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The Journal of Washington Apple Pi, Ltd.

Volume 14, Number 8

August 1992



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Inspiration 3.0

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Time Treks

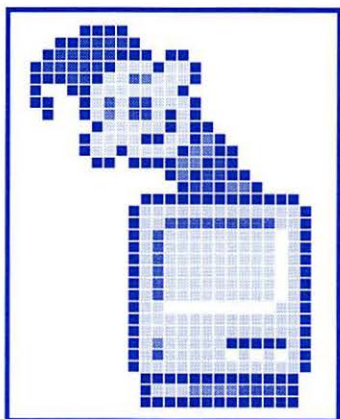
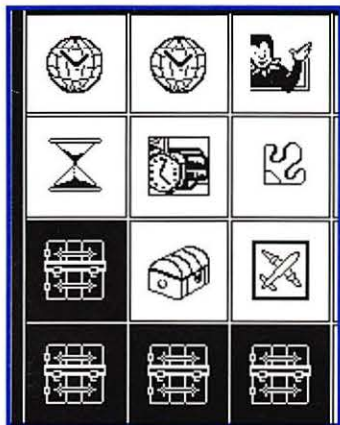
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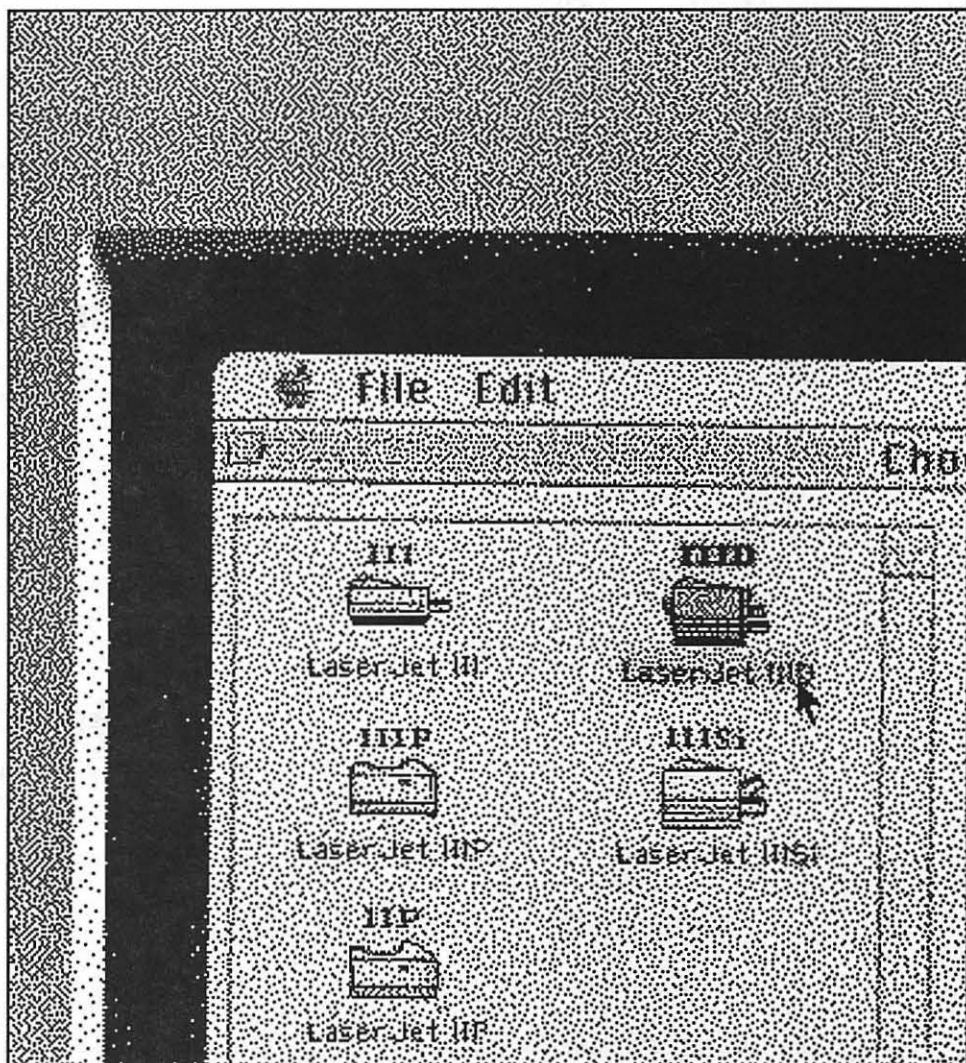


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In the Pi Pan...

by Debbie Hoyt

As I write this, it is difficult for me to believe that it is almost July—more than half of another year has passed. And so has the semi-annual WAP garage sale. I hope that you had an opportunity to come. The weather was fine, the vendors were eager, and the volunteers were willing and able to assist. As a club, we should take this opportunity to thank Tom Witte for choreographing the event. Many long hours were spent by volunteers and staffers, but none was without Tom's tireless direction. Tom, the success is yours and we thank you. To those who helped out, many thanks for your hard work and labors of love.

This month's issue of the Journal has several articles about telecommunications and modems. Much of this information is designed to enable the telecommunications novice to dabble, if he will, without fear that he'll blow up the TCS or his computer as a result of the adventure.

We kick off with part two of the series, *How the TCS Works* which describes how to use the WAP's own bulletin board system (BBS). This is followed by an explanation of modems, their standards, etc. (and what all of those wild acronyms stand for)

And finally, we round out the Journal's General Interest section with an overview of some of the more

popular V.32 modems, their advantages and disadvantages. I hope that this information encourages many more of you to join us on the TCS.

Once again we have Macintosh and Apple tutorials to offer in August, so be sure to check out Keith Malkin's tutorial article. While you're there, please give some consideration to helping coordinate and advertise the WAP tutorials. There is a notice above the tutorial registration form explaining what is needed. I'd like to close this month by thanking Bob Morris, the soon-to-be retired tutorial coordinator for all of his efforts in the membership's behalf. You'll be missed.



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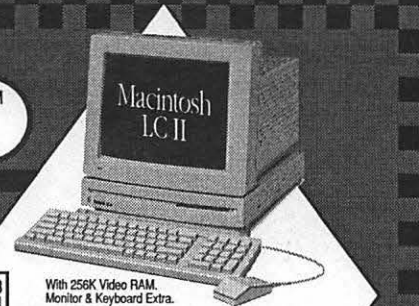


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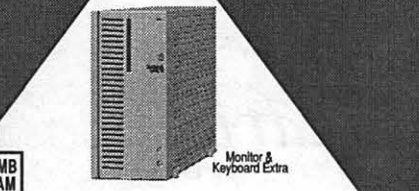
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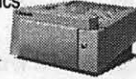
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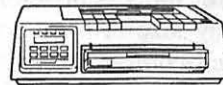
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SIG's and Slices

Columbia Apple Slice

by Andy Wakshul & Tom Cook,
Columbia Slice Apple II Editor

It was a "no-lose" situation for Tom Cook at the June 4, 1992 meeting of the Apple II group of the Columbia Slice. Whatever he said, people would argue that his demonstration was *Pointless!* The software was, but Tom's demonstration certainly wasn't! In addition, Tom couldn't lose because the program he was demonstrating, *Pointless* from WestCode Software (\$79.99), is such a remarkable achievement. *Pointless* creates scalable fonts on-the-fly using *TrueType* outline fonts previously available only on the Mac and IBM platforms. With *Pointless*, WestCode has given the users of IIGS desktop software the ability to create screen and printer fonts effortlessly in just about any size (Tom made some microscopic 4-point screen fonts to illustrate) up to a maximum of 255 points (though as Tom pointed out, limited somewhat by whatever software you are using the fonts with).

Tom gave a knowledgeable and skillful explanation of the difference between standard bit-mapped \$C8 type fonts for the IIGS (those standard fonts we've been using since the IIGS debuted and which actually consist of little crafted pictures of each letter) and *TrueType* outline fonts, which are actually mathematical formulas describing the curving places where the dots would outline each letter. Because the formula remains constant in whatever size it is drawn, these fonts are scalable, and you can create any size you need. Tom pointed

out how these fonts are selected from the Font menu in desktop programs such as *AppleWorks GS* and *GraphicWriter* (but not *AppleWorks* classic with *SuperFonts* or *Publish-It!*, which are 8-bit based).

Tom distributed samples of ImageWriter printouts he had made showing the improvement, particularly in the quality of larger sizes, in *TrueType* over the old, "jaggie" bit-mapped printouts. While nobody actually fainted, the difference was really breathtaking. He also explained that a font created by *Pointless* could be saved for future use as a bit-mapped font, usable in *AppleWorks* or anywhere a standard \$C8 font would work.

After Tom's demo, we borrowed some Mac *TrueType* fonts from our brethren on the other side of the room divider, and using the HFS FST now available in System 6.0, we imported them with a slight filetype change for use with *Pointless*. In spite of some skeptic's cry of "This'll never work," it did, showing how close connectivity and communication between the IIGS and the Macintosh has come. Bill Campbell announced that he expects some disks of *TrueType* fonts for use with *Pointless* to be available in the IIGS library within a couple of months.

Since we had a number of newer members watching, and because of the skill of Tom Cook and the wizardry of the developers at WestCode, our Thursday evening at the Howard County Board of Education building was meaningful, purposeful and anything but *Pointless!*

by Lawrence I. Charters
Columbia Slice, Mac Editor

June's Columbia Slice Macintosh presentation focused on the Pi's famed computer bulletin board, the TCS (Telecommunications System), with a mixture of general telecommunications questions, bulletin board questions, and modem questions thrown in for spice. Meeting in the Howard County Board of Education Building just after the adjournment of a Board meeting, the room was well supplied with live microphones, overhead projectors, screens and other goodies, not to mention a Macintosh IIsi loaned for the evening by Computer Age (US 40 at Academy Road, Catonsville, MD 21228; tel. (410) 719-0200). One young first grader tested each microphone, personally, and the Board should be happy to learn that they all work.

Henry Yee, SysOp (System Operator, a sort of general manager, housekeeper, and technical expert) of the Columbia Slice bulletin board on the TCS, began with a summary of the various TCS functions and areas. He prepared a number of overheads showing how the menus were arranged, and listed common commands. Other overheads were used to illustrate a sample session, and formed a background for his advice and suggestions on how to get the most out of the TCS. Judging by the number of people taking notes — pages and pages of notes — the crowd was keenly interested in every word he said. Also immediately apparent: Henry is frighteningly well organized. Isn't this illegal?

Henry's advice, in part:

- Start out small. Read and respond

to just a few bulletin boards in Conference 1 (General), and a few in your machine-specific area (Conference 2, Apple II, or Conference 3, Macintosh). The TCS is large and detailed, with a long history; it can be intimidating if you try to digest it all at once;

- Don't be afraid to try out new and different commands. Generally speaking, there are usually a number of different ways to get the same result, and the one you like best may not be the first you try;
- Don't be afraid to ask questions. Questions are, in fact, one of the great strengths of the TCS, and the Pi in general. No matter what you want to do, regardless of how common or how rare it might be, someone probably has dealt with it before, and will gladly offer advice, aid and assistance;
- In particular, don't be afraid to ask questions on how to use the TCS,

your modem, or your terminal package. "How to use the TCS" may well be the most popular topic on the TCS.

Lawrence Charters, aided by Henry and assorted commentary by various other TCS users, then did a live demo of the TCS. A novice user was selected at random from the audience, using the time-honored "Me! Me! Me!" criteria. This novice listed messages on several TCS bulletin boards, changed from one conference to another, posted a message, downloaded a file or two, and generally made it look easy. Lawrence offered a few pointers of his own:

- Don't hang up on the TCS. Use the TCS's Off command to leave when you are finished;
- Use a terminal program that supports ZMODEM. ZMODEM is the fastest transfer protocol available, and requires the least amount of work from the user. Current ver-

sions of the commercial programs White Knight, SmartCom II, and Microphone II all support ZMODEM, as does the popular ShareWare package ZTerm (which, incidentally, is available for downloading from the TCS or through the WAP Disk Library);

- Conversely, avoid terminal programs that don't support ZMODEM, including Microsoft Works, all versions of Red Ryder, QuickLink, and older versions of Microphone and SmartCom. If necessary, use one of these programs to download ZTerm from the TCS;
- Get in the habit of regularly turning on the "capture text" option in your terminal program. This will allow you to read messages at your own pace after you've logged off. It also gives you a copy of everything you've typed, in case you run into problems and need help—"I typed X, so why did Y happen?"

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One interesting discovery during the evening concerned the Pi's New Member Handbook. Every new member gets a copy of this painstakingly crafted document, and a large chunk of it is devoted to the TCS and how to use it. Not one person at the meeting — none of the novices, none of the officers, not even the six year old testing the microphones — had read the instructions in the handbook. Only one person admitted to even knowing there was a section on the TCS. This discovery probably has Great Meaning and Significance, but what that might be wasn't immediately clear.

In a vain attempt to keep up with the Slice's Apple II users, who spent last month entertaining everyone with music files, the meeting also featured music. Running in the background, playing Amiga MOD music files, was Sound-Trecker 1.0, a wonderful package created by a German programmer. While it can't create or modify MOD music (the Apple II folks are still way ahead here), it operated perfectly in the background while Zterm was busy talking to the TCS.

Those at the meeting were *impressed* to learn that all the software shown at the meeting, from Apple's System 7 operating system running on the IIsi to the Zterm terminal package to Sound-Trecker and the many music files — all these are available on the TCS, and were, in fact, downloaded from the TCS prior to the meeting.

Henry's TCS presentation was reinforced by his three page article in the June *AppleTree*, the Columbia Slice newsletter. Born just a few months ago as a single-sheet newsletter, *AppleTree* has grown rapidly in size and sophistication under the care and feeding of Tim and Brenda Helsing. This is yet another example of the amazing results possible when you mix creative technology, creative

people, and a willingness to donate a little volunteer labor and effort.

The meeting closed with a giveaway of some goodies: mouse pads. As usual, these freebies were a big hit, and suggestions were made on possible future freebies: PowerBooks, Quadras, and other trivial items. So far, however, no one has come forth with donations. Sigh.

StockSIG

by Morris Pelham

StockSIG has anointed it's first two experts.

At our March '92 meeting, all present agreed the next major move in the stock market will be down, so our discussion turned to short sales. Philip Stewart offered to show us how to use options instead of stocks and so we spent the April and May meetings comparing stock short sales with purchasing S&P index put options. We are now better informed, but I am not sure Phil has won any converts. He has agreed to be our options expert if anyone else brings any questions. Thanks, Phil.

Our second expert is Ann Meredyth. Ann has an old copy of the "Andrew Tobias' Managing Your Money" software and has agreed to update to the latest version and share her experiences with us. This software was reviewed in the September 1991 *MacUser* and described there as "ideal for sophisticated investors." I believe it is also the # 1 seller in financial software. If it is the best and the best selling, we should know about it. Others interested in or using this software are welcome at our meetings. If enough are interested we will spend more time on it. Thanks, Ann.

We are recruiting for one or more *Excel* experts. Investors mostly use *Excel* for small, quick "what if"

projects. If you have experience using *Excel* to analyze a stock for purchase or sale, to compare a stock transaction with an options transaction, or to build a bond ladder come and share your experience with us. If enough are interested we will spend more time on it.

We are recruiting for experts in various telecommunications services. CompuServe has a Section 7 for Investing and Finance. GENie offers Schwab brokerage services online with commission discounts. Dow Jones offers a flat rate price for after hours access to their financial information and they sell software to analyze prices and maintain portfolios. If you use any of these services we invite you to be our expert and share your experiences with us.

We are also recruiting for mutual fund experts. If you use your Mac to make buy/sell decisions and/or keep your portfolio records for your mutual fund collection, we invite you to be our expert and share your experiences with us.

As you can tell, StockSIG is not a solo performance. To me, an expert is anyone who knows more than I do. That's easy. Y'all come!

Annapolis Apple Slice

by Seth Mize

Apple II Programs The new Secretary of the Annapolis Apple Slice from May 9 is Jeff Straight a Mac SE user from the eastern shore.

The Apple II portion of the Annapolis Slice May 9 meeting at the Crofton Library was a quick demonstration of AppleWorks GS led by Seth Mize. Charles Merenda provided his TransWarped IIGS with a Applied Engineering Vulcan 40 MB hard drive inside for the demo. Next we discussed the new GS operating

system 6.0 that Chuck and Mike Menne plan to install on their hard drives. Mike says he is looking for a cheap source for Pyware Music Writer to use for his choir in Severna Park.

Bill Derouin brought his portable Iie to the meeting to demonstrate Print Shop. It is a Iie motherboard installed inside a portable Franklin case. He ended up watching our IIGS demo. Bill uses a Iie, a pc/xt clone and a Mac Plus to create letters, mailing labels, invoices, data bases, spreadsheets and artwork.

Meanwhile, Ed Benson and a dozen others watched a facinating demonstration by Sandy Bozek that is reported by Dick MacLean (below). Ed has plans for a new Mac LCII to replace his Apple Iic and still use some familiar software. Helen Hammerstrom must be in France.

**by Dick MacLean,
CrabApple Department Editor**

At the Annapolis Slice monthly meeting on May 9 at Crofton Library, AAS CrabApple Newsletter Editor, Sandy Bozek, gave a demonstration on Adobe PhotoShop. Sandy, who is a freelance Macintosh Communications and Production Consultant, entranced her audience with the capabilities of PhotoShop's image alteration and photographic enhancement tools.

Based on the success of this and previous software demonstrations by other members, AAS hopes to eventually obtain either a donated overhead color monitor projection system, or additional color monitors to make it easier for people to view the demonstrations.

AAS continues to gain new members by offering a wide variety of discussions, individual help sessions, demonstrations and workshops on the Apple, Mac, peripherals, software and hardware. We promote

individual, and group participation by beginners and masters alike.

AAS extends an open invitation to the general public, beginning Mac and Apple users, WAP members and other slice groups to visit and participate in our regular monthly meetings. Vendors are cordially invited to promote their services and Macintosh related products through advertisements in our newsletter or by presentations at the monthly meetings. Please contact our President, Bob Peterson, at 410-721-9151 (7-9 pm), for more information.

AAS meets the second Saturday of every month at the Severna Park Library. Meetings begin at 9:30 am and normally last until noon. Welcome Aboard!

EdSIG

by Phil Shapiro

A vibrant but self-restrained group of parents and teachers gathered together for the June EdSIG meeting. Joan and David Jernigan drove all the way from Loudoun County to join the EdSIG regulars. Mary Yao joined us again to bless us with her uncanny wisdom and insights.

Huddled around the club's Apple IIGS, we took a look at a new chemistry ShareWare tutorial, *Formula Club*, that teaches students the names of ions and compounds. While lacking the bells-and-whistles of commercial software, the program has some amusing reinforcing comments. On the flip side of the 5.25 inch disk is an editor program that allows you to add, change, or delete any of the data used in *Formula Club*. A nice extra touch is that the *Formula Club* prints out a chemistry study sheet on any Apple ImageWriter printer.

Should you be interested in this software, you can get the latest copy

of *Formula Club* by sending \$10 to Preston Boomer, 60 Verde Dr., Santa Cruz, CA 95060.

Following that demonstration, Howard Heydt gave us a guided tour of *Eco-Adventures in the Rainforest* on the club's Macintosh SE. Howard tells us that his middle school science students find this software to be quite motivating. The game takes students on a safari to hunt down and photograph rare species of the rainforest. Along the way, students encounter natural dangers and obstacles.

Aside from teaching ecology itself, this software gives students practice at map reading and simple problem solving. The amount of data in the program allows for dozens of different "eco-adventures," so kids won't find the adventures too predictable.

After the Eco-Adventure demonstration, we took a look at the FreeWare version of the *Kid Pix* paint program. This spawned a discussion on sources of Macintosh educational FreeWare and ShareWare disks. Apparently one of the better sources of such software is the National Home & School Macintosh User Group. Their bimonthly disk contains both programs and articles. Yearly subscriptions are \$15 in the U.S., Canada, and Mexico. (\$21 overseas). Their address is: 15 Everglades St., Kenner, LA, 70065.

Incidentally, parents and teachers in Montgomery County might want to note the address of the Children's Resource Center Library at 332 West Edmonston Drive, in Rockville. (Phone: (301) 279-1446). In their reference section they have a copy of the annual educational software guidebook, *Only the Best*, published by R.R. Bowker. This guidebook usually sells for about \$30. The book lists about 200 disks that meet its stringent criteria. The descriptions of the software titles, regrettably, are rather brief.

Telecomm SIG

by Allan Levy

The new Telecom Disk is now available. Telecom and Dave Weikart collaborated to create the new Mac Disk that includes all of the essentials on one disk. The report on V.32 modems (9600) is in this issue and attention is now focusing on the V.32bis (14400 bps) modem project. Many members have expressed interest in internet access, so Telecom is currently testing software to allow internet conference access. At present it looks like there will be no cost to the members other than paying a ShareWare fee for the software. We will demonstrate this at the next Telecom meeting so please attend. There will also be some high speed modems to play with when we meet, so it should be lots of fun. At the last meeting a Practical 9600 modem was demonstrated.

Finally, I would like to thank David Page for editing my articles.

Late Breaking News

- Compucom Corporation, one of the original inexpensive high speed modem vendors has gone bankrupt.
- Supra V.32bis modems now will support and originate fall-back and fall-forward as the line changes its ability to support traffic. Global Village now has internal V.32 and V.32bis modems for the PowerBook. We will be experimenting with some of these in the near future and will give you more information then.
- Everyone seems to be having minor Fax problems with the new modems.
- Xyzel now claims to also have caller I.D. working in their modem.
- There is a new ROM for the Practical V.32 (1.4).

IIGS SIG

by Paul Tarantino

We had a lot to talk about at our June meeting in Maclean: Gary had brought in an assortment of programs from Seven Hills to demonstrate; Doug Ruff's thorny problem with launching Basic programs from within *ProSel* challenged our Q&A gurus (this discussion continued long after the meeting on the TCS, leading eventually to a successful resolution); there's a new computer store in town (well, in Fairfax); and we got to check out a bargain-priced monitor glare shield.

Taking these topics in no particular order, the glare shield is a ten-dollar Good Deal from MEI Micro Center, the mail order disc people in Ohio. (Gary claims to have gotten his for \$6.97, but the MEI catalog that I have says \$9.95... Did our SIG chairman get a special discount? The glare shield consists of a plastic frame surrounding a very fine, dark fiber mesh, with velcro straps to connect the shield to your monitor. It seemed to work pretty well, especially for the price! Might be worth checking out if you have a glare problem and don't want to invest lots of bucks in a treated glass glare shield. MEI will take phone orders at 1-800-634-3478.

MEI is also responsible for the recently opened Micro Center in Fairfax, near the Nutley Avenue exit from I-66. Nobody at our SIG meeting had been there yet, but there have been rumors of excellent prices on lots of stuff. If you have an MEI catalog in hand, we are told that a little persistence will get the store people to match the lower catalog prices on disks, ribbons and things.

Gary had four Seven Hills products to show off, three commercial packages and one freebie. Time constraints and a professed ignorance of

higher mathematics precluded Gary from demonstrating *Formulate*, a commercial program (\$49.95 list) which will allow the user to compose complex mathematical formulae, using integral signs and suchlike arcane symbology, and save them as pictures to paste into 16-bit WP documents. *Formulate* doesn't solve equations for you, it merely enables the user to employ mathematical notation in a document, which is handy for technical writers, math and science instructors preparing tests or handouts.

Seven Hills' Express is a CDEV (control panel device) which can act as a print spooler for 16-bit programs, dumping print files and printing instructions to disk where they can either print in the background while you are using the computer for something else (providing that you remain in the 16-bit world), or setting up a queue of documents to be printed in sequence unattended, while you eat, sleep or (depending on the speed of your system and the size and complexity of the documents) vacation in Hawaii. A handy capability, reasonably priced at \$39.95 list.

Shoebox is a set of *HyperCard GS* stacks (which comes complete with the latest version of *HyperCard GS* (less the programming tools and objects and the several pounds of *HCGS documentation*) which are set up to do all those organizational things you claimed you would do way back when you acquired your first Apple II (or TI 99-4 or Commodore Pet); i.e., set up a budget system, inventory all your valuables, organize family records (personal data, medical information, education), et cetera. A well-designed and user-friendly package, although it has *HyperCard's* characteristic speed limits to slow it down somewhat. *Shoebox* also has the capability to store messages for family members (the electronic equivalent of a refrigerator door),

suggesting that the designers of *Shoebox* expect you to keep the computer in the kitchen or near the back door, always on and ready to remind Junior and Sis to do whatever. Anyway, it's a nice program, especially for people (like me) who are planning to upgrade from *HCGS 1.0* to 1.1 anyway, since the upgrade itself costs \$25 (via A2-Central, I believe), while for maybe \$35-40 via mail order (\$60 list) you can get *Shoebox* AND all the pieces of *HCGS* you need to upgrade the older *HyperCard* you already have.

Our last Seven Hills demo was the biggest bargain because it has been released to the community as FreeWare, ostensibly in commemoration of the arrival of System 6. *QuickLaunch* is a permanent initialization file (PIF), which means it should be put in the /System/SystemSetup folder on your boot volume. Do this, reboot, enter the finder and you will notice a new entry, called "Extras" in the menu bar. Under the extras menu lurk the tools which will enable you to add a list of frequently used application programs to the "Ex-

tras" pull-down menu, giving you a sort of *ProSel*-like configurable program launcher on the desktop! Very handy, very slick, and easy to set up and use. Copies of *QuickLaunch* were distributed at the meeting, and the file can also be found on the TCS (and probably in the Disketeria by now!).

Seven Hills Software can be reached at 2310 Oxford Road, Tallahassee FL 32304-3930 or by phone at (904)575-0566, on CompuServe as 75300,1743, and on AOL and GEnie as Seven Hills. They deserve some support.

To all who helped at the Garage Sale . . . Thanks

To those that bought and sold, I trust that you found the good deal. To all who enjoyed this event, please join me in expressing thanks to those who made it possible. To our diligent and every hard working president, Lorin Evans for finding and securing the new site when our previous site became a casualty of the school / tax wars; to our tireless office manager Beth Medlin for coordinating and responding to endless telephone quires; to our 'can do' Journal editor Debbie Hoyt for getting our ads into the Journal, even after the last minute; to Elizabeth Medlin for colorized signs; to the Get-There-Early-and-Set-It-Up Crew: Debbie Hoyt, David & Joan Jernigan, Ken DeVito and family, Jon Slobins; Allan Levy, Lawrence Charters, Bill Wydro, and Lorin Evans; to the tireless Door Crew: Grace Gallager, Lou Pastura and Frank Potter; and to anyone that I missed, please forgive me.

To those who missed this event, we had over sixty tables of sellers and about 500 buyers, a dozen door prize winners and a good time for all.

Tom Witte

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Macintosh Tutorials and Seminars for August

by Keith Malkin

The end of Summer is hot, humid, and slow, so shake the sand out of your sandals and come in out of the summer heat for a real cool Mac or Apple class. This is back-to-basics month, and we're offering our three-part Introductions to the Macintosh and the Apple IIGS. Call the WAP office to check the latest schedule: (301) 654-8060.

Fees for most class sessions are fifteen (\$15) dollars for members and twenty (\$20) dollars for non-members. Special Interest Groups and Slices of the Pi may have different fees—check with the SIG/Slice chair or seminar coordinator. We advise you to register well in advance for classes by sending in the registration card (at the end of this feature in any issue of the Pi Journal) or phoning your registration into the office with a credit card. If you must cancel your registration, please do so two (2) business days before the class. Otherwise we cannot refund your fees.

Occasionally the class schedule changes for a variety of reasons. Verify your registration and the class schedule with the WAP office to avoid the inconvenience associated with cancellations, etc. Call the office at least one business day before the class date to confirm your class will be held as scheduled. We sincerely regret any inconveniences that may arise from scheduling changes.

Volunteers and Instructors

Call me, fax me, write me with

your thoughts, feelings, questions, or suggestions (about the Pi training program or a particular class). I'm Keith Malkin at (703) 503-8591, 9505 Draycott Court, Burke, VA 22015-3253. I use the one telephone line for voice, fax, and data, so call me first to set up a fax or data transmission.

We are in serious need of a few good volunteers to help coordinate and administer the program, develop curriculum, recruit good instructors, do publicity, and design and illustrate flyers, one-sheets, brochures, and certificates. It won't take up much of your time—just a few hours each month—and it is often very rewarding. You don't have to possess any special talent or skill; your enthusiasm or energy is more than enough. Call me at the number listed.

Jim Draper called just as we were going to press. Jim decided to save the day by volunteering to help organize the class schedule. If I haven't scared Jim away, by the time you are reading this, Jim will be helping us fill the schedule with interesting offerings. (Thanks Jim! Thanks are due also to Bob Morris from you and me and every Pi member for all the time and effort he put in making the training program work.) Jim and I will need your help so please call and volunteer.

You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with

students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training in *HyperCard*. Call me if you have a subject you'd like to teach.

Apple IIGS Tutorials

The Apple IIGS Introductory Tutorials are a three-part series designed for Apple IIGS novices. Classes will meet on the first three Tuesday evenings in August from 7-10 pm.

Introduction to the Apple IIGS, Part I (Course # GS10892) Designed for the Apple IIGS novice.

Materials Required: Access to an Apple IIGS outside the classroom.

Course Date: Tuesday, August 4, 7-10 pm.

Introduction to the Apple IIGS, Part I (Course # GS20892) Designed for the Apple IIGS novice.

Materials Required: Access to an Apple IIGS outside the classroom.

Course Date: Tuesday, August 11, 7-10 pm.

Introduction to the Apple IIGS, Part I (Course # GS30892) Designed for the Apple IIGS novice.

Materials Required: Access to an Apple IIGS outside the classroom.

Course Date: Tuesday, August



18, 7-10 pm.

Macintosh Tutorials

The Macintosh Introductory Tutorials are a three-part Introductory series designed for beginning users or those desiring to brush up their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and concerns will be addressed. Please try to take all three parts; this is the most beneficial arrangement.

Introduction to the Macintosh, Part I (Course # M10892) You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn the basic components of your Macintosh system, hardware and software. You'll explore the System, Desktop, Icons, Active Window, Control Panel, and how they all work.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Course Date: Monday, August 3, 7-10 pm.

Introduction to the Macintosh, Part II (Course # M20892) You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn the basic components of your Macintosh system, hardware and software. You'll learn the finer points of the Menu Bar, error messages, Scrapbook, and Clipboard. You'll also learn about peripheral devices and how they are connected to the Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k

disk.

