produce the 80 column blank line. This is not (quite) true for I only, in actuality, did 79 columns. See comment below (macro E). What's this? Those of you with clock cards who have the time normally appearing in the lower right corner of the screen saw the time jump back on the screen after it had disappeared for a short while. Can you live with this? If not, run macro E. You have now placed inverse lines across the top and bottom. The clock does not write to that line now (or if it is being written, it is hidden).

There is another important thing that you should notice in macro E. We have used the <%J%> to turn on inverse. We did not turn the inverse off with a <%K%> as we did before (previous article). This is because we are treating eight messages. When the individual message ends, the default returns to normal

text - so we don't have to close the message with the <%K%>; but we do have to start the message with the <%J%>. Also notice that I used the single quote to turn on inverse in the center of the screen instead of the <%J%> because I am not using a variable string representation such as $1 or $2. At first thought, one would think that all you would have to do is to put single quotes around the string that you are assigning to a string variable and that the inverse would be carried out when that string variable is later used. It doesn't appear to work like that, so, in situations like this and others that you have seen in Part I of this series, use the appropriate %J%, %K% , & and other available choices where appropriate. I ran into a problem when I first attempted this macro - the far right column did not blacken out as I had expected. I make the supposition that the msg cannot be over 79 characters. Instead of concatenating the string, as I did in macro D, I did a work-around and just re-printed the string to screen at the four vertical positions after resetting the horizontal cursor - thus eight messages. It worked, but I am still bothered as to why I couldn't get 80 columns to print inverse at one time. Also notice in both macro D and E, I did not set the horizontal each time for I wanted the default condition of "0" to exist for my top and bottom blank or my top and bottom inverse. I only reset it when I needed to print in the center of the screen, needed the second set of inverse blanks in macro E, and, of course, reset to defaults upon exiting - important, don't forget to do that.

PREFIX SETTING MENU

You will find this next macro not only interesting from a macro writing viewpoint, but one of your most useful macros in your collection - it is in mine. I call it the "Quick Set Prefix Macro." You can test it by pressing OA-F to see it work.

This macro will instantly set the prefix for nine pre-recorded choices. No longer will you have to travel through several levels of menus in order to set your prefix. Fill in your most often accessed prefixes in place of the ones that I am using, at the beginning of the macro. If you don't have nine, leave the entry as a null - as I have. Set the N to the correct amount of prefixes you have placed in the listing - not counting the nulls. Add to your collection and compile and use.

I purposely constructed this macro in this manner to demonstrate the use of some of the newer features in UltraMacros 3.0. If you don't have UM 3.0 then this macro will not work. It is a good example of how to effectively use the screen to provide messages which gives directions and provides choices in a menu format. You will find the following new commands and interesting techniques contained in the macro.

CLS - clearing the screen MSGXY - placing messages anywhere on the screen EXIT - to exit a loop but not a macro ENDIF - instead of ELSEOFF ENDMACRO - stops macro OR - conditional logic Indirect string references in strings Converting key press to a usable number Use of the new Ampersand command & "PATH" - to capture complete prefix Use of loop to vary messages and message lines

The previous macro is only one way to place menus on the screen. There is a very interesting alternative which I will discuss in Part III of this series. Also, I will later discuss making Help Screens - which are menus in themselves and some more "bottom line" messages of a different variety.

Index to Advertisers

Alphagraphics (Fairfax) 44
Avalon Integrated Services 29
Award Publications 40
B.O.S.S. 45
Capital Presentations 42
Computer Age 6, 7
Condor Data Services 46
Corporate Visions Inc. 22
Data Conversion Services, Ltd. 74
Desktop Publishing Center ..... 96, Inside Back Cover
Fairfax Computer Products 41
Galaxy Graphics 22
Gizmo Technologies 39
Graphic Designer Desktop Publisher 56
Laser Print 22
Laser's Resource 73
Mac Corner/ ..... 1, 61, Inside Front Cover
Mac Heaven 32
MacInOffice 36
Mac Source 22
Mac Temps 57
Mac Upgrades ..... Back Cover
Maya Computer (WordGraphics) 33
Multisoft Resources 38
Operant Systems 65
PC Resources 31
PET Software 56
Print & Graphics 81
Quasar Knowledge Systems, Inc. 21
Rent-A-Computer 75
SlideShow Presentation Graphics 22
Software Ventures 35

```
START

A:<all poke #msgv, 22 bell :                    {set coordinate}
 msg "This message should be on the dashed or solid line" :
 wait 2000 bell poke #msgv, 128 msg "">!{default coordinate}

B:<all poke #msgh, 255 poke #msgv, 12 bell :    {set coord.}
 msg ' THIS MESSAGE IS CENTERED IN THE MIDDLE OF THE SCREEN ':
{msg}
 wait 2000 bell msg "" : {wait, sound, try to erase message}
 poke #msgh, 0 poke #msgv, 128>!          {default coordinate}

C:<all poke #msgh, 0 poke #msgv, 0 :        {set coordinates}
 msg ' TOP LEFT ' :                                  {msg}
 poke #msgh, 255 poke #msgv, 12 :           {set coordinates}
 msg ' THIS MESSAGE IS CENTERED IN THE MIDDLE OF THE SCREEN ' :
{msg}
 poke #msgh, 66 poke #msgv, 23 :            {set coordinates}
 msg ' BOTTOM RIGHT ': bell :                    {msg, sound}
 wait 2000 poke #msgh, 0 poke #msgv, 128 :     {pause, reset}
                                               {... defaults}
 oa-q rtn>!                                   {refresh screen}

D:<all $1 = "                                             " :
                                                   {40 spaces}
 ahead cls :           {technique: clear screen with no mark}
 poke #msgv,  0 msg $1 + $1 :  {clearing 80 spaces - notice}
                                                {..concatenation}
 poke #msgv,  1 msg $1 + $1 :           {wiping off AW stuff}
 poke #msgv, 22 msg $1 + $1 :
 poke #msgv, 23 msg $1 + $1 :
 poke #msgh, 255 poke #msgv, 12 bell :       {set coordinate}
 msg ' PRESS A KEY ' :                                {msg}
 X = key  poke #msgh, 0 poke #msgv, 128 :      {wait for key}
                                               {..press, reset}
 oa-q rtn>!                                   {refresh screen}

E:<all $1 = "                                             " :
                                                   {40 spaces}
 ahead cls :           {technique: clear screen with no mark}
 poke #msgv,  0 msg %J% + $1 :    {clearing 4 rows, left 40}
                                                  {..columns}
 poke #msgv,  1 msg %J% + $1 :      {but making them inverse}
 poke #msgv, 22 msg %J% + $1 :
 poke #msgv, 23 msg %J% + $1 :
 poke #msgh, 40 :           {horz setting to darken 4 rows,}
                                        {..right 40 columns}
 poke #msgv,  0 msg %J% + $1 :{top two and bottom two lines}
 poke #msgv,  1 msg %J% + $1 :
 poke #msgv, 22 msg %J% + $1 :
 poke #msgv, 23 msg %J% + $1 :
 poke #msgh, 255 poke #msgv, 12 bell :       {set coordinate}
 msg ' PRESS A KEY ' :                                {msg}
 X = key  poke #msgh, 0 poke #msgv, 128 :      {wait for key}
                                               {..press, reset}
 oa-q rtn>!                                   {refresh screen}

      (FILL IN THIS LIST WITH YOUR MOST USED PREFIXES)

F:<all $1 = "/AW/PERS" :
 $2 = "/AW/PERS/TEXT" :
 $3 = "/H/A/APPLEWORKS.3.0/MACROS" :
 $4 = "/AW/WAP" :
 $5 = "/AW/WAP/TEXT" :
 $6 = "/AW/PHS" :
 $7 = "/H/A/COMM/MOUSE.TALK/HOLD" :
 $8 = "" :
 $9 = "" :
 N = 7 :     {YOU MUST SET THE CORRECT NUMBER OF ITEMS HERE}
 ahead cls msgxy 3,3 :     {Munz's blank space clear screen}
```

```
                                                        {..trick}
msg ` PLEASE SELECT A PATH NAME BY NUMBER `:  {inverse msg}
X = 1  begin if X > N then exit else :     {doing a loop to}
                                    {..place titles on screen.}
msgxy 3, 5 + X  $0 = str$ X :    {Notice the formula in the}
  {..msgxy statement, also notice how the X is incremented}
msg $0 + ") " + $(X) :              {and can be printed out.}
 {Further notice how the use of indirect string reference }
    {..is made in $(X); also how EXIT gets you out of the}
                                    {..loop - past the "RPT"}
X = X + 1 rpt :                        {increment and repeat}
endif msgxy 3, 5 + X  msg "ESC - No Selection" :{see above}
msgxy 0,128 :                                   {reset msgxy}
K = key :                                {wait for key press}
if K = 27 then esc endmacro endif :     {escape stops macro}
K = K - 48 :       {converts ASCII of key to usable number}
if K > N or K < 1 then bell bell : {wrong key press filter}
                                                  {..w/sound}
msg ` CORRECT NUMBER PLEASE ` :                       {msg}
wait 750 msg "" : rpt endif :          {wait, clear, repeat}
& "path" : & $(K) :                          {set path name}
          {..using & command and indirect string reference}
bell esc $1 = screen 1,1,4 : {test to see if in document -}
                                                 {..we want Main}
if $1 = "File" then esc endif>!                       {..menu}
```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Mailorder computer repair

by Phil Shapiro

About two months ago I wrote an article about local computer repair people who perform Apple II repairs at prices far below those of Apple dealers. In that article I mentioned the option of "long distance doctors," or people who will repair your computer via United Parcel Service. As luck had it, I had an opportunity to have used one of these on one of my own Apple IIs. The service I received was quick, professional, and substantially below the price a local Apple dealer would have charged for the repair.

Here's what happened. On a Sunday night, my Apple IIc went down. I'm embarrassed to say how it happened, but there's a lesson here ... I needed to change the external drive on my IIc from a 5.25 to a 3.5 inch drive. The usual and recommended procedure is to switch off the computer, switch the drive connectors, and re-boot. I was right in the middle of something important, and was feeling lazy so I didn't power-down; I knew it was wrong at the time. When I heard the sound of frying computer chips (sort of like a sizzling steak), I knew my motherboard had fried to a crisp. What to do? Take it in to the local Apple dealer, and have them replace the motherboard for $250, plus $75 labor? For that price I could almost buy a second-hand Apple IIc!

So I checked in the back of A+/ inCider magazine, and the next evening called Arminius Publications and Products, located in New Jersey. I spoke with Robert Smith, who offered his condolences while taking me thru a checklist of possible malfunctions. It didn't take long for him to confirm that the motherboard was indeed fried, and that the internal disk drive could have been damaged too. He offered to replace the motherboard with a re-conditioned one, and to ship it back to me within two days of receiving it. The total charge for such repairs: $90, plus $12.50 return shipping.

So on Tuesday afternoon I packed my IIc up in a cardboard box, with newspaper padding (styrofoam peanuts, with their static electricity, could do further damage). UPS charged me about $8 to send it to New Jersey. Normally I would have had some apprehensions about sending off my computer to a post office box in New Jersey. But the fellow on the phone sounded reassuring. And I didn't have too many other options. Imagine my surprise when on Friday morning a UPS van showed up at my house with my repaired IIc.

The computer must have arrived in New Jersey on Wednesday afternoon, and it must have been sent off by Thursday afternoon. The quick turnaround time was a refreshing surprise, but more important was to have my Apple IIc back in working condition. In five minutes I had it hooked up to my monitor and ready for booting. Hearing the sound of my disk drive booting up a disk was the sweetest sound I'd heard all week. So I called Bob Smith to thank him. As I looked up his phone number on the invoice, I happened to see that the repairs came with a one-year warranty. This was the icing on the cake. In case other folks are interested in using this Apple repair service, here is the phone number and address of the company:

Arminius Publications and Products, Inc. P.O. Box 1265 Merchantville, NJ 08109-0265 (609) 662-3420

You can reach the company at America Online, ID Arminius.

To give you an idea of some of the other repair prices charged, here is a sampling of the company's repair price list:

Apple IIe motherboard swap: $110 Apple IIGS motherboard swap: $175 Apple II+ motherboard swap: $150 Disk II disk drive rehabilitation: $75

Macintosh 512E motherboard swap: $275 Macintosh Plus motherboard swap: $325 Macintosh SE motherboard swap: $350 Standard 3.5 drive rehabilitation: $145

Other routine repairs include fixing power supplies and keyboards. Even LaserWriter printers can be repaired.

One of the purposes of a user group is to share good experiences one has had with a particular vendor. In my books, the folks at Arminius Publications and Products went the extra mile. They've earned my respect and gratitude.

(The author develops educational software, and is the founder of Balloons Software, a new Apple II software company.)

New Apple II Disks

by Phil Shapiro

Two new disks of educational programs have been added to our library this month, Education 16, entitled Computration Plus, and Education 17, Algebra Tutor/Bagels Disk.

The Computration Plus disk comes from the Prescott Apple Corps, in Prescott, AZ. It includes an outstanding concentration type game, Computration, where you have to match up ten pairs of scrambled graphics. To keep the game lively and fresh, you get to choose from ten different selections of graphics. The two groups of graphics titled Just for Fun 1, and Just for Fun 2, are really quite appealing.

The Computration game was graciously donated to the public domain by Jeff Creamer, a highly talented Apple II programmer.

On the back of the Computration Plus disk are various AppleWorks files, including a database of Star Trek trivia, a database of sci-fi novels, a family tree template, and several spreadsheet files.

The Algebra Tutor disk was created by several educators in Massachusetts. The disk includes a tutorial on the technique for factoring quadratic equations, and drills with randomly created problems. Other tutorials on the disk cover systems of linear equations and graphing linear and polynomial functions.

One interesting aspect of the graphing of lines is that you can choose to graph linear inequalities, with the program shading in the appropriate section of the graph. Note that you can't change the scale in this graphing program, which can be a limitation in certain circumstances.

The flip side of the Algebra Tutorial disk contains a math competition game, Math Decathlon, and a simple logic puzzle, Bagels. A full description of the Bagels game is given elsewhere in this Journal. Math Decathlon is a competive game for junior high and high school math students. As its name implies, the program has ten different math games to score you on.

These games include such as events as: figuring out the next number in a given sequence, guessing a secret number between 1 and 100 (in the fewest number of guesses), doing mental arithmetic according to successive operations flashed on the screen, converting numbers from one base system to another, and estimating the number of random dots on the screen. Each event scores you from 1 to 30.

You can play Math Decathlon at any one of three skill levels. The hardest level is sure to challenge even bright math students. A nice bonus in the program is that you get to choose which country you compete for: Great Britain, United States, France, or Scotland. The winner of the competition has his or her national anthem played at the end of the competition.

New Apple IIGS Disks

by Chris Hutmire

This month we have twelve new disks and a revised disk: IIGS.DA.s.02; IIGS.DA.s.03; IIGS.Graph.07; IIGS.Graph.08; IIGS.Graph.09; IIGS.Music.01; IIGS.Music.02; IIGS.Music.03; IIGS.Music.04; IIGS.Music.05; IIGS.Music.06; IIGS.Music.07; IIGS.Utils.04. The first two disks contains desk accessories, Inits, CDevs and printer drivers. The next three disks contains pictures and graphic utilities. The disk, IIGS.Music.01, contains two versions of the SoundSmith music program and the disks IIGS.Music.02 through IIGS.Music.06 contains SoundSmith songs. The disk, IIGS.Utils.04, no longer contains the program SoundSmith. This application has been placed on its own disk in the music section of the GS disketeria. A selection of DIVERSI-TUNE songs can be found on IIGS.Music.07.

A Note about Shareware

These disks may include "shareware" software as well as public domain software. The writers of shareware code ask that the user of his code pay for its usage. Information on how to pay the program's author will be found in the software or the documentation.

IIGS.DA.S.02 - Desk Accessories 2

/CDA.ADB/ folder: This is a CDA that allows you to view Appleworks Data Base files in single record format. Shareware, $10 fee.

/DIALER.1.3/ folder: This CDA dials the phone very quickly with your modem. Quite handy for folks like me with pulse-only phones.

/DISK.WITCH.1.4/ folder: ProDOS commands in a CDA. Allows everything from a DA for file volume commands, except for copy files. Freeware.

/FILETOOLS.1.0S/ folder: This is a do-everything utility CDA. Standard file dialogues and everything else included. $7/$10 Shareware. Only operable under GS/OS 5.02.

/MLI.ERRORS/ folder: This CDA shows the ProDOS 8 MLI error codes.

/MOUSETRAP/ folder: This CDA allows keyboard emulation of all mouse movements—quite beneficial for those unable (or unwilling) to use the mouse. Freeware. The author, Dave Hill, asks that this be distributed widely, as an aid for the handicapped.

/CLOCK.NDA/ folder: Clock NDA for desktop or menu bar. Has options for putting small clock window on the desktop, or on the menu bar. Handles interrupts well.

/D.T.PAINTER.0.7/ folder: With this NDA, you can load, edit, save or print super hi-res (SHR) pictures. It works from within host applications running on a desktop in either 320 or 640 super hi-res graphics (SHR) mode. Major bug fixes and new features are implemented.

/FILE.CONTROL/ folder: This is a very versatile file control NDA. You can format disks, copy files, change paths, move files, delete files, read files and change the file attributes. Ten dollar shareware.

/FILE.INFO/ folder: This NDA by Stephen R. White will allow you to examine the file attributes on any PRODOS file.

/FILE.MANAGER1.0/ folder: This is an NDA to perform a number of file management activities (move, copy, delete, get/change info, view text/source files). It has a resizable/scrollable window for viewing text files. Shareware.

/IW.PRINTER/ folder: This NDA prints ASCII files to the ImageWriter II. Provides complete control over the IW II's settings, including characters per inch, etc.

/KEYCAPS.2.2/ folder: This NDA allows you to see what your various fonts will look like. Compatible with System 5.0.2.

/PDOS.FILER/ folder: ProDOS Filer NDA. This is an NDA that mimics the old ProDOS 8 Filer.

/QUADOMINO/ folder: A Tetris-like game NDA. Freeware.

/SHOW.PIC.4.13/ folder: This is version 4.13 of the ShowPic NDA. New graphics types supported.

/SHOW.PIC.4.56/ folder: Version 4.56 of Showpic NDA. An NDA that allows you to view SHR pictures.

/SHOW.TEXT.2.0/ folder: This NDA display text files. Same as original ShowText but written in assembly; display is fast and easy to read. Also has scroll bar. Public domain. By Guy Rice.

/TWGS.SHIFTER/ folder: This NDA allows you to display or change the TWGS speed from the desktop. It is freeware.

/WARP.FIND.FILE/ folder: This NDA will search and find any file on any volume, buried however many subdirectories deep.

/WRITEIT.2.0/ folder: Version 2.0 of WriteIT. Much improved version over the previous version. This version allows you to change the font and style.

/ACC.CHOOSER/ folder: This NDA will allow you to load your NDAs and CDAs as you need them, instead of at bootup. Works with System 4.0 but is not compatible with System 5.0 or greater.

/CARPET.2.0/ folder: Carpetbag v2.0 is a DA loader INIT that

also adds the MenuBar clock. This version lets you load and remove NDAs but only load CDAs. Use only with System 5.0.2.

/COLOR.CDEV.2.0/ folder: Version 2.0 of the DeskColor Control Panel Device (Cdev). This one allows you to color your desktop, pattern your desktop, or use a picture for your desktop.

/FONT.DA.INSTALL/ folder: Version 2.0 of the wonderful Font/DA installer/deinstaller. This NDA allows you to install and remove Fonts and Desk Accessories (NDAs and CDAs) "on the fly" without rebooting. Shareware.

/INSTALL.DA/ folder: This program lets you install CDAs and NDAs without having to reboot. You can have your DAs on a separate disk and load them as needed. Freeware.

/TRANSWARP.CDEV/ folder: A CDev for controlling the Transwarp GS.

/TWGS.CDEV2.4/ folder: Another CDev for controlling the Transwarp GS.

IIGS.DA.S.03 - Desk Accessories 3

/ALARM.3.2/ folder: This CDA allows you to set seven alarms. Your / /GS will beep or flash the screen when the alarm time is reached. Shareware.

/AREA.CODES/ folder: This CDA contains a scrollable double column list of every area code in the US and Canada. One column displays numerically, the other alphabetically. Freeware.

/ASCII.DA/ folder: This CDA displays an ASCII chart.

/GS.CAT/ folder: Mouse and window based cataloging and volume testing CDA.

/SETINFO.CDA/ folder: This CDA lets you edit file type, aux type, modification and creation dates, modification and creation times, and other neat stuff.

/SHR.CAPTURE/ folder: SHR.Capture is a very simple CDA that will allow you to capture the current contents of the super hires screen as a ProDOS disk file. This file can then be loaded into the various "paint" programs for printing, editing, etc.

/SHR.DUMP.CDA/ folder: This CDA does timed SHR dumps to disk. Ten seconds after you select the CDA, it will dump the screen, regardless of what you are doing, including tasks that one cannot usually dump during, i.e., menus, etc.

/SYS.INFO.CDA/ folder: This is a 'system information' CDA. It will report what cards are in your machine, which tools are currently loaded (and what their versions are), and which interrupts are currently enabled (and where their handlers are).

/ASCII.DECODER/ folder: This NDA translates any keypress into its hex, decimal, or binary equivalent. Especially useful for programming with TML products and the Orca Desktop.

/BAR.CLOCK/ folder: This is an NDA (New Desk Accessory) that puts a clock into the upper right corner of the MenuBar, so it can't be covered by any open windows.

/BG.MUSIC.1.2/ folder: Allows you to play music in the background while working on other applications. Freeware.

/CALCULATOR/ folder: This desk accessory provides the GS user with a simple four-function calculator (add, subtract, multiply, divide). Input can be from either mouse or keyboard.

/COLOR.IT/ folder: Colorit! lets you personalize the look of almost all the windows on your GS. ColorIt! can automatically color most windows the way you would like them to look, and will color every window with one extra step. NOTE: Requires system 5.0 or later.

/CONTROL.NDA/ folder: This is an NDA that has some of the features of the Control Panel. It allows you to set Slot Configurations (port or your card) and Startup Slot (Scan, RAM, ROM or slot number).

/DESKTOP.LORD/ folder: Desktop Lord NDA. This allows you to use a SHR picture (640 mode type works best) as a background for you desktop. Does not work with FINDER.

/DPII.HELP.NDAS/ folder: A set of essential NDA help screens for the paint program, Deluxe Paint II. They summarize all the commands.

/FONT.BOSS/ folder: This NDA will give you access to every font that you have installed under Deluxe Paint II by juggling the contents of the FONT menu in that program.

/FORMATTER/ folder: Shareware NDA formatting utility for GS/OS. Will format any disk, any 1:2, 1:4, or 140k disks from within any program that uses the GS interface.

/FRANTIC/ folder: This NDA doodles on your screen.

/HEXCALC.NDA/ folder: Here's a nifty NDA calculator that does Hexadecimal/Decimal arithmetic as well as conversion between hex and dec.

/INVERTER/ folder: This NDA inverts the colors of the screen. Compatible with (though not necessarily esthetically compatable with) StrangeMenus.

/MEMO.PAD/ folder: Here's a handy NDA to keep notes to yourself when you're running a desktop application. Requires system 5.0 or later.

/MEMORY.BAR.NDA/ folder: Shows a bar indicating how much memory is free, used, purgable, and in the largest contiguous block. Has a Compact button to let you compact memory.

/MENU.TIME/ folder: This NDA puts a clock on the Menubar.

/MOON.PHASE/ folder: This NDA shows the current phase of the Moon in pictorial fashion.

/PAPER.SAVER.1.1/ folder: This NDA by Steven Cole for the Imagewiter II gives the user the ability to change the position of the paper through its commands. Shareware $5.

/PREFIX.NDA/ folder: This shows the Current GS/OS prefixes.

/PUNCTURE/ folder: An NDA to punch jagged holes in the windows of other applications or NDAs! Choose from Apple menu, then click in the window you want to smash. Things ACTUALLY WORK through the hole.

/SCREEN.BLANK1.0/ folder: Version 1.0b of ScreenBlank, a little NDA to blank the screen after a few minutes' inactivity.

/SHUT.DOWN/ folder: This is a very simple NDA designed to do a cold restart of your GS. When invoked, all it does is perform a GS/OS OSShutdown call that invalidates the Memory Manager Power-up byte. This makes the machine think that it has just been turned on so that it reinitializes the RAMdisk to the setting stored in the Control Panel and then goes through the normal bootup sequence.

/STRANGE.MENUS/ folder: This NDA changes the Menu bar to black, Lettering to green. Other options are available.

/SUPER.INFO.NDA/ folder: An improved version over the old one with an expanded error listing and color bars to indicate memory use.

/TALKING.MOUSE/ folder: Talking Mouse DA equivalent to the talking moose so many people hear about on the Macintosh. Includes three sound files in ACER format.

/TEXT.READER.1.0/ folder: This is version 1.0 of TextREADer, a NDA which lets you read TXT and SRC files.

/ACC.CHOOSER.NDA/ folder: This NDA will allow you to load your NDAs and CDAs as you need them, instead of at bootup. Works with System 4.0 but is not compatible with System 5.0 or greater.

/ANI.WATCH/ folder: This is ANI.WATCH version 1.2. Copy the file AW into you System.Setup folder and the second hand on the little watch will go around and around.

/BUF.GRAPPLER/ folder: Bill Heineman's Port driver for the Buffered Grappler interface board.

/CARPET.2.0/ folder: Carpetbag v2.0 is a DA loader INIT that also adds the MenuBar clock. This version lets you load AND remove NDAs but only load CDAs. Use only with System 5.0.2.

/EPSON.APL/ folder: Bill Heineman's Port Driver for the Epson APL card.

/FONT.DA.INSTALL/ folder: Version 2.0 of the wonderful Font/DA installer/deinstaller. This NDA allows you to install and remove Fonts and Desk Accessories (NDAs and CDAs) "on the fly" without rebooting. Shareware.

/II.PRINT/ folder: Another Bill Heineman port driver. This one is for the IIPrint card.

/IMAGE.V3.2/ folder: Burgerbill Imagewriter Driver 3.2. This is Bill Heineman's latest version of his Imagewriter driver. This has a select button for bi-directional printing. Better quality, but not as fast as his FastImage driver. Also has fixed the bugs.

/INIT.MASTER/ folder: This is a small INIT that goes in your */SYSTEM/SYSTEM.SETUP/ directory in the number ONE position. By holding <option> during the boot you will get the opportunity to activate any Inits or DAs (NDA or CDA) of your choice. Docs included.

/INSTALL.DA/ folder: This program lets you install CDAs and NDAs without having to reboot. You can have your DAs on a separate disk and load them as needed. Freeware.

/TRANSPROG/ folder: A useful utility package which contains two S16 programs, an init and an NDA. The conjunction of these four files allows you to predefine and select a program to run while booting, i.e., skipping your program launcher, but still quitting back to it. Also switch from program to program with options. Shareware.

IIGS.GRAPH.07 - Pictures and Graphic Utilities 1

/AUTOMA/ folder: Automa is a graphic demonstration of cellular automata. Originally appeared in the May '87 issue of Call-Apple along with an informative article.

/BOUNCE/ folder: Bounce is a demo of different animation techniques using the SHR screen. This program displays from 1 to 4 bouncing apples and gives you some control over this demo. Includes documentation.

/CLIP.LIB/ folder: ClipLib lets you create a library of SHR clip art. Clips are 196 pixels by 165 pixels. A little buggy, but fun. Includes documentation.

/CUBINATION/ folder: Fantastic graphic demo for the IIgs. This program displays a spinning, bouncing multicolored cube.

/DISPLAY/ folder: This folder contains a set of picture display programs for viewing SHR graphics. DISPLAY.PICTURE asks for the name of a $C1-type file, then displays the picture on the IIGS in 320x200 super hi-res graphics. DISPLAY.ALL displays all $C1-type files on the currentdirectory, one after another. DISPLAY.FOREVER displays all $C1-type files on the current directory, then goes back to the beginning and shows them again. DISPLAY.SAVER asks for a file name, then saves the contents of the IIGS super hi-res screen as a $C1-type file. Run display.doc for instructions.

/DPII.MOD.BRUSH/ folder: Modular Paint bush for Deluxe Paint II or 816 Paint. Designed by Wap member David Wood.

/MULTI.COLOR/ folder: This color demo shows 256 colors and 1891 shades displayed on the SHR screen.

/PICTURES/ folder: This folder contains several pictures in various formats which may be viewed with the SHRConvert or Display programs. The following pictures are included: Astronauts, BobHope, Cheeta, Girl.816, Krystle.Pic,

Max.Headroom, Rockwell, Sgt.Pepper, TopGun, Tut, Venus.

/PRINT.PIC/ folder: This program allows the user to view or print Uncompressed $C1 Super Hires Pictures (SHR) on your Imagewriter II.