Course Date: Monday, August 10, 7-10 pm.

Introduction to the Macintosh, Part III (Course # M30892) You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn the basic components of your Macintosh system, hardware and software. You'll learn about the System software, using, installing, and updating system files. You'll also learn about managing memory, hard disk management, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (publish and subscribe), and balloon help. If time permits, you'll get a very basic overview of *HyperCard* and *QuickTime*.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800k disk.

Course Date: Tuesday, August 17, 7-10 pm.

Other Educational Opportunities

I'd like to think we can be a clearinghouse for training and education information at some point. In the meanwhile, I've listed some training resources to supplement our class schedule. There are any number of trainers, consultants, and others in this area and around the country. Some are very good; some are not so good. Let the buyer beware. While I am not endorsing the listed resources, I've had either a personal experience or positive feedback about them. Speaking of feedback, call or write me on your training experiences outside the Pi.

• Personal Training Systems (828 S. Bascom Avenue, Suite 100, San Jose, CA 95128): 1-(800)-TEACH-99. Personal Training Systems offers a

pretty comprehensive set of 90-minute tutorial modules which consist of an audiocassette and computer disk. Most sets have four or more modules ranging from beginning to more advanced topics. At mail order prices of \$60 or less per module (\$99.95 list), these packages are relatively cheaper than other such training materials. Check them out.

• Northern Virginia Community College, Alexandria Campus (3001 North Beauregarde Street, Alexandria, VA 22311): (703)-845-6301.

Loudon Campus (1000 Harry Flood Byrd Highway, Sterling, VA 22170): (703) 450-2571.

Continuing education classes in Macintosh computing. Associate Degree in Applied Science programs in Communication Design and Computer-aided Graphic Design at the above campuses. The primary Macintosh classes are Computer Graphics I and II.

• AFI-Apple Computer Center for Film and Videomakers, Los Angeles, CA:

(213) 856-7664 or 1-(800) 999-4AFI. Courses in film, video, and multimedia—most involve Macintosh computing. Courses primarily at the Los Angeles campus.

• Avid Education Services: (617) 221-6789. The Avid Media Composer is the premiere off-line editing system in video and film (cine as the insiders call it). It is Macintosh-based. If you are interested in video or film editing or production, learning the Avid system is a good idea. Courses around the country.

• The Corcoran School of Arts: (202) 628-9484. Courses in Macintosh color computing, design, illustration, art, and electronic press. Courses in Georgetown.



- The Eastman Kodak Center for Creative Imaging, Camden, Maine: 1-(800)-428-7400. State-of-the-art, Macintosh-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in a building Kodak calls the Atelier.

Sony Institute of Applied Video Technology, 2021 North Western Avenue, PO Box 29906, Hollywood, CA 90029: (213) 462-1987, then #*. Film, video, and multimedia courses—many involving the Macintosh. Courses in Hollywood and around the country.

Dynamic Graphics Educational Foundation: 1-(800) 255-8800 The “Step-by-Step Graphics” people offer courses on Mac-based graphic design, electronic publishing, color pre-press, etc. at a Peoria campus, at DC area hotels, and other locations around the country. Prices range from approximately \$200-800.

- The Sony Video Institute (The

Help Wanted...

Bob Morris is retiring as tutorial coordinator and the Washington Apple Pi needs volunteers to help develop the monthly tutorial schedule and promote these tutorials to the community and to school teachers and administrators in Maryland, DC, and Virginia areas.

The duties of the curriculum coordinator(s) include calling and verifying classes, finding instructors for classes, and devising a routine monthly schedule for both Mac and Apple classes. This position requires enthusiasm and warmth as well as a commitment to contributing a few hours each month on a regular basis. Bob will turn over all of his notes and contacts to the new coordinator(s).

The duties of the promotional advertiser(s) include creating promotional flyers to advertise tutorials to the public and helping to increase student enrollment. We are not looking for advertising experts, just eager helpers with energy and creativity who are willing to provide a few hours each month on a regular basis.

Many hands make the work light, so more than one person can work at these positions each month. If you can help, please call Keith Malkin (703) 503-8591 or Beth Medlin (301) 654-8060.

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Ave., Su. 910
Bethesda, Maryland 20814
301-654-8060

Basic Information

Course Numbers

Name _____

Address _____

City/Zip/State _____

Phone (day) _____ (evening) _____

Member Number _____ Non-member _____

Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____

Check/Money Order _____ Credit Card _____ Card Number _____

Card Expiration _____ Signature _____

Can you bring your own computer to the class? Yes No

Please fill in the course number of the class(es) that you wish to attend.

Class #1 _____

Class #2 _____

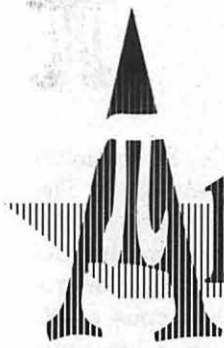
Class #3 _____

Class #4 _____

Class #5 _____

Class #6 _____

WAP Form #CL006 (mod. 7/90) Mail registration and payment to the above address.



Artists on exhibit

by Ann Aiken

Part 2 of 2

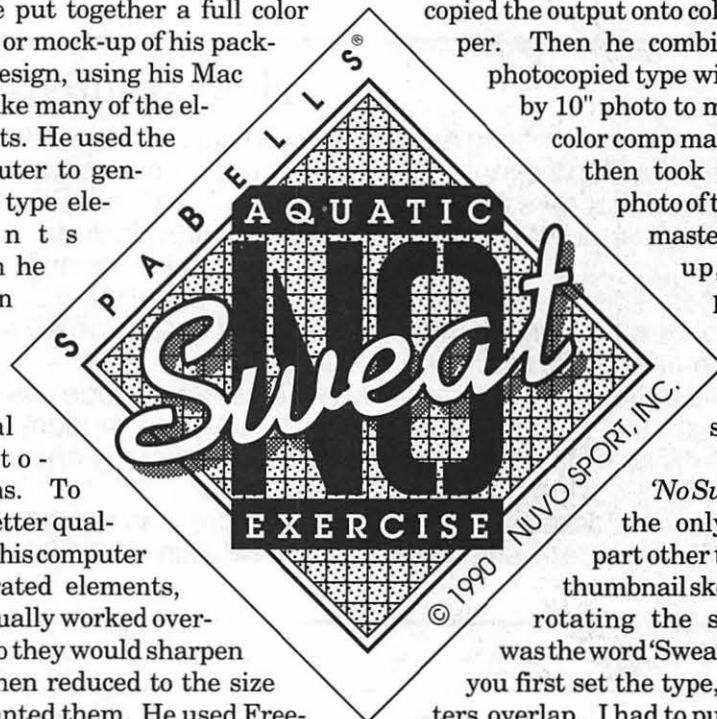
This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.

Artist info: Our guest artist this month is Bruce MacKechnie. Bruce started his career with a degree in Advertising from Virginia Commonwealth University in Richmond, Virginia. He spent 13 years with Creative Technologies, a computer graphics firm. He was the Art Director in the conventional art department which interfaced with the computer department. He left a few years ago to start Nuvo Sport, a company set up to manufacture and market his own patented invention called SpaBell Total Fitness System, which is used for aquatic exercise.

Tools: Mac llcx, Aldus Freehand 3.0, ScanMan, and Adobe Streamline.

Techniques: In the first example, *The SpaBell Total Fitness System*,

Bruce put together a full color comp or mock-up of his package design, using his Mac to make many of the elements. He used the computer to generate type elements which he then combined with actual photographs. To get better quality on his computer generated elements, he usually worked over-size so they would sharpen up when reduced to the size he wanted them. He used Freehand 3.0 for the type and then photo-



copied the output onto colored paper. Then he combined the photocopied type with an 8" by 10" photo to make the color comp master. He then took another photo of the comp master, blew it up, and pasted it onto an actual size box.

"On the *No Sweat*' art, the only tricky part other than the thumbnail sketch and rotating the squares, was the word 'Sweat.' When you first set the type, the letters overlap. I had to put a little white box or shape to block off where they overlapped to get rid of the black lines to make the letters connect together seamlessly.

"I hand drew the letters in the 'Art Object' on the computer so I could fill in the left side of the letter A with black and the right side with white. I used a PostScript fill texture for the corners. I read about them in a book entitled *Mastering Aldus Freehand*. There's a section for fill patterns which gives you a custom PostScript fill number for each texture. This way I used a more sophisticated fill but also more memory intensive. What's represented here are black and white versions of color areas.

"The 'SpaBell' circular logo was designed to be primarily a rubber





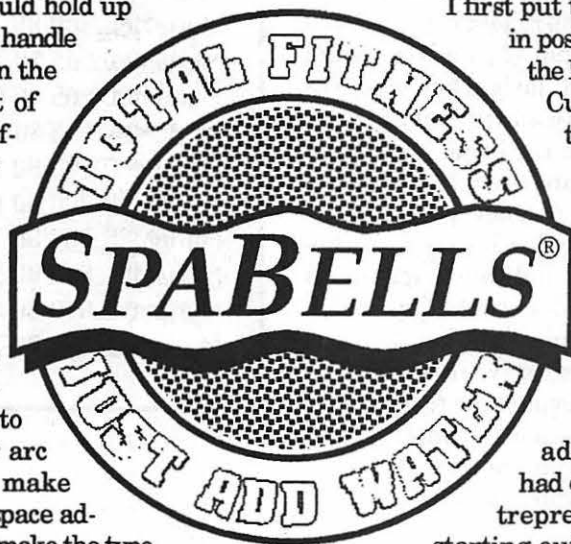
look right in the end.

"Power Tools for Swimming Pools" was drawn pretty straightforward. To get the heavy black diagonal lines, I first made a pattern of black lines by duplicating the original line and then power duplicating the rest. Instead of cloning again and again, I duplicated the line once and moved it into position the correct distance away and then hit Command D several times while it was still selected—it saves a lot of time. I then grouped the line pattern as one element and pasted them into

my graphics and marketing background, was the Macintosh. It helped me to economically create the impression of a finished product at a time when only the prototype existed. This capability was invaluable

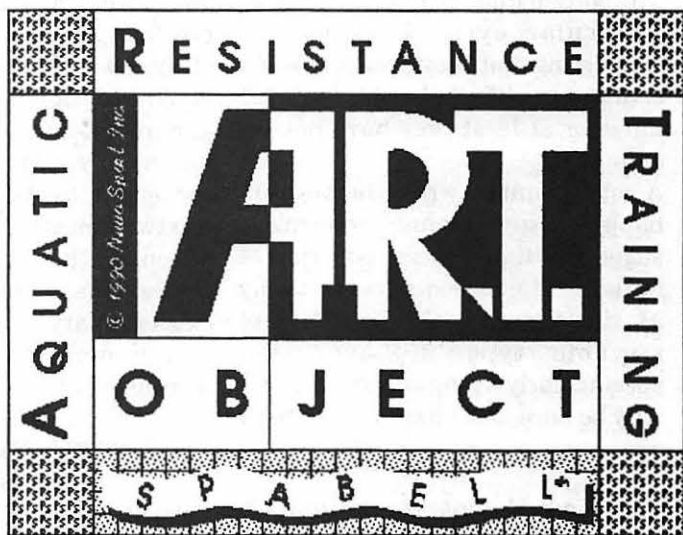
stamp image to be stamped on the outside of envelopes and mail-outs.

So it was designed very simply so that it would hold up well. I had to handle the letters on the bottom part of the circle differently than the letters on the top of the circle. I couldn't use the same arc as the top letters. I had to use a larger arc and had to make many letterspace adjustments to make the type



a rectangle shape. To do that, I first put the rectangle in position on top of the lines and then cut the line pattern. Then under Element, I clicked on Paste Inside after selecting the rectangle.

"One of the advantages I had over other entrepreneurs when starting out, aside from



for market research and for getting investors interested in my new company."

To submit art by mail, send a copy on disk and a hard copy to:

Ann Aiken
9212 Cedarcrest Drive
Bethesda, MD 20814

To submit art by modem to the TCS, dial (301) 986-8085. At the Main Menu select (F) for File Transfer Area. Then choose area 24 for Journal Submissions, and upload.

Exploring Typefaces—18

by Frank Potter

I have been promising a discussion of the Adobe Multiple Master fonts for lo these many months and finally am in a position to deliver on that promise. The bottom line, as it looks from this particular eyrie, is...they are interesting, but they probably won't change your life. At least they didn't mine, or at least they have not yet done so.

A commentator, whose name I am happy to say I cannot remember, suggested that the introduction of Multiple Master fonts was virtually as significant as the invention of movable type. I have been spectacularly wrong on occasion, and may be here, but I have to say that I am not persuaded.

What are Multiple Master fonts?

Essentially, Multiple Master fonts, of which there are exactly two as of this date, are a set of fonts that can be used across a wide range of occasions. Imagine, if you will, that you can create a font that can be very narrow in one instance, or very wide in another. You have created a spectrum of possibilities of *width*, from Condensed to Expanded, and each point in that spectrum will give you a typeface that in some important respects appears similar to each other letter in that same spectrum. You have created one axis for your font. Now take the same font and develop another axis, *weight*: from very light

to very heavy. Any letter in that axis will resemble any other, similar letter in most respects.

This, essentially, is what Adobe has done with its Myriad Multiple Master typeface. Adobe has set each corner of this two-dimensional grid with a typeface design, from Light to Black, and from Condensed to Extended. It has given you, as the typeface user, the option to set type at any point in this two-dimensional grid. The degree of control that this provides to the professional typesetter is indeed extraordinary, and it is this control that so impressed the reviewer who I mentioned earlier.

When will you use Multiple Masters?

An obvious use for this capability would be in headlines, allowing you to squeeze in an extra character or two without the reader being any the wiser as to what is going on behind the scenes. Similarly, a minor adjustment in width could permit the typesetter to avoid the incidence or widows and orphans—single lines at the top or bottom of a new page.

In the everyday business of producing memoranda and papers, it is unlikely that one would have much use for this capability, but if you do need it, you are likely to need it badly. Adobe has provided the tools for you to do this job in a way that, if all goes as it should, you are likely to be the only person who will notice.

MyriaMMIt_215 LT 300 CN

MyriaMMIt_215 LT 600 NO

MyriaMMIt_215 LT 700 SE

MyriaMMIt_400 RG 300 CN

MyriaMMIt_400 RG 600 NO

MyriaMMIt_400 RG 700 SE

MyriaMMIt_565 SB 300 CN

MyriaMMIt_565 SB 600 NO

MyriaMMIt_565 SB 700 SE

MyriaMMIt_700 BD 300 CN

MyriaMMIt_700 BD 600 NO

MyriaMMIt_700 BD 700 SE

MyriaMMIt_830 BL 300 CN

MyriaMMIt_830 BL 600 NO

MyriaMMIt_830 BL 700 SE

MyriaMM_215 LT 300 CN

MyriaMM_215 LT 600 NO

MyriaMM_215 LT 700 SE

MyriaMM_400 RG 300 CN

MyriaMM_400 RG 600 NO

MyriaMM_400 RG 700 SE

MyriaMM_565 SB 300 CN

MyriaMM_565 SB 600 NO

MyriaMM_565 SB 700 SE

MyriaMM_700 BD 300 CN

MyriaMM_700 BD 600 NO

MyriaMM_700 BD 700 SE

MyriaMM_830 BL 300 CN

MyriaMM_830 BL 600 NO

MyriaMM_830 BL 700 SE

In the package...

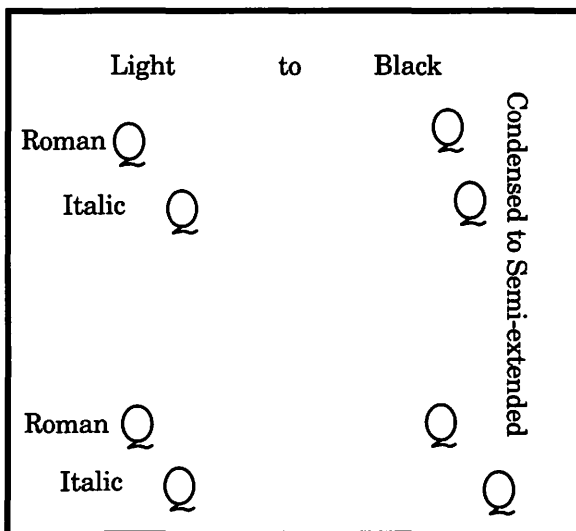
Three disks come with the Myriad Package—one with the screen fonts, one with the printer fonts, and one with the various tools that can be used to expand your typeface choices, if you are so inclined. The screen font disk has a single font suitcase, together with a bunch of AFM files which most of us will never use or need. These screen fonts, when installed, contain 15 primary fonts which more or less correspond to those weights and widths that are most often used.

The second disk has two printer fonts: Myriad and Myriad Italic—neither of these is particularly large and so you need not worry about overloading your printer's limited memory. The third has several related files, including TypeReunion, AdobeTypeManager3.0, a set of AFM files, Font Downloader 5.03, a Multiple Master INIT (or Extension) and an application called Font Creator, which is what you will need if you want to create your own special version of the Multiple Master set. Each new set that you create will thereafter act like any other font in your repertoire in the System file or the appropriate active suitcase file, and will run about 20K in size.

The Typeface itself

Myriad was designed by Adobe type designers Carol Twombly and Robert Slimbach, and is the first of the Multiple Master typefaces from Adobe. Another, Minion Multiple Master, was promised to appear shortly afterwards, but its introduction was delayed, perhaps because Adobe was developing yet another axis of design for the font, and ran into snags in the process.

We have seen how width and weight can act as design axes for this font. Other axes can be imagined as well, and the principal of these is likely to



be **optical sizing**. This reflects the fact that the ratio of vertical to horizontal strokes is likely to shift as the size of the letters changes. A relatively narrow serif or cross-stroke on an uppercase "A," for example, may look fine at 24 points, but disappear when the same letter is printed at 11 points. Thus a new axis would be appropriate for a more complex typeface such as Minion MM, where it might be quite unnecessary for a sans serif typeface like Myriad.

It is in fact possible to imagine other axes for type design, and there is certainly no physical reason why several might not be developed for other occasions. The correlative danger is, of course, that people like me, with little or no design sense, might feel impelled to experiment—producing in the end a typeface that would make Apple's "San Francisco" look elegant.

Anyway, that's it—our first look at the Adobe Multiple Master fonts. Other font companies threaten to follow suit, and the result may be chaos. Or not. It, as frequently appears to be the case these days, depends...

Veljovic (230)

Veljovic comes from ITC and is a

non-traditional font, which is to say that you are not likely to find it in general font catalogues. It retails for \$370, putting it at the high end of the Adobe inventory **but**, and this is a very large but indeed, Adobe is now selling it for \$89, according to the Summer 1992 Font & Function, along with several other typefaces, some of which you have already seen (Cochin, Peignot, Sabon, and Weidemann).

It was designed by a modern typeface artist and calligrapher, Jovica Veljovic. Adobe recommends that this face be used in text situations, such as reports and proposals.

Berthold Baskerville Book (232)

Baskerville has been around for a long time: it is, in fact, the first typeface that I can ever remember having seen as a member of the genus "typeface," back there somewhere in the dark ages. Perhaps in *The Wind in the Willows*, or *The Wizard of Oz*—two of the first books that I ever remember reading.

Adobe, which had two Baskerville fonts already (ITC New Baskerville (18) and ITC New Baskerville Small Caps and Old Style Figures (226)) has added this new version in its Berthold acquisition. It lists for \$185, and you can buy it for that if you try really hard or don't care what it costs.

π

Veljovic

ABCDEFGHIJKLMNOP
 QRSTUVWXYZabcdefghijklmnop
 hijklmnopqrstuvwxyz1
 234567890 &

ABCDEFabcdef—Veljovic Book
ABCDEFabcdef—Veljovic Book Italic
 ABCDEFabcdef—Veljovic Medium
ABCDEFabcdef—Veljovic Medium Italic
ABCDEFabcdef—Veljovic Bold
ABCDEFabcdef—Veljovic Bold Italic
ABCDEFabcdef—Veljovic Black
ABCDEFabcdef—Veljovic Black Italic

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually TOOK A WATCH OUT OF ITS WAISTCOAT-POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before seen a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time... 10/10

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Berthold Baskerville Book

π

ABCDEFGHIJKLMN
OPQRSTUVWXYZabc
defghijklmnopqrstuvw
xyz1234567890 &

ABCDEFabcdef–Baskerville Book

ABCDEFabcdef–Baskerville Book Italic

ABCDEFabcdef–Baskerville Medium

ABCDEFabcdef–Baskerville Medium Italic

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually **TOOK A WATCH OUT OF ITS WAISTCOAT-POCKET**, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before see a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge. 10/10

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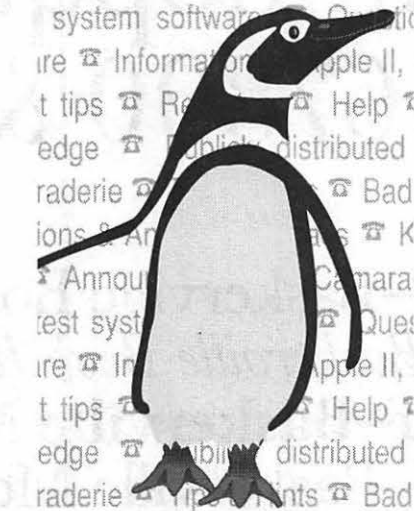
Part 2: How to Use the TCS

by The Crew

You will need specific hardware and software to take advantage of the benefits the TCS has to offer. You will need a computer, a modem, a modem cable, and a telecommunications program. In addition to the necessary hardware and software, you will need a sign-on password, easily obtained by calling the WAP office at 301-654-8060 (Monday through Friday, 10 a.m. to 2:30 p.m.). There is a nominal fee, used to help with TCS costs, for obtaining a TCS password. If you are unsure of which modem to buy, or how to choose a telecommunications program, take advantage of the WAP Hotline (listed in the Journal each month) or come to a monthly meeting and ask at the question and answer session.

Once your new hardware and software is installed (take advantage of the WAP Hotline if you need assistance), and you have obtained the sign-on password, you are ready to call the TCS. Nearly all telecommunications programs have a dial list, where you can enter the TCS's phone number. The TCS has two access numbers, 301-986-8085 for 300, 1200 and 2400 bps modems, and 301-986-0706 for 9600 bps (or 2400 bps error-correcting) modems. Next, use the appropriate command to instruct your telecommunications program to call the TCS.

After the number has been dialed, you will hear a high-pitched squeal from the modem's internal speaker. This squeal indicates that your modem and the TCS's modem are nego-



tiating a connection. Once the connection has been established you will see the opening bulletin text from the TCS flowing onto your computer screen. After a few lines of text you will be prompted to enter your sign-on password. Type the password, and press the Enter (or Return) key. At this point another bulletin appears, which contains up-to-date information concerning WAP or new information specific to the TCS. Following the bulletins you will find the Main Menu prompt, and the TCS will patiently wait for your next command. Make sure you enter the User Profile area to configure the TCS to your desires. Most user's typically select upper and lower case, 80 column width, and no screen clears.

Finding Different Areas of the TCS

The Main Menu location has often been compared to a hallway, with a

series of doors. Each door leads you to a different area of the TCS. You are free to enter any of these doors, look around, and return to the Main Menu area. An important feature of the TCS is the context-sensitive help available to you at any point. New users often find the numerous commands available confusing, and since the commands can change from one area to the next it can be intimidating. The TCS offers help at any point; all you need to do is enter a question-mark. You will see a list of each command available to you at that point, and a brief description of each command.

There are six main areas of the TCS that you will want to investigate, the five Conferences and the File Transfer area. Each Conference is further subdivided into a maximum of 32 separate message-base areas. Each message-base area concerns a different subject (Apple II Hardware or Macintosh Software, for example). You will find detailed, specific information to help you use the TCS message base in the "How to Use the Message Base" and "How to Use the Editor" sections below. The File Transfer area contains a maximum 32 software libraries, where you will find up-to-date Apple system software, FreeWare or ShareWare applications, fonts, games and technical notes. More on File Transfer later.

The next installment will cover navigating through the TCS, and reading and posting messages.



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Telecommunications and Modems Part 1

by Allan Levy and David K. Page

This month the Telecommunications Networking SIG will present a discussion of modems. There have been several exciting and confusing developments over the last several months, and we hope to bring everyone up to speed on new developments.

Getting Started

A modern telephone jack, the one that plugs into the wall tap, makes life a lot easier. All of the modern modems are designed to plug into them. For the purposes of getting started we will assume a residential connection, known as an RJ-11 jack, is already installed in your house. If you wish, the telephone company will install one for you or will install an additional line for the computer. A separate modem/computer line makes life a lot easier and more pleasant. Your family can get calls while you are on the modem and it eliminates the problem of picking up the phone or an extension while you are downloading. For those of us who do not have that option you will have to be careful about picking up the phone while using your modem. Call Waiting must be disabled because it will kill a modem connection. To disable Call Waiting, try *70 in your modem dial string or 1170 if pulse dialing (example—*70,986-8085).

A Modem

Now that we have a telephone jack and a computer, we can select a mo-

dem. This is much simpler than it used to be because the standards are closely followed at present. I prefer external modems over internal modems because the lights on the externals can give you helpful information and it doesn't take up a slot—that is if you have one! Some folks prefer an internal modem because it saves space on the table and they are a little cheaper.

If you are a beginning telecommunicator, a good modem to start with is a 2400 baud modem. Things to look for are: some simple lights, a speaker, Hayes compatibility, and a good warranty. MNP modems cost more and are not always supported by the board you are calling. MNP is an automatic error correction and compression setting in the modem. It only works if it is connected to another MNP modem. You should be able to pick up a nice modem for under \$100 and if MNP is included for \$100 or less, then buy it.

Cables

If possible, get the cable for your computer when you buy a modem included as a package. If the cable is not marked for modem use, it may not work. Some printer cables look the same but have different pinouts. Remember, some high speed modems require special cables, so ask your vendor at the time of purchase.

More Modems—New or Used

You want to save some money?

Buy used, but be a little careful. Do not buy any modem under 2400 baud used. Most people are now upgrading from their 2400's to the newest 9600 V.32.bis modems that can fly at 14,400 baud. Do not even consider a 300 or 1200 baud modem! This is the nineties, after all. At the current prices, a used 2400 baud should be in the \$50 to \$70 range, including MNP. If you buy a used modem, please make sure that it is a brand name and that it has a speaker. This is important because an autodial program could be awakening someone if you misdial and you would not know it without being able to hear it on a speaker.

Software

If your modem comes with software, great, but you may want to get a simple, easy to use package to get started. This issue will not be discussed here in length, so get the starter disk from the PI for your computer. We have several very good shareware programs in the Library, i.e., ZTerm for the Mac and ZLink for the Apple II (enhanced).

More Modem Issues

If you decide to consider anything other than a basic 2400 baud modem, there are several issues to consider.

- MNP—Microcom Network Protocol—You may have to turn MNP off because it can confuse a non-MNP modem. For example, you will not see the welcome message on the

WAPTCS if you call one of the 2400 baud lines with an MNP modem. MNP has compression and error detection.

- HST—High Speed Technology—The US Robotics proprietary protocol - runs at 14,400 baud. Because it is a proprietary protocol, the modem will only connect to other HSTs in this mode.
- Hayes V Series—Only talks to another Hayes V Series at 9600 baud. A lot of people have been burned by this one.
- V.Fast—The new, not yet approved, standard that may run at 20,000+ baud and even approach 57,000 baud. Do not buy this type of modem, as the standards may change.
- V.32—The full duplex 9600 standard - More modems are coming

out with this. It has been superceded by V.32bis modems, although the pricing is rather aggressive for the V.32 modems now.

- V.32bis—This is the new 14,400 standard. Tends to come with V.42/V.42bis (error detection/compression). More systems are starting to get these. This is the modern system to buy for the best transfer rate and bang for your buck. Prices have dropped dramatically in the last year or so.
- V.42—Error correction, also a synch to synch conversion.
- V.42bis—Compression, uses sophisticated algorithms to compress the data. Not useful when downloading compressed files.
- HST Dual Standard—A great modem—supports the proprietary

HST protocol at 14,400 baud and V.32 or V.32bis. The PI TCS has several. This is a heavy-duty modem and it is not inexpensive. But, then again, industrial strength quality is never cheap.

- Telebit - Has its own protocol at high speed, tends to be good on real crummy lines. Again, it *only* will connect at high speeds with another Telebit modem.

Compression Note—Most of the files are already compressed on BBSs, so the compression algorithm may actually slow you down.

So what is the bottom line? Well, there just isn't one. (How's that for evading the question?) What I mean is, the modem system for you may not be the ideal for me or anyone else. But, if you aren't using a modem now, you ought to be. You are missing a whole 'nother world.

The medium (text) of telecommunication makes expression difficult hence these codes:

- LOL- Laughing Out Loud
- ROFL- Rolling On Floor Laughing
- ROTFL- Rolling On The Floor Laughing
- ROFLGO- Rolling On Floor Laughing Guts Out
- BCNU-Be seeing you.
- BTW-By the way...
- CUL-See you later.
- FYI-For your information...
- When online live with others:
- HELLO-A greeting, also meaning R U THERE?
- BYE?-Are you ready to unlink? (This is the standard way to end a live conversation; the other person types
- BYE-to confirm, or else continues the conversation.)
- FOO?-A greeting, also meaning R U THERE?
- Often used in the case of unexpected links, meaning also "Sorry if I butted in" (linker) or "What's up?" (linkee).
- GA-Go ahead (used when two people have tried to type simultaneously; this cedes the right to type to

- the other).
- MtFBWY-May the Force be with you. (From Star Wars.)
- NIL-No (see the main entry for NIL).
- OBTW-Oh, by the way...
- R U THERE?-Are you there?
- SEC-Wait a second (sometimes written SEC...).
- T-Yes (see the main entry for T).
- TNX-Thanks.
- TNX 1.0E6-Thanks a million (humorous).
- <double CRLF> When the typing party has finished, he types two CRLF's to signal that he is done; this leaves a blank line between individual "speeches" in the conversation, making it easier to re-read the preceding text.
- <name>: When three or more terminals are linked, each speech is preceded by the typist's login name and a colon (or a hyphen) to indicate who is typing. The login name often is shortened to a unique prefix (possibly a single letter) during a very long conversation.—Source: TCS.

Modem Standards

- CCITT: An international standards organization, associated with the UN, tasked with making sure our radios, televisions, modems, telephones, and other electronic gadgets talk to one another.
- CCITT standards relating to modems:
 - V.32bis - 14,400 bps full duplex with automatic down shifting to 12,000 bps, 9600 bps, 7200 bps, and 4800 bps. 14.4K, 9600, and 7200 use Trellis Code Modulation [TCM]; 4800 uses Quadrature Amplitude Modulation [QAM].
 - V.32 - 9600 bps [TCM] full duplex with automatic down shifting to 4800 bps [QAM]. According to a USR spec sheet, the Courier HST Dual Standard defines this protocol as a CCITT standard for modem communication at 9600 bps. (Can fall back to 4800 if line quality is impaired and will move back to 9600 if conditions improve.)
 - V.32bis - According to a USR spec sheet, the Courier HST Dual Standard defines this protocol as a CCITT standard for modem communications at 14,400 (as well as 12,000, 9600, 7200 and 4800). Same feature as the first, speed moves up or down as line quality changes.
 - V.22bis - 2400 bps [QAM].
 - V.22 - 1200 bps Differential Phase Shift Keying [DPSK].
- V.21 - 300 bps Frequency Shift Keying [FSK].
- V.42 - modem hardware based error correction using the Link Access Procedure for Modems [LAPM] protocol. LAPM incorporates MNP 1-4. According to a USR spec sheet, the Courier HST Dual Standard defines this protocol as a CCITT standard for modem communication that defines a two-stage process of detection and negotiation for LAPM error control. V.42 also supports MNP error control levels 1 to 4.
- V.42bis - modem hardware based data compression scheme founded on the Lempel-Zif algorithm. This protocol incorporates MNP Level 5. According to a USR spec sheet, the Courier HST Dual Standard defines this protocol as an extension of CCITT V.42 that defines a specific data compression scheme for use with V.42 and MNP error control.
- Other standards: Bell 212A - 1200 bps [DPSK], similar to V.22.
- Bell 103 - 300/110 bps [FSK], used primarily in the USA.
- HST - USRobotics' High Speed Technology that uses an asymmetrical scheme at speeds above 2400 bps. It uses TCM.
- MNP - Microcom Networking Protocol is an asynchronous error control protocol now in the public domain. Levels 1-4 are for error control and Level 5 is for data compression.
- Note: The V.32 standard incorporates, as part of the standard, V.42. V.32bis, similarly, incorporates V.42bis. So, if one company says their modem supports V.32, it also supports V.42, even if they don't say so, and possibly even V.42bis. An exception is the old Hayes V-series modems. These claimed to be V.32 half-duplex, which was nothing less than deceptive advertising—V.32 is a full-duplex definition.

What is MNP v. HST Protocol?

MNP (Microcom Network Protocol) is an error-correcting protocol that the better modems on the market. It is very effective at eliminating line noise. Two modems that have MNP built-in will lock in Reliable mode, and if the receiving modem detects an error, it asks the sending modem to try again, and they keep this up until they get it right.

HST (High Speed Technology), on the other hand, refers to US Robotics' proprietary magic that runs their high-speed modems, giving speeds up to six or seven times what you can get from a 2400 baud modem. If a non-HST modem calls an HST modem, the HST will offer to make a Reliable connection, hoping that the calling modem has MNP. If not, it'll just go with whatever works. —Source: TCS.

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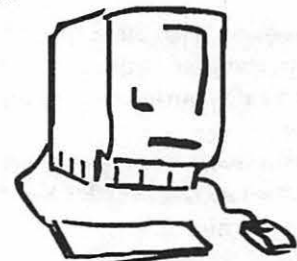
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V.32 Modems: An Overview

by Allan Levy

What are V.32 Modems? V.32 Modems are one of the new standards for 9600 baud connections. They give us an international standard that allows our modems to work at 9600 baud with other V.32 modem. The standard is not all that new—it is just recently that you could buy these relatively inexpensively.

This month I will briefly go over four modems: Practical Peripherals, Intel 9600EX, USR Dual, and Hayes Ultra V.32.

Practical Peripherals 9600SA —

This is an excellent modem and my first choice. This modem connected flawlessly and recovered from noisy lines. Practical Peripherals had an early ROM problem but they are shipping a free ROM upgrade to ever registered user. The nice thing about Practical Peripherals modems is that they *have never* charged to repair the modem. (The new modems have a lifetime warranty) A modem can lead a hard life in the age of lightning strikes and power surges—but Practical will fix it free. The modem looks like a small loaf of bread with a power switch on front, an LED and an abundance of lights. These lights and the LED readout let the user know exactly what is going on with the modem and the connect at all times. One fine modem.

You can order just the modem by itself or a very nice MAC kit

that comes with a hardware handshaking cable and Smartcom software.

Intel 9600EX—This was my second pick of the modems and it was touch and go with the PP 9600SA modem. I had one flakey connection and it tended to take longer to set up, but it always connected. This modem comes in a nice metal case (looks like a Hayes shape) and is a traditional 1 1/2 inches high and about the size of most 2400 baud modems. The abundance of lights and dual-colored LED's add functionality as well as visual appeal.

USR Dual—This is a *nice* modem, and if *price* was no object I would get this one, it does both HST and V.32, V.32.bis. It can be expensively priced—at the \$800 level. The WAP TCS runs on US Robotic modems. Some people do not like the big flat plastic case.

Hayes Ultra V.32—Not of the incompatible V series. Hayes is the company which started the modem craze. (Remember the Apple Hayes 300 baud?) Some people wouldn't consider getting anything else. Actually, the Hayes' tended to be a little finickey talking to other modems. Hayes used to be very pricey, but they have come out with some new models that are more reasonably priced.

Which one to buy? It depends, if

price is no object the US Robotics Dual Standard is an absolutely heavy duty, no brainer modem. The Practical is very nice, and they will repair it forever. The Intel is similar to the Practical, both can be had reasonably because their V.32bis brothers are coming out. The Hayes is considered the classic, but no longer the standard to be judged against.

In the future, we will be looking at several V.32.bis modems. We will also look at associated software and the great influx of Fax modems.

Allan Levy has been working with computers since High School. He worked on the IBM 650 which now can be found in some museums. Allan has been a computer specialist and consultant for many years and answers the hot line for telecom and other areas.



Notes on the Mac

by Paul Schlosser

Rumors continue to circulate about the new Macintosh models to be introduced later in '92 and early in '93. At the Apple Worldwide Developers Conference in May, John Sculley noted that Apple would continue upgrading Macintosh performance while at the same time decreasing prices.

Apple is committed to improving the popular line of PowerBook computers, with a color PowerBook mentioned as a possible new model for early '93. Three new PowerBooks are scheduled for release this fall. Two will be upgrades to the PowerBook 140 and 170, respectively, with backlit screens that can display 16 shades of gray, plus video-out ports for external monitors (they will support 8-bit color on 12" or 13" monitors). The third model is a new 4.25 pound PowerBook that will connect to a new peripheral bar, providing video out (gray-scale), NuBus slots and other options.

Stating that only 5 percent of Macintoshes have CD-ROM's connected, Sculley predicted this figure will steadily climb when Apple begins offering its first CD-ROM equipped Mac later this year. These new models will be 68030-based, have three NuBus slots, a processor-direct slot and offer 16-bit color on 13" screens. The CD-ROM equipped models will be bundled with 80, 230 or 400 MB hard disk drives, with pricing set to begin at approximately \$2,000.

New SyQuest Utility

SyQuest Technology Inc., is now distributing a special version of the SCSI Probe utility to aid in the operation and management of their removable media drives. Titled "SyQuest/SCSI Probe," the control panel allows users to search the SCSI bus and mount an available cartridge at any time (even if no cartridge was loaded at boot time). Also included is a system extension to mount cartridges by pressing a hot-key combination and to close the present cartridge driver to prevent conflicts when loading other cartridges formatted with different drivers. SyQuest/SCSI Probe can be downloaded from America Online, GENie, or SyQuest's own bulletin board (510-656-4670). To obtain a copy on disk call SyQuest Technical Support at 800-245-2278.

Kensington Trackball Update

Version 4.0 of Kensington Microware's Turbo Mouse trackball is scheduled for release in July. The new control panel for Kensington's popular trackball allows users to select options from pull-down menus. Available options include selecting single or double click output when clicking a single button on the trackball, or sending a configurable character string. These, and other options, are application specific and change automatically when launching the appropriate program. Other new features include: the ability to jump the cursor to pre-defined loca-

tions on the screen; a slow option for precise cursor movement; and 10 cursor-acceleration settings. This new software does not work with older trackballs. Owners of version 3.0 may upgrade to 4.0 for \$30. Contact Kensington for details, 800-535-4242.

New Serial Port Products

Axion, a new peripheral manufacturer, is now offering their first product, the "Axion Switch." The new switch allows Mac users to choose between three additional devices per serial port. The most commonly used device is connected to port 1, while the additional devices can be accessed through a control panel utility. The Axion Switch is electronic, which according to the company, eliminates the need to manually plug or unplug the additional serial devices. There's said to be no danger of damage to the Mac's serial port with the new product. The Axion Switch sells for \$159.

QuickTime Support in Word 5.0

Microsoft now offers a free add-on utility for Word 5.0 that enables users to insert QuickTime movies into documents. This new utility is free, and can be obtained from Microsoft or downloaded from AppleLink or CompuServe. The QuickTime utility is added via Word's plug-in module technology, adding a "insert movie" command to the menu. QuickTime movies may then be inserted directly into the Word document and also played back. A Microsoft spokesman



states that *QuickTime* brings multimedia to the Macintosh. Microsoft is one of the first publishers to integrate *QuickTime* into the company's product line. Excel 4.0, now shipping, also supports *QuickTime* movies. (Microsoft has released as the *Journal* goes to press, updated Plug In Modules [PIM's] for Word 5's Thesaurus and Spell-checker. Improvements include greater speed on 68000 machines and updated features for all machines. Available on the WAP TCS—ed.)

Asante's *Person to Person*

Asante Technologies has begun shipping "*Person To Person*," their first software product. *Person To Person* is a calendar program with several new innovations. The new product allows network users to send electronic-mail, with or without attached files. *Person To Person* will also send meeting reminders to other network users as the date for a scheduled meeting approaches. *Person To Person* need not be run from a server, but instead operates as a control panel device on each user's Mac. A two-user pack is \$149, 10 users for \$399. Contact Asante for details, 408-752-8388.

Aldus Ships *Personal Press 2.0*

Aldus Corporation has begun shipping "*Personal Press*," version 2.0, a new page layout program for assembling text and graphics. *Personal Press* was developed by Silicon Beach Software, an Aldus subsidiary. Version 2.0 includes more than 50 templates to help users automatically create documents. *Personal Press* is capable of automatically adjusting font size and spacing to fit a designated area, and will automatically add pages to a document to accommodate inserted text and graphics. *Personal Press* imports a variety of graphic formats, including EPS, TIFF, PICT, MacPaint and ThunderScan; and can read Microsoft

Word and Works files, and MacWrite II format files. The program is System 7 compatible, supports Balloon Help, Apple Events, 32-bit addressing, virtual memory and *QuickTime* movies. The list price for *Personal Press* is \$199, owners of older versions may upgrade for \$40. Contact Silicon Beach Software for details, 619-695-6956.

Odds 'n Ends...

- Apple is considering moving the introduction date of the color Classic II to fall '92. The compact color Classic II, with a 10" screen and 16 MHz-68030 CPU will sell for approximately \$1,500.
- NEC Technologies introduces PostScript fax next month with the premier of a \$600 fax option for its SilentWriter Model 95 laser printer.
- Hewlett-Packard announced the world's smallest hard drive, a 21 MB model with a diameter of 1.3 inches. The new drive could possibly see use in personal digital assistants (like Apple's Newton), video games, cellular phones and other handheld devices.
- Kensington Microware is now shipping a numeric keypad designed for the PowerBook. The \$150 numeric keypad will work on any ADB-equipped Mac, but is color-coordinated for the PowerBook.
- Everyone saw the recent stories concerning Apple's new personal digital assistant "*Newton*." Did you know that the Nabisco Biscuit Company has held a trademark on Newton for over 100 years? The lawyers at Nabisco are watching closely—expect Apple to have a new name for the personal digital assistant when it actually ships to consumers.
- Claris has introduced *FileMaker Pro 2.0*, for both the Macintosh

and Windows market. The on-screen display of both versions is said to be nearly identical. The Mac version offers more than 50 new features, including System 7 support, better scripting and *QuickTime* support. Both products list for \$399, and will be available later this year.

- A new survey by International Data Corporation (IDC) predicts that shipments of Mac software will almost double from 1991 to 1996. IDC predicts shipments will climb from 1.4 million (1991) to 2.7 million units (1996). IDC also predicts that software prices will continue to drop between now and 1996. Although database software has been little used on Mac's, IDC reports this segment will be the fastest growing over the next four years.

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Inspiration 3.0

by Tom Vernon

Most productivity tools help us to work more efficiently with words and numbers. But what about using you Mac to enhance creativity and brainstorm new ideas? *Inspiration*, from Ceres Software allows you to do just that. Billed as "The Thought Processor," this visual mind-mapping tool has applications spanning many disciplines.

System Requirements

Inspiration is System 7-compatible and requires a minimum of two 800K floppy drives, or one SuperDrive. Of course, everything runs much faster with a hard drive. System 4.2 or higher is required for operation. The list price is \$295, and

it's available through several software mail order houses.

What's Inside

The cornerstone of *Inspiration's* usefulness is its flexibility in allowing you to work on a concept in either a visual mind-mapping format or a structured outline format, and toggle between the two. Your ideas can be seen as either graphics or text. Changes made in one mode are automatically executed in the other.

Symbols created in the Diagram view automatically grow to handle text inside. Symbols may have hidden notes text, subtopic symbols, or child diagrams. All are available by double clicking on the appropriate corner box. Users have a wide choice

Title: *Inspiration 3.0*

Publisher: Ceres Software

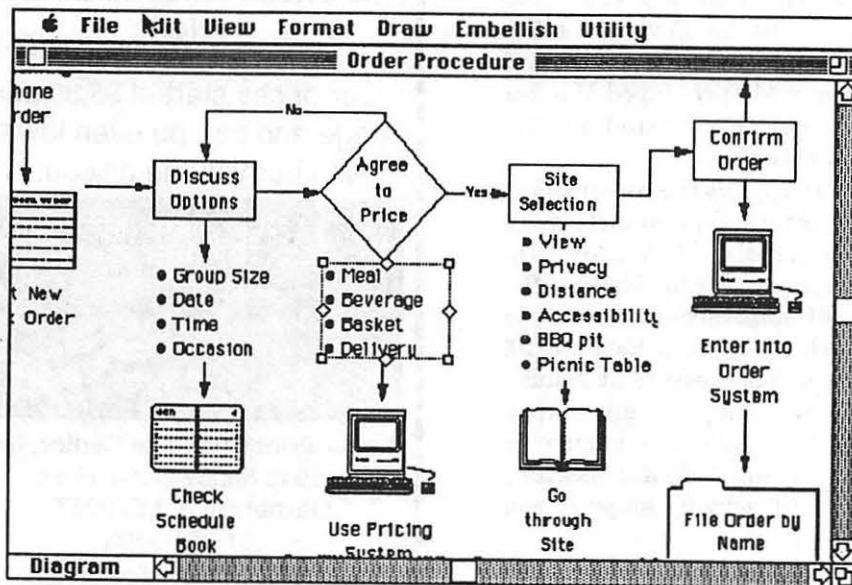
Address: 27811 Avenue Hopkins, Suite 6
Valencia, CA 91355

Telephone: (805) 257-1797

Retail Price: \$295.00

Discount Price: \$99.95

Necessary Hardware: Macintosh Plus with System 6.0.2 or higher. (You'll also need 1.6 Mb on your hard drive.)

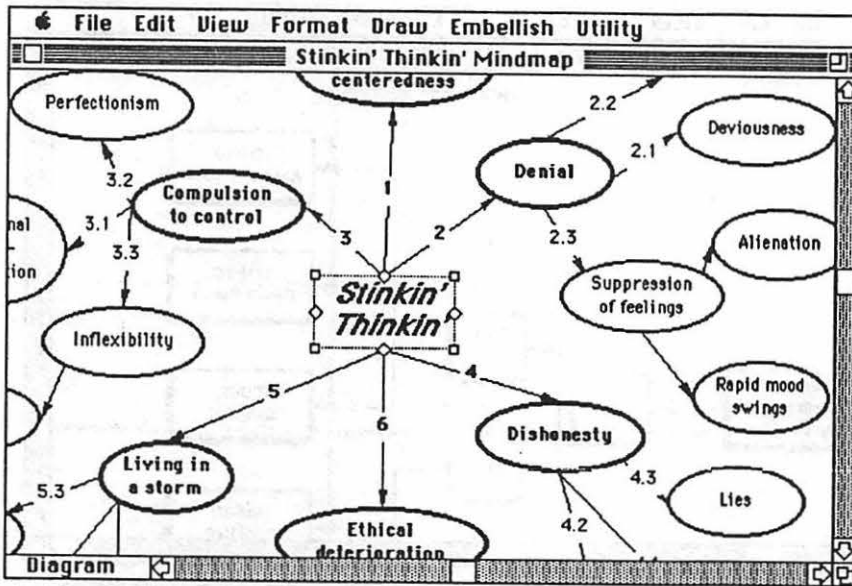


Order Procedure. Graphics from a draw or paint program may be easily imported to Inspiration. Drawings that will be regularly used may be saved and installed in the custom user symbol menu.

of symbols in *Inspiration*, and custom strip symbols may be designed and saved as well.

Links between symbols may have text assigned to them and may be drawn diagonally or with tight angles only. The Outline view has many compelling features for those times when you need to be structured and organized. Several prefix labels may be selected from the Outline menu, including Roman Numerals, Alpha Numerals, Legal, Numeric, and Bullets. *Inspiration* automatically applies the selected prefix to your topics.

Powerful word processing tools are available within the program, includ-



Stink Think Diagram. In the diagram mode, text is typed into symbols, permitting a visual representation of ideas. Symbols may be linked together with arrows. Symbols, lines and text may be colored separately.

ing main and user dictionaries, formatting and find and replace functions. Text may be chosen globally or selectively. To serious writers, *Inspiration* works with the Word Finder® Thesaurus.

And Can Talk to...

As with most of the newer Mac software, *Inspiration* communicates easily with other programs. Text may be exported to MacWrite, MORE, Word and ThinkTank. Diagrams can be saved as PICT or PICT2 documents, as well as graphics.

Inspiration comes with two disks, a 180 page user's manual, an applications book, and a quick reference card. The first four chapters in the manual are a program tutorial and are linked to documents in the tutorial folder. The remainder of the manual contains detailed instructions on working in the diagram mode, outline view, handling text, printing, and file management. This document is fully indexed and includes an appendix summarizing *Inspiration's* commands.

The 53 page idea book includes applications in creative thinking, or-

ganization charts, creative writing, flow diagrams, and developing storyboards. Many of the examples in the book are included in the samples folder. Both the User's Manual and Idea Book are comprehensive, well-written and worth the time you'll spend with them.

Telephone support for registered users of *Inspiration* is available during normal business hours, Pacific

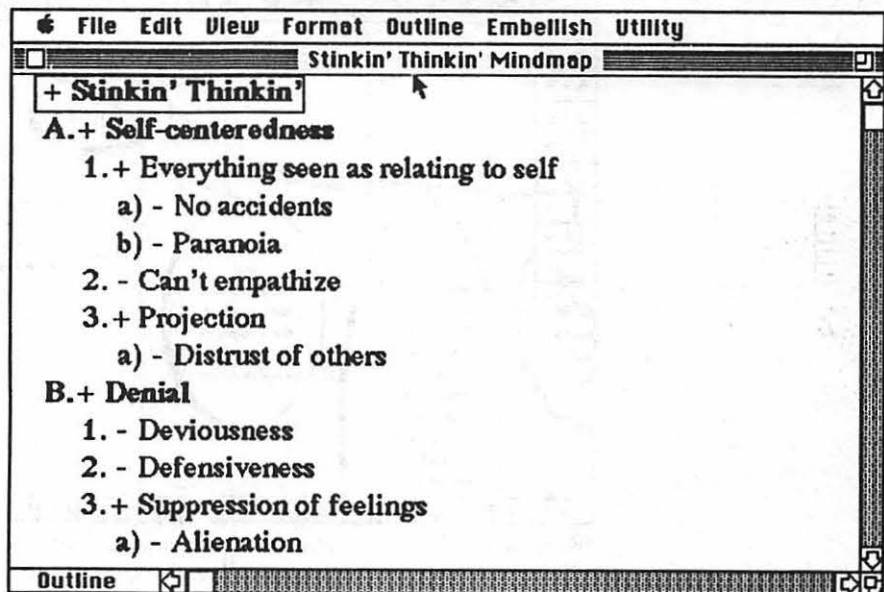
Time. Help is also available via fax or AppleLink. Ceres Software is a small organization, and the personal service you'll receive is a welcome relief from automated call misdirecting systems found in some larger companies.

Inspiration comes with an impressive array of printing capabilities. If you're working on truly big ideas, diagrams up to 638 pages may be printed out. Larger diagrams may also be automatically reduced to fit on one page. In the outline mode, hidden subtopics and hidden notes text may be printed.

All Sorts of Uses

An innovative product such as *Inspiration* naturally attracts unusual applications. One psychologist uses this program in family therapy sessions. As problems are discussed, their interrelationships are visualized on the Mac. Patients are given hard copies of the diagram at the conclusion of the discussion.

A researcher in Oregon uses *Inspiration* in his work with dyslexic students. The visual mode facilitates recording thoughts and ideas in a nonlinear fashion that is character-



Stink Think Outline. *Inspiration's* outline mode provides a linear representation of material that has been visualized. Topics are generated in the same order that they were created in the diagram mode. Symbols not linked in the diagram appear under the topic "Miscellaneous Thoughts".

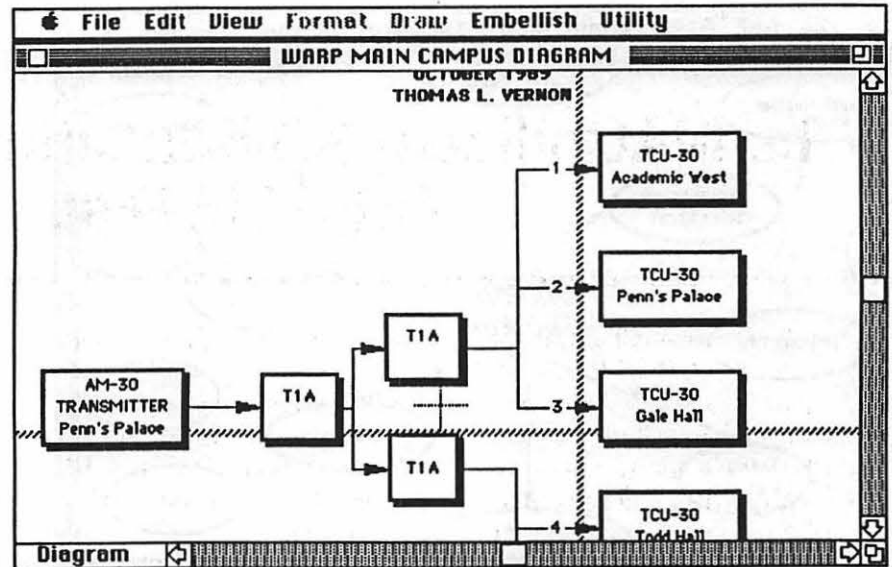


istic of dyslexics.

Career planners make use of the mapping functions in *Inspiration* for life planning and visualizing career paths; and a stand-up comedian utilizes the program to lay out his routines.

Inspiration may also be used as a form of groupware, a new generation of software designed to facilitate collaborative work groups. In this application, *Inspiration* is projected on a large screen in the meeting room, and a facilitator sits at the Mac creating an electronic mindmap of a group brainstorming session. At the conclusion of the meeting, diagrams or outlines (or both) of the session are printed and distributed to team members. This has obvious advantages over the conventional system with white boards and colored markers.

I've started using this program to help me with the preparation of articles and workshops. Previously I had done all my preliminary work on legal pad. Being able to export *Inspiration* text into a word processor and diagrams into a desktop presenta-



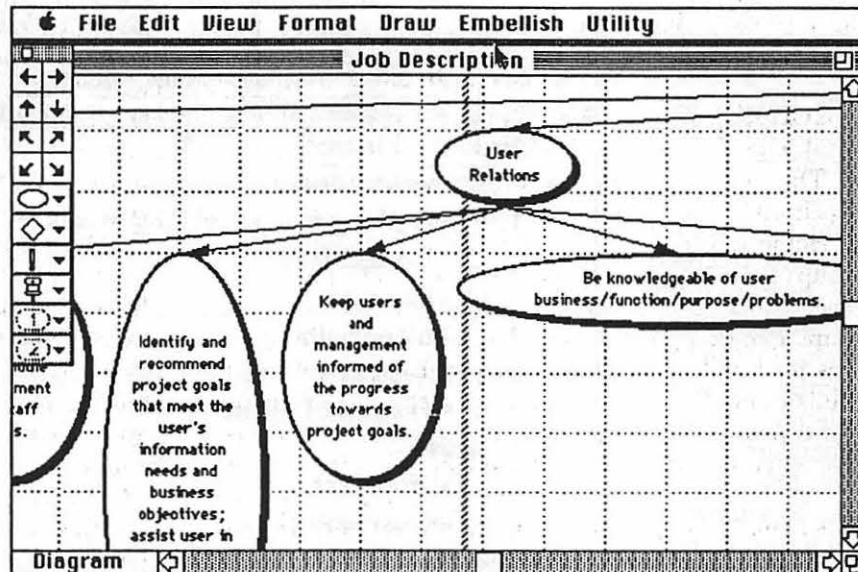
Warp Diagram. Systems documentation is easily created with *Inspiration*. Flow diagrams that are regularly used may be saved as templates, and accessed through the Open Template option in the File Menu. The hashed line indicates a page break.

tion program results in a tremendous savings in time. It saves a lot of paper, too.

Inspiration occupies a unique spot in the Mac software world, providing a seamless integration of the visual and written aspects of your creative output. If your work involves inte-

grating left and right brain thinking in any way, this program can save time and boost your productivity.

Reprint with permission from Tom Vernon; appeared in 3/92 issue of *The Active Window*.



Writing Outline. Topics for articles may be laid out visually before writing begins. Shaded box in upper right corner of selected diagram indicates hidden notes. Notes text may be easily exported to a word processor.



Software Review:

The MACnificent 7.0 Education and Games CD-ROM Disc

by Phil Shapiro.

Trying to review a CD-ROM disc with 283 MB of Public Domain and ShareWare software is a little like asking a college student to write a short, concise essay evaluating the complete works of William Shakespeare. The volume of the material being reviewed precludes any in-depth analysis.

Yet, general remarks can be made about the recently released MACnificent 7.0 CD-ROM disc. The CD as a whole is well-organized and easy to use. The organization of files into subject-matter folders is a big help in directing people to subject areas of interest on the disc.

The 28-page documentation for the disc is well-written and easy to follow. Printing it out and having it beside your computer seems like a sensible, eye-saving approach. But you hardly need refer back to it once you've read it once.

To explain what this CD-ROM disc is all about, it's helpful to give some background about The National Home & School Macintosh Users Group. The National Home & School Macintosh Users Group (also known as the GAMER Project) collects and distributes ShareWare games and educational programs for hundreds of authors. The organization serves as a clearinghouse for copyable educational and entertainment programs for the Mac.

Part of their work is to maintain a database with current mailing addresses for all Macintosh ShareWare, FreeWare, and Public Domain authors. Maintaining current addresses

for these generous and talented souls helps insure that ShareWare fees reach their intended destinations.

Along with their other activities, the National Home & School MUG publishes a bimonthly FreeWare newsletter, Home and School Mac, that's distributed on information services (America On-line, CompuServe, Connect, GENie), networks (Fidonet, Usenet), BBS's, and through many user groups. Members of the National Home & School MUG receive the Home and School Mac newsletter on disk six times a year, along with 1000K to 1200K of game, educational, and children's software. Membership dues in the National Home & School MUG are \$15/year in the United States, Canada, and Mexico. (Annual dues for all other countries is \$21.)

Contents of the Disc

The main brains of the MACnificent 7.0 CD-ROM disc is "The Librarian" *HyperCard* stack. This stack serves as a central location to browse through descriptions and ratings of the files on the disc. It also does double-duty as a file copying utility (to copy files from the CD onto a hard or floppy disk), as well as a file launcher. Using the current marketing lingo, "The Librarian" stack serves as your one-stop-shopping center.

As an added feature, you can search for words or strings directly from "The Librarian" stack. (Note, though, the publisher recommends that you search by word rather by string because an unsuccessful word search

terminates much quicker than an unsuccessful string search.)

My own particular interest is in educational software, so I went hunting for software that might be used in elementary and middle school classrooms. While no one program stuck out as being phenomenally amazing, about two or three dozen programs appeared as if they could be put to use in the classroom.

HyperCard Stacks

Some of the *HyperCard* stacks, in particular, seemed well-suited for classroom use. The amusing *Tickle the Penguin* stack tickled my fancy. This simple game helps introduce young children to mouse clicking. *Fastball Fractions* is a cute fraction drill with interesting sound effects. Two large *HyperCard* stacks I didn't get time to fully explore seemed to have special merit. When I get a chance, I'll relish the opportunity to explore *If Monks Had Macs* and *Sands Along the Nile*. Several of the geography stacks seemed like they could be used well in the classroom.

With a little work, some of these *HyperCard* stacks could be further customized to suit a particular teacher's needs. For that matter, older students may find the stacks a good way to learn *HyperCard* scripting techniques.

As I was poking around I encountered three different *Hangman* games and five different *Wheel of Fortune* games. It's odd how different versions of the same game can have widely varying appeal. Sometimes



two versions of the same game even have equal appeal, but for different reasons. (i.e., One version of a game might have better on-screen visuals while another version could run faster, and yet a third version could have easily editable word lists.)

While most of the education programs on this CD-ROM are intended for elementary and middle school students, a handful were designed for the high school and college level student. One tutorial, *CPU Structure 2.0*, was made specifically for electrical engineering students. I was attracted by the description of this file as having "an animated CPU in action." Yet barely two sentences into the first lesson I realized I was in over my head. The animation in this program was not overly spectacular. But it did serve to reinforce the general principles of how a computer shunts bits and bytes around.