/SHOW.PICTURES/ folder: ShowDir.GS is a slide show that works with ROM version 1.0. All $C1 SHR screens on the current prefix are show once. ShowOff.GS is the same as above except the show recycles. Included for use with the slide show programs are the following digitized SHR screens: Astronaut; MoonLighting (Maddie and David); Santa.

/SHR.CONVERT.2.1/ folder: This program allows viewing and converting of picture files from different formats including Macintosh, Amiga, Atari ST, and Apple Double Hi-res. These can be converted to IIGS super hi-res file types $C0 and $C1. View pics with the program too. Packed with new features, online help files, and includes Finder icons. It is shareware. This version now supports GIF, RLE, and some other additional file formats.

IIGS.GRAPH.08 - Pictures and Graphic Utilities 2

/ANIMATION.VIEW/ folder: Another Jason Harper creation. Displays PaintWorks Plus and PaintWorks Gold animation files. Two animation files, FLY.SHOW and SATURN.SHOW, are included for your viewing pleasure. A third animation file can be found in the JUGGLER folder.

/CYCLE.ANIMATE/ folder: This folder contains five 320-mode SHR files, which illustrate use of color cycling for animation. Load a picture into Deluxe Paint II or PaintWorks Gold and engage the Color CYCLE option.

/JUGGLER/ folder: This is the IIGS version of the original Amiga Juggler animation. Load this file into Paintworks Gold (or Animation.View), click on Anim. on the Menu bar and selecting the show function. It was converted by Jason Harper.

/PLASMALAB/ folder: PlasmaLab is a program for exploring cellular automa. There are 5 scenarios of computer-generated life, represented by colonies or collections of cells (dots).

/POLYGONIA/ folder: Polygonia is a program designed to explore the use of the Apple IIgs's unique fill mode graphics for real-time animation of 3D objects.

/POSTCARDS.ART/ folder: This folder contains a selection of graphics that can be used with Activision's Postcards (tm) clipart. There are a total of 25 graphic files divided into Borders, Clipart and Scenes.

IIGS.GRAPH.09 - Pictures and Graphic Utilities 3

/BOING.II/ folder: A simple, yet fast, graphics demo featuring a bouncing ball.

/COLOR.TONE1.1/ folder: COLORTONE V1.1 is the latest revision of the very nice color-and-sound demo program. This revision fixes a crashing bug and enables NDAs.

/DREAM.WORLD/ folder: This is a 3200-color paint demo picture with music in the background.

/FILLMAZE/ folder: This SHR graphics simulation demonstrates the little-used "fill mode" of the Apple IIgs SHR screen. Presented on the screen is a three-dimensional maze, similiar to the old game "Wayout."

/FLIGHT.DEMO/ folder: This program is the begining of a flight simulator program.

/FRACTALS.GS/ folder: This is a ProDOS 16 GS application that will generate pictures of the Mandelbrot set. It is v1.0 and does not have all of the planned functions implemented, but it works.

/GASTINEAU.3D/ folder: A Red-Blue 3D picture of Marc Gastineau. 3D glasses are required.

/GRAPHICS3200/ folder: This folder contains two 3200-color pictures and two utilities that are used to display these pictures. The following 4 folders are included in the Graphics3200 folder: Almaden; Fashion; Show.All; Viewer.

/ALMADEN/ folder: Amazing 3200 color picture. It is an incredibly realistic picture of a bottle of wine on a picnic blanket with bread and cheese. This picture cannot be seen with any normal programs, it has its own included to view it.

/FASHION/ folder: FASHION is a very impressive Amiga picture using more colors than GS paint programs normally support. To make viewing possible on the GS, it comes with its own little display program.

/SHOW.ALL/ folder: This is a ProDOS based basic and binary program which will do a "slide show" display of all "3200 color" graphics files within a directory or disk.

/VIEWER/ folder: New program to view 3200 pictures. This is a revised version of the files needed to view the 3200 pictures. It fixes a bug that occurred if you tried to look at individual pictures if you had not run the slide show yet.

/NEW.SPHERES/ folder: Five beautiful 3-D appearing packed graphics which will make you wonder how it was done.

/PICS.16PALETTES/ folder: This folder contains two pictures, Blond and Gemini.Pak, which were created using 16 different palettes.

/PICTURES/ folder: This folder contains the three pictures: BananaJr2 ($C1); Evolution.Pic ($C0); and Imagine ($C0).

/PICTURES.APF/ folder: This folder contains a variety of GS clip Art pictures with file types of $C1, Aux $2, Apple Preferred Format (APF). There are 2 pictures in the CARTOONS folder and 4 pictures in the FLAGS folder.

/PS.GS/ folder: This folder contains a variety of Print Shop GS borders, graphics and pictures. There are 8 files in the ANIMALS folder, 12 files in the BORDERS folder, 11 files in the CARTOONS folder, 8

files in the COMPUTERS folder, 6 files in the FLAGS folder, 3 files in the FOOD.STUFF folder, and 33 files in the GRAPHICS folder.

/SLIDE.SHOW/ folder: This is an update of START.SHOW, the Automatic Slide Show for $C1 pictures. It will look at the sub-directory and show all 65 block pictures starting with the one you designate. It will then repeat by itself. There is a text file with directions.

IIGS.UTILS.04 - Utilities #3

/ACER/ folder: This sound compression utility uses the ACE toolset to compress sounds. Includes the following seven sound files in ACE format: Ayaaaah.ACE, Boom.ACE, Door.Bell.ACE, James Bond.ACE, MGM.Lion.ACE, Scream.ACE, Scotty.ACE.

/DIVERSI.SCOPE/ folder: Turns your MDIdeas digitizer into an oscilloscope. (shareware $20)

/JUKEBOX/ folder: This desktop sound program plays sound files sampled with the Applied Vision card (and others?). Includes two sampled sound files, Addams.SND and Flintstones.SND.

/MATHEMUSIC/ folder: This program draws Spirograph-like graphics while generating music. Sixteen different formulas are used to musically interpret the drawings.

/MSTUDIO.SOUNDS/ folder: This folder contains the following Music Studio tunes: Stairway to Heaven, Every Breath You Take, the theme from Top Gun, and a piano sound file.

/PLAY.SNDS.APW/ folder: A command to add to APW to play sounds within the shell.

/PS/ folder: Poly-Sons is a sound creation and exploration tool for the GS. It is in French. An English translation of the documentation (AWP) is included under the name "Poly.Sons".

/SOUND.STUDIO/ folder: This is a new 640 mode version (1.2) of Sound Studio. It allows you to load, edit, and play digitized sound files. It will load any type of sound file, except ACER compressed sound files. Instructions are included.

IIGS.MUSIC.01 - SoundSmith Program

This disk contains two versions of the SoundSmith program (version 0.9 and version 0.94) and two songs. SoundSmith is a 14 track sequencer that uses up to 15 ASIF synthesized instrument files. SoundSmith is shareware ($20 fee.) Note: you must use system 5.0 (or latter) for this program. Soundsmith version 0.94 includes MIDI support, new colors, new intro screen, and other new features. This version is really meant for hard disk users.

/SNDSMITHSONGS/ folder: This folder contains two folders of SoundSmith songs, Drums and Funky Town. Each folder contains a song in Music Sequence format and the ASIF instrument files that are required by the song.

IIGS.MUSIC.02 - SoundSmith Songs

/SND.SMITH.SONGS/ folder: This folder contains seven folders of SoundSmith songs: Aldebaran, Crystal.Hammer, Dugger, File.52, Footloose, MusicStudioDemo and Guetto.04.

IIGS.MUSIC.03 - SoundSmith Songs

/SND.SMITH.SONGS/ folder: This folder contains eight folders of SoundSmith songs: Amegas, Behind, Blizzard, Cambodia, End.Theme, Garcon, MomentsInLove and Sll4.

IIGS.MUSIC.04 - SoundSmith Songs

/SND.SMITH.SONGS/ folder: This folder contains seven folders of SoundSmith songs: Axel.F, Big.In.Japan, File.23, File.35, File.42, Forever and Jungle.2.

IIGS.MUSIC.05 - SoundSmith Songs

/SND.SMITH.SONGS/ folder: This folder contains eight folders of SoundSmith songs: BlueMonday, Boing, Impact, Impact6, Jigsaw, Nothing, Sll8 and Still.

IIGS.MUSIC.06 - SoundSmith Songs

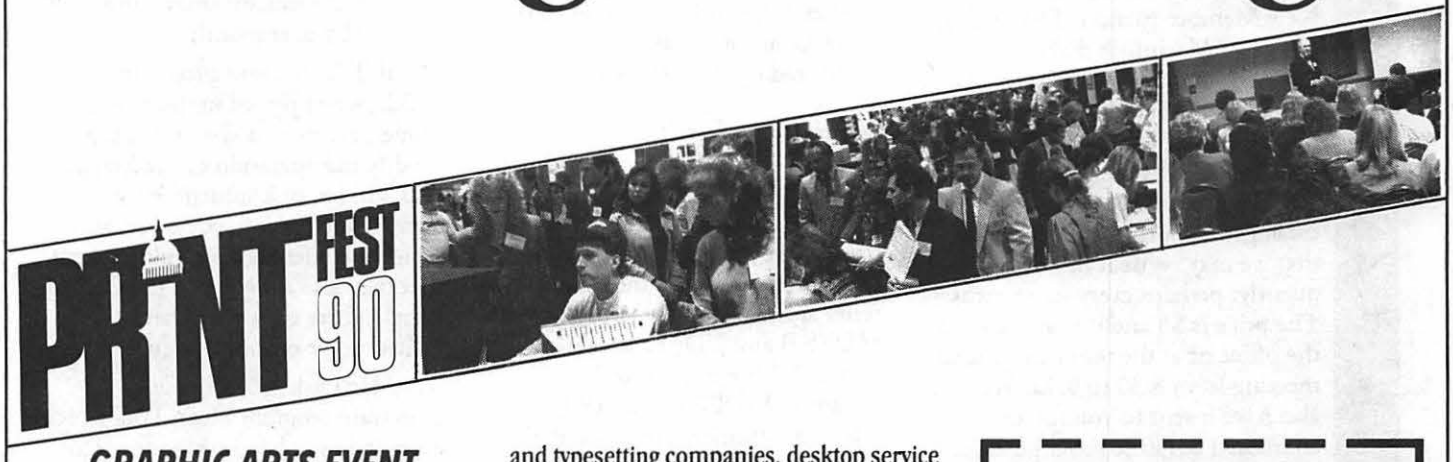
/SND.SMITH.SONGS/ folder: This folder contains nine folders of SoundSmith songs: File.60, MattsMood, Nougayork, Sarcophaser, Sinners, Sleepwalk, Unita2, UnSoirDePluie and Vortex1.

IIGS.MUSIC.07 - Diversi-Tune Song Disk

Compiled by Adam Maccabee Trachtenberg. The songs on this disk require Diversi-Tune. There are a total of 32 songs located within the Songs folder on this disk. These songs include Rock & Roll, Classical, Theme Songs, and original compositions. A listing of the names of all the songs (in alphabetical order) are included below:

Beethoven's Fifth Symphony; Beethoven 2.2; Blue Danube Waltz; Bud; Cabaret; Call Me Irresponsible; Can't Fight the Feeling; Dreams; The Entertainer #1; The Entertainer #2; Exhibition; Theme Song to The Ten Commandments; The Flight of the Bumblebee; Greig's Concerto; Improvisation by Gordy No. 2; Make Me Lose Control; More; Mozart Quartet; 1812 Overture; Theme Song to Peanuts; Piano Man; Theme Song to Romeo and Juliet; Are You Going to Scarborough Fair?; Theme Song to St. Elsewhere; St. Louis Blues No.2; Stairway to Heaven; Theme Song to StarWars; Summer Nights; Tubular Bells; Twelfth Street; Jump; With or Without You.

Where the Movers and Shakers Will Be Showing and Telling.



GRAPHIC ARTS EVENT OF THE YEAR: OCTOBER 29

Want to stay on top of the Washington graphic arts scene? Then plan on attending PrintFest '90 on October 29th. PrintFest is the Washington area's premiere exhibit and seminar program for buyers of graphic arts services and products, from desktop publishing to printing and related services. Last year over 3,000 designers, art directors, agency executives, publishers, editors and communicators attended.

Don't miss it this year — come to the Ramada Renaissance Techworld in downtown D.C., at 999 9th St., N.W., two blocks from the Gallery Place Metro stop.

FREE EXHIBITS

Exhibits are open from 11 a.m. to 6 p.m., and are free if you pre-register by October 15. Exhibitors are companies who service the metropolitan D.C. area graphic arts. These include commercial printing and typesetting companies, desktop service bureaus, design companies, prepress studios, desktop publishing hardware and software suppliers, specialty printers, mailing services, binderies, fine printing paper suppliers and related vendors of graphic arts products or services.

AFFORDABLE SEMINARS

Seminars begin at 9 a.m. The no-nonsense seminar program will deliver up-to-date information about trends to make you a better professional. You'll hear from experts in a variety of fields. People like designers Jan White, Burkey Belser and Roger Black. And Washingtonian Editor Jack Limpert, plus desktop publishing consultants Thomas Piwowar and Jack Powers. Over 25 seminars. All at affordable rates from $49-$79.

Mark PrintFest '90 on your calendar today. For more information, contact PrintFest at (703) 525-4800. Or fax us at (703) 525-4805. Sponsored by Print & Graphics.

❑ **YES! Please register me for exhibits only. No charge. (After Oct. 15, pay $5.00 on-site fee.)**

❑ **Please send seminar information.**

❑ **Please send info on booth rental.**

You may fax this form to (703) 525-4805.

Name: _____

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Street: _____

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PRINT FEST 90

911 N. Fillmore St., Arlington, VA 22201. (703) 525-4800.

The 7th annual PrintFest exhibit and seminar program, October 29, 1990, Ramada Renaissance Techworld, Washington, D.C.

WAP Disketeria offerings

Macintosh Disk Library

by Dave Weikert

New Mac Disk Catalog

The new Disketeria Catalog is now available for purchase and will be included in future Macintosh New Member packets. The catalog covers all Macintosh disks issued through August 1990. The format is similar to the current catalog which includes disk descriptions and alphabetical lists of programs and files. Only a limited number of catalogs were printed this time so that we may revise it more frequently, perhaps every six months. The price is $3 and it is available at the office or at the monthly general meeting from 8:30 to 9:30. You may also have it sent to you for an additional $1.50 to cover postage; use the Macintosh Disk order form in the back of the Journal.

New and Recent Disks

We have 15 new disks this month; three Anti-Virus Utilities (Mac Disk #1.01A through #1.03S), one INITs and cdevs series (Mac Disk #9.14), five System Utilities series (Mac Disks #16.09B through #16.13B) and a special HyperCard stack set of six disks (Mac Disks #19.35 Disks 1 through 6).

Recent disks include a complete revision of the Anti-Virus Utilities series (Mac Disks #1.01 through #1.05), the INITs/cdevs Series (Mac Disks #9.01 through #9.13), a Telecommunications disk featuring WAP's own TCS (Mac Disk #13.09), Programmer/Hacker Series (Mac Disks #14.02 through #14.20), HyperCard StackWare (Mac Disks #19.30 through #19.34), the recently revised Mac II series (Mac Disks #20.01A through #20.11A), HyperCard Externals (XCMDs and XFCNs) #21.05, five disks containing Apple System Software version 6.0.5, three disks with HyperCard version 1.2.5 and conversion of the more recent of the 400K serially numbered disks to 800K format.

Anti-Virus Utilities

Once more into the breach...

This series was completely revised last month; this month we had to revise three of the disks in this series again. Two new viruses, MDEF B and CDEF, were just found. MDEF appears to be a variant of MDEF A (Garfield) and infects applications, the System file, Finder and DA Handler. CDEF has a behavior similar to WDEF but is a completely different virus. Like WDEF, it only infects the invisible Desktop file and spreads from disk to disk very rapidly.

To counter these viruses, you need to use Virus Detective version 4.0.2c and/or Disinfectant version 2.1. They are available on Mac Disk #1.01A (Virus Detective), #1.02A (Disinfectant) and #1.03A (both). If you want self starting (booting) disks, order #1.01A and #1.02A. If you want to create your own utility disk, order #1.03A.

For owners of Virus Detective who feel competent to change the search strings yourselves, you may modify version 4.0.2a or 4.0.2b as follows:

Resource MDEF & ID=0 & WData 4D44#A6616#64546#6A9AB ; For finding MDEF A and MDEF B. (You may remove the old Garfield MDEF search string once you have entered the new one.)

No new search string is necessary for the CDEF virus as the search string for the WDEF virus will also detect the CDEF virus.

More INITs and cdevs

The saga continues...

I thought I completed the majority of the INITs and cdevs for some time but we just received a new batch. I was just able to complete Mac Disks #9.14 before deadline. There are still about two more disks worth to document; maybe they will be done by next month.

INITs are small programs which, when placed in the System Folder, are run on system startup to modify the operation of the System File, Finder, or a subsequently opened application. cdevs (or control panel documents) are similar, except that they also show up in the Control Panel, where they often can be turned on or off or customized.

Mac Disk #9.14 includes the shareware program Heap Tool which everybody has been asking for. This is the program that adds additional memory reserve to the System Heap as described in Eric Rall's article "Living With Extra Memory" in last month's WAPJ. The rest of the INITs and cdevs on this disk are updates to files previously on Mac Disks #9.01 through #9.13.

System Utilities

There are five new disks in this series; Mac Disks #16.09 through #16.13. Most of the programs are new but there are also some revisions to programs previously in the series. There is some really good stuff on these disks including Compactor, DA Handler Resizer, DiskCopy, DisKeeper, Layout, Multi-Launch, RamDisk+, Test Pattern Generator, Tidy It Up! and UnZip. Note that DA Handler Resizer is a much easier way to modify the DA Handler than the use of ResEdit which Eric described in his article "Living With Extra Memory."

HyperCard StackWare

There are six new disks in this series; Mac Disk #19.35 - Disks 1 through 6. This is a six disk set titled Kids Can Save the Earth. It uses original artwork and essays from nearly 100 children to demonstrate the love and concern that children around the globe have for their planet. The 18 stack set was created by Amanda Goodenough and Karen Rall (Yeah! the pretty Rall, not the one in the hat). Complete stacks were created by some children including Eva Anderson (author of the Relationships SuperCard stack) and children associated with the Center for Applied Special Technology, Peabody, MA. Kids... is presented in a framework that explains the major problems facing the earth's inhabitants. It contains practical information about day-to-day activities each person can do to help clean up the earth. The stack is full of animation, sounds and special effects encouraging you to explore each topic, discover additional information and surprises. Kids... is available only as a complete six disk set at the special price of $15.

About Shareware Requests

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

DISK #1.01A — AV 1

ANTI-VIRUS UTILITIES

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus startup disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use the Desk Accessory Virus Detective as your primary means of detection.

ReadMeFirst.txt: By Dave Weikert. This text file describes the results of running Interferon 1.3 and Virex on disks that have the WAP INIT file installed.

Once Upon A Virus-txt: By Mel Hoffman. A useful compendium of what to do to reduce the likelihood of a virus attack and a synopsis of what to do if you encounter one.

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 1.6.

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.

Virus Rx 1.6: 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 TeachText document **Release Notes** describes what Virus Rx does and provides some useful guidance for reducing your risk of exposure to any virus.

VirusBlocade™ II 1.0 Demo *f*: **VirusBlocade™ II 1.0 Demo:** By Jeffrey S. Shulman. This INIT/cdev permits you to foil attempts by virus to write to your disks. It works in conjunction with Virus Detective (even if Virus Detective is closed) to check out disks when they are inserted. This demon version is fully functional except configuration changes cannot be saved. ***Shareware – $30 for fully functional version.***

VirusDetective™ *f* (v4.0.2c): **VirusDetective™ :** By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. It includes the capability to search for operator-entered strings and to write a log file to disk. This version has extended capabilities over previous versions and permits you to easily check out an entire floppy disk library. **VD 4.0.2c Doc (MW) IW** is the terse but comprehensive documentation on the theory and use of Virus Detective. The DA is included in the System file as noted following. ***Shareware – $35, for license, $40 for license and disk with other demo programs.***

system 6.0.5 *f*: Includes Apple System Software version 6.0.5 with System and Finder to provide a self starting disk. The System has been stripped of all possible fonts and DAs and the DA Virus Detective has been installed for your convenience in use as your primary virus detection, eradication and prevention disk.

DISK #1.02A — AV 2

ANTI-VIRUS UTILITIES

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus startup disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use Disinfectant as the primary means of detection and removal.

ReadMeFirst.txt: By Dave Weikert. This text file describes the results of running Interferon 1.3 and Virex on disks that have the WAP INIT file installed.

Disinfectant 2.1: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR, INIT 29, ANTI, WDEF, CDEF, ZUC, MDEF A (Garfield), MDEF B, MacMag (Peace) and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. A menu item permits the installation of a protective INIT in your system folder.

ResTag *f*: **ResTag:** By Raymond G. Maraza. Examines the System file and lists resources and types and evaluates them as possible viruses. For more advanced users. **ResTag.docs** is the text format documentation.

system 6.0.5 *f*: Includes Apple System Software version 6.0.5 with **System** and **Finder** with Control Panel device **SCSIProbe** to provide a self starting disk. The System has been stripped of all possible fonts and DAs. This disk is self starting (booting) for your convenience in use as your primary virus detection, eradication and prevention disk.

Disk #1.03A — AV 3

Anti-Virus Utilities

This disk contains the most popular Anti-Virus application files from Mac Disks #1.01, #1.02 and #1.04 but does not include a System Folder. Its is designed for users who want to "roll their own" Anti-Virus startup disks.

Disinfectant 2.1: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR, INIT 29, ANTI, WDEF, CDEF, ZUC, MDEF A (Garfield), MDEF B, MacMag (Peace) and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. A menu item permits the installation of a protective INIT in your system folder.

Gatekeeper Aid *f* (v1.01): **Gatekeeper Aid:** By Chris Johnson. A supplement to version 1.1.1 of the Gatekeeper Anti-Virus System. It locates and removes the WDEF viruses. **Gatekeeper Aid Docs.** is in MacWrite format.

GateKeeper *f* (v1.1.1): **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 of the program and help information is found by clicking the question mark when the cdev is selected at the Control Panel. **GateKeeper Release Notes** and **GateKeeper Introduction** describe the privileges needed by selected applications.

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.

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.

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Disk #9.14 — I/C 14

INITs & cdevs

"Up Your FCBs" (v1.3): By Pete Helme, Apple Computer, Inc. Increases the size of the File Control Block table based on amount of memory installed in your computer.

Cursor Animator 1.2 *f*: **Cursor Animator 1.2:** By Joe McMahon. Allows you to choose from a list of animated cursors which will be used instead of the standard "spinning watch" cursor displayed when the Mac is busy. Cursor Collection includes a wide variety of animated cursors. **Animating Cursors** is the text format instructions that tells how you can design your own animated cursors.

Finder Sounds *f* (v1.2.2): **Finder Sounds:** By Greg Smith. With System Software version 6.0.4 or later, the Finder can play sounds corresponding to various events. The **Finder Sounds Config** cdev permits you to select sounds for these events include opening and closing windows, creating and deleting files, and even modifying windows. **Finder Sounds.teach** is the TeachText format documentation.

Fresh Start *f* (v1.6): **Fresh Start:** By Bob Hablutzel. Aids in the management of the Macintosh System Folder by allowing the user to move files out of the system folder, while still allowing code to find the files by a normal system folder search. Additionally, it aids in the management of INITs, by allowing the disabling and reordering of INITs without the

necessity of file movement or renaming. Not tested, but sounds promising from the **Fresh Start Documentation** in MS Word format. ***Shareware – $25.***

Front&Center 2.0 *f*: **Front&Center 2.0**: By Pete Helme. Automatically centers any dialog at the position of the cursor. It also works correctly if you have more than one monitor. **Front&Center docs** is in text format. ***Shareware – $10.***

HeapTool *f* (v1.0): **HeapTool**: By Kerry Clendinning. If you use MultiFinder and more than a few INITs, you may experience frequent bombs as the "System Heap" runs out of memory. The system heap is an area of Mac memory set aside for use by the Mac operating system and other system software. INITs use space in the system heap during startup, and many of them stay loaded as long as your Mac stays running. FONTS and Desk Accessories also require space in the system heap, but their use of the heap tends to be *dynamic*, meaning that the amount of space needed changes according to what the user is doing. Just drop Heap Tool into the system folder, and it will expand your system heap the next time you reboot. **HeapTool Manual** is in MacWrite format. ***Shareware – $12.50.***

LaserFix *f* (v2.0): **LaserFix**: By David P. Sumner. Provides a standard file interface to the 'Save as Postscript' capability by patching two traps used by the LaserWriter driver. It also makes a check box button named 'Disk File' appear inside the Printing Dialog Box. **LaserFix Docs** is included in MacWrite format.

Disk #16.09B — SU 9

System Utilities

32QD Active? 2.0 *f*: **32QD Active? 2.0**: By Jerry Goldstein. Tests to see if 32-bit QuickDraw is installed in your System file and provides the option of booting with or without Color QuickDraw active. Useful for some games and other software that has not been updated to latest Apple programming requirements. Not functional for Mac IIci or IIfx which have 32-bit QuickDraw in ROM. **32QD Active? Docs** is available in text and Word formats. ***Shareware – $1 (if useful, otherwise a note).***

881/2 Demo: By Jim Friedlander and Bob Johnson, Apple Developer Technical Support. Provides speed comparisons of trigonometric calculations with and without Motorola 68881/68882 math co-processor chip. It uses curve plotting as a way to show the time taken as well as measuring the time for a specified number of repetitive calculations.

Alias *f* (v1.01): **Alias Install**: By Richard Harvey. Allows you to choose any application and then creates an icon (the same as the application you wish to alias) that you may move anywhere on your drive. When you double-click this icon, it automatically switches to the directory of the real application and then launches that application. **Alias Instructions** is the documentation in text format and **Alias Shell** is the supporting file.

Async Peek *f* (v1.0B1): **Async Peek Application**: By Rich Brown. Use the Printer and Phone ports of a Mac, the cable interface described in the MacWrite format **Async Peek Document** and this program to sample and troubleshoot RS-232 asynchronous interfaces.

BatchBin Plus 0.5 *f*: **BatchBin Plus 0.5**: By Eric Larson. Takes a folder containing several files in MacBinary format, and converts them all to native Macintosh format in a single step. **Batch Binary Docs** is in text format. ***Shareware – $25 registration fee for "commercial" users (see documentation).***

Benchmark (v1.0b3): By Ron Marianetti. Compare the performance of your Mac against a Radius Accelerator with either direct use of the 68881/68882 math co-processor or via the SANE (Standard Apple Numeric Environment). Based on the numbers against a Mac IIci, the Radius comparisons must be for a 16 Mhz accelerator.

Change it: By Lawrence Cooper. Selects all files of a specified Type and Creator (including wild-card Creators) and changes the Creator to one of your choice.

Compactor V1.21 *f*: **Compactor V1.21**: By Bill Goodman. This alternative to Stuffit lets you reduce the size of many of the files on your computer by "compressing" the data in the files. This frees up disk space (hard or floppy) and reduces the time it takes to transfer files by modem. It also permits you to create groupings of files and folders called archives which can simplify storage of large amounts of data. **Compactor User's Guide** is in TeachText format. One of the nicest features is a built-in capability to build "self-extracting" archives and compressed files. See the companion Extractor and SitToCpt utilities also in this series. ***Shareware – $25.***

DA Handler Resizer 1.0 *f*: **DA Handler Resizer 1.0**: By Lofty Becker. If you find you often run out of memory when running large DAs under MultiFinder, this application lets you change the partition size for DA Handler. It works only if (a) you have DA Handler in your System Folder and (b) you aren't currently running any desk accessories. DA Handler Resizer Docs is in text format.

DDExpand™ 2.0 *f*: **DDExpand™ 2.0**: By Lloyd Chambers & Terry Morse. DiskDoubler is commercial file compression program available for the Macintosh. DDExpand is an expand-only version of DiskDoubler which is provided free of charge to individuals. It expands Stuffit and Packit formats in addition to expanding the DiskDoubler format. The **DDExpand 2.0 Manual.McW** in MacWrite format contains a lot of useful information.

DensePrint 1.0: By Mark Chally. Prints multiple columns of text with embedded returns (such as source code) at specified levels of reduction to any printers capability of high density printing such as ImageWriters, HP Deskwriters and LaserWriters. ***Shareware – $10.***

DES 2.3 *f*: **DES 2.3**. By John P. Powers. Encrypt those sensitive files into seemingly random bytes, safe

from prying eyes. Decrypt them with the proper password. DES stands for Data Encryption Standard of the National Institute of Standards and Technology (previously National Bureau of Standards). **DES 2.3 Documentation** is the MacWrite documentation. ***Shareware – $15.***

DeskCheck *f*: **DeskCheck:** By E. M. Vishniac. Checks all files in all mounted volumes for "bad" bundles (bud does not repair them). **DeskCheck ∂**, in text format, lists the alert numbers and explanations.