To my great delight, I stumbled across the Public Domain version of *KidPix*. This version, albeit black-and-white and without sound effects, still has much of the vitality and whim of the commercial paint program. Every Macintosh family with kids ought to get their hands on either the Public Domain or commercial version of *KidPix*. The program is so well done it could elicit squeals of delight from Scrooge on the eve of April 14th.

In addition to the "academic" education programs (involving mainstream academic subjects), this CD disc includes a couple of "narrowly specific" education tutorials. Two such "special interest" tutorials are the *Ocular Anatomy Tutor* and the *Bird Anatomy* tutorial. It's refreshing to see such special interest education material being produced and distributed. Schools these days are coming to realize that so-called "fringe" subjects can sometimes spark the interest of students who are turned off by mainstream academics.

(Teacher to visiting parent: "Little Charlie Darwin may not enjoy fractions, but just look at how he loves using that bird anatomy tutorial.")

Commercial Demos

The disc also has about two dozen commercial software demos, including demos of *Battle Chess*, *Pipe Dream*, *SuperMunchers*, and some of the *Carmen Sandiego* geography games. The animation in *Battle Chess* is rather intriguing, but the violent imagery is enough to give pause to any parent or teacher interested in purchasing it. The new *SuperMunchers* disk from the Minnesota Educational Computing Consortium (MECC), is sure to be popular with junior high and high school students interested in broadening their general knowledge. (Some upper elementary students may enjoy *SuperMunchers*, too, for that matter.) *Pipe Dream* looks like a very interesting game if you happen to have an eight-year-old on hand to show you how to play. (Not possessing the nimble wits and fingers of an eight-year-old, I didn't quite get the hang of it on my own.)

Criticisms of the disc? Yes, a few minor ones. Once in a while a Public Domain or ShareWare program would not "behave" well as you exit from the program. Twice I found myself with an altered background to the desktop. Short of re-starting the Mac, there was little else I could do to get the desktop back into view. (Fiddling with the Monitor settings in the Control Panel didn't seem to help.)

Thankfully, I ran into few of those notorious, cryptic Mac error messages. The one error message I did encounter was altogether intelligible. In the *Tickle the Penguins HyperCard* stack, I received a message: "Not enough memory to use the painting tools" when I attempted to push the antique car. Crestfallen at not being

able to see the car go vroom-vroom, I came to realize that maybe I needed to copy the stack to the hard drive and then convert it to *HyperCard 2.x*.

All in all, the MACnificent 7.0 CD-ROM disc rates four mice (out of a possible five). There's room for improvement in better testing of the programs (so as to avoid any unpleasant surprises), but by and large, this CD-ROM disc is very well done.

Bob Nordling, who coordinated the creation of this disk, clearly places high standards on his own work. In creating such a compilation of files it's all too easy to throw in as much material as possible onto the disc. By excluding the programs with very little merit, and providing road signs to the better ones included on the disc, Bob has performed a useful and valuable service.

The pricing of the disc is very attractive as well. If you've bought a CD-ROM drive for your Mac, the MACnificent 7.0 disc would make a good addition to your CD-ROM library. With all the wonderful clip-art and other CD's coming onto the mar-

Title: MACnificent 7

Publisher: Wayzata Technology Inc. (Developed in cooperation with the National Home & School MUG by Digital Diversions Software Inc.)

DDS, Inc.
Special NHSMUG Offer
P. O. Box 641133
Kenner, LA 70064
1-800-879-1150
(504) 465-0685

Retail Price: \$79

User Group Member Discount Price: \$39

Shipping: \$3 in North America, \$7 elsewhere.



ket, the reasons for taking the plunge for a CD-ROM drive are becoming more and more persuasive.

One interesting point not mentioned in the above review: the very existence of the MACnificent 7.0 CD-ROM disc serves as a motivator for ShareWare programmers to produce new and interesting programs. With updates to the disc planned, ShareWare programmers can feel confident that their work will be seriously evaluated and, if sufficiently worthy of merit, distributed on the disc. Knowing that there's room left on the disc for future ShareWare gems can be inspiration enough to

get a ShareWare programmer to finish work on his or her ShareWare creation.

Note: Should you wish to reach the National Home & School MUG via electronic mail, you can send e-mail to Bob Nordling on America Online at: MacFun; GENie: R.Nordling1; CompuServe: 70521,1327; or by voice at: (504) 464-6985.

(The author is the founder of Balloons Software, a new Apple II educational software company. He can be reached on GENie at: p.shapiro1, on America Online at: pshapiro, and on Internet

at: pshapiro@pro-novapple.cts.com)

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For further information about GENie's flat rate service, you can call 1-800-638-9636 (voice).



ClarisWorks Update

by John J. Boren

I have used Microsoft Works, an integrated package, for several years and liked it. However, after reading reviews saying that the new *ClarisWorks* was perhaps the best of the integrated packages, I decided to try it. Unfortunately, the word processor component has a problem—at least if you are using a Mac SE or a Mac Plus. Word processing slows down markedly as you approach the bottom of a page. Although I am not a fast typist, by the end of the first page I can type faster than the screen can show. Furthermore, when I tried to delete several words by repeatedly pressing the delete key, the characters are deleted at a snail's pace, and I find that I have deleted too much by the time the screen display finally catches up. Curiously, typing and deleting is fast and perfectly acceptable when you begin at the top of the first page. However, after you type

several pages and then return to the top of the first page to make revisions, typing and deleting have become aggravatingly slow.

The slowness occurs with a Mac SE and a Mac Plus (and presumably a Mac Classic). When I tried the word processor on a Mac IIsi, on the other hand, the problem was imperceptible. Apparently, the faster and more expensive machines overcome any sluggishness in the program. Although the Claris Technical Support staff has known of the problem since March, the most recent revision of *ClarisWorks*, version 1.0v3, failed to correct the difficulty. Since the word processor is typically the most frequently used component of an integrated program, owners of Plus's, SE's, and Classics may want to wait and see if the Claris corrects the program before investing in *ClarisWorks*.

Title: *ClarisWorks*

Publisher: Claris Corporation

Address: 5201 Patrick Henry Dr.
Box 58168
Santa Clara, CA 95052-8168

Telephone: (408) 987-7000

Retail Price: \$299

Discount Price: \$149

Requirements: System 6.05 with 3 MB RAM or System 7 with 2.5 MB RAM.



Time Treks

by Eric Rall, Jr.

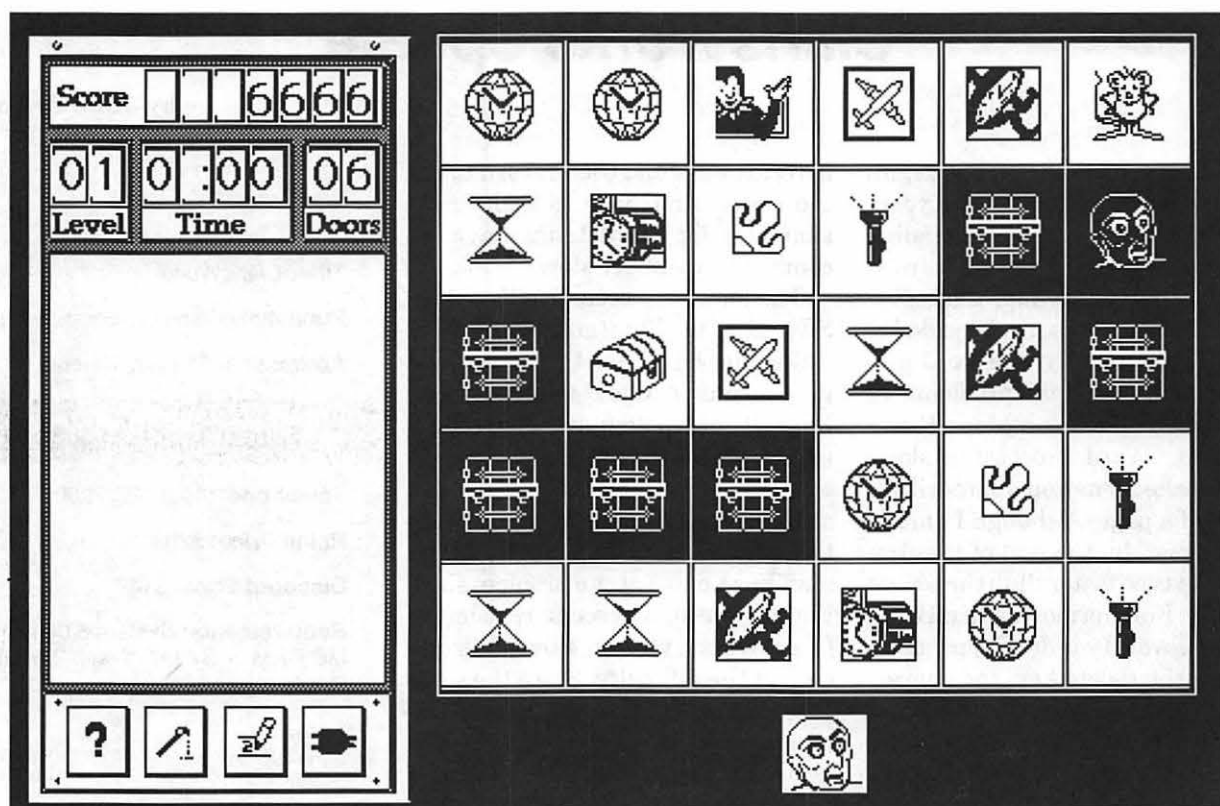
Time Treks by Earthquest, Inc., is an educational history game for the Macintosh. It is designed to let you have fun while learning about history. You play against an anonymous tyrant who has slipped through one of the time doors. You are a time traveling archaeologist who must solve a challenge before the tyrant can claim a door. In order to win a level, you must claim at least 16 of the 30 time doors. If you lose in

a category, the tyrant wins it and you cannot get the door back.

To play this game, you choose one of several tiles on a screen that looks rather like a Jeopardy board. You win a time door by completing a challenge or answering historical trivia correctly. The tyrant will claim the door after a certain amount of time has passed. You need to answer historical facts, find an event on a time line, search for a bomb, try to progress

correctly through a mouse maze or find an item in an underworld filled with unusual items. My favorite of which is a one ram Mouseintosh si (RAM stands for rapidly angry mouse). When you flip the switch the hand drops cheese into a bow. The attached mouse exerciser rotates but prevents the mouse from ever reaching the cheese. There are many fun little things like this throughout the

(continued on page 43)



Above: The game screen in progress. The highlighted time doors represent challenges that you have won. The tiles with the royal ugly dude were won by the tyrant. Icons on the other tiles represent challenges you can choose to accept.



The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Apple II/III

Apple II*

GENERAL

Dave Harvey (days only) (703) 578-4621
John Wiegley (after 2:15) (703) 437-1808
Leon Raesly (days; 9-5) (301) 220-3113

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BPI & Howardsoft (Tax)
Otis Greever (615) 638-1525
Dollars & \$ense
Barry Fox (717) 566-6709
Home Accountant
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Quicken
Gary Hayman (301) 345-3230
Apple SSC
Bernie Benson (301) 951-5294
AppleWorks
Ken DeVito (703) 960-0786
Ray Settle (301) 647-9192
Harry Erwin (before 10pm) (703) 758-9660
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Leon Raesly (days; 9-5) (301) 220-3113
AppleWorks Database
Roger Burt (301) 424-6927
Morgan Jopling 1 (301) 721-7874
Milt Goldsamt (301) 649-2768

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Ray Settle (301) 647-9192
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DBMaster, Pro IIe
Bob Sherman 1 (305) 944-2111
dBase II
John Staples (703) 255-6955
dBase II&III, Data Perfect. Db Master-PRO
Leon Raesly (days; 9-5) (301) 220-3113
Profiler 3.0
Barry Fox (717) 566-6709

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CMC (not CMS)
Barry Fox (717) 566-6709
Corvus & Omnlnet
Tom Vier (12N-6PM) (703) 860-4810
Corvus
Leon Raesly (days; 9-5) (301) 220-3113
Sider
Otis Greever (615) 638-1525

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Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
Leon Raesly (days; 9-5) (301) 220-3113
John Love (703) 569-2294
Integer Basic
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294

Machine

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Pascal
Michael Hartman (301) 445-1583
C and TML Pascal
Harry Erwin (before 10pm) (703) 758-9660

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John Wiegley after 2:15 (703) 437-1808
CP/M
Art Wilson (301) 774-8043
ProDOS
John Love (703) 569-2294
John Wiegley after 2:15 (703) 437-1808
ProDOS 8 and 16
Barry Fox (717) 566-6709
RWTS, Disk structure
John Wiegley after 2:15 (703) 437-1808
Prnt Shop
Thomas O'Hagan (301) 593-9683

SPREADSHEETS

General
Walt Francis (202) 966-5742
MagicCalc/SuperCalc2.0
Leon Raesly (days; 9-5) (301) 220-3113
Telecommunications
Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
TimeOut Serles
Morgan Jopling 1 (301) 721-7874
Utilities:ProSel
Barry Fox (717) 566-6709

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Apple Writer II
Dianne Lorenz (301) 530-7881
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AppleWorks GS
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A.D. (Bill) Geiger (703) 237-3614
Andy Gavin (703) 734-3049
Letter & Simply Perf
Leon Raesly (days; 9-5) (301) 220-3113
Mouse Write
Barry Fox (717) 566-6709
Publish-It!
Gary Hayman (301) 345-3230
Ray Settle (301) 647-9192
ScreenWriter II
Peter Combes (301) 251-6369
Gene Carter (202) 363-2342
Word Perfect
James Edwards (301) 585-3002
Henry Donahoe (202) 298-9107
Word Star
Art Wilson (301) 774-8043

Apple IIGS*

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A.D. (Bill) Geiger (703) 237-3614

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Ile Upgrade
Morgan Jopling (301) 721-7874

APW

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Leon Raesly (days; 9-5) (301) 220-3113
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Rich Sanders (703) 450-4371
GS BASIC
Barry Fox (717) 566-6709
Multiscribe GS
Ray Settle (301) 647-9192

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Allan Levy (301) 340-7839
Bob Sherman (305) 944-2111
MouseTalk
Dale Smith (301) 762-5158
Ray Settle (301) 647-9192
TimeOut Series & Utilities: ProSel
Ray Settle (301) 647-9192
Barry Fox (717) 566-6709
816 Paint/Writ'rs Ch.El
Andy Gavin (703) 734-3049
Apple II Hardware Epson printers, hard drives,
Guy Durant (202) 363-0366
Apple II laser printing
Bob Sherman 1 (305) 944-2111

Apple III*

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Jim Jutzin (703) 790-1509
Dave Ottalini 9:00-10:30 P.M. (301) 681-6136
3 Easy Pieces
Robert Howe (916) 626-8198
David/Joan Jernigan before 9 pm (703) 822-5137
Steve Truax (304)-267-6429
Word Juggler
Tom Linders (408) 741-1001
J. Carey McGleish evenings (313) 332-8836
Pascal
Dr. Al Bloom (703) 951-2025
Apple Speller
Robert Howe (916) 626-8198
AppleWriter
Eric Sheard (908) 782-6492
Stemspeller
Steve Truax (304)-267-6429

Beagle Buddies

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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) 220-3113
Dan White (301) 540-1070
Don Avery (Bethesda/DC) (202) 362-1783

VIRGINIA

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



The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Macintosh

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

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Bob Pulgino (301) 474-0634
Peter Yared (301) 564-1560
FileMaker Pro
Tom Parrish (301) 654-8784
Mort Greene (703) 522-8743
Paula Shuck bef.10pm (301) 740-5255
Helix
Jim Barry to midnight (703) 662-0640
Harvey Levine (301) 299-9380
Double Helix
Paula Shuck before 10pm (301) 740-5255
MS-File
John Spencer (301) 730-1084
Mort Greene (703) 522-8743
Omnis 7
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

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ReadySetGo
Jim Graham (703) 370-5737
Marty Milrod (301) 464-5981
Freddi Galloway (V/TTY) (703) 768-5315
PageMaker
Mort Greene (703) 522-8743
Quark Xpress
Ron Mann (202) 333-3409

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Jay Rohr (301) 655-0875
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Ling Wong (703) 803-9109
Canvas
Bill Baldrige (301) 779-8271
Tom Parrish (301) 654-8784
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084
ImageStudio
Mort Greene (703) 522-8743
Studio/1
Jamie Kirschenbaum evenings (703) 437-3921
SuperPaint 2.0
Mort Greene (703) 522-8743
VideoWorks
Mort Greene (703) 522-8743

PROGRAMMING

Ada
Harry Erwin (before 10 p.m.) (703) 758-9660
C
Harry Erwin (before 10 p.m.) (703) 758-9660

Fortran
Harry Erwin (before 10 p.m.) (703) 758-9660
Inside Mac
Jon Hardis (301) 330-1422
John Love (703) 569-2294
Pascal
Harry Erwin (before 10 p.m.) (703) 758-9660
Michael Hartman (301) 445-1583
SMALLTALK-80
Harry Erwin (before 10 p.m.) (703) 758-9660

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Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
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David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 370-5737
Dick Byrd (703) 978-3440
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
Paula Shuck before 10pm (301) 740-5255
Kirsten Sitnick (301) 750-7206
Mort Greene (703) 522-8743
WingZ
Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS

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CompuServe
Michael Subelsky (301) 949-0203

WORD PROCESSORS

Microsoft Word
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Harris Silverstone (301) 435-3582
Tom Cavanaugh (301) 627-8889
Freddi Galloway (V/TTY) (703) 768-5315
Kirsten Sitnick (301) 750-7206
ThinkTank-More
Jim Graham (703) 370-5737
Tom Parrish (301) 654-8784
Hebrew Word Processing
Tim Childers (301) 997-9317
Curt Harpold (202) 547-8272
Microsoft Works
Amy Billingsley (301) 622-2203

WordPerfect—Mac
Curt Harpold (202) 547-8272

MISCELLANEOUS

MacProject
Jay Lucas (703) 751-3332
Norbert Pink (703) 759-9243
HyperCard
Rick Chapman (301) 989-9708
HyperTalk
John O'Reilly (703) 204-9332
File Transfer
Mort Greene (703) 522-8743
Backfax
Mort Greene (703) 522-8743
HyperCard Scripting
Jamie Kirschenbaum evenings (703) 437-3921
SoundEdit
Jamie Kirschenbaum evenings (703) 437-3921

General

Games-Apple II
Charles Don Hall (703) 356-4229
John Wiegley after 2:15 (703) 437-1808
IBM
Leon Raesly (301) 220-3113
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) 220-3113
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
Dvorak Keyboard
Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

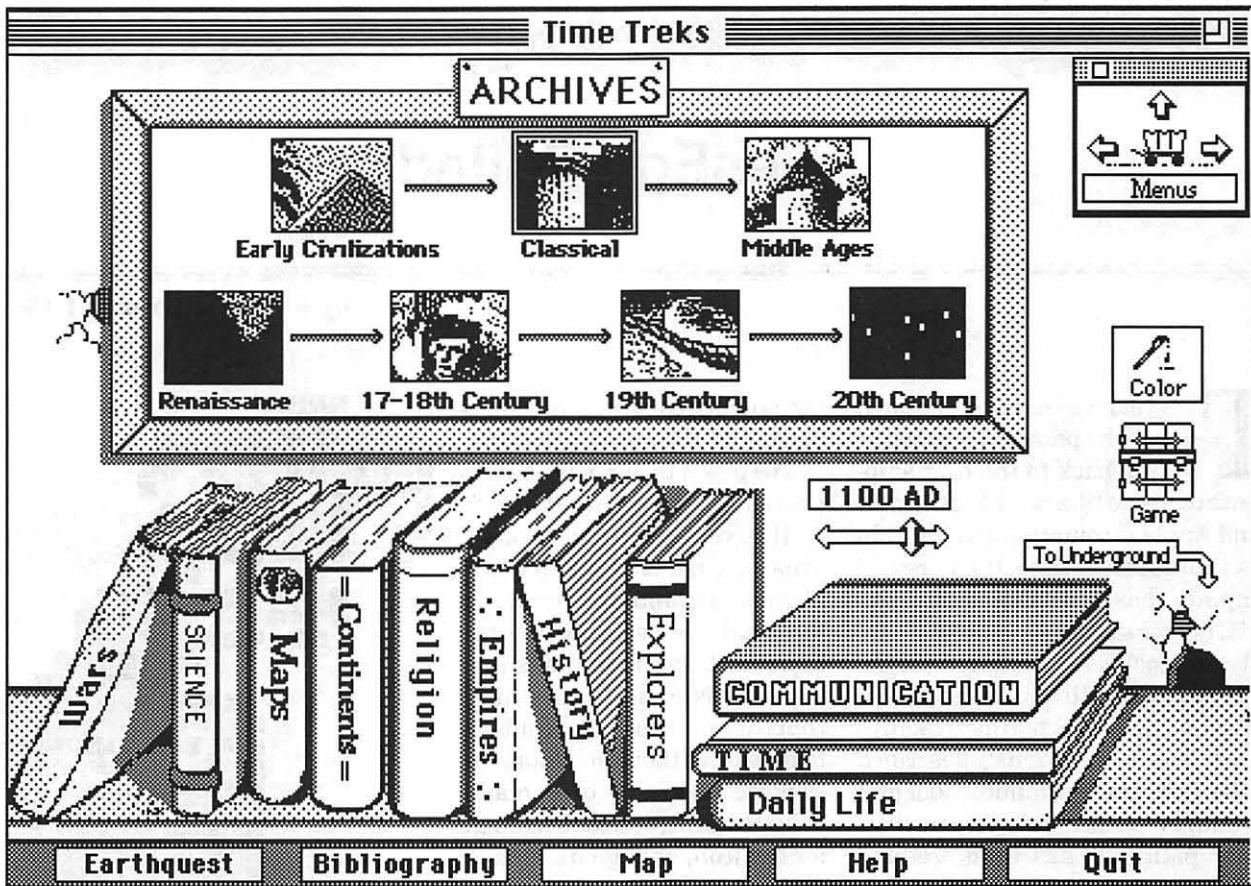
Please limit calls to reasonable evening and weekend hours and NEVER after 10 P.M.

Oscar Fisher (Frederick)	694-9237	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Monrovia)	865-3035	A2, GS
Harold Polk (Frederick)	662-6399	A 2	J. Russell Robinson (Hagerstown)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A 2			

Annapolis Slice Help Line

Area Code 410 Call in the PM unless you have an emergency.

Mac				
Richard MacLean (Crofton)	410-721-8157	MacIIsi	Bill Waring (Severna Park)	410-647-5605 Mac,Excel
Steve Toth (Edgewater)	410-956-6557	Mac+		
Bob Peterson (Crofton)	410-721-9151	MacSE		
Sandy Bozek (Annapolis)	410-974-6062	MacII,Scanner		
Bill Arndt (Glen Burnie)	410-761-6997	MacII,CRABBS BBS		
Lou Sapienza (Crownsville)	410-923-3415	MacIIsi,Canvas		
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm		
Theresa MacGregor (Odessa)	410-551-5913	PowerBook, DOS		
Dick Stewart (Millersville)	410-987-2057	Mac+		
Apple II				
Seth Mize (Glen Burnie)	410-766-1154	IIGS,II+,III		
Louise Tanney	410-647-0875	IIGS, AW		
Helen Hamerstrom	410-647-1720	IIGS, IIc,DTP,HS		
Manse Brouseau	410-757-5215	IIc,AW		
Bill Derouin	410-647-0802	IIc,pc,AW,DB		
Dick Stewart (Millersville)	410-987-2057	IIc+		



Above: This is the archives where you can get information about many aspects of history that will help you win the game.

underworld.

I think that this is also a good learning game. In order to answer the historical trivia correctly, you can consult outside references. Included with the game is a software archive. When you click on any of several "books," historical information stored in that category is revealed. The historical categories include empires, continents, explorers, the time line, comments about history, communications and a few others. Almost all the information needed to answer the questions outside the underworld can be found in the archives. I did get out my encyclopedia to find out how long the Hundred Years War actually lasted (It lasted 116 years if you don't remember from your world history classes.)

The only thing I did not like about this game was that at some of the higher levels, they did not give me adequate time to complete the tasks.

I played the game about five hours the first day I got it. I only stopped when my mom made me eat lunch and when I had to consult the encyclopedia. The only other games I have played that long are *Ultima 4*, *5* and *6*, and *Glider* and *SkyShadow*. If I were to rate this game I would give it four mice out of five. If I hadn't read that this was written in *HyperCard*, I would never have known. I would recommend this game for children in or around middle school age.

Eric Rall is almost 11 years old. He is an experienced computer gamer on

both the Macintosh and Apple II. He is the author of several FreeWare stacks including "Elementary Particles" and "Save the Whales" from MacWorld's SuperStack winner "Kids Can Save the Earth."

Title: Time Treks
Publisher: Earthquest, Inc.
125 University Ave.
Palo Alto, CA 94301

Telephone: (415) 321-5838

Retail Price: \$59

Discount Price: \$35

Necessary Hardware: Mac Plus or later, Hard Disk Drive

Necessary Software: HyperCard 2.0



ResEdit Edited

by © 1992 Lawrence I. Charters

This year will see the 15th birthday of the personal computer, dating back to the first shipments of Radio Shack TRS-80 Model 1 and Apple II computers in 1977. In this short span of time, the personal computer has spawned many legends, horror stories, and myths. One software tool has accounted for an epic share of all three: ResEdit.

ResEdit, a contraction for "resource editor," has been variously described as the "ultimate" computer tool and "as dangerous as a defective nuclear power plant." It has been credited with "democratizing" the Mac, giving the average user the power to endlessly customize "their" computer to suit their (often rather bad) tastes. It has also been blamed with wiping out thousands of dollars of programs and data, and bringing entire organizations to their knees as critical computer systems fell victim to ResEdit's "dark side."

Usually lost in the legend and myth is ResEdit's purpose—it was designed and released by Apple to edit Macintosh resources. In the world of Macintosh programming, files are divided into "forks," with data forks devoted to data, and resource forks devoted to resources. A resource can be a series of instructions (program), an icon, a picture, a font, a sound—almost anything except data. Dividing the digital world between data and resources allows Mac programmers to easily "customize" programs for particular users, or even particu-

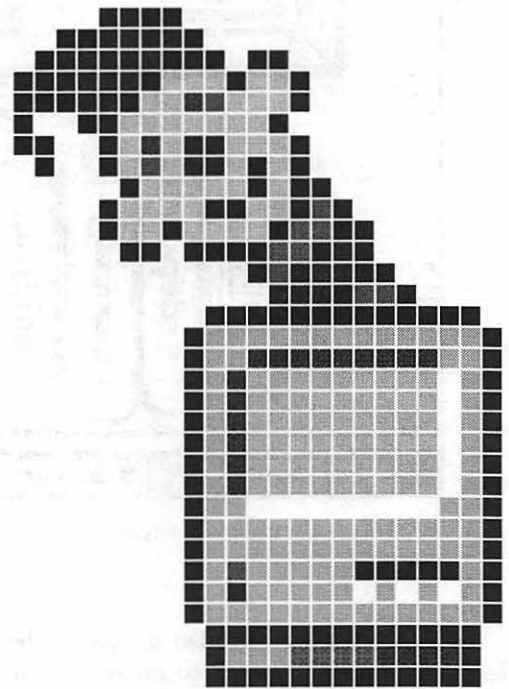
lar languages, without having to rewrite the entire program.

The power to customize things proved to be a great attraction to "the average Macintosh user." This average user doesn't care about programming, but has a fanatical interest in pushing the Macintosh to the limits, showing friends and enemies alike that this machine named after a fruit was, without question, the slickest computer ever made. With ResEdit, one could change a file's icon, change its menus, and change keyboard shortcuts within a program or could even destroy a file with no hope of recovery.

This mixture of good and bad came about because ResEdit was a) powerful; b) designed for use by programmers, with no attention given to the "average user;" c) riddled with bugs; and d) completely undocumented. If using a powerful, defective, undocumented program with a strange user interface wasn't enough to deter a sane user, ResEdit was also a "stealth" program: you couldn't go into a store and buy it. The challenge of finding this utility only added to ResEdit's legendary status.

One Mouse Clicking

Fortunately, while the legend has continued, ResEdit has changed. The latest version, 2.1.1, is available through the Pi's Disk Library and



through the TCS, the computer bulletin board. Instead of being riddled with bugs, it is a solid, robust utility. The user interface is still a little odd, but this isn't a flaw because the intended audience is *still* programmers and developers.

Perhaps the biggest strides have come in the way of documentation. BMUG, Inc. (formerly the Berkeley Macintosh User Group) started lifting the veil of mystery with a slim 85 page book, *Zen and the Art of Resource Editing*, introduced at MacWorld San Francisco in 1990. This book ignored the intended purpose of ResEdit, and concentrated on



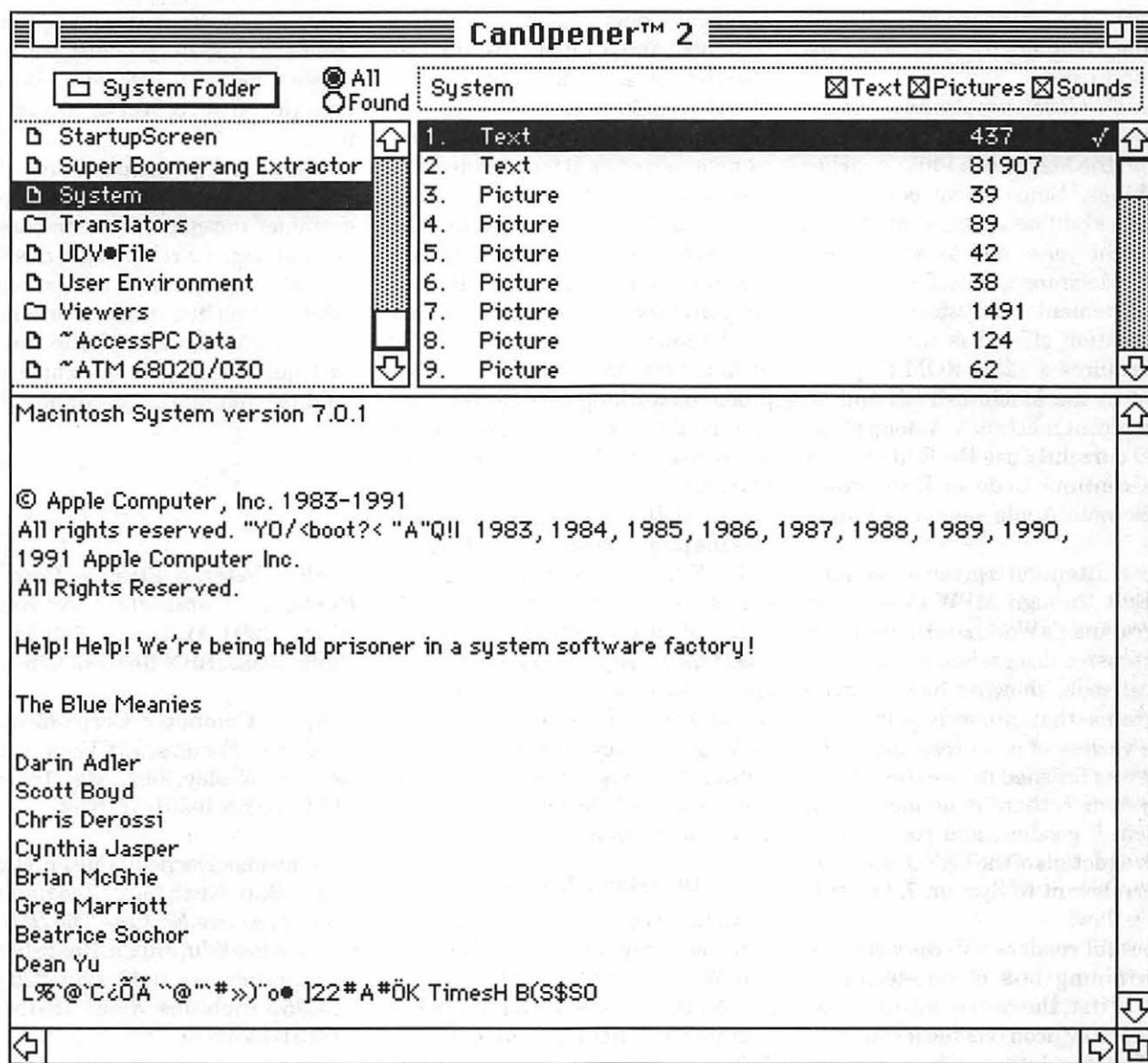
what users actually did with it, showing step-by-step how to modify icons, menus, fonts, scroll bars, cursors, and other goodies.

Recently released in a third edition, *Zen and the Art of Resource Editing* has grown to over 200 pages, and even includes a disk with ResEdit and lots of cool, even radical resources. It begins with a short foreword by Cliff Stoll, the astronomer turned computer detective who detailed his

search for villains in *The Cuckoo's Egg: Tracking a Spy Through the Maze of Computer Espionage*. Stoll suggests that you should roll up your sleeves, boot up your Mac and, armed with this book, start playing with ResEdit. Forget mystique; just do it.

True to the original edition, each chapter is devoted to a particular project or concept, from customizing the Finder to playing with pattern resources. As the book is a collection

of chapters written by different contributors, there is a danger that the book might be hard to read, but judicious editing has maintained a consistent style and tone. For those who fear the distraction of Zen—mentioned in the title—Zen is a joke, with pseudo-Zen messages in dialog boxes, pseudo-Zen haiku poetry, and some hilarious pseudo-Zen philosophy. If you can't stand the levity, consider buying a used CP/M computer.



CanOpener 2.0 can open any file. Here it is used to find and list a secret message inside the System file of System 7.0.



Administration View

Apple has also released its own book, every bit as good as BMUG's, but very different. *ResEdit Reference: For ResEdit Version 2.1* is a handsome 170 page volume done in the same style as the famed *Inside Macintosh* series, and distributed by the same publisher. Like the *Inside Macintosh* series (and ResEdit itself), this book is designed for programmers and developers, and contains detailed technical information on the various editors (cursor, icon, pattern, font, window, alert, dialog, bundle, color lookup, etc.) contained within ResEdit.

ResEdit Reference also contains one big surprise: "ResEdit 2.1 does not run on the Macintosh Plus or earlier machines." Since I have, personally, used ResEdit on a Plus that started out eight years ago as an original 128K Macintosh, this flat declarative statement is a mystery. The only explanation offered is that version 2.1 requires a 128K ROM chip set, found in the Macintosh SE and all more recent machines. A suggestion: if you currently use ResEdit on your Plus, continue to do so. If you don't, please note Apple says it is impossible.

Brief attention is given to invoking ResEdit through MPW (Macintosh Programmer's Workbench), and there is extensive discussion, and sample Pascal code, showing how to write programs that properly address a wide variety of resources. Since the book was finished before the release of System 7, there is no mention of System 7 goodies, and some topics (such as details of the LAYO resource) are irrelevant to System 7, but this isn't a flaw.

Careful readers will discover two entertaining bits of non-technical trivia. First, the rather strange looking "dogcow" icon (visible if you push the Options button when doing a Page Setup), symbol of Apple Devel-

oper Technical Support, is named "Clarus," which is spelled differently than the software company. Second, the odd sound associated with Clarus, "Moof," is trademarked by Apple. Moof!TM

Inside Out

In addition to publishing Apple's ResEdit book, Addison-Wesley has added one of its own, *ResEdit Complete*. Part of its Macintosh Inside Out series, this hefty volume is a mixture of user-level tricks and tips and heavy-duty programmer-developer meat and potatoes. [Note to Dan Quayle: you can add an "e" if it is a plural.] At 550 pages, packaged with a disk containing ResEdit and some sample resources, it is a massive, and successful, effort to live up to its title.

Unlike Apple's volume, *ResEdit Complete* does mention some new System 7 features, such as Balloon Help and the wonderful color icons. On the down side, the copy of ResEdit included with the book, 2.1, has some problems working with System 7, so you should immediately get a copy of the revised 2.1.1 from the Pi before playing.

One of the authors, Peter Alley, was the project leader and codesigner of ResEdit 2.1, and this familiarity shows up in a wealth of tips and tricks, all nicely highlighted through good typography and layout. The tips and tricks lack the step-by-step detail of *Zen and the Art of Resource Editing*, but they also avoid the repetition. The programming examples are, in contrast, fleshed out considerably more than in Apple's volume.

Decisions, Decisions

All three books are excellent, each in its own way better than the other two. Which should you get? For most people, the answer is CanOpener, a commercial utility produced by Abbott Systems (see sidebar). As this is clearly a bait and switch tactic,

designed to avoid the issue at hand, consider these options:

If you are not a programmer or developer, by all means get *Zen and the Art of Resource Editing*. It is written for the non-technical user, is filled with detailed instructions on how to do wild and crazy things, and comes with a disk filled (actually, overfilled, since everything is compressed) with some wonderful cursors, icons, patterns and other goodies to brighten your day and your desktop.

If you are a programmer or developer, or a systems administrator or technical support specialist, you need Apple's *ResEdit Reference*. Do not pass Go, do not collect \$200, just get it.

If you are a "power user" (and all of us use power for our computers), programmer, developer, systems administrator, etc., you should get *ResEdit Complete*. This elaborates on many subjects touched on only briefly in *ResEdit Reference*, and the humor isn't quite as dry. It is complete, a solid, one volume reference and guide.

Alley, Peter, & Strange, Carolyn. *ResEdit Complete*. Addison-Wesley, 1991. xx, 546 pp. \$29.95. Includes disk. ISBN 0-201-55075-X

Apple Computer Corp. *ResEdit Reference: For ResEdit Version 2.1*. Addison-Wesley, 1991. xiv, 168 pp. \$14.95 ISBN 0-201-57767-4

Schneider, Derrick; Hansen, Hans; and Potkin, Noah (eds.) *Zen and the Art of Resource Editing: The BMUG Guide to ResEdit*, 3rd Ed. Bhagabooks (Peachpit Press), 1992. xviii, 220 pp. \$24.95. Includes disk. ISBN 0-938151-75-4



New Macintosh Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCommunications System (TCS) during the last 30 days. This listing represents only a small portion of the constantly changing library of files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS, the Pi's "24 hour General Meeting."

File Area 13: Macintosh Fonts

WINDOWSTT3.CPT, Windows True Type Fonts, converted from Windows 3.1 to Mac format using TTConverter, located in this file area. Fonts: Albatross, Ambrosia, Andromeda, Arabian, Beeswax.

WINDOWSTT4.CPT, Windows True Type Fonts, converted from Windows 3.1 to Mac format using TTConverter, located in this file area. Fonts: Black Adder II, GoodCityModern, International (dingbats), Lucinda Math (Greek and math symbols), Sorts (another dingbats font).

POSTNET.CPT, PostNet Barcode Font, in PostScript Type 1 format. Includes documentation and a FileMakerPro template.

GESSELE.SCRIPT, GESSELETT.SIT, PostScript Type 1 and TrueType versions of Gessele-Script, a script font done in a looping, round style.

NIXONINCHINA.T1, NIXONCHINATT.SI, PostScript Type 1 and TrueType versions of Nixon In China, a clever name for a font showing Roman characters in pseudo Chinese brush stroke.

WILL.HARRIS.T1, WILLHARRISTT.SI, PostScript Type 1 and TrueType versions of a wonderful "illustrated font." Each character in this font has a "landscape" picture; to really appreciate it, you must print the font **BIG**, as in 72 points and up.

EILEENCAPS.T1, Eileen Caps, a Type 1 PostScript font of just capitals. However, every letter is "illuminated" with a florid arrangement winding through the letter; quite striking. There are two versions: a regular, and a "reverse," with white letters against a black background.

WINDOWSTT5.CPT, Windows True Type Fonts, converted from Windows 3.1 to Mac format using TTConverter, located in this file area. Fonts: Faustus, Flemish, Memphis, Miami, and Windsor Demi.

SALOON.SIT, Wild West, "Wanted Poster" style TrueType font, all caps.

THETYPEBOOK2.37, TypeBook 2.37 is the latest version of a classic Macintosh application: it creates copy spec sheets and type style sheets, so you can tell by looking at a sheet of paper what the printed font looks like. Supports both TrueType and PostScript fonts, and will even work with bitmapped fonts.

File Area 14: Macintosh Games

DIAMONDS.1.6.SI, Diamonds 1.6, the latest version to a classic, challenging color Mac game, allows you to import and export custom layouts, and has some new sounds and background picture. An outstanding game.

SHADOW.KEEP.2.0, a role playing game, big, very fun to play.

GINRUMMY.10.CPT, Gin Rummy card game.

MATCH.15.V1.2.S, Match 15 is a card game in which you try and pick up cards totaling 15 points.

POKER.SOLITAIRE, Poker Solitaire 1.5, a solitaire game in which you lay down cards in a 5 x 5 grid, trying to get them placed in such a way as to produce valid poker hands.

PNUKL2.CPT, a single-deck version of pinochle that works in both b&w and color, supports sound, has a tutorial mode, etc. A very nice version of the card game.

POLYOMINOES.2.4, latest version of a deceptively simple strategy game: you try and place geometric blocks on a board and block your opponent from doing the same.

SLAM.DUNK.1.61, an interactive, text-based basketball team pitting two teams from the NBA (data for all teams are listed) or two teams from the 1992 NCAA Final Four, or a team from the NBA against a Final Four team.

NSB.92.CPT, a Macintosh version 1.0 of the Department of Energy's National Science Bowl Game for 1992. This game tests your knowledge in areas of Science. Written by a Pi member.

ATC5.01.CPT, update to ATC 5.0, a classic Macintosh Air Traffic Control game.

NSCACONVERSE.CP, a great practical joke; unfortunately it requires two Macs on a network. Get an unsuspecting boob to run the program at one Mac; he or she will be engaged by an 'Artificial Intelligence' program. Meanwhile, at the other Mac you will be controlling the responses from the 'AI' program.

MONTANA.2.1.CPT, a challenging, colorful (if you have it, b&w otherwise) solitaire game.

TREK.1.4.2, revised edition of a classic computer game originally written for mainframe computers. This shareware version works on all machines, black and white or color, and offers mouse support, menus, and other usual Mac goodies, but is still recognizable.

CRIBBAGE.2.4.CP, very good version of a classic card game, popular with military personnel.

ISOLATION.1.0, interesting, simple but challenging strategic game, which can be played solitaire against the computer or with multiple human players.

FLEA.CIRCUS.CPT, funny, sick, silly, great Flea Circus. Reminds me of life in DC.

ELIZA2.2.CPT, latest version of a strange text editor that talks back. Eliza is based on an accidental discovery done in the 1960's at MIT: people will say things to computers they will not say to other people. If you've never played with this — you should.

SUPERYAHT.CPT, Super Yahtzee, version 2.0. An improved version of the classic dice game.

CONNECT.4.FOLDE, connect four dots in a row, playing against the computer or another human.

MINEFIELD.CPT, complete with color support, 3D icons, sound, etc. This version was obviously inspired by the popular Windows version, which was inspired by the popular Mac version, which was inspired...

PISTON.CPT, Keep your roads open! Save your world from the surface people!

MILLESBORNE.CPT, a shockingly well done Mac version of a classic card game, in which the players (you and the Mac, or other variations) attempt to complete a 700K car race across France. It *requires* a color Mac and 13" monitor or larger. The attention to detail is unreal; this is an outstanding game, professionally executed.

File Area 15: Macintosh Graphics

MONITOR.MOVIE.C, a very clever QuickTime movie produced by Apple to show an interesting QuickTime trick: it has the ability to sense the monitor's color depth. If you play this with the monitor set at 1, 2, 4 and 8 bits (and presumably at 16 and 24), the movie displays a different picture and uses a different sound track for each color depth.

ANTI.EVERYBODY, MacPaint picture with unkind words for any computer other than Macs.

APPLE.COMPUTERS, two MacPaint files with pictures of all Apple CPUs, from the Apple II to the "Ultra 900" (OK, so the artist didn't know what to call it...)

COMPUTERDEALER, unkind 8-bit color TIFF painting commenting on the usual cut-rate computer dealer and his helpful advice.



DRAGONFLY.MOOV, nice QuickTime movie of a computer generated dragonfly flying around (what an odd thing for a fly to do ...)

STARFLEET.LOGO, MacPaint version of the logo you see on the communications terminals before and after a message from Starfleet.

APPLE.GLOBES.JP, a 24-bit version of a very famous picture, compressed using JPEG (so you'll have to view it using PICTcompressor or something else capable of reading JPEG). This is a ray-tracing originally done on Apple's Cray computer and later, as an example of brute power available through the Mac II, redone on a Mac II.

FINZI10.JPG, *FINZI15.JPG*, *FINZI16.JPG*, three 24-bit photos, compressed with JPEG, composed as works of art, rather than just photos. Outstanding.

NIKONF4.JPEG, 24-bit photo self-portrait, compressed with JPEG.

IMS000IMPRESSE, cute little QuickTime movie of a girl from the 50's saying, "Golly, I'm so impressed!" Would be great as a "Startup Movie," just rename this file to that and drop it in your System Folder and it'll play when the QuickTime extension loads.

NYFARM.JPG, a wonderful 24-bit picture of a New York farm scene, really a delight to the eye.

RAINBOW.JPG, great 24-bit photo (compressed using JPEG) of a rainbow over the highway between Los Angeles and Las Vegas.

INNERCHILD.PNTG, a humorous editorial commentary on the way George Bush and his administration see things within the inner cities.

BEST.OF.BCCLIP, this is the Best of the Boston Computer Society Clip Art, consisting of many MacPaint files.

IMAGERY1.7.CPT, new version of very talented graphics conversion utility — can convert some kinds of Sun, Windows, MS-DOS, Atari and Amiga graphics to Mac format, including 24-bit images.

VIVIDUS.DEMO.CP, a save-disabled working demo of Cinemation, a movie, video, animation, etc. package from Vividus. It is sort of like MacroMind Director, and sort of like Adobe Premier, and not really like either.

BIKI.CPT, a bevy of babes wearing the latest swimwear. Captured off tape via VideoSpigot and assembled in Photoshop.

File Area 16: HyperCard

NASA.PHOTOS.CPT, digitized photos of Mariner's visit to Mars, collected in a HyperCard stack.

POP.UP.NOTE.STA, small stack containing good instructions and scripts for creating pop-up notes.

MULTICORRECTOR1, a HyperCard stack for correcting multiple choice tests, created by a Pi member.

QT.MOVIE.FEST.E, QuickTime Movie Festival Entry Stack, a HyperCard 2.0 stack containing the rules, form, etc., for entering the HyperCard Movie festival.

MASTER.FT.V1.03, Master Free Text 1.03, a set of HyperCard stacks designed to slice, dice and organize "free text" (text without any set structure). Done by a local programmer.

WETLANDS.CPT, HyperCard stack containing information, sounds, pictures on U.S. wetlands, government policy concerning wetlands, etc.

BOSTON.CITYGUID, Boston Cityguide, in HyperCard format. Contains information on hotels, transportation, car rentals, restaurants, etc., plus information on MacWorld.

File Area 17: Technical Notes

MANDRILL.PSF.CP, gray-scale picture of a mandrill, embedded in a PostScript program listing. This is an interesting bit of code, if you are a programmer. The picture is supposed to be spectacular on Apple's new LW II and IIG.

Q.A.PRINTERS, Question & Answers about Apple StyleWriter, Personal LaserWriter LS, and TrueType technology. From Apple.

QUADRA.950.TN, *QUADRA.950.TN2*, Product Description and Technical Description for the new Macintosh Quadra 950, from Apple.

TIDBITS124.SIT through *TIDBITS127.SIT*, TidBITS for 18 May 1992 through 8 June 1992. TidBITS is a weekly Macintosh magazine, distributed in electronic form, full of news and gossip.

TN.IDX.MAC.5.92, the Apple index to Mac Tech Notes, in MS Word format.

TN.0.MAC.5.92, Apple's Macintosh Technical Note #0: About Macintosh Technical Notes. It contains the list of the rest, as of May 1992.

FXMDMGDE.CPT, a "fax modem guide" prepared by Intel, which just happens to make fax modems. In spite of this potential bias, this is an excellent overview of the technology, complete with shopping tips, definitions of technical terms, etc.

CREATORS.SIT, MS Word file of type/creator for most Macintosh files.

JARGON2.99.SIT, a megabyte-sized, book-length dictionary of hacker's English and computer jargon, now in version 2.99. It was started before the first Apple II was created, and drifted through the hands, keyboards and storage devices of many contributors. It is scholarly, funny, informative, and about 20,000 lines of text, which can be read by any word processor.

File Area 18: Macintosh Utilities

GRANDCLOCK.CPT, a grandfather clock's chime, converted from IIGS format to System 7 beep.

EDIT.II.202.CPT, the latest version of "the standard" programmer's text editor in the Mac world. It has a number of useful tools of interest to those writing programs, or just slicing and dicing text, and is small, works under System 7 and MultiFinder, etc.

CALENDAR.MACRO, Excel macro for creating calendars. To test it, try the year and month you were born.

BALD.MOUNTAIN.S, System 7 sound format, part of Night on Bald Mountain.

LIGHTCAVALRY.SI, no one ever remembers the name of this piece of music, but it is a System 7 Beep sound popularly associated with the Charge of the Light Brigade.

MYALIASMAKER.SI, My Alias Maker, Yet Another Alias Utility. This one offers "drop on" alias making (drop something on it, and this will make an alias), plus some other nice features.

DISKSTATUS.1.2, is designed as a small application that runs under MultiFinder or System 7 that gives a constant readout on the status of your drive(s), including percent free, bytes free, bytes used, or lots of other options (including bar charts).

PRIVATE.SECRETA, Private Secretary dials the phone through the modem, logs the call, logs the length of call, etc.

FOLDERVIEW1.0, shareware utility to view a folder of PICT files. Written by a local programmer.

ADDRESSBOOKV3.2, version 3.2 of this excellent address and phone number utility.

FOLDER.ICON.MAK, version 1.1, a really nifty System 7 "essential" allows you to create custom folders for your various applications and such by just dragging an icon onto Folder Icon Maker.

SEXUALORGANS.CP, with a name like Sexual Organs, do you really care what this really is?? A System 7 beep sound, taken from Star Trek.

TOCCATA.AND.FUG, Bach's Toccata and Fugue as a System 7 beep sound.

TOOLKIT1.CPT, accountant's toolkit, a set of Excel macros to do common, even essential accounting tasks.

SOUNDMVR1.75.CP, SoundMover 1.75 is an essential utility for playing with Mac sound files, but also included in this archive are utilities for making beep sounds and other wonders. SoundMover 1.75 can convert from and to MacRecorder sound files, HyperCard sound files, System 6.0.X sounds, System 7 sounds, etc.

WOLF.SPEAKS.SIT, WolfSpeaks! In three System 7 beep sounds.

QCOLOR.CPT, Pantone color picker for Quark XPress 3.1. This is a goodie!



SUPRAFAXMODEM, Microphone modem definition file for SupraFax V.32bis modem.

ALIASBOSS.CPT, manage your aliases with this utility.

PRIMCHANG.CPT, these are the changes necessary to make the code for Dave Mark's "Macintosh Programming Primer Volume I" work with THINK C 5.0. The code in the book is written for THINK C 4.0.

SOUND.REVERSER, utterly useless, but fun, System 7 (only) "drag and drop" utility: drop a System 7 beep sound (the ones that look like speakers) onto this, and a duplicate will be made — of the sound reversed.

ALIASZOO.1.2.5, very slick System 7 alias utility with a clean interface.

LETSGETD.CPT, a system 7 beep sound with Darkwing Duck, the afternoon comic crime fighter, saying "Let's get dangerous!"

FREDDIE1.1A.CPT, an offline reader for "QWK" type message packets generated by some MS-DOS bulletin boards.

OWNSTHEN.CPT, beep sound from the Darkwing Duck themesong.

MCS.CPT, telecommunications utility allows simultaneous exchange of files and chatting.

DANGEROU.CPT, another Darkwing Duck sound file.

LEGPAPWORD.CPT, legal pleading paper in Microsoft Word 4.0 format (works in 5.0, too).

File Area 20: Macintosh DA/INIT/CDEV

SCOPE.CPT, neat DA (desk accessory) for magnifying a portion of the screen. It has a number of options (vary magnification, take snapshot of screen), supports color, works with System 6 and 7, etc.

MOVIESTILDAWN.S, AfterDark module written by Berkeley Systems (which wrote AfterDark) to play QuickTime movies as screen savers. Kinda strange.

SPEEDSWITCH.1.1, this Control Panel device will allow you to turn the copyback cache on a Quadra on and off without rebooting.

AUTOIDLE, a tiny Mac screen blanker that prevents pixel burn-out on your screen. It does not interfere with communications programs and runs under most versions of the Mac OS (including 6.0.5 and 7.0).

CHIME.4.0.4.CPT, latest version of a popular CDEV (Control Panel Device) that allows the Macintosh to chime the hour, or portion thereof.

MOUNTIMAGE.CPT, a CDEV (Control Panel Device) to mount up to 8 image files as if they were disks.

CHOOSERUSER.1.2, NICE, clever little CDEV (Control Panel Device) that forces you to identify yourself when you log on to a Mac. Perfect for Macs used by multiple people in labs, offices, etc.

DISCOLOUR.CPT, free extension to overcome a fatal flaw in System 7: while everything else is nice, colorful, new and improved, the floppy disk icons suck. This extension gives you nice, wonderful color floppy icons! Looks great, less filling, etc.

APOLLO0.8B3.CPT, free OnCue-like extension.

BACKLITE.CPT, an *unsupported*, beta-edition of an Apple-designed CDEV (control panel device) for controlling the backlighting on a PowerBook.

VENDORDA.SIT, Version 1.2, a desk accessory listing phone, fax and BBS numbers for 340 Macintosh vendors, publishers and hard disk manufacturers.

TYPEIT4ME.CPT, little utility to expand "shorthand" entries (such as name & address) into documents.

CARPETBAG.1.2.C, called the "poor man's Suitcase," a \$5 shareware offering which lets you load, unload, and generally handle fonts without having to put them all into the System folder.

TRASHMAN4.0.2.C, praised in MacWeek, TrashMan 4.0.2 adds "intelligence" to your trash can.

GET.MORE.INFO.C, an extension to "get more info" when you select Get Info from the Finder: among other things, this extension allows you to view Type and Creator and other Finder attributes.

SHRINKDOWN.CPT, an extension which collapses the video image into the center of the screen when you shut down, just like on old TVs. Haven't any idea why you'd want to do this.

File Area 27: Music and MIDI

The following are all recently uploaded MOD files. MOD files are digitized music files, often containing voices and other surprises, usually created on Amiga computers, playable on the Macintosh through Sound-Trecker. Most of these files are LZH and LHA archives, so they can be decompressed by both Macs (using MacLHA) and Apple IIgs users.

MODTHINGZCHANGE, SOLODRUM.LZH, TWOMODS.LZH (two MODs), MODSTARDUST.LZH, APPROACH.LZH, GHOST.LZH, CHICAGO.LZH, KEFRENSV.LZH, MODCRIMEOFHATE, MODALLEN.LZH (really strange), BREEDERMOD.LZH, WILDTHING.LZH, ZMODSX3.LZH (three small MODs), C.CMUSICFACTORY, FREEFROMGUITAR, TECHNOLZH, LIFECYC.LZH, THEPRIESTSIL.LZ, PBHELL.LHA, GLORIA.LHA (outstanding piece of music), THRASH.LZH, IMAGINAR.LZH, EXORCIST.LZH (nice version of Exorcist theme), BPOPPED.LZH, JUNGLE.LZH, SAVAGE2.LZH, PROJ09.LZH, MODUAIT.LZH, MODSPACET.LZH, TECH31.LZH, EXP.LZH, NUTSMOD.LZH (MOD done specially for the Mac), SAMPLEMOD.LZH (MOD done specially for the Mac), WORKINGMOD.LZH (MOD done specially for the Mac), BREATH.LZH (Every Breath You Take), XENOPHOBLZH, ROCKIT.LZH, RYTHMN.LZH, VD11.LZH, HALLUCINATIONS, CYCLEDELIC.LZH, BEAT.DIS.LZH, WHATEVUH.LZH, PUSHMAXI.LZH, TRAIN.LZH, BIGNONIALZH, DELTA.LZH, BLUEMOOD.LZH, MODINC.LZH, DEARROB.LZH, VERTIGO11A.LZH, ARKAN.LZH, KILLING.LZH (nicely done!), SHEDEVIL.LZH.

File Area 28: GIF Images

NURSE.GIF, color photo of Nurse Memorial, at Arlington National Cemetery. This is located north of the Maine Memorial, which is within sight of the Tomb of the Unknowns.

NEWTON.GIF, color photo of Apple's new (forthcoming) Newton "Personal Digital Assistant."

GIRAFFE2.GIF, color photo of a tall one, by a Pi member.

IMPALA2.GIF, color photo of a fast one, by a Pi member.

RHINO.GIF, color photo of an ugly one, by a Pi member.

ZEBRA2.GIF, color photo of a striped one, by a Pi member.

SUMMERTIME.GIF, remake of "The Lion in Winter?"

MAKEITSO.GIF, someone went to a *lot* of trouble to draw this superb color picture. If you are not a Star Trek: The Next Generation fan, this may not make too much sense, but if you are, this is a gotta have picture. Note in particular the electrical plug.

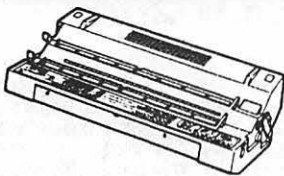
PUGETSND.GIF, color topographic map of Puget Sound. Everyone should have one.

File Area 29: Essentials

STUFFIT.EXPANDE, free utility for expanding archives created with Compact Pro, Stuffit, Stuffit Deluxe, Stuffit Deluxe 2.0, Stuffit Deluxe 3.0, Stuffit Classic, Stuffit Lite, and AppleLink — in other words, all the Mac files on the TCS except for some rare segmented files. In addition to the cost, it also works well under System 6.0.X and System 7.0, is fast, has "drag and drop" (System 7 only) capabilities, etc.

TCS.HELP.DA.CPT, TCS Help DA contains information that will help new, or inexperienced, users learn more about the TCS. The desk accessory includes general information about the TCS, how to read and enter messages, and download files. Also included are screen shots of the Conference 1, 2, 3 and 4 menus, and the File Transfer menu.

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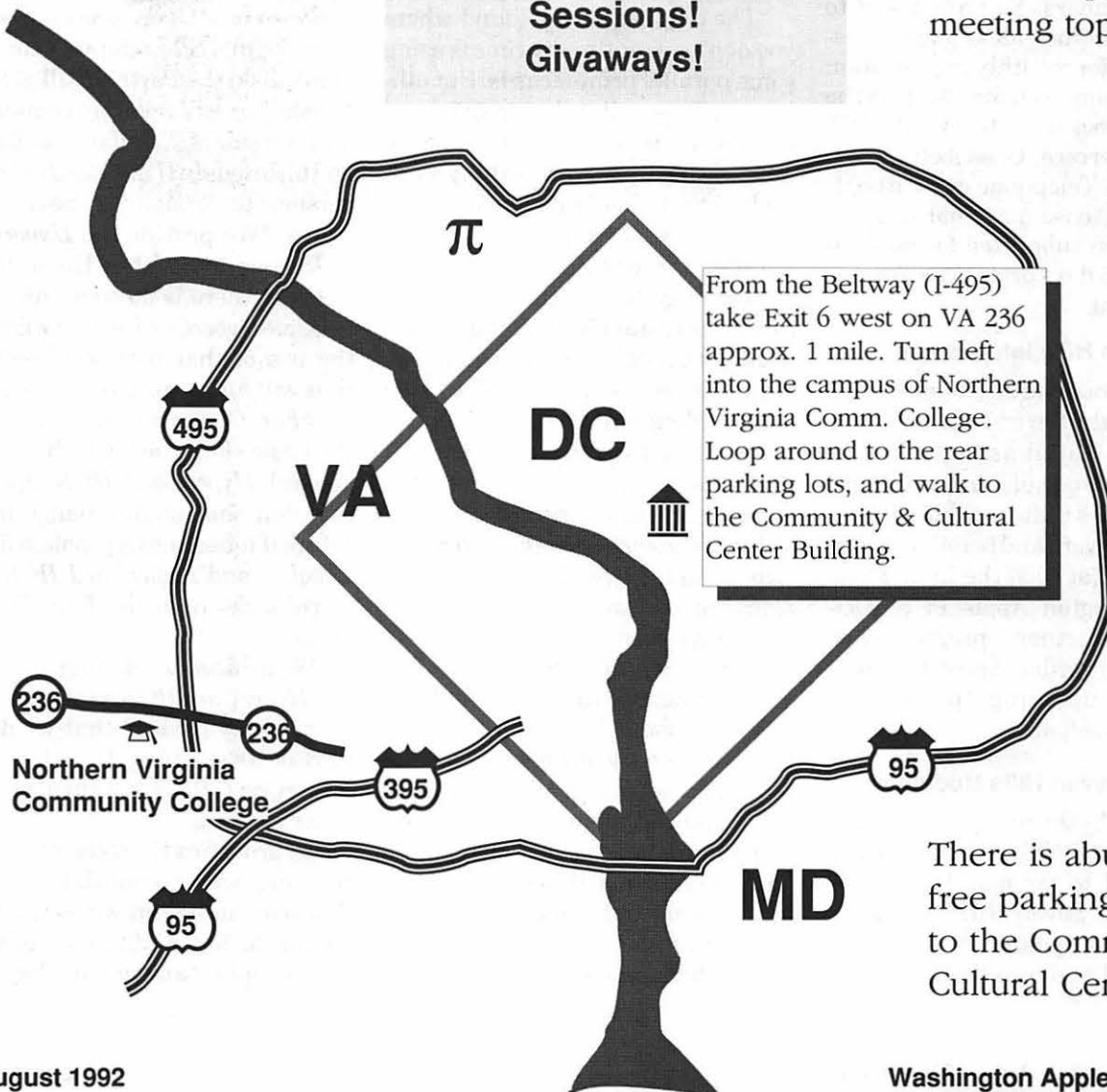
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APPLE II BYTS AND PYCES

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. You are asked 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. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

Seven Hills Information

Much of this month's column originated from the Seven Hills Software Company, Tallahassee, Florida. Seven Hills is one of the few remaining companies that is still producing Apple II software and helping to keep the Apple II (at least the IIGS) alive. The Washington Apple Pi participates in a "Partners" program with Seven Hills in order to provide a local method of updating "purchased" Seven Hills software.