Disk Test - Plus Only: Perform a variety of tests on Mac Plus hard disks. Not Tested.

DiskBench 1.1: Benchmark the performance of your hard drive; times read and write transfers and disk accesses. Disk Timer II, included in this series, is considered the standard for hard disk performance benchmarking.

DiskCopy 4.1 *f*: **DiskCopy 4.1:** By Steve Christensen, Apple Computer, Inc. Duplicate 3.5" floppy disks from a single master disk. It performs checksumming of the master disk to ensure a reliable duplication. Copies 800K Apple and 720K and 1440K MFM disk formats. Requires a double sided disk drive. **Apple DiskCopy** documentation is in MacWrite format.

DiskDup+ 1.31 *f*: **Disk Dup+ 1.31:** By Roger D. Bates. A disk duplication program written to automate as much as possible the sector-by-sector duplication of a floppy onto one or more duplicates. Performs sector duplication of either 400K to 800K floppies. Formats copies as single or double sided. **DiskDup+ Doc.** is documentation. ***Shareware – $10.***

DiskMaker 1.3: By David Mutter. A sector copy utility with the unique feature of permitting you to copy a floppy to a hard disk as a DiskMaker file (with sector information intact) as well as floppy to floppy. The DiskMaker file may then be copied back to a floppy; a real boon for making fast copies from a set of stored "master disks" since reading the hard disk is much faster than reading the floppy master.

DiskTimerII.a *f*: **DiskTimerII.a:** By Steve Brecher. The classic program for benchmarking hard disk performance. It monitors the disk read and write calls to determine times required for these actions. **Notes on DiskTimer II** is the MacWrite document listing performance times for a number of hard drive.

Extractor 1.00: By Bill Goodman. Extracts files from archives created by Compactor which is included in this series.

Disk #16.10B — SU 10

System Utilities

DisKeeper v1.2 *f*: **DisKeeper v1.2:** By J. Geagan. A very handy disk management utility that lists all files and possible file anomalies such as identical files, files of zero length, empty folders, etc. You also have the ability to move such files to a DisKeeper Trash folder for later removal (or other operations). **DisKeeper help** is the Word format documentation. ***Shareware – $10.***

FileBackup 1.0: By Douglas H. Ihde. A demo file backup program which has a number of basic backup features some of which are disabled. ***Shareware – $12 for registration.***

FileList 1.3 *f*: **FileList 1.3.** By Erny Tontlinger. This disk cataloging program displays files or volume information in user selected sort order and can also export the data to other databases or word processors. **FileList.KEY** is a supporting file. **FileList.Doc** is the brief text file documentation.

Font Downloader 4.0: By Adobe Systems. For downloading Postscript fonts or files to a Postscript device. Also permits some other utility functions such as clearing the font cache and changing passwords.

HD Runner *f* (v1.4): **HD Runner:** By Dewi Williams. A combination "find and launch application" utility and minifinder. It also features an "Attach Document" command that will pass a document as an argument to an application. It supports desk accessories but doesn't have the file manipulation tools of some minifinders. **HD Runner docs** is in MacWrite format.

ICON Warehouse 1.0: By Jim H. Moore. Permits you to copy icons from the invisible desktop file to the Icon Warehouse. You may later use ResEdit to open Icon Warehouse and to edit and copy ICONs and ICN#s to other files.

Kick the Can (v1.0): By True Value Software. Replace the trashcan icon with any of four included in this utility. You can't replace the icon of an active Finder running under MultiFinder.

Launch 3.0 *f*: **_Launch 3.0:** By Michael Libes. Permits you to start applications and/or switch to other running applications from an icon "dock" similar to NeXT or the Mac with BlackBoxINIT. **_L_docs 3.0** is in TeachText format. ***Shareware – $10.***

Layout 1.9: By Michael C. O'Conner. An update of the popular utility that allows customizing the desktop. This version deals with color for the Mac II family.

LHarc 0.33 *f*: **LHarc 0.33:** By Kazuaki Ishizaki. An archiving utility compatible with archives created with MS-DOS LHarc v1.13, Unix LHarc, and LHarc for various other machines. Does not extract from self-extracting archives created under MS-DOS or from archives containing subdirectories. **Read Me** is the text format documentation.

Mac <-> MacBinary AFE *f*: **Mac to MacBinary** and **MacBinary to Mac:** By Richard L. Trethewey, PEEK[65]. A translator document for Apple File Exchange. It translates files from the original Macintosh format into the MacBinary format and vise versa. Useful for those who normally use MS-DOS or Apple II systems to send and receive Macintosh software using the commercial services and local bulletin boards. **Mac to MacBinary Documentation** is in text format.

MacWelcome 1.4 *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. **MacWelcome™ 1.4 instructions** is the text format documentation.

Memory Test (v1.8): By . Provides a variety of methods and patterns of memory testing. Not tested, hung Mac IIci.

Minor•Repairs (v1.01): By 1st Aid Software. Rebuilds the desktop file without losing any comments you placed in the Get Inf comment box. This takes two steps but is well worth it if you use the Finder Get Info frequently to add comment notes on files and applications.

Multi-Launch *f* (1.2b0): **Multi-Launch.** By James G. Stout. Multi-Launch allows quick and easy launch your favorite applications and documents - without having to dig through Folder after Folder. Multi-Launch permits definition of a 'pop-up menu' of your favorite applications (up to 25 of them) and for each application, you may define a 'pop-up menu' of documents to go along with that application. **About Multi-Launch** is the MacWrite documentation.

myPageSetup 1.2: By D. G. Gilbert. Allows you to choose and save your own default settings for the Apple printer drivers (ImageWriter and LaserWriter) Page Setup and Print dialog boxes. You can change paper sizes for the ImageWriter dialogs.

Disk #16.11B — SU 11

System Utilities

MultiXfer *f* (v0.4a1): **MultiXfer:** By Martin Dubuc. A Mac to Mac serial connection file transfer utility. With MultiXfer, other Macs can call your system, receive, send, catalog the files and navigate through the directories of your disk without any human intervention by using a fast protocol and a convenient interface allowing text interaction while in the File Transfer Mode. MultiXfer Docs is in MacWrite format. Not tested.

Oscar1.0a1e9 *f*: **Oscar1.0a1e9:** By Pete Helme, Apple Developer Technical Support. A simple point to point file moving utility (there are no store & forward capabilities) based on the AppleTalk Data Streaming Protocol. Move files between two or more computers simultaneously running Oscar just by dropping them into a folder with the recipient's chooser name within a "Out Box" folder. **Oscar notes 1.0a1 / MacWrite** just has to be one of the more entertaining, yet informative, read me files created. Note the need for **Desktop Mgr,** included herein, for this to work.

PREC Manager 1.01 *f*: **PREC Manager 1.01:** By Bill Steinberg. You can change the Print RECord in the ImageWriter driver to define different paper sizes than the ones provided by Apple. **PREC Manager Doc** is in TeachText format.

Prime Time Benchmark *f*: **PrimeGen020:** By John Shepardson. A benchmarking program for mathematics on computers using MC68000/ 68020/ 68881 microprocessors using prime number calculations. Prime Time info is in text format.

PS Dual Bin Feeder Installer *f*: **PS Installer:** By Wil Lapointe, NEC. Installs dual hopper support to copies of the Version 5.2 LaserWriter and Laser Prep drivers. For users of the NEC Silentwriter® LC890 and LC890XL Laser printers. Not tested.

QCat 1.2 *f*: **QCat 1.2:** By Richard De Luca. A utility for cataloguing hard or floppy disks. Creates a "TEXT" file that can be imported into any database program that supports it. Has a full set of options including selection of field and record separators for use with databases. SyQuest® cartridges and network volumes are NOT supported. **Disk Cataloger** and **File Catalog** are supporting HyperCard stacks. **QCat 1.2 Dox** and **QCat 1.2 Dox.txt** are in MacWrite and text formats respectively. ***Shareware – $10.***

RAM Check *f*: **RAM Check.** By ProVUE (Panorama database). Check your Random Access Memory (RAM) to see if there are any problems with it. RAM Check will check the area of RAM on your Macintosh that is available for use by applications (the Application Heap). RAM Check does not check the area of memory occupied by the System (the System Heap). If successful, the following message appears: "Once again, goodness and niceness triumph over the forces of rottenness and evil." **RAM Check Info** is the MacWrite documentation.

RamDisk+ 2.12 *f*: **RamDisk +:** By Roger D. Bates. A RamDisk program intended to run automatically on startup by remembering previously set parameters. **Read Me - RamDisk+** is in TeachText format. ***Shareware – $20.***

SCSI Tester *f*: **SCSI Tester:** By Roger Feyereisen. Trace the different phases of the SCSI interface protocol. See the **About SCSI Tester...** self-opening documentation for details.

Disk #16.12B — SU 12

System Utilities

SCSI Evaluator 1.04: By William A. Long. Tests the performance of any Small Computer System Interface (SCSI) device. Tests include read and write seek times and data transfer (Kbits/sec.) rate. Note the author's caution "Joy riding with SCSI Evaluator can be dangerous!" ***Shareware – $20.***

SCSI Test v.02: By Arata Kubota. Designed to test a Mac Plus SCSI port and responses. Not tested.

SCSIAccel v2.10 *f*: **SCSIAccel v2.10:** By Dorf Tarrevelt. Accelerates the performance of SCSI data transfers on a Mac Plus.

SCSIStart v1.3 *f*: **SCSIStart v1.3:** By Phil Hunt. Allows you to use SCSI devices that require a "Start" command to start the spindle. Includes both application and INIT configurations. Double click on the **SCSIStart 1.3 docs** to read about it.

SendPS 2.0: By Adobe Systems. Download files to Postscript printers

over AppleTalk networks.

Shutdown 1.4/Restart 1.4 *f*: **Shutdown 1.4** and **Restart 1.4**: By Robert A. Daniel and Howard E. Sander III. perform a shutdown or restart when launched. This is useful when assigned to a program launcher or macro launcher such as Tempo II, OnCue or Macro Recorder. **ShutDown/Restart 1.4 Dox** is in text format.

Sit to Cpt 1.00 *f*: **Sit to Cpt 1.00**: By Bill Goodman. Convert archives created by StuffIt into Compactor archives.

SitReport 1.0 *f*: **SitReport 1.0**: By Sven Axelsson. Generate reports showing all files and folders in a Stuffit archive together with additional information including file type, creator, Unpacked size and percentage saved.

Speedometer 2.51 *f*: **Speedometer 2.5.1**: By Scott Berfield. A system information and performance testing program for the Macintosh family of computers. Various tests are available; the central one is designed to give a performance rating for the system as a whole. Intended to help you understand and tune the performance of your computer and to give you some basis for comparing different systems. **$Manual** is in MacWrite format. *Shareware – $25.*

TAA 0.2: By Van Kichline. Summarizes the configuration of your Mac. Includes machine environment, System files, INIT files, device drivers, Desk Accessories, Printer drivers and contents of Parameter Ram.

Test Pattern Generator 1.06 *f*: **Test Pattern Generator 1.06**: By Larry Pina. Includes a number of different patterns useful for checking horizontal and vertical linearity and focus of your monitor. The program can interrogate video boards to determine the monitor's specifications. *Shareware – $10.*

Tidy It Up ! 1.0 *f*: **Tidy It Up ! 1.0**: By Guy Fiems. Organizes the contents of your system folder on your screen by grouping files into logical categories and showing the groups together. *Shareware – $15.*

Disk #16.13B — SU 13

System Utilities

the Protection Racket *f*: **the Protection Racket**: By Willy Long. These two programs provide limited password protection for either one or six or fewer users of a single Mac. **Read me first!!** is in MacWrite format. Willy is a member of the Pi.

UnBundle 1.0 *f*: **UnBundle 1.0**: By Jack A. Littleton. Searches the Desktop file for a certain application's icons. When a match is found, the icons are drawn and their resource IDs are listed beside them. Also lists the the type of file each icon is associated with and the resource id of the file reference resource (FREF) for the application. **V 1.0 documentation** is in MacWrite format. *Shareware – $10.*

UnStuffIt Deluxe™ Installer: By Raymond Lau. Decompress (unstuff) archive files created with StuffIt (now renamed Stuffit Classic) and StuffIt Deluxe programs.

UnZip 1.02c *f*: **UnZip 1.02c**: By Samuel H. Smith, Darin Wayrynen, Peter Maika and Paul DuBois. UnZip 1.02c will decompress files archived using PKZIP v1.10, PKZIP v1.02, PKZIP v1.01, or PKZIP v0.92. PKZIP is a very popular archive utility for MS DOS files and is used on many PC BBSs. **About.UnZip 1.02c** and **UNZIP.DOC** are in text format.

uu decode 1.0 *f*: **uu decode 1.0**: By Adam van Gaalen. Reads UU-encoded files and produces a binary file. The resulting file may be converted to MacBinary format using the Apple File Exchange package, extended with the Mac to MacBinary option, which is included. **READ ME** is a text file. Not tested.

Watch 1.5.1 *f*: **Watch 1.5.1**: By Brad Parker and Pong Choa, Cayman Systems, Inc. A networking debugging tool for use on a Macintosh on LocalTalk or directly on Ethernet. Allows collection and decoding of network packets from Ethernet or LocalTalk. **Read Me First - Watch 1.5.1** is the TeachText format documentation.

WhereSIT 1.4 *f*: **WhereSIT 1.4**: By Robert S. T. Gibson. Allows you to search for a Stuffed file, an uncompressed file, or both. Includes pattern matching "grep" searches. **WSAdd1.4.mwt** and **WSAdd1.4.wd4** are the MacWrite and Word documentation respectively.

Disk #19.35 — SW 35

Kids Can Save the Earth

Read Me First: By Karen Rall and Amanda Goodenough.

The stack titles in this series (in alphabetical order) are:
Air Pollution
Deforestation
EarthDay
Extinction
Garbage
Global Warming
HappyEnding
Kids Can Save the Earth
OzoneStack
Pollution
Pollution Solution
rain forests
recycle
Save The Whales
SkyEarthStack
toxic waste
WhatIsIt?

Back to school...

WAP Tutorials

by Rob Clark

Washington Apple Pi provides training to its members on a regular basis. These classes are also available to non-members at a slightly higher rate. We've provided complete course descriptions for the Macintosh tutorials, and a general description for the Apple II courses.

We urge you to bring your computer with you to most classes, since we have no computers for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder. Please note that some classes do not require you to bring your computer with you.

Occasionally, the WAP class schedule changes due to circumstances beyond our control. Please call the office at least one business day prior to the class date to confirm that your class will be held as scheduled. We regret any inconveniences that may arise.

Payment for Courses

The fee for each session are $15 for members, $20 for nonmembers. Please refer to specific class for exceptions. Mail or phone in your registration to the WAP Office. We request that you pre-register for the class or classes you wish to take by either sending in the registration form or by phoning your registration into the office. Please do not ask any of the Education Program volunteers to register. If you've signed up for a class and need to cancel, please do so 2 business days prior to the class, otherwise we cannot refund your money.

Call for Volunteers

(This is a repeat call for volunteers — your help is needed.) We're looking for a number of volunteers to help run a fun, effective, beneficial Tutorial Program for Washington Apple Pi members. If you've wanted to contribute something to this club, now is your chance. What are we looking for, you ask. We need instructors, a Tutorial Publicity Agent, a Macintosh Tutorial Coordinator, and some special projects volunteers. If any of these strikes your fancy, please give me or the office a call. I can be reached at 301-937-2672, the WAP office number is 301-654-8060. Details? Here they are:

Apple II Application Instructors. We'll be developing specific courses soon, and the call will go out for specific instructors at that time. However, if you'd like to teach an Apple II course, please contact Allen Beach at 202-362-2239.

Tutorial Publicity Agent. I'm looking for someone to prepare the Journal input each month. Job entails gathering basic course schedule information from the Apple II and Macintosh Tutorial Coordinators, provide any news about the Tutorial Program, and putting that information down on paper so that it can be published in the Journal. You'll also work closely with the office staff on getting the word out to the *Washington Post*, and the TCS Calendar Board.

Macintosh Tutorial Coordinator. The person who fills this position develops new ideas for additional courses, schedules the courses, and finds instructors to teach them. If you like working with people, or if you have specific ideas which classes would be beneficial to the membership, then this job is for you.

Special Projects Coordinator/ Volunteer. We've been getting a lot of good ideas on projects, policies and so forth, but don't have the time to fully develop them. If you're the type of individual who likes to take a raw idea and turn it into something meaningful, please let us know. Some projects would be short term, requiring only a few months of help, others would be longer term. The kinds of things we want to work on include: Course Catalogue development — is this a good, practical idea; Tutorial Policy Development, Activities Disk development, and finally, Apple III Tutorial Development — is there a need ?

Apple IIGS Tutorials for October

We're providing the Apple IIGS Introductory Tutorials, a three-part series in October. The courses are held each of the first three Tuesday evenings in October from 7:00 to 10:00 pm at the WAP office. The dates are October 2nd for Part I (course # GS 11090), October 9th, for Part II (course # GS 21090), and October 16th, for Part III (course # GS 31090). You may sign up for just one, or for all three, if you wish. All three courses will provide you with the most benefit. These classes are designed for beginners, not experienced users.

Macintosh Tutorials for October

This month's courses, in addition to the three beginning courses, are Advanced Microsoft Word, Introduction to Telecommunications on the Macintosh, Adobe Illustrator, All About Fonts, MORE, and the conclusion of our series on Double Helix II, a powerful, fully relational database. Most classes cost $15 for members, $20 for non-members; each remaining Double Helix class costs $20 a session. Classes are generally held at the WAP office, except as noted. See the listing below for more details.

Introduction to Macintosh, Part I (Course # M11090). This class is designed for the beginning user. You

should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the *System, Finder,* Icons, the Active Window, and how they all work. You'll also investigate the components of the *Control Panel.*

Materials required: Your Macintosh, external drive, start-up disk, and an unformatted disk.

Course Date: Monday, October 8th, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Introduction to Macintosh, Part II (Course # M21090). This class is designed for the beginning user. You should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the *Menu Bar,* various error messages, what the *Clipboard* and the *Scrapbook* are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key equivalents (key board shortcut for *Menu Bar* commands).

Materials required: Your Macintosh, external drive, start-up disk, and an unformatted disk.

Course Date: Monday, October 15th, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Introduction to Macintosh, Part III (Course # M31090). This class is designed for the beginning user. You should go through the *Guided Tour* disk that came with your computer before you come to this class. You'll learn which version of the *System* software you should be using; you'll learn how to update your system files; about the *Set Start-up* command; how to use the *Font/DA Mover;* learn about what a RAM disk is and how to use one, if you wish; how to use *Switcher* or *MultiFinder;* and finally, you'll learn about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, start-up disk, and an unformatted disk.

Course Date: Monday, October 22nd, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Advanced Microsoft Word (Course # MW21090). This class is for those who already use Microsoft Word, but want to learn more about its advanced features, such as style sheets, setting up and editing sophisticated tables, outlining, footnoting, creating separate sections, using the glossary function. This class also features several formatting exercises so that each student can test his or her understanding of how to use these features.

Materials required: Your Macintosh, an external drive, copies of your Microsoft Word software.

Course Date: Tuesday October 23rd, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Introduction to Telecommunications on the Macintosh (Course # MT11090). Are you thinking about getting a modem, but aren't sure what to use it for after you get it? This and other questions will be answered in this class. Topics for this session include a discussion on bulletin board services, otherwise known as a BBS, various commercial services and what they offer you, setting up the hardware, telecommunications software, data compression software, and a behind the scenes look at a host system.

Materials required: None.

Course Date: Saturday, October 20th, 1990, at 9:00 am.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Introduction to Adobe Illustrator (Course #AI11090). This class is for the beginning user of Illustrator. The class will focus on *Illustrator 88,* but will also cover some of the features of *Illustrator 3.0,* as well. Topics include the Illustrator environment, overview of the tools, discussion on the menus and menu commands, a demonstration, and several exercises.

Materials required: Your Macintosh, an external drive, and a copy of Adobe Illustrator.

Date: Saturday, October 13th, 1990, at 9:00 am.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

All About Fonts (Course #MF11090). This is a special class designed to help the new user learn about the various types of fonts for the Macintosh. This class will cover bit mapped fonts (also called screen fonts), outline fonts, Postscript and what it does for fonts, Type 1 and Type 3 Postscript fonts, Adobe Type Manager, what it is and what it can do for you *and* what it won't do for you, and more. This is one of our more popular classes—please sign up soon to reserve a place.

Materials required: None

Date: Monday, October 29th, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Introduction to MORE (Course #MO11090). This class is a special treat, as it covers my favorite piece of software. If you want to learn about getting organized, or how to use what I consider to be one of the best pieces of software on the market, then take this class. MORE is an outlining program, a presentation program and a program for preparing organizing charts. Topics include the MORE environment, its outlining tools, its presentation tools, and its menus and menu commands. If time permits, there will be discussion of how

MORE compares to other presentation software.

Materials required: Your Macintosh, a hard drive, and a copy of any version of MORE.

Date: Wednesday, October 31st, 1990, at 7:00 pm.

Location: WAP Office

Fee: $15 for members, $20 for nonmembers

Intensive Double Helix Course.

We're holding a class series on Double Helix II, the powerful relational database for the Macintosh. The class begins on Thursday, September 13th, and runs each Thursday until October 18th. We don't have the location set just yet (they will likely be held in one of the Montgomery County Public schools), but you can register for the classes anyway, and we'll contact you when we have a confirmed location. These classes are designed for those of you who are beginning or moderate users of Double Helix II. You'll start with the basics and develop a fully functional membership database application. You can sign up for any one class, or for all six. Obviously you'll get the most benefit from all six classes, and you'll receive a premium price as well. Fees are $20 per class for members, $25 for nonmembers. If you sign up for all six at one time, the class fee will be $100 for members, $125 for nonmembers.

General Description. This course is designed for the serious student who wants to learn how to design a fully relational database management system (DBMS) using the full power and capabilities of Double Helix (DH). During the course of the six 3-hour lessons the student will develop a fully functional membership database program capable of tracking households, individuals, group memberships, dues, and room reservations. The student will learn how to design entry forms, various output forms, listings, mailing lists, form letters, queries, customized menus, and customized user interfaces. The student will learn how to use the many different programming tools available in DH such as posting, querying, summary calculations, date calculations, text manipulations, form calculations, conditional calculations, mathematical calculations, indexing, sub forms, form views, sequences, and variable user access levels. Finally, the student will learn basic as well as advanced database design concepts to develop a DBMS that is functional, efficient, and "user friendly." Although the specific example used throughout the tutorial is a membership-tracking database, the skills and lessons learned can be directly applied to virtually any other kind of DBMS problem. (It is highly recommended that students attend all lessons, regardless of experience level, to gain the maximum learning benefit.)

Class # 4 (Advanced Level) Financial Tracking and Reporting (Course # DH4990). Introduction to some basic financial tracking database design concepts; use of summary totals; use of posting for YTD totals; use of flags for identifying records of interest; auto generation of form letters; and more uses of sub forms. Students will set up a membership dues relation; design dues statements; learn the differences between the "subtotal," "total for" and "lookup summary" tiles; learn more about the various posting options; learn how to design sub forms using the "use from" tile and inert fields; and how to design and automatically print various form letters related to payment of dues.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursdsay, October 4th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: $20 for members, $25 for nonmembers; see above for special discount

Class # 5 (Advanced Level) The Scheduling (or Invoicing) Problem (Course # DH5990). A discussion of the one-to-many-to-one relationship and how to build the scheduling entry/edit form (the same methodology can be applied to building a multi-line invoice entry form). Students will learn how to set up a daily room scheduling sheet for multiple rooms and multiple times; how to post the individual reservations to a separate "reservations" relation; and how to build several different forms for viewing the status of reservations (e.g. by time, by room, by contact person, by date, etc.)

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursdsay, October 11th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: $20 for members, $25 for nonmembers; see above for special discount

Class # 6 (Advanced Level) Optimization and Other Advanced Database Design Considerations (Course # DH6990). Use of summary relations to speed up calculations; constants vs. variables in queries; the "rules of optimization"; indexing - the good, the bad, and the ugly; statistics optimization; advanced menu design; "elegant" navigation techniques using sequences; the perils of importing & exporting data. The students will learn how to apply these various advanced concepts to improving the design, functionality and performance of their database.

Materials required: Your Macintosh, a hard drive, copies of your Double Helix II program.

Date: Thursday, October 18th, 1990, at 7:00 pm.

Location: To be determined, please call for details

Fee: $20 for members, $25 for nonmembers; see above for special discount

Until next month...

CLASSIFIED ADVERTISEMENTS

Classified advertisements can be placed by calling or mailing copy to the business office of Washington Apple Pi, Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the 1st of each month for inclusion in the next month's issue. Any ads postmarked after that time will be included at the descretion of the editor. Cost is $2.00 line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi, Ltd. may place ads up to 3 lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

NEEDED
Your Users' Group needs you!! Washington Apple Pi needs volunteers to coordinate and/or help with the following tasks:

Apple II Tutorial Coordinator
Tutorial Publicity Coordinator
Artist to Design Disk Labels
Artist to Design Pub. Covers

If you are interested in lending us a hand, please call Nancy at 301/654-8060.

FOR SALE
NeXT computer 8 meg RAM. 330 Meg Hard Disk and 256 Meg optical drive. Price: $8500.00. Call (301) 527-0574.

FOR SALE
4th Dimension Relational Database 1.0.6 $250 (301) 946-3984.

FOR SALE
Mac II with Apple 40MB hard disk, 8 bit video card, 2 MB RAM, Apple color monitor, extended keyboard, software. Price $3990. Call Abe at 301/924-0215.

FOR SALE
Mac IIcx, 8 meg RAM, 40 MB internal Sony drive, extended keyboard, 13" color monitor and card, Apple monitor stand, Jasmine disk drive 100, and other pieces as well. Owner selling so he can upgrade to wicked fast IIfx. $4850.00 complete. Call Bill at 703/450-0965 (leave message).

FOR SALE
3-1/2" Floppy Drive, 800K Sony mechanism - $95. Also 2400 baud Hayes compatible modem - $75. Both in fine working condition. John Willis, day 301/353-4095, night 301/694-9410.

FOR SALE
Brand new Minicad+ 2.0 software, unopened, list $695, sell for $295. John Willis, day 301/353-4095, night 301/694-9410.

FOR SALE
IIGS Software: AppleWorksGS - $125.00, Managing Your Money - $50.00, Modem - 1200 baud Practical Peripherals - $65.00. Call Fred Tillman 503-8895

FOR SALE
ImageWriter II Printer - Water Damaged - Best Offer! Call Larry McAneny (Erie Insurance Group) (w) 622-5200 ext. 524, (h) 589-5440.

FOR SALE
Mac Plus $800, ImageWriter $250, ImageWriter II $300, Sheet Feeder $75, External 800K Drive $125, Kensington System Saver Mac $50 (All with dust covers). Call Thomas at 202/686-5430 (leave message on machine).

FOR SALE
Director - $350; MacProject - $290; Think C - $125; Persuasion - $260; Suitcase - $30; Colorboard 264 - $410; ScanJet Plus - $1440. Front Royal (703) 636-2487 after Oct. 8. Must Sell. All software new & unopened.

HELP WANTED
Individual with desktop publishing experience to help produce /layout newsletters and manuals on Mac. Requires proficiency in PageMaker and MS Word. Paste-up experience helpful. Part-time office position - Mon., Tues., and Wed. Competitive salary. Send resume to Thompson Publishing Group; 1725 K St. NW; 2nd Floor; Wash. D.C. 20006; Attn: Linda Johnson.

MORE KNITTERS WANTED
Volunteers needed to test Hypercard stack which charts knitting patterns, and makes knitters' graph paper. This uses the symbols developed by Barbara Walker for the charts. This stack is Knitting Charter 0.3.1 which has minor improvements over the last release. Interested persons please contact:

Madeleine Yeh
5219 Gainsborough Drive
Fairfax, VA 22032
703/239-2446 evenings

HELP WANTED
Powell, Adams & Rinehart, the Washington office of the Ogilvy & Mather public relations group, is a full-service public relations and public affairs agency serving corporate, association and foundation clients. The Creative Department is looking for a Mac expert/designer to round out its design and production staff. The job requirements include:

- Creativity backed with graphic design skills, including ability to incorporate type, graphics and scanned images into compelling ads, brochures, reports and special -purpose materials.

- Thorough knowledge of Mac print and presentation software. We work with Pagemaker, Freehand, Persuasion, and sometimes with PixelPaint Professional and Photoshop (or their equivalents), as well as Microsoft Word, using a full range of fonts and outputting to linotronic or color printers.

- Ability and willingness to act as Mac guru for the department, solving problems and recommending optimum system/software/hardware configurations.

- At least two years' experience, preferably in an agency or design studio environment.

Interested or qualified? Call Steve Dahllof at 452-9408 for an appointment to come in and talk and show your stuff.