New Seven Hills Updates

Express - by the time you read this, *Express*, the GS/OS print spooler will be updated to version 1.1. Please contact your Seven Hills Partner if you need this update.

Seven Hills advises that, "The big-

gest misconception we have found is that *Express* users think they are really not saving time. The misconception is, unfortunately, easy to make because all the same print processes occur (the same print dialogues appear, etc.) but the printer isn't making any noise.

"The only case we've found where you don't currently save time is using some parallel printer cards. But otherwise, time really is being saved (see the sample times on the back of the manual). Note: We are working on an update that should make *Express* a big time-saver even if you are using a parallel printer card!

"The way to calculate time savings: Inactivate *Express* and print a document. Start timing when you click OK in the print dialog; stop timing when computer control is returned. Reactivate *Express* and print the same document and make the same timing comparison."

Independence Printer Drivers - According to Seven Hills, "System 6 aggravated a memory condition in the *Independence* printer drivers to the point where 300dpi printouts would almost always result in "tiny print" (Shaston.8 getting reduced to Shaston.2 on the printout).

"The new *Independence* drivers have changed the way they allocate memory so that the 'tiny print' problem should be a thing of the past (unless memory is running very low). Testing of these new drivers has shown that users will see an increase

in the number of 'bands' that are processed, however, the total print time is about the same as before and the text comes out correctly!"

Legal owners of *Independence* are entitled to a free update if they present their original disk to their Partner. The new drivers are all version 1.1.

Shoebox - Upon presentation of your original *Shoebox* program and a blank disk, the Partner will give you a disk that will not only contain the new version 1.1 update stacks but will also update *HyperCard* (*Shoebox* version) to version 1.1. Seven Hills states, "We provide the *HyperCard* IIGS program with a Home Stack. Because there is no such thing as a runtime *HyperCard*, we have licensed the use of that part of *HyperCard* that will allow our customers to run *Shoebox*. Currently we also provide the basic Help stack which contains general *HyperCard* IIGS information, but that might change in the future if it becomes a problem fitting *Shoebox* and *HyperCard* IIGS software/stacks onto the four *Shoebox* disks."

"With *Shoebox* retailing for \$59.95 and *HyperCard* IIGS retailing at \$99, it should be obvious that we do not provide everything that is in the *HyperCard* IIGS package at computer dealers.

"By providing the *HyperCard* IIGS software, we accomplish two things: *Shoebox* can be run without anyone having to buy additional software, and people can see if they like



HyperCard IIGS without having to first purchase it. If anyone wants to go beyond just using *HyperCard IIGS*, they can still purchase the complete package."

QuickLaunch - "A give away," says Seven Hills. "*QuickLaunch* lets you add the names of your favorite applications to the Finder's Extras menu. To launch one of these added applications simply select it as you would any other menu item.

"To use *QuickLaunch*, unshrink and place in your *:System:System.Setup folder and restart (requires System 6).

"After installing, please open the *QuickLaunch* List and click the Help button to read why we are giving away this great utility. The Help window also provides information about using *QuickLaunch*."

[GH - Look for *QuickLaunch* on the TCS or ask for it when you get any of your Seven Hills updates. Copies of *QuickLaunch* will also be available at the Apple IIGS SIG. Please check the Journal Calendar or give Gary Hayman (301) 345-3230 a call.]

The Day the Music Stopped

Seven Hills announced that the commercial version of SoundSmith for the GS is dead. They write, "We had concerns that the author would not want to make some significant interface changes that we felt were required. But it turns out that he was open to the changes, but he refuses to continue.

"Why? Because one or more beta testers let someone else have a copy of the latest beta version and, according to the author, 'the software has been posted on every IIGS Bulletin Board around the world... As you can imagine, I do not like to work for free.'

"He is understandably upset, and so are we. Not only have we invested a great amount of time that is now down the drain, but now a great product will not be released. In addition,

our reputation with this programmer has been tarnished.

"We're sure that those [Beta testers] who had the maturity and integrity to keep the software to themselves feel as betrayed as we do by the [Beta tester(s)] who shared it with someone else. 'One person doesn't matter' is a common justification. Well, this is a prime example that one person does matter... a product is dead because of it!

"Unfortunately, we have no way to know who was responsible for this, so we are forced to stop blanket beta testing. Instead we are forced to use a smaller group of testers."

Here is another example of what is causing the apparent demise of the Apple II programming community. Please only use commercial software that you have purchased and do not contribute to unauthorized and illegal copying of software.

Not yet a Full Spectrum

According to Seven Hills, "*Spectrum* (A IIGS-specific Telecommunications program) is still progressing, but we cannot project a release date. Support for 19,200 baud was recently added. *Spectrum* is essentially feature-complete, but before shipping we plan to add ANSI, *ProTerm* Special, and *MiniTel* screen emulations (it currently supports the Super Hires Screen, the 80 column text screen, VT100, and *ViewData* screen emulations)."

Publish-It! or Graphish-It!

It appears that Seven Hills is making a strong push to increase the sales and use of its 16 bit Desk Top Publishing Program - *GraphicWriter III*. The major competition, *Publish-It!* has been around for a while and has been a popular choice - even for Apple IIGS users. For example, the NOVAPPLE Users Group, in Northern Virginia uses it to produce their First Place Award winning

NOVApple Newsletter. Anyway, Seven Hills explains their interpretation of the differences between the two programs and makes an interesting offer.

[SH] "Now that System 6 is shipping it would be a good time to address this question once again. The biggest area of difference to a GS user is that *GraphicWriter III* is GS/OS-based and *Publish-It!* is not. That means *GraphicWriter III* fully supports innovative programs like *Express* and *Pointless*; hundreds of useful desk accessories; any printer that works with the GS using drivers available from Seven Hills, Vitesse, and Apple; the most flexible use of fonts and graphics; and increased performance and features from all the engineering Apple has provided in the latest GS/OS.

"If you have an Apple IIc/e, *Publish-It!* is a fine choice; but if you have a IIGS, *GraphicWriter III* should be your only choice!"

Competitive Upgrade

"Since System 6 has been released, we have been pleased with the response from GS users who are finally sick and tired that *Publish-It!* is not moving with the times (not GS/OS compatible). They have asked us to offer a special trade-in price. That's a great idea so here it is:

"Anyone who sends us their *Publish-It!* original disk, or front cover of their manual (a photocopy is fine) can buy *GraphicWriter III* for only \$60.00 (plus \$3.50 s/h). There's no time limit to this offer, but it's only good directly from our company."

[GH] - I turned to my inCider/A+ and discovered that *GWIII* was selling for \$89.95 at Quality Computers and Roger Coats (same company) and for \$85.95 at TMS. so it looks like you could at least save \$26 by taking advantage of the offer.

Ebony and Ivory for



Independence

[SH] *Independence* will remain a collection of black and white output printer drivers. This is all most people ever want for multiple copies of final output. However, for those that want color, Vitesse has announced plans to support color with an upcoming Harmonie driver.

Are They Closing the Font Factory?

[SH] There are no plans for *Font Factory GS* to support *TrueType* fonts. It is not within the scope of FFGS to support *TrueType* technology (*TrueType* outline fonts have no relation to bitmap fonts, which is what *Font Factory GS* deals with).

Now that *Pointless* is available, why would anyone want to use *Font Factory GS*?

There are several good reasons [stated by SH]:

- * Manipulation of bit-mapped fonts that are not available as *TrueType*
- * Loading a bitmap font requires less memory than generating one from an outline, so they work better in restricted memory situations
- * You can convert fonts to/from other Apple II formats
- * Bit-mapped fonts in smaller sizes (e.g., 9, 10, 12 point) usually look better on screen than *TrueType* fonts.
- * Loading a bitmap font from disk is much faster than generating a font in memory.

[GH - I am sure that our resident Font Expert - Kim Brennan - will be scratching to comment on this.]

Pointless Special Offer

[SH] WestCode Software approached us with an offer that both our companies could benefit from. They offered to distribute promotional literature about our products and asked us to do the same for them. This type of cooperation is healthy among Apple II companies and is

especially needed in tough times like we are experiencing in the Apple II industry.

We volunteered to go one step further and actually distribute their product *Pointless*. WestCode graciously agreed to make Seven Hills an authorized dealer of this outstanding product and we now offer *Pointless* at a very competitive price. In fact, the price reflects our cost plus a little extra to cover our expenses incurred in publicizing and distributing this product for Westcode. We hope you will support WestCode Software by purchasing this excellent product, no matter where you purchase from.

Pointless is available for only \$39.95 plus \$3.50 shipping/handling when purchased directly from Seven Hills.

[GH - *Pointless*, listing for \$70.00, is presently selling for approximately \$48.00 in the magazine ads. The National *AppleWorks* User Group, PO Box 87453, Canton MI 48187 is offering the program for the special price of \$45.00 and is throwing in a *Pointless* Fonts Catalog that includes samples of more than 250 fonts that work with *Pointless*.]

Amnesty International

This is a unique proposal from Seven Hills. Here is what they offer, "We know that many people who use our software have not purchased it. Sometimes they try the software before buying it, but then never purchase their own copy.

"This situation is why so many companies have abandoned publishing for the IIGS. The IIGS market is small compared to other markets, but it is big enough to support several companies if people would simply purchase the software they use."

"We plan to continue publishing for the IIGS, but we want these people to become legitimate owners. If anyone in your club has an illegal copy of

our software and they still haven't purchased [...], then they can send us a small "registration" payment."

"By submitting this payment we will enter them as a registered owner with full benefits (eligible for updates, etc.). At the same time they can purchase the program documentation and latest software revision for an additional fee.

Registration Manual Software Program (Optional)	Fee (Required) (Optional)
<i>Disk Access</i> v1.0	\$ 6
\$ 5	\$ 5
<i>Font Factory GS</i> v2.0	\$ 6
\$ 5	\$ 5
<i>GraphicWriter III</i> v1.1	\$ 6
\$ 5	\$ 5
<i>Independence</i> v1.1	\$ 6
\$ 5	\$ 5
<i>SuperConvert</i> v3.0.1	\$ 6
\$ 5	\$ 5
<i>Shoebox</i> v1.1	\$ 6
\$ 5	\$ 5
<i>Express</i> v1.0	\$ 6
\$ 5	\$ 5

"If ordering manual or latest software version: Add \$3.50 shipping and handling per order (not per item).

"We will accept online or FAX orders (credit cards), personal checks, money orders, and even purchase orders from schools. The deadline is 9/31/92 and will not be extended. Orders are limited to supplies while they last.

"We thank all the legitimate owners for their support, and we hope they do not think this is a 'reward' for those who stole from us. We are simply trying to generate cash (that would otherwise be lost forever) so that we can better finance our IIGS publishing efforts."

Independence/Disk Access Special Offer

If you buy *GraphicWriter III* from any source, you can get *Independence*



or *Disk Access* free. Send Seven Hills the sales receipt along with the *GraphicWriter III* registration card and a note indicating which product you want. This offer is good until 8/31/92 or as long as current supplies last.

[GH - *Independence* is listed in ads as selling for approximately \$25-29]

Serial cables (mini 8 to DB25) are available for only \$10 + \$3.50 shipping. Please note that these cables are also perfect for use with Harmonie and are offered at a very competitive price.

[GH - Checking catalogs, I find the cable listed for \$10.85 at Dalco Electronics, Springboro, OH and for 9.95 at VSI, Portland, OR.]

Bugs & Tips

The Technical Support people of Seven Hills furnished the following information: bugs in programs, workarounds, and some helpful tips.

SuperConvert V.3.01-Bug: *SuperConvert* crashes if you "Save as Desktop Background INIT" two times. The only interim work around is to quit and restart *SuperConvert* between each INIT file you want to save.

Bug: Under System 6, New Desk Accessories do not appear under the Apple menu. The only interim work around is to quit using NDA's (or use System 5.0.4).

Both of these will be fixed in the next *SuperConvert* version, which will also be supporting some new graphic formats.

GraphicWriter III version 1.1-Tip: If you create text files in *AppleWorks Classic* for importation into *GraphicWriter III*, you can embed *SuperFonts* commands to change fonts, sizes, and styles. In *AppleWorks Classic* you first specify the font definitions, then use *SuperFonts* commands to access those fonts. [for example]

<1=Shaston.8>

<2=Shaston.16>

<3=Shaston.32>

<3>A big headline<1>

The number between brackets tells *SuperFonts* (and the *AppleWorks Classic* translator) to use a particular font. In the headline above, we specified "use Shaston.32 for the words 'A big headline' then use Shaston.8."

When this document is imported into *GraphicWriter III*, the headline will appear in Shaston.32, the body text will be Shaston.8.

Naturally, if you wanted a word boldfaced or underlined you would just use the built-in *AppleWorks* commands to do so. But with *SuperFonts* you can also specify <IB>Italics<IE>, <OB>Outline<OE>, and <SB>Shadow<SE>.

Finally, *AppleWorks Classic* does not support "Right justification," but by using the "RJ" *SuperFonts* command you can specify right justification! By the way, because the "less than" bracket signals the start of a *SuperFonts* command, you can use << to generate a single bracket.

Note: Remember, *GraphicWriter III* is not interpreting the *SuperFonts* commands; the *AppleWorks Classic* translator is (that is, importing a text file using the Universal translator will not convert the *SuperFonts* commands).

Express Version 1.0-Tip: If the *Express* CDEV does not show up in the Control Panel after installing it and restarting the computer, open the *:System:CDevs folder and delete the "CDev.Data" file. (This tip applies to any CDEV that does not show up after installation; sometimes the CDev.Data file gets out of sync with what's really in the CDevs folder.)

Tip: You can temporarily inactivate *Express* by checking the "Express inactive" checkbox in the "Options" dialog box. This turns *Express* off and when you print, no spooling

occurs (if using a direct-connect printer, the file is printed just as if *Express* were not present).

Bug: You are supposed to be able to switch freely between direct-connect and network printers, but, for some reason, you cannot print to any networked printer when *Express* is installed (even deactivating *Express* does not work). The only interim solution is to not install *Express* if you must print to a networked printer.

[GH - version 1.1 of *Express* has been written, and by the time of this reading, will be available from your Seven Hills Partner. The new version will let you use the spooling of *Express* on you network printer. For example, when I tested v. 1.0, I could not get a Teach document or a GW III document to be printed by my laser printer through AppleTalk. I will still have to test to see if the new version corrects the problem.]

Bug: Some ImageWriter-type printer drivers (e.g., ImageWriterCL) fail to support color printing and don't work correctly with *Express*. The only interim solution is to use Apple's "ImageWriter" printer driver.

A new version is under development that will fix these problems.

Sad to See

Seven Hills writes, "Times have taken their toll on two companies who have figured prominently in the Apple II world. It appears that Beagle Bros won't be doing much, if anything, with Apple II software development. They've assigned their products to Quality Computers while they devote themselves to the Mac (BeagleWorks) so they can 'feed their families.' We know just what they've been through. Our customers also report that Claris has indicated the current version of *AppleWorks GS* is the last version people will see. We tip our hat to those companies for the excellent products they have produced.



"Now, what does that mean to Seven Hills and GS users? At this point, *GraphicWriter III* and *Publish-It!* remain the only two actively supported DTP's on the market. IIGS owners who are considering purchasing a DTP should know about this.

"And when someone moans that 'no one is producing software for the Apple II anymore,' tell them about Seven Hills Software! We're still committed to releasing great software for the IIGS."

Apple IIGS Game Extravaganza!

Seven Hills Software's two newest products for the Apple IIGS are ready for shipment. Both programs were developed by master gamers Bright Software!

Gate blends action, adventure, aesthetic pleasure and intellectual challenges to create a stimulating adventure game for the IIGS. You are held captive in a castle's prison and must find a way to escape while you battle enemies and solve puzzles along the way. Ultimately, your goal is to find and defeat your captor so you can bring peace to the land. *Gate* features brain-teasing challenges, lots of action in smooth, synchronized animations plus exciting stereo music and sound effects. *Gate* has been awarded the inCider/A+ Editors' Choice for excellence.

Space Fox is an exciting arcade game where you are the ace pilot who must guide your spaceship through nine levels of assorted bad guys. Your mission is to destroy The Brain at level ten but you'll need to collect fuel, shield power, and new weapons as you destroy your enemies along the way. Skill and a bit of luck are needed to complete your mission because the higher the level, the harder it is to survive! *Space Fox* features fast action, smooth, synchronized animations and sixteen-voice stereo music (over 1MB of background music is included).

Big Red Computer is the exclusive dealer for *Gate* and *Space Fox* in the U.S. Those outside the U.S. can purchase from Big Red Computer or directly from Seven Hills Software. The price from either source is \$30 plus shipping (add \$3.50 s/h per order from Seven Hills).

Seven Hills Software, 2310 Oxford Rd., Tallahassee, FL, 32304, (904) 575-0566

Big Red Computer Club, 423 Norfolk Ave., Norfolk, NE, 68701 (402) 379-4680

Paul Schlosser, our TCS WizOp found the following on another BBS and feels that it might be useful to someone. I agree.

Minimum Line Testing Requirements (as set by the FCC)

Your local telephone company is required by the FCC to provide a minimum level of quality on the lines it maintains for your use. Many lines do not meet these standards, and so are a source of considerable noise in the transfer of data between computers. A noisy line can make it very difficult to upload or download messages and files to a BBS.

If a SysOp complains to the telephone company about line noise, there is usually only one option offered: line conditioning. This is an extra cost item that they would like to sell you. However, if their line to your computer meets the minimum standards, there is no reason you cannot have error free transfers at 2400 bps and, if an error correcting protocol is used, reliable operation at 9600 bps is the norm.

If the telephone company seems reluctant to test your line and assure you that it meets the minimum requirements (and they will), request that they run the following tests and provide you with the results. Let them understand that if they do not comply, you will refer the matter to the FCC. They will not be happy!

The following tests should be run:

- 1) Frequency sweep. 300 to 3000 Hz
- 2) Roll-off. 500 - 2500 Hz, with -2 to +8 range, and request 300 - 3000 Hz, -3 to +12 range. 1000 Hz tone loss: -16, 1% in either direction
- 3) Signal to noise ratio. 24 Db level
- 4) White noise C, message Dbrnco
- 5) Envelope delay measurement.
- 6) Phase jitter. Not to exceed 10%
- 7) Impulse noise test. Minimum 15 minute count

Don't worry if you do not understand what all these tests mean, the telephone company knows. These standards are all available from the FCC upon request. When the lines provided meet these minimums, you will experience reliable, accurate, and noise free data transfers.

It's a Batch

Responding to a question posed by the writer of this column, Dale Smith, with his usual display of knowledge, answered my questions about batch downloading from the TCS using my *ProTerm3.0* telecommunications software.

"If you want to do a batch download you just select the files for the batch using the M)ark command specifying each file by its number. The files in the batch can be all from one area or from different areas - it will work either way. After you have set up your batch, then you use the T)ransfer Batch command, which will bring you to the "Batch" prompt. There you can L)ist the batch, R)emove a file from it, A)dd a file to it, D)ownload the batch, or C)lear the entire batch... and I think you can Q)uit back to the X)fer prompt. When you're ready to download, select D)ownload and you'll be asked to specify the protocol (Y)modem or Z)modem. If you've specified Z)modem as your Auto Start protocol in the System Params:More window (in PT 3.0), and have specified the Download pathname for the directory where you want the files to go (in



Misc:Preferences), then you have nothing more to do since the transfer will take care of itself from there."

If you choose Ymodem, then you will have to tell PT3 to Receive:Ymodem or Ymodem-4K or Ymodem-G (this latter to a RAMdisk is the best choice and you should have error-correcting modems on both ends - though I have done Ymodem-G transfer without the error correcting modem - I take my chances that the transfer will abort the first time an error occurs. I wouldn't suggest it for a really large file ... too much time at risk.

Piggyback

Overheard - Bill Hark's conversation with Dale Smith concerning memory cards.

[Bill] "In an earlier message, you said that you had a CV Technologies memory card in your IIGS and could use the "piggy back" option for connecting another memory card. I've been thinking about getting one but noted that my new *RamFAST* SCSI card in slot 7 really crowds the memory card in the adjoining slot. It actually pushes the memory card over a bit. That being the case, where does another memory card, connected piggyback, go?? How is it actually connected to the CV card? I would like to save the full Apple card I've been using."

[Dale] "The piggyback card goes in the slot on the back of the CVTech card between that card and the GS case. There is an insulator (thick cardboard) that comes with the CVTech card that you put against the case to keep the piggybacked card (your Apple card for instance) from touching the GS case's metal lining. I have a *RamFAST* in Slot 7 too and haven't noticed the "pushing" you have - I'll have to look closer as I expect to put something in the back pocket sometime, maybe an Apple card.

"Do remember that the back pocket card must be completely filled; the CVTech board doesn't have to be filled, but the piggyback board does whether it's 1 MB or 4 MB."

A-Minus for Programs Plus?

Jon Slobins reports on his mail. "I just got a newsletter from Programs Plus, one of the top four mail-order firms. The following item appeared in the newsletter, entitled "The Apple Market Today." I thought it would be of interest to the Apple II users:

"As you may be well aware, Apple II software is becoming increasingly difficult to find. Many manufacturers have discontinued making the products. One of our major sources of Apple software, ABCO Distributors recently stopped carrying the Apple line, forcing us to find other sources. Unfortunately, this means increased pricing to our customers. Laser has also just notified us that they will be discontinuing several of their Apple II compatible add-on products. However, we will continue to support our Apple II users as long as the products are available. When our customers decide to upgrade, we are recommending IBM compatibles for pricing, availability of software and ease of upgrade."

(Jon's Comment): "When our customers decide to upgrade, we are recommending IBM compatibles..." They call that supporting their Apple II users?!

High Density

"Why the High Density drive?" writes John Moore on the ProLine system. "You can add a UDC with 2 Fujitsu 800k 3.5 drives for less than 1 high density drive. I got a UDC for \$50 and two Fujitsu 3.5 drives for \$99 each. The Fujitsu drives work great! For the Price of the Apple High Density drive and controller you can buy a 40 MB external hard drive and Apple High Speed SCSI Card. I got

the SCSI card for \$110 and a external 60 MB SeaGate for \$249."

Disk Shortage

Speaking of disks, as you may have already discovered, there seems to be a shortage of 3.5" DS/DD (800K) disks. In fact, MEI/Micro Center, Columbus, OH, my usual supplier has had them on back order for a while. My shipment did arrive the other day, however a note was contained that the price for future purchases would rise from \$.35 to \$.45 each (in lots of 25). Still, that is an excellent price.

My personal speculation is that there is a large demand for high density disks (DS/HD 1.44 MB) that the production lines are being converted and less 800K disks are being manufactured. Anyway, in a few years we will not be using disks - at least as we know them today. How many of you are using paper cards, paper tape, cassette tapes, 8 inch disks, 5.25 inch disks? Make way for bubble memory, flopticals, and credit card size read/write memory cards that you can carry in your wallet.

The author is currently Chairman of the AppleWorks and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle "Buddy," a Seven Hills "Partner" and a TimeWorks "Ambassador" for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching. His latest software program, The Magic File Cabinet is presently selling internationally.



Publish-It! Tips and Hints

by Jeffrey Frankel

Creating newsletters with *Publish-It!* (by TimeWorks) is fun, but it requires much attention to detail in order to put out a finished product. Be forewarned that a significant time investment is necessary to become conversant with the program but worth it.

What follows is a variety of odds and ends I have picked up in the course of my *Publish-It!* travels. We'll start with the familiar but end with the esoteric. I hope this information is helpful—I hope this article is comprehensible!—and would love to hear from anyone else who has enjoyed navigating his or her way through *Publish-It!* territory.

Set Up

After booting up, pull down the Apple icon from the menu bar and choose Select Printer. If you'll be printing on an ImageWriter II, click the radio buttons for the Apple ImageWriter and dot matrix font width if they are not already highlighted, and click OK (or hit the return key). From the Page menu pull down to Set page size. For a standard 8.5 x 11 inch sheet, select the 8.0 x 11 inch page size. The manual emphasizes that the 8.5 inch width is only for use with a laser printer. If you will be using a laser printer, make the appropriate selections in the Select printer and Set Page size dialog boxes.

Basic Text Format

You'll save yourself a lot of work

later on if you determine the basic text format of your document at the outset. Will your columns be left or full justified? Will you be indenting your paragraphs or writing in block style? Do you want additional spacing between paragraphs (or lines)? Make your choices in the Page menu.

You will of course have to vary these settings as you proceed. To center a heading, for example, you must change the Justification option from Left or Full to Center. And to obtain truly centered text, you'll have to deactivate whatever First line indent value you designated in the Margins/Indent dialog box. That is the purpose of the Format menu. To center a heading, you highlight the text to be affected and choose Center from the Justification dialog box in the Format menu—not the Page menu. To delete a first line indent, place the I-beam cursor at the beginning of the line and set the First Line indent value to zero—again, in the Margins/Indent dialog box in the Format menu. Those changes will override the so-called Page Standard settings for the text you have selected.

If you decide to change a page standard after you have made all your special format adjustments, the standard will override the format settings and you will have to do them all over again. These are very easy to overlook, and have a nasty habit of not becoming apparent until you have gotten your finished job back from

the photocopy shop! That's why I say you'll save yourself a lot of work if you determine the basic text format of your document at the outset.

Publish-It! 4, the newest version of the program, can automatically hyphenate your text if you desire. The result is more even line length in left-justified columns and more even word spacing in fully-justified columns. If you change the placement of a graphic frame or other object in a text column after you have already hyphenated the article, no problem; after the screen redraws itself, the text will be properly hyphenated in its new format. This feature is a tremendous timesaver that by itself justifies the price of the upgrade.

Basic Column Format

I usually organize the two newsletters I publish in 2- or 3-column format. For variety, I sometimes include a 3-column page in a basically 2-column document. The choice of column preference, of course, does not mean that your page must be a series of unbroken vertical strips. The format you choose will simply be the starting point for what will hopefully end up as an integrated collage of text boxes, graphic frames, rules (i.e., horizontal and vertical lines) and other graphic objects (i.e., the square/rectangle, rounded square/rectangular and circle/oval tools).

The Snap to Guides and Select Guides functions in the Special menu are helpful in getting started. Choos-



ing the 2x2 or 3x3 layout guides will allow you to create symmetrical, evenly-spaced columns that you can later shorten, duplicate and move as necessary. Just don't forget to deactivate the Snap to Guides feature immediately after you've drawn your first columns. Otherwise, you will be unable to escape the grid format of the layout you have selected. The Custom guides feature offers added flexibility in setting up nonstandard column layouts.

After you have deactivated the Snap to Guides, the outlines of the grid will still be visible on the screen as dotted gray lines. These grid lines make it easier to draw text columns of varying lengths that line up with each other and are properly placed on the page.

Standard Pages And Page Elements

If the pages that follow your cover page will have a fairly standard look, you need not redraw all objects over and over again. (This would be a fate worse than death!) *Publish-It! 4* can add pages to your document already laid out, in template form, just like the page you were last working on. For those who have not upgraded, select all objects on the page to be replicated, copy them, create a new page, and paste from the clipboard to the new page. All your objects will be transported in template form to their same locations on the new page, ready to be filled.

More often than not, you will want to keep some objects constant from page to page (i.e., publication name and date, page number, object), but not others. Simply delete (or modify) the text boxes, graphic frames, and other objects you won't need on that page and keep the ones that you will. An easy alternative for *Publish-It! 4* owners who put out a newsletter on a regular basis is to save your most recent edition as a template and use

that as a springboard for your next issue.

Working With Graphics

Publish-It! imports graphics from a variety of formats. I have achieved excellent output using double high resolution graphics, *Print Shop* GS graphics and *AppleWorks* GS graphics. When printing in ImageWriter color, *Publish-It! 3* and *4* do a beautiful job of translating color palettes of *PSGS* and *AWGS* graphics to the printed page.

Until recently I had a lot of trouble getting color graphics to reproduce properly in black and white. Timeworks technical support helped me solve this problem, which I am happy to report was my fault and not the program's. (Tip: Don't mess with the Color box in the Show Specifications dialog box for a graphic frame. If Color is checked, just leave it checked.) Even still, there will be some, albeit not many, occasions when you will get better results by manually converting color graphics into black and white before importing them.

Publish-It! 4 also imports *New Print Shop* graphics, letterheads, and the first 75%(!?) of greeting card panels. I don't own *New Print Shop*. However, *Print Shop COmpanion GS* can save *PSGS* format letterheads and full panels in *New Print Shop* format. They can then be imported into your document. By manipulating *Publish It's* cropping box with the open-apple and arrow keys, you can manage to fit the entire width of a letterhead into your document (8.5 inch laser page, at any rate) without need of resizing. The results are striking.

About Resizing

You can, of course, resize any graphic frame by dragging one of its corners. However, if you stretch it too much, the loss of resolution will be

apparent, and if you shrink it too much it will look bunched. The manual states that imported graphics look best when left their original size, and I have found that to be good advice. Don't count on changing the size of a graphic frame by more than about 10% either way.

Publish It's automatic text wrap-around is a terrific convenience. One drawback, though, is that the text always wraps to the boundaries of the graphic frame in which a graphic is located rather than to the contours of the graphic itself. For graphics that are generally rectangular in shape, this is of no moment. For larger graphics that are irregularly shaped, there are occasions when it would be preferable if the text could wrap closer to the outline of the graphic instead of the box that contains it. An example is a left-facing graphic of a basketball pole and net that is placed along the right edge of a text column. (This graphic appears in the Baseball panel of Timeworks Education Graphic collection.) The text will wrap close to the protruding net, but on the lines below there will be a large gap on the printed page between the end of the type and the pole.

You can overcome this handicap by activating the Don't runaround option in the Show specifications dialog box for the graphic frame and the Transparent option in the Show specifications dialog box for the text box. When these options are activated and the graphic frame is moved behind the text box, you copy will go right over and through your graphic. The trick is to control how far the text protrudes into the graphic frame by setting special margins for those portions of the text that you want to hug the graphic. You do this by making each portion of the text a separate paragraph and by making the appropriate margin and other changes to those paragraphs in the Format menu. For the pole-and-goal example



given above, two such paragraphs are necessary. In the first, the text is stopped short of the net by creating a right-hand margin just before the net. In the second, the right-hand margin is set a little wider so the next several lines of text will but up against the pole. If your page standard includes a first line indent or extra space between paragraphs, these settings will have to be neutralized via the Format menu for the two paragraphs in question. The result of all these adjustments will be a more pleasing integration of text and graphics on the printed page.

The Rule Tool

You'll probably want to experiment with the Set line weight selection in the Objects menu to change the thickness of rules after they are drawn. There are two things to keep in mind.

After selecting a rule with the arrow tool and accessing the Set line weight dialog box, one of the six available line weights will be highlighted. This is not necessarily the weight of the rule you have just selected. Rather, it is the weight you have most recently selected to draw or change the line weight of any rule or graphic object.

I had no difficulty increasing the thickness of rules that I had already drawn, but I was unable to decrease the thickness of existing rules. Technical support again provided the solution. After selecting the lighter weight, enter your page size once again from the Page menu. After the screen redraws itself, the lighter line weight will show.

Font And Text Box Changes

The knottiest problem I have encountered with *Publish-It!* is changing from a large font in one text box to a shallow text box I have just drawn in which I plan to use a much smaller font. An example is the title page of a newspaper in which the publication

name is set out in 48-point text in its own text box. Below that I will draw a quarter-inch high text box stretching across the width of the page to hold, in 12-point type, the date, edition and other incidental copy. This second text box is too short to hold 48-point type. When I place the I-beam cursor in the new text box, choose the smaller font size, and start to type, all I get is the annoying error beep and the huge, 48-point cursor hopelessly blinking in my small text box.

To overcome this annoyance, finish typing or editing your text in the first box and then change from the larger font to the smaller font while the cursor is still in the text box containing the larger font. When you start typing in the second box, your copy will be the proper size.

If you have already tried entering the smaller-sized text in the second, smaller box without having first made

the font change as described above, this work around won't work. The second text box has become contaminated. In that case there are two alternatives. The simplest approach is to delete the second text box and start over. The diehards among us, though, can do this: stretch out the second text box until it is tall enough to accommodate the larger font that you want to get rid of, reduce the large type to the smaller point size desired, resize the second text box to the proper height, and hope that after the screen redraws itself all your other objects reappear as you left them.

From The Maine GS Apple Review via Club Apple of Charleston, West Virginia and re-submitted by Phil Shapiro.

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Buyers' Clubs Help Support Apple II Publishers

by Phil Shapiro

With Apple's diminishing support of the Apple II, many Apple II users have been wondering about the steps they can take to support Apple II software publishers. One simple step, not requiring much effort or expense, is to form a buyers' club.

A buyers' club is a group of families, schools, or individuals who pool their resources to purchase software. It is entirely legal for more than one person to own a particular piece of software. The illegality arises only when pirated copies are made from the joint purchase.

Reticence about group purchasing may stem from the early days of software publishing. In the early 1980's software publishers often included a notice in their manuals to the effect: "this software may only be used on the one computer for which it was bought." The intent of this type of statement was to discourage piracy. But the statement actually misstated your legal rights as a software purchaser.

Your rights as a software purchaser are to use the software on one computer at a time. That particular computer may be your home computer, your work computer, or your neighbor's computer. Transporting the software from one location to another location violates no copyright law whatsoever.

In any event, informal buyers' club can be highly beneficial to both the club members and the publishers.

Users get to use software they otherwise may not have purchased. And publishers get to sell software they otherwise may not have sold.

Furthermore, buyers' clubs open the way for the discounted purchasing of lab packs. A common misconception of individual computer users is that lab packs are only available for sale to schools or businesses. The truth is that publishers are delighted to sell lab packs to any warm-blooded customer whose bank account balance is composed of positive integers.

A typical lab pack contains five copies of the software along with one copy of the documentation. It is a violation of the law to photocopy any documentation. But it's perfectly legal to take turns reading the documentation between the joint purchasers of a lab pack.

Lab pack savings can end up being rather substantial. It is not unusual for software with a single copy price of \$40 to have a lab pack price of \$100 to \$120. As an example of a lab pack bargain, the other day I saw a lab pack of educational disks priced at \$63.30. [Facemaker Golden Edition, the popular creativity program for young kids, at Fas-Track: 1-800-927-3936]

Individual copies of this disk sell for \$31.65. This means you could buy five copies of the disk for exactly the same price as buying two single copies of the disk. With shipping prices identical for lab packs and single copies (\$5/each), the lab pack savings

are even greater.

Beyond the purchasing of new software, buyers' clubs can be very useful in the joint purchasing of complete libraries of second-hand Apple II software. These days it's not uncommon for someone to want to sell an entire collection of Apple II programs. Typical collections vary in size from 20 titles to 200 titles.

Someone wishing to sell a collection of 100 or 150 disks would much rather sell the collection as a unit, rather than as individual pieces. With the purchasing power of a buyers' club, it's possible to offer the seller a round sum figure of \$300, \$400, or \$500. Dividing such a sum between eight, ten, or twelve individuals yields a very modest price for individual participation in the club.

Of course, such a group purchase requires that members of the club agree beforehand about flexibility in dividing up the loot. Having a complete list of all the disks in the collection, before the joint purchase is made, can be very helpful in deciding who ends up with which disks.

Where, might you ask, do collection-sellers and collection-buyers meet up? In the past, such meetings have taken place on the major information service.

On GEnie, for instance, sellers have three locations to place their notices: 1) The new Apple II Free Trade Zone, in Category 4 of the Apple II Roundtable, 2) the Apple II section of the classifieds area on GEnie, or, 3)



as a text file upload to the Apple Roundtable library.

If a seller prepares his or her text file off line, detailing the contents of the Apple II software collection, the online connect time can be minimized. Note: when uploading prepared text into a message in the Apple II Free Trade Zone, the SysOps strongly suggest that you save your message using the “*sn” command. (Instead of the “*s” command.) Using the “*sn” command preserves the layout of your text file. Otherwise the GE roundtable message editor will reformat your text into a disorganized, visually unappealing display.

A second best option is to upload your “for sale” notice to the Apple II Roundtable File Library. This option is a second best option because people looking to purchase second hand hardware and software usually would not go looking for what they need in the Apple II File Library on GENie. The nice thing about uploading to the file library is that the upload is free. So you can describe your hardware/software collection in great detail without incurring any other charges.

Buyers looking for Apple II bargains would do well to check the Apple II Free Trade Zone on a regu-

lar basis. If you haven’t visited the Free Trade Zone (Category 4), set the category to 4 after entering the Apple II Roundtable. Then turn on your capture buffer and issue a “TOPics” command to get a list of all the topics in the category.

Once all the topics have been listed, scroll back through the topics and note down the topics that look like they’d be of interest to you. Then if you mark those topics you can stop by once a week and quickly read the marked topics to get an update on new messages.

With the entire nation as a marketplace, chances are good that somebody somewhere is selling something you might be interested in. And when you no longer have a need for some hardware or software in your own collection, it’s just as easy for you to find a willing buyer. You could even send up a “trial balloon” message, to see what offers you could get for the merchandise you’d like to sell. Similar trial balloons can be posted for merchandise you’re looking to buy.

As a final note, sellers are advised to include both their phone numbers and electronic mail addresses in their “for sale” notices. It’s thoughtful to add a comment about the most con-

venient times for a seller to receive phone calls.

So if you’re interested in expanding your Apple II software collection without emptying your wallet, maybe it’s time to look into forming an informal buyers’ club in your user group or neighborhood. You may end up benefitting not only yourself, but the Apple II publishers and vendors, too.

Famed Apple II user Benjamin Franklin said it best: “If we do not Hang Together, we will Most Certainly hang Apart.”

(The author can be reached via e-mail on GENie at: p.shapiro1)

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On the Trail of the Apple III

by David Ottalini
Apple III SIG Co-Chairman

Our good friend from Detroit, Paul Campbell, has been trying his hand at getting *StemWriter* to work properly on the III. His experiences were reflected in some of his comments recently on the TCS:

John Lomartire responded to my call for help with setting up *StemWriter's* printer attributes. It seems he definitely knows what's going on. John says that I was on the right track but had made a mistake. He then posted step-by-step instructions so that I'll have to try them out this weekend.

On Three News

This comes by way of Dave Jernigan, who reports that:

I asked On Three's Bob Consorti about a 1.4 MB 3.5" drive for the beloved Sara. He has heard a rumor that Apple (object of love, hate, scorn, derision, etc.), Inc. will (has) release(d) a 1.4" drive (for the IIe and GS). Bob is willing to try to write a III driver for same. But he's a poor, starving student, not rich enough to engage these enterprises on his own anymore. Anyone want to furnish a new Apple 1/4 MB floppy to send/lend to Bob? We would be willing to buy a part "ownership." Anyone else interested?

I wonder if this includes the 1.4" drive Applied Engineering now offers for the II family? I've heard it has some problems, though and feel it would be better to wait for the Apple

version (in spite of the cost). More on this as it becomes available.

Test! Test! Test!

Paul Campbell does much of his own repair and testing for the machines he sells to clients (he listed nearly ten on the TCS in June alone). But he warns that it's important to make sure SARA works before shipping her off:

The renewed interest in SARA has caught a few folks off guard. I usually have someone waiting for a III before I get a chance to go through and do any adjustments or repairs (and put her through at least 1,000 test cycles). It's better for them to wait and get a solid system, rather than sell them one as soon as they come in. There was one Apple III that the new owner could not wait for, so I gave him one that was recently delivered.

Although it seemed to work fine as did most of the others in that batch, I got a phone call after about three hours. After a new motherboard and memory were installed, he was back in business, but I learned my lesson; what runs fine for a few minutes in my basement may not last for 12 hours a day in a busy office.

Improving *SIGN*'

Dr. Al Bloom's *SIGN* program (3GRX-29) is one of our more popular programs. It is an upgraded version of *POSTER* (3GRX-18) which can produce typewriter-style *Posters*

in various sizes. *SIGN* uses an improved character set drawn from a mainframe *Poster* utility.

Paul Campbell (who should be writing the column this month!) says he has found that:

In order to improve the appearance of the banner, I usually spool it to disk then use *AppleWriter* to replace all the characters with the "@" symbol. The only reason for this is that different letters have different body weights (L's are much lighter than M's), having all the same characters makes the banner look more even. Of course you already know that this would kill my *Spinwriter* if I used it to print the *Sign* instead of my dot matrix!!

Dr. Bloom has offered (with enough interest) to "option the (program) to print a single character instead of the character-per-letter." We'll advise if there's an upgrade.

Disk Notes

We have two disks to offer this month, III SIGers. Look for their descriptions in the Disketeria section of the Journal.



The Apple StyleWriter and the III

by Paul Campbell,
Apple III SIG

For those of us IIIers (and IIers) who would like to use the StyleWriter because of its size, price, or quietness, the answer is... YES! There is a different version of the StyleWriter available that has a standard Centronics parallel port and is available with Epson emulation. It works with *III Easy Pieces*, *AppleWriter*, *Word Juggler*, etc.

This printer is identical to the original StyleWriter in regards to its print engine and mechanicals; the ink cartridge and head assembly can even be swapped between the two printers.

The printer is called the Cannon BubbleJet. What am I talking about? I did some hunting and discovered that the guts of the Apple StyleWriter are manufactured by Cannon, the StyleWriter even says "Made in Japan" on the bottom! Cannon uses the same parts in their BubbleJet which gives it identical quality and performance.

A new Apple III user bought a StyleWriter and left it for me to play with. I got the driver set up along with the hardware cables, but that was the end of it. I spent hours on the phone trying to get additional information from Apple to no avail. The most informative answer I got from Apple Computer was a definite "I don't know." So much for support.

I would have continued my pursuit but was disappointed by the StyleWriter's lack of both speed and quality; the clincher was finding a

normal printer in a similar price range that was the same except for the shell and paper feeder.

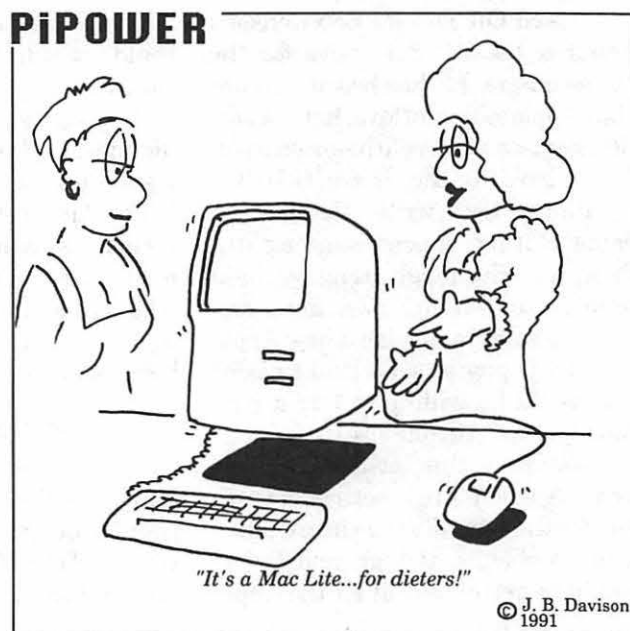
It seems strange that even Macintosh graphics need to be inverted to a special format for the StyleWriter.

Well, enough about the StyleWronger. For any one else looking for an ink jet-type printer, he might be interested in the Hewlett-Packard DeskJet 500. It is much faster than the StyleWriter/BubbleJet and has larger capacity paper trays; the price is about \$365.

For true laser quality, take a look at the Okidata LED Page-Printer (about \$575) or the Epson Acton Laser II (\$699). The Okidata (4 ppm) is slower than the Epson (6 ppm), but the print quality is real close. In favor of the Epson is a new technology that allows the electrostatic image to be transferred to the paper without the paper touching the print drum. This increases

drum life to 30,000 pages.

If anyone is looking for a used printer for their SARA and comes across an IBM QuietWriter2, grab it (if the price is reasonable)! Although the QuietWriter uses a lot of ribbon, the quality is head and shoulders above any inkjet I've seen. The Apple III graphics are outstanding on this printer, I will have samples at the next Apple III SIG meeting. If you are going to be doing graphics on this printer, test it first. Some of them won't line feed accurately in graphics mode which leaves hair-lines between each pass of the print head.





Calculating an Over-all Combined Interest Rate

by John Lomartire

In the course of any prolonged investment period, one accumulates a history of financial ventures involving different amounts of initial investment dollars, the times that each investment was held, and the

final amounts gained (or lost) in each case. Each instance can be assessed in a variety of ways, a very common calculated figure is the annualized compound interest rate for one particular data set. The applicable formula is:

$$APR = (((FV/PV)^{(365.25/D)}) - 1) \quad \{1\}$$

where: APR is the annualized interest rate (in decimal form)
FV is the final, last, or ending total value, in dollars
PV is the cost, or initial dollars invested
D is the investment period, in days
(The numerator, 365.25, converts days to years)
(If the available information is already expressed in years, change the 365.25 to 1 and D to Y for years.)

Things become more complex, however, if one overall combined interest rate that encompasses the varied characteristics of a group of individual ventures is desired. Here, it becomes important to generate another piece of information: the dollar gain (or loss) experienced in each case. These values are then totaled to get an

overall gain or loss. This sum can be labeled "Actual Gain."

If a constant APR is assumed and applied across all investment sets, then a mathematically calculated Gain in each set is represented by:

$$G1 = PV1 * (((1 + APR)^{(D1/365.25)}) - 1) \quad \{2a\}$$

$$G2 = PV2 * (((1 + APR)^{(D2/365.25)}) - 1) \quad \{2b\}$$

etc. to:

$$G(n) = PV(n) * (((1 + APR)^{(D(n)/365.25)}) - 1) \quad \{2c\}$$

All of these Calculated Gains are totaled and labeled "Calc Gain."

When the correct APR is used in equations {2a} through {2c} then:

$$\text{Calc Gain} = \text{Actual Gain}$$

Getting the correct APR is a matter of trial and error and although it can be done manually, it is an ideal situation for computer spreadsheet applications.

That which follows is a simple spreadsheet template that will do this task. Formulas are entered where the underlines appear below.



	A	B	C	D	E	F	G
1	EST APR						
2							
3	INVESTM'T PV	D	Y	FV	Actual Gain.	Calc Gain	
4	(leave this row blank)						
5							
6							
7							
:							
:							
:							
20							
21	(leave this row blank)						
22							
23							
24							

Act. Gain Calc Gain

Further Tips

- Although this example shows only 24 rows, it can be extended to the limits of the spreadsheet being used.
- At D5 enter the formula (C5/365.25") and replicate it down to the last entry cell of column D. The C reference is relative.
- At F5 enter the formula (E5-B5) and replicate it down to the last entry cell of column F. Both values are relative.
- At G5 enter the formula (B5*(((1+B1)^(C5/365.25))-1)) and replicate it down to the last entry cell of column G. Value B1 is constant, the other two are relative.
- At some point beyond the lower blank row and in column F, in this example at F23, enter @SUM(F4..F21) Note the use of the two blank rows in this summation.
- At the corresponding position of column G enter @SUM(G4..G21)
- For convenience, set the calculation mode to Manual, not Automatic.
- Starting at A5, enter a description of the first investment, and going across the row, the initial dollars, days held, (skip col. D), and the final dollar amount involved.
- Enter each of the other investments in a separate successive row.
- At B1 enter a guess for the APR, and press the calculation key. If the value in G23 is smaller than that in F23, raise the figure in B1 and recalculate. If larger, then reduce the value of B1. Repeat until F23 and G23 are close enough for acceptance. It really narrows down quite quickly.

Although this entire description may strike someone

as elementary, its development became necessary when a number of "experts" in such matters were unable to provide a suitable technique. Undoubtedly, now that this has been revealed there will be a number of savants who will say "I knew that!"

John Lomartire is a longtime friend of the Apple III and lives in Westport, Connecticut.

Apple III Disketeria

Disk 3GRX-42 is a 3-D graphics program, and a neat little basic graphics program contributed by Martin Davidson. Information about the program (which requires a joystick) is on side one of the disk. The actual program is on side two. Upgrades/enhancements welcome!

Disk 3GRX-43 is our long promised disk of Summer Olympics graphics. Self-booting, the disk includes everything from fencing to swimming, running to boxing. Check it out.

Finally

I want to again say "thank you" to Nancy Seferian for loaning us the clip art from which we've been able to make many of our graphics disks (they are all Public Domain).



Macro-roni: *Macro Manager*

by Paul Campbell

Some cooking recipes are more difficult to make than others, and because of this, they are not seen as frequently on our dinner tables. Other meals are easy to prepare and serve, therefore, they become regular menu items of American homes and families.

The same can be said of computer macros. All too often I have heard people say that they have macros available on their computer but do not use them because they are too difficult to learn or use.

For those of you that are not familiar with macros, a macro is a program or routine that lets computer users perform a complex or repetitive task once, then assign that task to a single keystroke for instant replay.

There are macros available for the Apple III that are an integrated part of different applications. These are great as long as you remain within the bounds of that particular application, but then there is *The Macro Manager* from On Three which has no such restrictions.

The *Macro Manager* operates as a Desk Accessory in the background, behind any application you might be using on your Apple III.

We will focus on the *Macro Manager* for this article because it is very easy to use and is available at all times in all programs. I had a good laugh a few weeks ago when a friend told me that he had spent the weekend making a single *WordPerfect*

macro. The same macro takes 15 seconds to create with the *Macro Manager*!

Getting Started

To install and use the *Macro Manager*, you must have The Desktop Manager (TDM) installed on your computer system. You will also need to install the TDM device driver that comes with your *Macro Manager*, replacing the old TDM device driver.

A device driver is a special file contained on the startup disk for your Apple III. The computer uses the information in this special file to communicate with external or internal devices attached to the Apple III.

Your *Macro Manager* will be ready to use after installation when you reboot your Apple III. The *Macro Manager* is loaded automatically as a desk accessory within the Desktop Manager.

Each macro is contained in what is called a MacroMap. You can see this MacroMap by selecting the *Macro Manager* from your list of desk accessories. A short cut is provided for direct access to the *Macro Manager* by holding down the Solid Apple key and pressing '4.'

When the MacroMap is displayed on your screen, you are free to enter, paste, delete, or re-arrange your macros as you please. You can assign a macro to the 37 normal Apple III keyboard keys as well as all of the keys on the numeric keypad.

These macros can load files, dial numbers, write an entire letter, or

even change from one application to another if your system is equipped with *Selector III* or *Catalyst*.

The ability of the *Macro Manager* to change between programs is an extra benefit that, as of this writing, *WordPerfect* or *Lotus 1-2-3* macros cannot perform.

Creating A Macro

There are two ways to create a macro with the *Macro Manager*. You have your choice of letting the *Macro Manager* record your keystrokes as you type, or you can enter the keystrokes directly into the Macro Map.

The easiest way to create a macro is by using the recording feature as follows: turn on recording by holding the Solid Apple key and pressing '7.' That's all there is to begin recording. From here you just perform the task that you want the macro to do, such as change a spreadsheet cell format or go from one directory to another. When you are finished recording the macro, hold down the Solid Apple key and press '8' on the top row of the regular keyboard.

Do you want to make sure the new macro does exactly what you want? Yeah, it figures... To test the new macro, simply go back to the starting point (where you began the macro recording, not where you were born), and press Solid Apple 'P' for playback. The *Macro Manager* will now repeat the task for you.

When you create a macro using this recording feature, the *Macro Manager* automatically assigns the

new macro to the 'P' key. This is only until you assign that macro to a permanent key of your choice.

Pasting Your Macro

If the macro performs as desired, you may paste that macro by going into the Macro Map as mentioned above. Selecting which key you want the new macro to be under is as easy as moving the cursor to highlight that key on the Macro Map.

We will pause here to mention that it does make a difference when you assign your macro to the numeric keypad. Macros on the main keyboard are activated by holding down the Solid Apple key and pressing the key of your choice. Macros on the numeric keypad do not require the use of a double keypress, you just touch the key and away you go!

When you have moved the cursor to the selected key on the screen, hold down the Open Apple key and press 'P' (for paste).

The *Macro Manager* will ask you to confirm the key assignment by pressing Return. The macro will instantly be placed into the Macro Map and you can press Escape to exit the *Macro Manager*.

Your macro is now ready and waiting at your fingertips and will never leave you nor forsake you (sounds like someone I know!), at least not until you leave your computer.

The alternate method of creating a macro may be faster if you are absolutely sure of the keystrokes needed. This method is great for simple macros and is detailed in the owner's manual.

Emergency Brakes

One terrific feature is the capacity to halt a macro at any time. This is really a function of the Apple II's direct processor control. When a macro is activated, the commands are pushed through the Apple II's type-ahead buffer (a sort of 'holding tank' that receives keyboard input).

Pressing Control-5 on the numeric

keypad flushes this type-ahead buffer and dumps the macro into never-never land. This works regardless of macro length. Your computer will continue the current function, but the *Macro Manager* will not give it any more commands.

The following is an example of a long macro that may need to be halted. I have one macro that loads the Apple III System Utilities program and batch prints all my documents and reports in the print queue with an "o" suffix. The macro then goes back and changes each filename suffix to ".x" so that these files are marked as having been printed, then exits System Utilities and returns to the *Selector III* main menu.

But that's not the end of the macro. After the computer returns to the main menu, the macro enters my Appointment Calendar, writes a message telling me that the batch printing has completed and logs the time of completion. Not bad for touching one key, huh?

As beautiful as this macro is, it may be activated accidentally or the printer may not be ready. In either case, halting the macro will solve the problem.

(Note: For more information on batch printing, see "Mainframe Batch printing on the Apple III.")

Wrapping It Up

When I get my hands on a new product, I like to put it through its paces and find its limitations. While testing the *Macro Manager*, I only have come across one problem. This occurs when I create a blank

MacroMap and exit the *Macro Manager* with nothing in the MacroMap.

This can easily be avoided by recording the macro first, then making a new MacroMap or just putting a few characters in the MacroMap so that it is not blank when you exit.

There may come a time when your MacroMap becomes full. Don't worry, a fresh MacroMap is only a few keystrokes away and you can have up to 255 MacroMaps.

Switching between MacroMaps is very easy, just tell the *Macro Manager* to show you the other MacroMaps (Open Apple "S"), highlight the one you want and press Return.

With 50 macros per MacroMap, an Apple III user is allowed to build a library of more than 12 thousand macros containing over half a million commands.

This library of macros is always available and requires no additional memory. You may want to keep an eye on hard disk space if you go all-out to make a MacroMap for everything you can possibly think of, like me.

My Desktop Manager alone occupies approximately 1 MB of space right now. This size should not scare you because it includes all of my Desktop Manager modules, several full notepads, and tons of calendar appointments (Yes, my desk is beginning to sag).

That about brings this article to a close, watch these pages for our next macro article about III Easy Pieces "Macro Power tips." The fun is about to begin!

SOS vs. MS DOS

by Paul Campbell,
Apple III SIG

In my spare time (ha ha...) I've been studying operating systems and the information only confirms my opinion that MS-DOS still has a way to go before it reaches the level of SOS. IBM's operate in two modes: the Real mode in which programs can grab any chunk of memory, even if it's not supposed to and even if something else is using it; and the Protected mode, where sections of the memory are roped-off and protected.

The 8088 and 8086 processors are incapable of operating in the Protected mode. An IBM cannot access DOS in the Protected mode and must downshift to Real mode, and almost all of the time, they must come out of the Protected mode to access any disk drives.

On the other hand, Apple III SOS has memory management built-in. If an application tries to grab a predetermined chunk of memory, SOS will allow it if nothing else has it occupied. If the space is not available, then SOS protects it and won't let something else grab it. *Business Graphics* tries to load within a certain range and *Write On* (which is not worth running anyway) tries to get to the exact same place every time.

Aside from these two programs, every thing else runs normally. *III Easy Pieces* loads fine if it's the only thing around, but also runs fine under Selector, The Desktop Manager, huge driver files, a RAM disk, two RAM disks, or any combination. SOS

will load it wherever it will fit.

As a side note, I'm amused at the interest in Virtual Memory. This is a great feature, but certainly not a breakthrough discovery. Try this test; load everything you can find until your SARA runs completely out of memory. Now open a full-size application from the Desktop Manager like *Communications Manager* or *Graphics Manager*. How in the world can you load another application with no memory? You got it, some of the RAM gets swapped to disk until the Desktop Manager is done, then swapped back. Not exactly the same behavior as Virtual Memory, but the same in concept and operation.

Drivers

One of the beautiful features of SOS is that you can build a driver file from scratch for a completely different system, then just send your client a disk! I have a sub-directory for device drivers on my 70 MB Sider which allows me to scan the driver files and click on the driver I want.

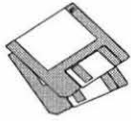
If we were to get really fancy, we could get a hardware description over the phone, build the SOS.DRIVER file, then end the file to the other system over the phone lines. This is just one of the things that shows how MS-DOS is playing catch-up. For those who don't believe this, take two disks with forty or fifty files, give one to an Apple III user and the other to an MS-DOS user, then tell them to copy half of the files to another disk.

The MS-DOS user may not even attempt a task that is such a breeze for SARA.

SOS Improvements

One thing that I think would be a real breakthrough and would make SARA a real serious machine in terms of software, would be a Pascal-to-Assembly Language Translator. What in the world would this accomplish? 1) Global speed increases; 2) elimination of the six-volume Pascal limit; 3) elimination of the 16 MB volume size, allowing hard drive partitions of 32 MB; and 4) reduction or elimination "Lost" device drivers.

This application must be able to take a Pascal source code (or object code for real head-turning) and compile an Assembly Language object code. I'm not a programmer (hardware is more my specialty), but when I get hold of some resources, this will be near the top of my list.



Macintosh Disk Library

by Dave Weikert

There are three new disks this month; all three are part of the Fun and Games series (Mac Disk #22.01 through #22.03). We also revised Mac Disk #00.01, the Mac Catalog list of files. The number of disks is a little on the light side because we are starting a major reorganization of the Disketeria and development of a new Disketeria catalog (see below). Descriptions of the revised and new files are included below.

Save Big Bucks

We are making a special offer on Mac disks to reduce the inventory of disks prior to the planned Disketeria reorganization. For the months of August and September, any of the disks currently in the library will be available for \$2.50 each if you buy ten or more. If you purchase by mail, the standard postage and handling fees also apply. Take advantage of this special offer while supplies last.

Fun and Games Series

Ah, summer! Time to relax and chill out. Time for thoughts of vacations and recreational activities. Our three new disks in the Fun and Games series have arrived just in time to satisfy the desire for increased leisure pursuits. It has been a long time since we have issued any games. I am just not much of a game person (too clumsy for arcade and too dumb for strategy types) and a number of members who volunteered to help got too

caught up in playing or in other commitments and never completed the testing and program notes. Now, thanks to John Ruffatto and John Schwartz, we have three disks of games, many of them fairly recent. John Ruffatto, who is the librarian for the Apple II and IIGS libraries (the latter a shared responsibility with Chris Hutmire) sorted out the duplicates and old files and helped John Schwartz select and test this month's candidates. I took their selections and created the program notes.

We are emphasizing value this month. There are only three disks—but the three are really the equivalent of six because all of the files or folders have been compressed with Compactor Pro. This permitted us to cram as many programs into as few as possible. These files all have the extension “.cpt” at the end of the file name. To decompress them, copy the CptExpand 1.0 f (on each disk) to your hard disk along with any “.cpt” files you want to decompress. Then double click each “.cpt” file and it will automatically be restored to its original configuration. You will be asked if you want to delete or save the archive (.cpt file); you should probably delete it because you will still have the original “.cpt” files on the floppy disk collection.