FOR SALE
80MB Quantum Hard disk drive, internal. Will fit any Mac II. Never used/ $500 or best offer. Call Frank at (703) 620-8886.

YOUR AD COULD BE HERE.....CALL 301/654-8060 FOR DETAILS

YOUR AD COULD BE HERE.....CALL 301/654-8060 FOR DETAILS

APPLE II DISKS

APPLEWORKS

APWK-01 Desk, Print, Money (813/814)
APWK-02 Food, Lists, Etc. (815/816)
APWK-03 1989 Tax Template (824)

COMMUNICATIONS

COMM-01 TCS Instructions - Disk 1 (825)
COMM-02 TCS Instructions - Disk 2 (826)
COMM-03** WAPABBS.1 Documentation (121)
COMM-04 WAPABBS.1 (135/136)
COMM-05 DI COMM (503)
COMM-06 Kermit 3.78 / File Trans (516/820)
COMM-07 Comm-Term / Telecom (808/817)
COMM-08 Micromdm / Hayes Term (116/169)

CP/M

CP/M-01** Master Catalog (401)
CP/M-02 Utilities 1 / Utilities 2 (402/404)
CP/M-03 Communications (403/409)
CP/M-04 ZCPR2 Install & Utilities (406/408)
CP/M-05 ZCPR2 Doc. / Ess Utils (407/410)
CP/M-06 Text Editor / Spreadsht (411/412)
CP/M-07 MDM740 (413/414)
CP/M-08 Kermit Source / Run (416/418)
CP/M-09** Kermit Documentation (417)
CP/M-10 Utilities (419)
CP/M-11 Small C Compiler (420)

EAMON ADVENTURES

EAMN-01 Utilities I / Utilites II (220/221)
EAMN-02 DngN Dsgn / City Clds (180/229)
EAMN-03 Bgn Caves / Eamon Mstr (181/214)
EAMN-04* Lair Minotaur / Cv Mind (182/183)
EAMN-05* Zyphur Vntr / Cstl Doom (184/185)
EAMN-06* Death Str / Devil's Tomb (186/187)
EAMN-07* Caves Trsr Isl / Furioso (188/189)
EAMN-08* Magic Kn / Tmb Molinair (190/191)
EAMN-09* Lost Apple / Abduct Qtrs (192/193)
EAMN-10* Trezore / Undrgrnd Cty (194/195)
EAMN-11* Merlin's Cstl / Hogarth (196/197)
EAMN-12* Deathtrap / Black Death (198/199)
EAMN-13* TmpleNgurct / Blk Mntn (200/201)
EAMN-14* Nuclear Nmare / Carroll (202/203)
EAMN-15* Mstr Dngn / Crystal Mntn(204/205)
EAMN-16* Lst Advtr / Manxome Foe (206/207)
EAMN-17* Gauntlet / Caves Langst (208/209)
EAMN-18* Futr Qst / House Secrets (210/211)
EAMN-19* Sewers / Pits Kzorland (212/213)
EAMN-20* Lifequest / Swordquest (215/216)
EAMN-21* Priests Xim / Heroes Cstl (217/218)
EAMN-22* Tmpl Undead / Holy Grail (223/224)
EAMN-23* Mondamen / Orb Polaris (225/226)
EAMN-24* Death's Gate / Orc's Lair (227/228)

EDUCATION

EDUC-01 Edu. 1 / Personal Edu. (76/110)
EDUC-02 Personal Edu. 2 / Edu. 3 (131/139)
EDUC-03 Math/Science / Edu. 4 (1217/140)
EDUC-04 Adv. Math / Vectors (510/513)
EDUC-05 A. Camus Int. / Elem Math (53/105)
EDUC-06 French Voc Tutor/ Vocab (46/123)
EDUC-07 Boot L'Hote / L'Hote Story (48/49)
EDUC-08 Fr. Tic-Tac-Toe / L'Hote Qz (47/50)
EDUC-09 Fr. Poet Tutor / Apolli. Bio (51/52)
EDUC-10 Rafel Boot Disk / Rafel (55/56)
EDUC-11 Span. Tic-Tac-Toe / Rafl Qz (54/57)
EDUC-12 Matute / Lo Fatal (58/59)
EDUC-13 Reading Fun (505)
EDUC-14 Language Arts Treasures
EDUC-15 Floppy Book 1
EDUC-16 Computration Game/ AW Tutorial
EDUC-17 Algebra Tutor/ Bagels Disk
EDUC-18 Newton's Apple (Cocaine)
EDUC-19 Newton's Apple (Teeth)
EDUC-20 WAP Stack / Student Tutorial

FORTH

FRTH-01 ssem-Dissem / Scrn Edit. (700/701)
FRTH-02 Go Forth Tutor / Forth 78 (702/703)
FRTH-03 Forth / Floating Point Arith. (704)

GAMES

GAME-01 Games A / B (102/107)
GAME-02 Games C / D (111/128)
GAME-03 Games E / F (162/64)
GAME-04 Keyboard / Paddle Games (72/74)
GAME-05 Pinball / Arcade Games (142/157)
GAME-06 Text Adventr. / Mystry Hse (73/517)
GAME-07 Educational Games G / H (508/509)
GAME-08 Sports / Utilities & Games (143/160)
GAME-09 Adventures / Game Room (811/812)
GAME-10 Haunted House (176 / 810)
GAME-11 Games / Wizard Worker I (122/161)

LOGO

LOGO-01 Logo Tool Kit / Kit Doc (145/146)
LOGO-02 Logo Sample / Dallas Logo (147/158)

MISCELLANEOUS

MISC-01 SS Coin Collecting / Misc (95/115)
MISC-02 Miscellaneous (119/120)
MISC-03 Misc / Recipe Files (125/159)
MISC-04 Glaq & No Name Yet (129/175)
MISC-05 Spec. D'bases / Jim's DB (141/504)
MISC-06 Misc / Applewriter IIe (152/156)
MISC-07 Astronomy Short Programs (506)
MISC-08 Griffith & Weise Astronomy (507)
MISC-09 Aviation - General, Disk 1 (514)
MISC-10 Aviation - Navigation, Disk 2 (515)
MISC-11 Gardner's Assistant (518)
MISC-12 Music / Sights & Sounds (71/126)
MISC-13 Merry Xmas / Hpy Holidays (103/165)
MISC-14 Graphics & Cat / Graphix (108/171)
MISC-15 Print Shop Graphics (172)
MISC-16 Color Graph / Science & Eng. (75/106)
MISC-17 Plots, Charts, Graphs (163/166)
MISC-18 Bus & Math Stat / SS-Gen'l (70/90)
MISC-19 SS Investment / SS Business (91/92)
MISC-20 Business A / B (104/113)
MISC-21 Investments A / B (153/154)
MISC-22 Spreadsheet A / Misc (137/155)
MISC-23** Riley's Pers. Instrumentation (173)

PASCAL

PASC-01 Attach / Bios for Pascal 1.1 (300/301)
PASC-02 Crypto, Grfx / Bios, Printers (302/303)
PASC-03 Read-Write DOS / Printers (304/305)
PASC-04 Cataloger / LISP & Math (306/307)
PASC-05 Holiday Music / IO Filter (308/309)
PASC-06 3D / Startups & Hackers (310/311)
PASC-07 Stocks & Weight / Guerilla (312/313)
PASC-08 Pascal to/from DOS / Misc.(133/314)

PILOT

PILT-01* Pilot Language (167)

UTILITIES

UTIL-01 New Member Disk-Disk 1 of 2 (821)
UTIL-02 New Member Disk-Disk 2 of 2 (822)
UTIL-03 Utilities A / B (100/101)
UTIL-04 Utilities C / D (112/118)
UTIL-05 Utilities E / F (124/132)
UTIL-06 Utilities G / H (138/43)
UTIL-07 Utilities I / J (44/77)
UTIL-08 Mach. Lang. Utils / 1Key DOS (41/42)
UTIL-09 Utils / Beginner's Choice (501/502)
UTIL-10 Diversi Cpy / Diversi DOS (45/130)
UTIL-11 Adds ProDOS / Zap Util (804/806)
UTIL-12 Utilities A / File Cabinet (802/803)
UTIL-13 Imageworks (174/807)
UTIL-14 DOS 3.3 Sys Mstr / Tutr (511/512)
UTIL-15 VisiTrend, VisiPlt / Calclink (93/94)
UTIL-16 AppleSoft Ttr / Pict Pack (109/117)
UTIL-17 AppleWriter Utilities (168)
UTIL-18 AppleSoft Prog / Lve Foll (144/170)
UTIL-19 "Old" New Member's Disk (134)
UTIL-20 Joyreader (819)
UTIL-21 Large Type Joyreader (823)

APPLE IIGS DISKS

THESE ARE ALL 3.5" DISKS

IIGS COMMUNICATIONS

GSCM-01 Freeterm GS (2003)

IIGS DESK ACCESSORIES

GSDA-01 Desk Accessories I (2020)

IIGS FONTS

GSFT-01 Fonts A-1 (2011)
GSFT-02 Fonts A-2 (2012)
GSFT-03 Fonts B-1 (2013)
GSFT-04 Fonts B-2 (2014)
GSFT-05 Fonts C-1 (2015)
GSFT-06 Fonts C-2 (2016)
GSFT-07 Fonts D-1 (2017)
GSFT-08 Fonts E/F-1 (2018)
GSFT-09 Fonts G-1 (2019)
GSFT-10 Fonts H-1 (2020)

IIGS GAMES

GSGM-01 Mean 18 Golf Courses 1 (2007)
GSGM-01 Mean 18 Golf Courses 2 (2018)

IIGS GRAPHICS

GSGX-01 Demo Disk A (2002)
GSGX-02 Slide Show I (2004)
GSGX-03 Slide Show 2 (2016)
GSGX-04 Slide Show 3 (2017)
GSGX-05 Nucleus Graphic Demo (2024)
GSHS-01 HyperStuio System - Demo Version
GSHS-02 HS.Demo - Demo Version
GSHS-03 HS Sounds - Demo Version
GSHS-04 More Stacks - Demo Version
GSHS-05 More Stacks 2 - Demo Version
GSHS-06 Video Demo - Demo Version
GSHS-07 Com Stack - Demo Version
GSHS-08 MUG 087 - Demo Version
GSHS-09 USA - Demo Version
GSHS-10 Hs Art 2 - Demo Version

IIGS ICONS

GSIC-01 Icons 1 (2022)
GSIC-02 Icons 2 (2027)

IIGS MISCELLANEOUS

GSMS-01 New Member's Disk (2000)
GSMS-02 Demo Source Code 1 (2005)
GSMS-03 Demo Source Code 2 (2006)
GSMS-04 Odd Bits 1 (2008)
GSMS-05 Odd Bits 2 (2013)

IIGS SOUNDSIIGS MISC.

GSSN-01 Sounds 1 (2014)
GSSN-02 Sounds 2 - Nostalgia (2015)

IIGS TUTOR TECH

GSTT-01 WAP Stack (2019)

IIGS UTILITIES

GSUT-01 Utilities 1 and Pictures A (2001)
GSUT-02 Jumpstart Program Selector (2021)
GSUT-03 Utilities 2 (2028)
GSUT-04 Utilties 3 (2029)

APPLE ///DISKS

THESE ARE ALL 5.25" DISKS

/// 3EZP & AW TEMPLATES

3ZAW-01 Applewks & /// EZP Bus. Tem (1060)

/// BUSINESS BASIC

3BSB-01 Pohlman Disk 01 (1017)
3BSB-02 Pohlman Disk 02 (1018)
3BSB-03 Pohlman Disk 03 (1019)
3BSB-04 Pohlman Disk 04 (1020)
3BSB-05 Pohlman Disk 05 (1021)
3BSB-06 PPT Demo / Basic Helps (1098)

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FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES ( ) AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

/// GAMES

3GAM-01 Games 01 (1001)
3GAM-02 Games for Kids (1007)
3GAM-03 Cap'n Magneto - Revised 1/89 (1041)

/// GRAPHICS

3GRX-01 Sketchpad & Slideshow (1012)
3GRX-02 Fig Factory Manual (1069)
3GRX-03 Fig Factory - Black & White (1070)
3GRX-04 Fig Factory - Color (1071)
3GRX-05 Raster Graphics Tool Kit (1072)
3GRX-06 3-D Modeling Tool Kit (1073)
3GRX-07 Chartmaker /// (1074)
3GRX-08 Graphics Utilities (1075)
3GRX-09 Graphics Disk 01 (1062)
3GRX-10 Graphics Disk 02 (1076)
3GRX-11 Graphics Disk 03 (1077)
3GRX-12 Graphics Disk 04 (1078)
3GRX-13 Graphics Disk 05 (1079)
3GRX-14 Graphics Disk 06 (1080)
3GRX-15 Calendar by Bloom (1081)
3GRX-16 Typewriter Art 01 (1082)
3GRX-17 Typewriter Art 02 (1083)
3GRX-18 Poster by Bloom (1084)

/// INFORMATION

3INF-01 WAP /// SIG PD Catalog (1000)
3INF-02 New Member Disk (1005)
3INF-03 Best of MAUG (1008)
3INF-04 Best of The Source (1009)
3INF-05 Best of TAU (1010)
3INF-06 Best of ATUNC (1055)
3INF-07 Best of ///'s Company 01 (1015)
3INF-08 Best of ///'s Company 02 (1057)
3INF-09 The Best of Bloom (1035)
3INF-10 Impert's Corner by Bloom (1096)
3INF-11 Phase /// Conference Plus! (1047)
3INF-12 Best of Ottalini 01 (1040)
3INF-13 Best of Ottalini 02 (1058)
3INF-14 Best of Ottalini 03 (1059)
3INF-15 Best of Ottalini 04 (1087)

/// MISCELLANEOUS

3MSC-01 File Cabinet / Sort Directory (1046)
3MSC-02 Contributions 01 (1053)
3MSC-03 Contributions 02 (1061)
3MSC-04 Contributions 03 (1086)
3MSC-05 Le Grayhaven Cookbook Plus! (1097)
3MSC-06 Double Boot - SOS / ProDOS (1099)
3MSC-07 Apple /// Demo Disk #1 (1100)
3MSC-08 Apple /// Demo Disk #2 (1101)
3MSC-09 Apple /// Demo Disk #3 (1102)

3REP-01 A3 Diagnostics 01 (1013)
3REP-02 A3 Diagnostics 02 / Block Edit (1094)
3REP-03 Repairing your A3 (1088)
3REP-04 Brain Surgeon (1089)
3REP-05 Disk Map (1090)
3REP-06 Disk Check & Pro Health (1091)
3REP-07 Vindicator & Catalyst Fixer (1092)
3REP-08 Block Editor & Block Byter (1093)
3REP-09 Jeppson Disassembler (1095)

/// TELECOMMUNICATIONS

3TEL-01 Telecom 01 (1063)
3TEL-02 Telecom 02 / Access /// (1064)
3TEL-03 Telecom 03 (1065)
3TEL-04 Kermit /// (1066)
3TEL-05 XModem /// (1067)
3TEL-06 TerminALL Manual - 7/89 (1032)
3TEL-07 TerminALL Program - 1/89 (1033)

/// UTILITIES

3UTL-01 System Utils & Data Disk (1004)
3UTL-02 Apple II Emulation 01 (1043)
3UTL-03 Apple II Emulation 02 (1044)
3UTL-04 SOS Drivers (1052)
3UTL-05 Basic Boot Disk (1014)
3UTL-06 Basic Utilities 01 (1002)
3UTL-07 Programmers Power Tools (1056)
3UTL-08 Applecon (1016)
3UTL-09 Diskmaker / Appleseeds (1045)
3UTL-10 Basic XT / Basic Utils 02 (1022)
3UTL-11 The Retreiver (1023)
3UTL-12 Power Print /// (1024)
3UTL-13 Disk Window ///+ - 2/89 (1025)
3UTL-14 Source Window Data Window (1026)
3UTL-15 Powercat / Basic XRF (1027)
3UTL-16 Basic Extension (1031)
3UTL-17 Power Keys DM+ (1034)
3UTL-18 Ram+3 / Two-n-Fro /// 128K (1036)
3UTL-19 Basic GTO (1051)
3UTL-20 CustomFont Manual (1037)
3UTL-21 CustomFont (1038)
3UTL-22 Fonts 01 (1039)
3UTL-23 D3 Backup by Bloom (1011)
3UTL-24 Gucspar by Bloom (1042)
3UTL-25 ASCIDIF by Bloom - 4/88 (1028)
3UTL-26 MLM Manual by Bloom (1068)
3UTL-27 MLM Utilities by Bloom 01 (1048)
3UTL-28 MLM Utilities by Bloom 02 (1049)
3UTL-29 MLM Utilities by Bloom 03 (1050)
3UTL-30 AppleWriter to 3 EZP by Bloom (1085)
3UTL-31 Pascal Menu Maker (1054)

/// WORD PROCESSING

3WDP-01 AppleWriter (1006)
3WDP-02 Footnote /// (1003)
3WDP-03 Ink Well Manual (1029)
3WDP-04 Ink Well Program (1030)

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_____ _____ _____
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_____ _____ _____
_____ _____ _____
_____ _____ _____

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Macintosh Disks

Anti-Virus Utilities
___ 5 disk set: $15
___ 1.01A - AV 1
___ 1.02A - AV 2
___ 1.03A - AV 3
___ 1.04 - AV 4
___ 1.05 - AV 5

Desk Accessories
___ 10 disk set; $30
___ 2.01B - DAs 1
___ 2.02B - DAs 2
___ 2.03B - DAs 3
___ 2.04B - DAs 4
___ 2.05B - DAs 5
___ 2.06B - DAs 6
___ 2.07B - DAs 7
___ 2.08B - DAs 8
___ 2.09B - DAs 9
___ 2.10B - DAs 10

FKeys (Function Keys)
___ 2 disk set
___ 4.01A - FKs 1
___ 4.02A - FKs 2

ImageWriter Fonts
___ 15 disk set; $45
___ 5.01 - IW 1
___ 5.02 - IW 2
___ 5.03 - IW 3
___ 5.04 - IW 4
___ 5.05 - IW 5
___ 5.06 - IW 6
___ 5.07 - IW 7
___ 5.08 - IW 8
___ 5.09 - IW 9
___ 5.10 - IW 10
___ 5.11 - IW 11
___ 5.12 - IW 12
___ 5.13 - IW 13
___ 5.14 - IW 14
___ 5.15 - IW 15

LaserWriter Fonts
___ 5 disk set; $15
___ 6.01 - LW 1
___ 6.02 - LW 2
___ 6.03 - LW 3
___ 6.04 - LW 4
___ 6.05 - LW 5

INITs & cdevs
___ 14 disk set; $42
___ 9.01 - I/C 1
___ 9.02 - I/C 2
___ 9.03 - I/C 3
___ 9.04 - I/C 4
___ 9.05 - I/C 5
___ 9.06 - I/C 6
___ 9.07 - I/C 7
___ 9.08 - I/C 8
___ 9.09 - I/C 9
___ 9.10 - I/C 10
___ 9.11 - I/C 11
___ 9.12 - I/C 12
___ 9.13 - I/C 13
___ 9.14 - I/C 14

Miscellaneous
___ 2 disk set
___ 10.01 - M 1
___ 10.02 - M 2

Paintings (MacPnt)
___ 5 disk set; $15
___ 11.01 - P 1
___ 11.02 - P 2
___ 11.03 - P 3
___ 11.04 - P 4
___ 11.05 - P 5

Digitized Sounds
___ 31 disk set; $93
___ 12.01 - S 1
___ 12.02 - S 2
___ 12.03 - S 3
___ 12.04 - S 4
___ 12.05 - S 5
___ 12.06 - S 6
___ 12.07 - S 7
___ 12.08 - S 8
___ 12.09 - S 9
___ 12.10 - S 10
___ 12.11 - S 11
___ 12.12 - S 12
___ 12.13 - S 13
___ 12.14 - S 14
___ 12.15 - S 15
___ 12.16 - S 16
___ 12.17 - S 17
___ 12.18 - S 18
___ 12.19 - S 19
___ 12.20 - S 20
___ 12.21 - S 21
___ 12.22 - S 22
___ 12.23 - S 23
___ 12.24 - S 24
___ 12.25 - S 25
___ 12.26 - S 26
___ 12.27 - S 27
___ 12.28 - S 28
___ 12.29 - S 29
___ 12.30 - S 30
___ 12.31 - S 31

Telecommunications
___ 9 disk set; $27
___ 13.01 - T 1
___ 13.02 - T 2
___ 13.03 - T 3
___ 13.04 - T 4
___ 13.05 - T 5
___ 13.06 - T 6
___ 13.07 - T 7
___ 13.08 - T 8
___ 13.09 - T 9

Programmer/Hacker
___ 20 disk set; $60
___ 14.01 - PH 1
___ 14.02 - PH 2
___ 14.03 - PH 3
___ 14.04 - PH 4
___ 14.05 - PH 5
___ 14.06 - PH 6
___ 14.07 - PH 7
___ 14.08 - PH 8
___ 14.09 - PH 9
___ 14.10 - PH 10
___ 14.11 - PH 11
___ 14.12 - PH 12
___ 14.13 - PH 13
___ 14.14 - PH 14
___ 14.15 - PH 15
___ 14.16 - PH 16
___ 14.17 - PH 17
___ 14.18 - PH 18
___ 14.19 - PH 19
___ 14.20 - PH 20

Miscellaneous Utils
___ 11 disk set; $33
___ 15.01A - MU 1
___ 15.02A - MU 2
___ 15.03A - MU 3
___ 15.04A - MU 4
___ 15.05A - MU 5
___ 15.06A - MU 6
___ 15.07A - MU 7
___ 15.08A - MU 8
___ 15.09A - MU 9
___ 15.10A - MU 10
___ 15.11A - MU 11

System Utils
___ 13 disk set; $39
___ 16.01B - SU 1
___ 16.02B - SU 2
___ 16.03B - SU 3
___ 16.04B - SU 4
___ 16.05B - SU 5
___ 16.06B - SU 6
___ 16.07B - SU 7
___ 16.08B - SU 8
___ 16.09B - SU 9
___ 16.10B - SU 10
___ 16.11B - SU 11
___ 16.12B - SU 12
___ 16.13B - SU 13

Word Processing Utils
___ 3 disk set
___ 17.01 - WP 1
___ 17.02 - WP 2
___ 17.03 - WP 3

Adobe Screen Fonts
___ 16 disk set; $48
___ 18.01A - AF 1
___ 18.02A - AF 2
___ 18.03A - AF 3
___ 18.04A - AF 4
___ 18.05A - AF 5
___ 18.06A - AF 6
___ 18.07A - AF 7
___ 18.08A - AF 8
___ 18.09A - AF 9
___ 18.10A - AF 10
___ 18.11A - AF 11
___ 18.12A - AF 12
___ 18.13A - AF 13
___ 18.14A - AF 14
___ 18.15A - AF 15
___ 18.16A - AF 16

HyperCard StackWare
___ 40 disk set; $117
___ 19.01A - SW 1
___ 19.02A - SW 2
___ 19.03 - SW 3
___ 19.04 - SW 4
___ 19.05 - SW 5
___ 19.06 - SW 6
___ 19.07 - SW 7
___ 19.08 - SW 8
___ 19.09 - SW 9
___ 19.10 - SW 10
___ 19.11 - SW 11
___ 19.12 - SW 12
___ 19.13 - SW 13
___ 19.14 - SW 14
___ 19.15 - SW 15
___ 19.16 - SW 16
___ 19.17 - SW 17
___ 19.18 - SW 18
___ 19.19 - SW 19
___ 19.20 - SW 20
___ 19.21 - SW 21
___ 19.22 - SW 22
___ 19.23 - SW 23
___ 19.24 - SW 24
___ 19.25 - SW 25
___ 19.26 - SW 26
___ 19.27 - SW 27
___ 19.28 - SW 28
___ 19.29 - SW 29
___ 19.30 - SW 30
___ 19.31 - SW 31
___ 19.32 - SW 32
___ 19.33 - SW 33
___ 19.34 - SW 34
___ 19.35 - SW 35 —> 6 disk set; $15

Mac II Series
___ 11 disk set; $33
___ 20.01 A- M II 1
___ 20.02 A- M II 2
___ 20.03 A- M II 3
___ 20.04 A- M II 4
___ 20.05 A- M II 5
___ 20.06 A- M II 6
___ 20.07 A- M II 7
___ 20.08 A- M II 8
___ 20.09 A- M II 9
___ 20.10 A- M II 10
___ 20.11 A- M II 11

HyperCard Externals
___ 5 disk set; $15
___ 21.01 - HE 1
___ 21.02 - HE 2
___ 21.03 - HE 3
___ 21.04 - HE 4
___ 21.05 - HE 5

System Software 6.0.5
___ 5 disk set; $15
___ SS1.ST
___ SS2.PT
___ SS3.U1
___ SS4.U2
___ SS5.NI

HyperCard Update 1.2.5
___ HC & Stacks - HC.01
___ HC Help - HC.02
___ HC Ideas - HC.03

Serially Numbered
___ Disk 30/92
___ Disk 74/75
___ Disk 77/78
___ Disk 80/84
___ Disk 85/89
___ Disk 91/95
___ Disk 96/104
___ Disk 105/106
___ Disk 108/128
___ Disk 134/143
___ Disk147
___ Disk 150/151
___ Disk 153

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	TOTAL AMOUNT		_____

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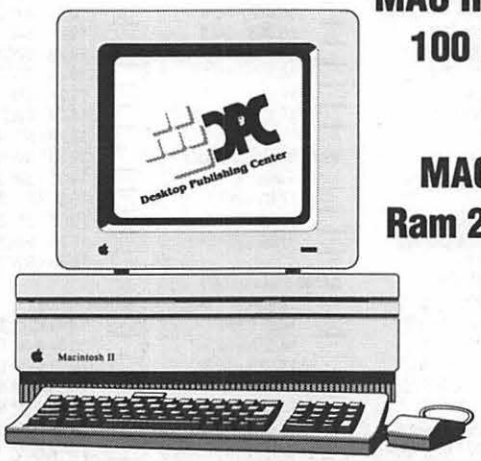

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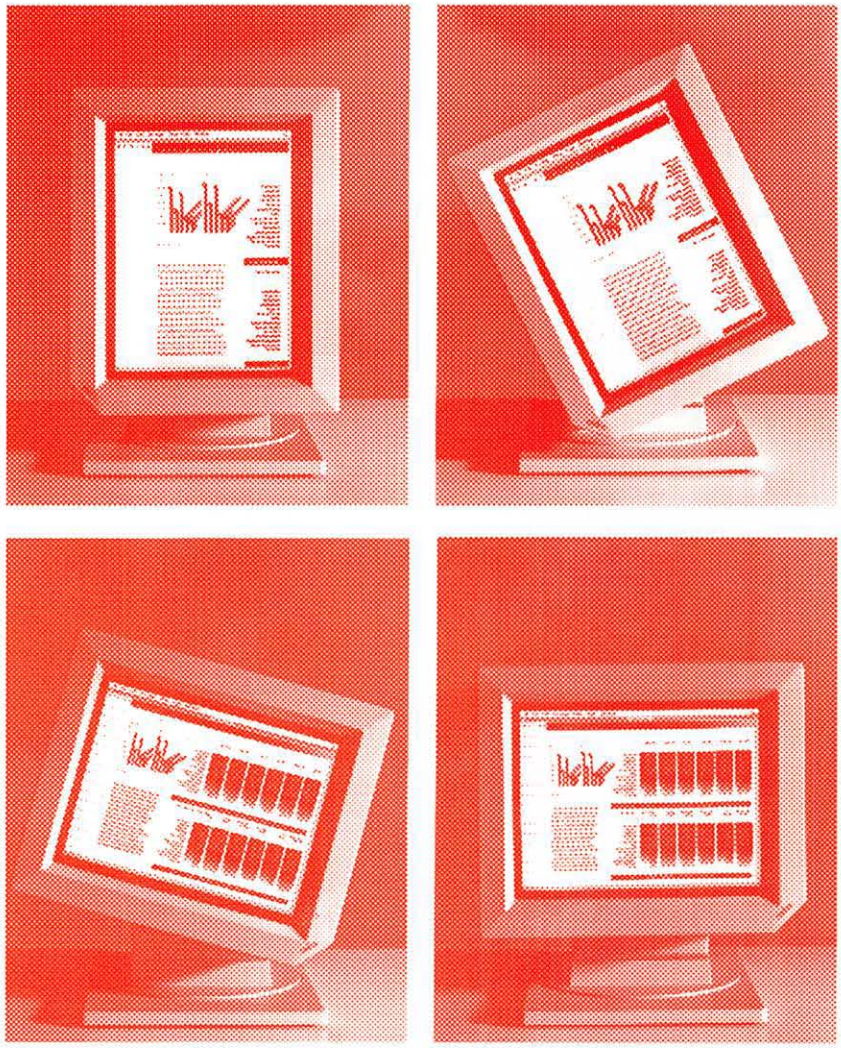

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