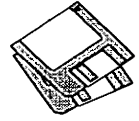
If you don't have a hard disk, copy approximately half of the disk of files (approximately 375K) to a floppy along with CptExpand 1.0 f and de-

compress them in the same way. You may then repeat the process to another floppy for the remaining files.

Disketeria Reorganization

We have just started the first major reorganization of the Macintosh Disketeria since we developed the functional organization about four years ago. We are going to archive a number of the older programs that are most applicable to older machines or that have limited appeal to our members. We do not want to throw any of these out because many of these programs are valuable to members with older Macs or with special interests. An example of the type of material that will be archived is most of the ImageWriter Fonts series. With TrueType, the demand for these older fonts has dropped off considerably. However, TrueType can only be used with System 6.0.5 and later; this is impossible for owners of 512K Macs and probably not practical for an owner of a 1 MB Mac Plus.

The result of the Mac Disketeria reorganization will be two libraries; a current library, that will be available at meetings and at the office and the archive library, which you will have to order through the office. The current library will include programs from 1989 and later. The archive library will include files dated prior to 1989 and more recent files with limited demand. The new Disketeria Catalog, now under preparation, will include program notes for the cur-



rent library only; if space permits we will also list the folders or primary files for the disks that are archived. We will maintain a notebook with the full descriptions of folders and files for all the archived disks in the office. You will also be able to order a copy by phone or mail. I hope to complete the Disketeria reorganization and new Disketeria Catalog by late summer or early fall.

Still Hot Stuff

Ambrose Liao has started a *QuickTime* Special Interest Group (SIG) to explore and enjoy the capabilities of this new system software. The *QuickTime* extension gives you multi-media presentation (movies) on the Mac. Check the Meeting Notices section of the Journal or call the office for information on meeting time and place. Most *QuickTime* movies are just too large to include in the Disketeria at this time so the SIG or the TCS (or other BBSs) may have to be your primary source of movies. The *QuickTime* extension is available from the Disketeria as a two disk set for \$6.

We are continuing to sell quite a number of *TrueType* fonts disks each month. *TrueType* fonts give you excellent results from a PostScript printer, an ImageWriter or DeskWriter printer and on the screen which is why they are so popular. System 7 and later recognize *TrueType* fonts without any action on your part other than dragging the suitcase to the System folder. You may also use *TrueType* fonts with Systems 6.0.5, 6.0.7 and 6.0.8 if you install the two Apple *TrueType* disks; *TrueType Fonts and Software* and *TrueType Printing Tools*. The *Fonts and Software* disk includes the required font suitcase, the Font/DA Mover and the INIT for the System folder. The *Printing Tools* disk has all of the necessary drivers for Apple's laser and impact printers. This two

disk set is available for \$6 from the Disketeria; see the order form in the back of the Journal.

About ShareWare Requests

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

DISK #00.01 — C 1 THE MAC CATALOG

Catalog.txt, By Dave Weikert. A delimited text file of all of the files included in our Mac Disketeria. It includes File Name, File Size, File Type, File Creator, Creation Date, Revision Date, and Folder and Disk Number. You should be able to import this list into your favorite database for sorting and selection and printing. You could also import the list into any word processor that accepts large text files.

DISK #22.01 — F/G 1 FUN AND GAMES

CptExpand 1.0 f: CptExpand 1.0: By Bill Goodman. A utility for extracting files from archives created by Compactor (now Compact Pro). CptExpand creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

A-S Baseball 1.11.cpt By Cary Torkelson. A combination action and strategy game of baseball. From Little League to World Champions type play. Create teams of players with different statistics and skills. Includes relief pitchers, pinch hitters and pinch runners. B&W, System 6 and 7 compatible. **ShareWare** — \$15.

Adventure f.cpt: Adventure: Ported to Macintosh by Anthony C. Ard; for original author and other computers see documentation. A classic text adventure game, this one is the classic Colossal Cave Adventure. Text adventure games are not very Mac-like and this is one of the first of the genre. **Adventure README** and **NOTICE** are in

TeachText format. Runs on System 4.1 or greater (including System 7).

Ataxx 1.02 f.cpt: Ataxx 1.02 By Larry Kepko. A strategy board game that initially reminds one of reversi but you soon see the substantial differences. Complete with different levels, player options, sounds, board sizes and suggested moves. **Read me.txt**, in text format, has the instructions. Supports B&W or color; System 6 and System 7 compatible. **ShareWare** — \$10.

Attack Marble f.cpt: Attack Marble: By Martin Martinez. A strategy board game with a layout somewhat like Chinese Checkers. Win by pushing your opponents marbles off the board. **Read Me First** is in text format and includes instructions. Supports B&W or color; System 6 and System 7 compatible. **ShareWare** — \$15.

BattleCruiser.cpt: By Ray White. A classic board game of battleship complete with sounds, board sizes and game options; you may even use radar to view the locations of the ships. **ShareWare** — \$2.

Bombs 2.2.cpt: By Christer Ericson. A strategy board game based on Minefield which was written for Windows. Reason (or guess) the location of bombs based on the numbers on adjacent squares.

Canfield 4.0.cpt: By Michael A. Casteel, cards by Dave Elward. A solitaire card game. You hear the first few bars of Scott Joplin's Entertainer when play is started. Works with B&W or color. **ShareWare** — \$10.

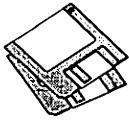
Checkers 1.0.cpt: By Brad Quick. A board game with four levels of play. Play the computer or let the computer play itself. B&W. **ShareWare** — \$1.

ColorJack 1.0a2.cpt: By Robert Ivie. A color blackjack game with you against the dealer. There is a cashier that you may borrow from if your losses exceed your original holdings. You may double down and split and may stick or hit. Supports color or B&W.

Cribbage 2.4.cpt: By Chris Christensen. The classic game played with 52 cards and a pegboard—it's you against the Mac. Supports System 6 or 7; B&W. **ShareWare** — \$5.

DISK #22.02 — F/G 2 FUN AND GAMES

CptExpand 1.0 f: CptExpand 1.0: By Bill Goodman. A utility for extracting files from archives created by Compactor (now Compact Pro). CptExpand



creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

Classic Tennis.cpt: By Gary Dauphin. An action game where you play tennis against the computer. The better you play, the faster the game. System 6 or 7. **ShareWare - \$2.**

Covert Action 1.101 f.cpt: Covert Action 1.101 By . You command an attack submarine in this complex strategy game and can choose from a number of different scenarios. You have various windows containing command information such as weapons, navigation, sonar and radar, etc. **Covert Action Doc 1.101** is in Word format. For Mac Plus and later; supports B&W or color and System 6 or 7. **ShareWare - \$10.**

Cumulonimbus f.cpt: Cumulonimbus: By Mike Gleason, Jr. A Tetris like arcade game where you control the position of ice blocks. **C'Nimbus** is in MacWrite format. You may select block type, size, etc. Supports B&W or color and System 6 or 7. **ShareWare - \$0.50 or more.**

DISK #22.03 — F/G 3
FUN AND GAMES

CptExpand 1.0 f: CptExpand 1.0: By Bill Goodman. A utility for extracting files from archives created by Compacktor (now Compact Pro). **CptExpand**

creates a folder which has the same name as the archive with an "f" appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **CptExpand Doc** is in text format.

Dropper 1.1.2 f.cpt: Dropper 1.1.2 By C. K. Haun. A fun and frustrating block stacking arcade game. Stack blocks horizontally, vertically or diagonally. Attaining advanced levels of play depends on your skill level. **Dropper Read Me** is in text format. Supports B&W or color and System 6 or 7. **ShareWare - \$5.**

Forty Thieves 2.1: By Eric Snider, cards by Dan Appelquist. A two deck color solitaire card game with sounds and color. Very addictive for solitaire players. Supports B&W or color and System 6.0.2 or later or 7. **ShareWare - \$10.**

GNU Chess 3.0 f.cpt: GNU Chess 1.0.3: Based on GNU Chess 3.0 by Stuart Cracraft and other contributors; unofficial Mac version by Airy André. A strong, full featured chess game. You may independently set move times for white and black and select Mac to Mac, Mac to Player or Player to Player games. **DOCUMENTATION** and **Sources TC 4.0** files are in text format.

IconQuest 1.2 f.cpt: IconQuest 1.2 By André Ouimet. A fascinating board/puzzle game. Merge like icons and they evolve to higher ordered icons which also must be merged. **About "Sample Game File"** is in text format. **ShareWare - send a postcard**

MacBzone 1.3.1 f.cpt: MacBzone 1.3.1: A three dimensional tank battle arcade game. You can never win because the enemy is infinite but you try to take as much time as possible until you are killed. **MacBzone.README** is in text format. Limited to 20 shots until you register. Requires 6.0.7 or later and 68020+68881 (FPU) or later. **ShareWare - \$10.**

Missile Command 3.0.cpt: By Robert Munafo. An fast paced golden oldie arcade game. Save your cities from ballistic missile attack. The action increases as the game level increases.

Pai Gow v0.9.cpt: By David Millers. A Chinese gambling game played with dominoes that have red and white dots. This game is legally played in Nevada casinos and California card rooms. **ShareWare - \$5.**

Star Roids 7.0.cpt: By Jason Ferrara. An arcade game, one of the best Asteroids games available for the Mac. Two sizes of asteroids and two kinds of flying saucers. Pick up equipment pods for additional capabilities or firepower. For Mac Plus and later. **ShareWare - \$5.**

The Puzzler f.cpt: The Puzzler: By Dave MacLachlan. Create a jigsaw puzzle (squares or rectangles only) from PICT resources and then solve it. Or use the puzzle that is already in the **Puzzler Prefs** file. **Puzzler Docs** is in Word format. Requires System 7, works with B&W or color. **ShareWare - \$12.**



HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

Mail this form with your check to : Disk Library Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814			Are you a member of Washington Apple Pi, Ltd.? Y/N ___ If Yes, Member Number _____. All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices.		
Number of Disks	Member Price @	Extended	Name		
Singles			Box Number, Apartment, Suite, etc.		
— 4 or less @	\$4.00=	_____	Street Address		
— 5 or more @	\$3.50=	_____	City		
— Sets (marked above)	\$ (above)	_____	State		Zip Code
+ postage \$1.00/disk, maximum \$5.00.		_____	Day Telephone		
— Disk Catalogs		_____	Evening Telephone		
+ \$1.50 postage	\$4.50	_____			
TOTAL AMOUNT DUE	\$	_____			



Apple Disk Library

compiled by John Ruffatto

The Apple Disk Library has been updated and reformatted to enable you to more easily locate those disks in which you are interested. 3.5" disks are listed first, followed by 5.25" disks. Look for the  and  icons which distinguish them. For your reference - the numbers shown in parentheses () after the disk names are the old disk numbers. SW after the disk description indicates that it is ShareWare.

Eamon Adventure Listing:

CODES:-D = DOS 3.3 P = Pro Dos
PLC = ProDos Lower Case

1. Main Hall & Beginners Cave - D - P (Beginners Cave)
2. The Lair of the Minotaur - D
3. The Cave of the Mind - D
4. The Zyphur Riverventure - D
5. Castle of Doom - D - P
6. The Death Star - D
7. The Devil's Tomb - D
8. The Abductor's Quarters - D - P
10. The Magic Kingdom - D
11. The Tomb of Molinar - D
12. The Quest for Trezure - D - P
13. Caves of Treasure Island - D
14. Furioso - D
15. Heroes Castle - D
16. The Caves of Mondamen - D - P
17. Merlin's Castle - D
18. Hogarth Castle - D
19. Death Trap - D - P
20. The Black Death - D - P
21. The Quest for Marron - P
22. The Senator's Chambers - P
23. The Temple of Ngruct - D - P
24. Black Mountain - D - P
25. Nuclear Nightmare - D - P
26. Assault on the Mole Man - P
27. Revenge of the Mole Man - P
28. The Tower of London - P
29. The Lost Island of Apple - D
30. The Underground City - D
31. The Gauntlet - D
33. The Orb of Polaris - D - PLC
34. Death's Gateway - D - PLC
35. The Lair of Mutants - P
36. The Citadel of Blood - P
37. Quest for the Holy Grail - D - P
38. City in the Clouds - D - P
39. Museum of Unnatural History - P
41. Caverns of Lanst - D - P
42. Alternate Beginners Cave - D
43. Priests of Xim! - D
44. Escape from the Orc Lair - D
45. SwordQuest - D - P
46. Lifequest - D
47. FutureQuest - D - P
48. Picnic in Paradise - P
49. The Castle Kophinos - P
51. The Caves of Eamon Bluff - P
53. Feast of Carroll - D - P
54. Crystal Mountain - D
55. The Master's Dungeon - D - P
56. The Lost Adventure - D - P
57. The Manxome Foe - D
58. The Land of Death - P
60. The Sewers of Chicago - D
64. Modern Problems - P
68. The Smith's Stronghold - P
69. The Black Castle of NaGog - PLC
73. The Deep Canyon - P

74. DharmaQuest - P
75. Temple of the Guild - P
76. The Search for Yourself - P
77. Temple of the Trolls - PLC
78. The Prince's Tavern - PLC
80. The Search for the Key(80a) - P
81. The Rescue Mission (80b) - P
86. Castle Mantru - P
87. Caves of Hollow Mountain - P
90. The Domsday Clock - P
91. FutureQuest II - PLC
92. The Fugitive - P
93. Flying Circus - P
97. The House of Secrets - D - P
98. Slave Pits of Kzorland - D
99. In the Clutches of Torrik - P
100. Sorcerer's Spire - P
106. Camp Eamon - P
107. The Last Dragon - PLC
108. The Mines of Moria - PLC
109. The Forest of Fear - P
112. Hills of History - P
113. The Life-Orb of Mevtrelek - P
114. Thror's Ring - PLC
117. Dungeon of Doom - P
118. Pitfall - PLC
119. Grunewalde - P
120. Orb of My Life - PLC
121. Wrenhold's Secret Vigil - P
124. Assault on Dolni Keep - PLC
126. The Pyramid of Anharos - P
127. The Hunt for the Ring - P
128. Quest of Erebor - P
129. Return to Moria - P - PLC
130. Haradwaith - P
132. Rhadshur Warrior - P
138. Starfire - PLC
139. Peg's Place - P
145. Buccaneer! - P
147. The Dark Brotherhood - PLC
148. Journey to Jotunheim - P
149. Elemental Apocalypse - P
150. Walled City of Darkness - P - PLC
154. A Trip to Fort Scott - P
155. Tomb of the Vampire - P
158. The Lair of Mr. Ed - P
160. Monty Python & Holy Grail - P
161. Operation Endgame - PLC
162. Eamon 7.0 Demo Adventure - P
166. Storm Breaker - P
169. The Black Phoenix - PLC
170. Ragnarok Revisited - P
183. The Boy and the Bard - P
191. Enhanced Beginners Cave - P
194. Attack of the Kretons - PLC
195. The Training Ground - P
204. Sanctuary - P
206. Curse of the Hellsblade - PLC
- Unk Temple of the Undead - D
- Dungeon Designer - D
- Dungeon Designer Diskette, V.7.0 - P
- Eamon Utilities Diskette - P
- Eamon Utilities 2 & 3 - D
- Graphics Main Hall - All P & PLC Disks

APPLE IIGS

3.5" DISKS

Apple II GS

IIGS SYSTEM DISKS

- ___ GSAS-01 System 5.04 - 2 Disk Set - \$6.00
- ___ GSAS-02 Hyper Mover V. 1.1 (Mac & GS) - 2 Disk Set - \$6.00
- ___ GSAS-03A GS Bug & Debugging Tools - V. 1.6b20 - \$3.00
- ___ GSAS-04 System 6.0 - 6 Disk Set - \$18.00

IIGS COMMUNICATIONS (4 DISK SET-\$12)

- ___ GSCM-01C Free Term - (2003)
- ___ GSCM-02B SnowTerm - (SW)
- ___ GSCM-03 Mega Term V. 1.3
- ___ GSCM-04 Generic Term V. 3.2 / Telecom V. 0.28

IIGS DEMO (21 DISK SET-\$63)

- ___ GSDM-01 Cartooners Demo
- ___ GSDM-02 Deluxe Paipr II Demo
- ___ GSDM-03 Music Studio Demo
- ___ GSDM-04 Beagle Writes GS Demo
- ___ GSDM-05 Calendar Crafter Demo
- ___ GSDM-06 G.A.T.E. Demo
- ___ GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
- ___ GSDM-08 Diversi-1 une, Nexus, ProSel 16, Salvation
- ___ GSDM-09 Shanghai Demo & Extra Tile Sets
- ___ GSDM-10 Medley V. 2.0 Demo
- ___ GSDM-11 Battle Chess Demo
- ___ GSDM-12 Task Force Demo
- ___ GSDM-13 Genesys, ProTerm 2.2, TIC
- ___ GSDM-14 Space Harrier Demo
- ___ GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
- ___ GSDM-16 AC Basic, Design Master, GS16 Forth, Micol, MicroDot
- ___ GSDM-17 GeNav, ProTerm 3.0, Viad Promo
- ___ GSDM-18 World Geography Program - Disk 1
- ___ GSDM-19 World Geography Information - Disk 2
- ___ GSDM-20 ABC Zoo, AnslTerm, Dream Graphics, Math Blaster Plus
- ___ GSDM-21 Battle Axe, Deluxe Terris

IIGS DESK ACCESSORIES (15 DISK SET-\$45)

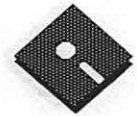
- ___ GSDA-01 Desk Accessories 1 - (2020) - (SW)
- ___ GSDA-02 Desk Accessories 2 - (SW)
- ___ GSDA-03 Desk Accessories 3 - (SW)
- ___ GSDA-04 Desk Accessories 4 - (SW)
- ___ GSDA-05 Desk Accessories 5 - (SW)
- ___ GSDA-06 Desk Accessories 6 - (SW)
- ___ GSDA-07 Desk Accessories 7 - (SW)
- ___ GSDA-08 Desk Accessories 8 - (SW)
- ___ GSDA-09 Desk Accessories 9 - (SW)
- ___ GSDA-10 Desk Accessories 10 - (SW)
- ___ GSDA-11 Desk Accessories 11 - (SW)
- ___ GSDA-12 Desk Accessories 12
- ___ GSDA-13 Desk Accessories 13
- ___ GSDA-14 Desk Accessories 14
- ___ GSDA-15 Desk Accessories 15

IIGS DEVELOPER (11 DISK SET-\$33)

- ___ GSDV-01 Demo Source Code 1 - (2005)
- ___ GSDV-02 Demo Source Code 2 - (2006)
- ___ GSDV-03 Shell Applications (EXE) 1 - (SW)
- ___ GSDV-04 Shell Applications (EXE) 2 - (SW)
- ___ GSDV-05 Miscellaneous Developer Files 1 - (SW)
- ___ GSDV-06 Miscellaneous Developer Files 2
- ___ GSDV-07 Miscellaneous Developer Files 3
- ___ GSDV-08 Miscellaneous Developer Files 4
- ___ GSDV-09 Miscellaneous Developer Files 5
- ___ GSDV-10 Miscellaneous Developer Files 6
- ___ GSDV-11 Miscellaneous Developer Files 7

IIGS EDUCATION (7 DISK SET-\$21)

- ___ GSED-01 Astronomer GS: Astronomer - Disk 1 - (SW)
- ___ GSED-02 Astronomer GS: Moon 1 - Disk 2 - (SW)
- ___ GSED-03 Astronomer GS: Planets 1 - Disk 3 - (SW)
- ___ GSED-04 Astronomer GS: Planets 2 - Disk 4 - (SW)



- ___ GSED-05 Astronomer GS: sTools - Disk 5 - (SW)
- ___ GSED-06 Astronomer GS: Sun - Disk 6 - (SW)
- ___ GSED-07 Astronomer GS: Utilities 1 - Disk 7 - (SW)

IIGS FONTS (27 DISK SET-\$81)

- ___ GSFT-01 A-Plain
- ___ GSFT-02 A-Fancy, Foreign, Graphic
- ___ GSFT-03 B-Plain, Foreign, Graphic
- ___ GSFT-04 B-Plain, Fancy
- ___ GSFT-05 C-Plain
- ___ GSFT-06 C-Plain
- ___ GSFT-07 C-Graphic, Foreign
- ___ GSFT-08 C-Fancy
- ___ GSFT-09 D-Plain, Fancy, Foreign, Graphic
- ___ GSFT-10 E-Plain, Fancy, Foreign, Graphic
- ___ GSFT-11 F-Plain, Fancy, Graphic
- ___ GSFT-12 G-Foreign, Fancy
- ___ GSFT-13 G-Plain, Graphic
- ___ GSFT-14 H-Fancy, Foreign
- ___ GSFT-15 H-Graphic, Plain
- ___ GSFT-16 K
- ___ GSFT-17 M-Fancy
- ___ GSFT-18 M-Foreign
- ___ GSFT-19 M-Plain
- ___ GSFT-20 M-Graphic
- ___ GSFT-21 N-Plain, Fancy
- ___ GSFT-22 N-Foreign, Graphic
- ___ GSFT-23 O
- ___ GSFT-24 P-Foreign, Graphic
- ___ GSFT-25 P-Plain, Fancy
- ___ GSFT-26 Q
- ___ GSFT-27 R
- ___ GSFT-28 S-Fancy
- ___ GSFT-29 S-Plain, Graphic
- ___ GSFT-30 S-Foreign
- ___ GSFT-31 T-Plain
- ___ GSFT-32 T-Foreign, Graphic
- ___ GSFT-33 U
- ___ GSFT-34 V
- ___ GSFT-35 W
- ___ GSFT-36 Y
- ___ GSFT-37 Z

IIGS GAMES (31 DISK SET-\$93)

- ___ GSGM-01A Mean 18 Golf Courses - (2007)
- ___ GSGM-02A Mean 18 Golf Courses 2 - (2018)
- ___ GSGM-03 Bouncing Bluster Boot Disk - (SW)
- ___ GSGM-04 Bouncing Bluster Data and Docs - (SW)
- ___ GSGM-05 Bouncing Bluster Consn. Set - (SW)
- ___ GSGM-06 Games 2 - (SW)
- ___ GSGM-07 Games 3 - (SW)
- ___ GSGM-08 Games 4 - (SW)
- ___ GSGM-09 Games 5 - (SW)
- ___ GSGM-10 Games 6 - (SW)
- ___ GSGM-11 Games 7 - (SW)
- ___ GSGM-12 Games 8 - (SW)
- ___ GSGM-13 Games 9 - (SW)
- ___ GSGM-14 Games 10 - (SW)
- ___ GSGM-15 Games 11 - (SW)
- ___ GSGM-16 Games 12 - (SW)
- ___ GSGM-17 Games 13 - (SW)
- ___ GSGM-18 Games 14
- ___ GSGM-19 Mean 18 Golf Courses 3
- ___ GSGM-20 Games 15 - (SW)
- ___ GSGM-21 Games 16 - (SW)
- ___ GSGM-22 Columns GS V. 2.0 - (SW)
- ___ GSGM-23 Lode Runner GS
- ___ GSGM-24 Games 15
- ___ GSGM-25 Games 16
- ___ GSGM-26 Games 17
- ___ GSGM-27 Games 18
- ___ GSGM-28 Games 19
- ___ GSGM-29 Sensei
- ___ GSGM-30 Easy Dead
- ___ GSGM-31 Space Cluster
- ___ GSGM-32 Explorer GS

IIGS GRAPHICS (31 DISK SET-\$93)

- ___ GSGX-01 Demo Disk A - (2002)
- ___ GSGX-02 Slide Show 1 - (2004)
- ___ GSGX-03 Slide Show 2 - (2019)
- ___ GSGX-04 Slide Show 3 - (2017)
- ___ GSGX-05 Nucleus Demo-ROM 3
- ___ GSGX-06 GIF Graphics 1 - (SW)
- ___ GSGX-07 Pics and Utilities 1 - (SW)
- ___ GSGX-08 Pics and Utilities 2
- ___ GSGX-09A Pics and Utilities 3
- ___ GSGX-10 Pics and Utilities 4 - (SW)
- ___ GSGX-11 Modulac
- ___ GSGX-12 Paula Abdul Demo
- ___ GSGX-13A Pics and Utilities 5 - (SW)
- ___ GSGX-14 Slide Show 4
- ___ GSGX-15 Slide Show 5
- ___ GSGX-16 Nucleus Demo-ROM 1 - (2024)
- ___ GSGX-17 PSCS Graphics 1-Color
- ___ GSGX-18 PSCS Graphics 2-Mono
- ___ GSGX-19 PSCS Graphics 3-Mono
- ___ GSGX-20 Marilyn Monroe Slide Show
- ___ GSGX-21 Pics and Utilities 6 - (SW)
- ___ GSGX-22 Pics and Utilities 7
- ___ GSGX-23 3200 Pics
- ___ GSGX-24 3200 Pics 2

- ___ GSGX-25 FTA Xmas Demo
- ___ GSGX-26 FTA Delta Demo
- ___ GSGX-27 Animaga
- ___ GSGX-28 Sap V. 0.5
- ___ GSGX-30 Sap Spin
- ___ GSGX-31 Pics and Utilities 8
- ___ GSGX-32 Pics and Utilities 9

IIGS HYPERCARD (6 DISK SET-\$18.00)

- ___ GSHC-01 HyperCard Utilities 1 - (SW)
- ___ GSHC-02 HyperCard Utilities 2 - (SW)
- ___ GSHC-03 HyperCard Utilities 3 - (SW)
- ___ GSHC-04 Utilities: General 1 - (SW)
- ___ GSHC-05 Fun & Games: General 1 - (SW)
- ___ GSHC-06 Fun & Games: Eamon 1

IIGS HYPERSTUDIO (23 DISK SET-\$69)

- ___ GSHS-01 HS 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 Comm Stack-Demo Version
- ___ GSHS-08 MUG 087-Demo Version
- ___ GSHS-09 USA-Demo Version
- ___ GSHS-10 HS Art 2-Demo Version
- ___ GSHS-11 Miscellaneous HS Stacks 1
- ___ GSHS-12 Miscellaneous HS Stacks 2 - (SW)
- ___ GSHS-13 Arizona Stack Disk 1
- ___ GSHS-14 Arizona Stack Disk 2
- ___ GSHS-15 Photography Stack Disk 1
- ___ GSHS-16 Photography Stack Disk 2
- ___ GSHS-17 1906 SF Earthquake & Fire Disk 1
- ___ GSHS-18 1906 SF Earthquake & Fire Disk 2
- ___ GSHS-19 Miscellaneous HS Stacks 3
- ___ GSHS-20 Miscellaneous HS Stacks 4
- ___ GSHS-21 Miscellaneous HS Stacks 5 - (SW)
- ___ GSHS-22 Miscellaneous HS Stacks 6
- ___ GSHS-23 SoundSmith Song Player XCmd

IIGS ICONS (11 DISK SET-\$33)

- ___ GSIIC-01A Finder Icons 1 - (2022) - (SW)
- ___ GSIIC-02A Finder Icons 2 - (SW)
- ___ GSIIC-03A Finder Icons 3 - (SW)
- ___ GSIIC-04A Finder Icons 4 - (SW)
- ___ GSIIC-05A Finder Icons 5 - (SW)
- ___ GSIIC-06A Finder Icons 6 - (SW)
- ___ GSIIC-07A Finder Icons 7 - (SW)
- ___ GSIIC-08 Finder Icons 8 - (SW)
- ___ GSIIC-09 Finder Icons 9 - (SW)
- ___ GSIIC-10 Finder Icons 10 - (SW)
- ___ GSIIC-11 Finder Icons 11 - (SW)

IIGS MISCELLANEOUS

- ___ GSMS-01 New Member's Disk - (2000) - (SW)
- ___ GSMS-02B GS Disk Library Catalog Disk 1
- ___ GSMS-03B GS Disk Library Catalog Disk 2

IIGS MUSIC (39 DISK SET \$117)

- ___ GSMU-01A SoundSmith and Songs - (SW)
- ___ GSMU-02 SoundSmith Songs
- ___ GSMU-03 SoundSmith Songs 2
- ___ GSMU-04 SoundSmith Songs 3
- ___ GSMU-05 SoundSmith Songs 4
- ___ GSMU-06 SoundSmith Songs 5
- ___ GSMU-07 Diversi-Tune (C) Songs 1
- ___ GSMU-08 Music Studio Songs 1
- ___ GSMU-09 MS Songs 2 (Golden Album Rock 2)
- ___ GSMU-10 A Variety Pack of Songs
- ___ GSMU-11 SoundSmith Songs 6
- ___ GSMU-12 MCS Song "Slide Show"
- ___ GSMU-13 Noisetracker V. 1.0
- ___ GSMU-14 Noisetracker Songs 7
- ___ GSMU-15 SoundSmith Songs 8
- ___ GSMU-16 SoundSmith Songs 8
- ___ GSMU-17 Music & Speech
- ___ GSMU-18 Noisetracker Songs 1
- ___ GSMU-19 Noisetracker Songs 2
- ___ GSMU-20 Noisetracker Songs 3
- ___ GSMU-21 Noisetracker Songs 4
- ___ GSMU-22 GS-IRC Music Disk 1
- ___ GSMU-23 Noisetracker Songs 5
- ___ GSMU-24 Noisetracker Songs 6
- ___ GSMU-25 Noisetracker Songs 7
- ___ GSMU-26 Noisetracker Songs 8
- ___ GSMU-27 Noisetracker Songs 9
- ___ GSMU-28 Noisetracker Songs 10
- ___ GSMU-29 Noisetracker Songs 11
- ___ GSMU-30 Noisetracker Songs 12
- ___ GSMU-31 Noisetracker Songs 13
- ___ GSMU-32 Noisetracker Songs 14
- ___ GSMU-33 Noisetracker Songs 15
- ___ GSMU-34 Noisetracker Songs 16
- ___ GSMU-35 Noisetracker Songs 17
- ___ GSMU-36 Noisetracker Songs 18
- ___ GSMU-37 Noisetracker Songs 19
- ___ GSMU-38 Noisetracker Songs 20
- ___ GSMU-39 Noisetracker Songs 21
- ___ GSMU-40 Noisetracker Songs 22

IIGS SOUNDS (16 DISK SET-\$48)

- ___ GSSN-01A Sounds 1 - (2014)
- ___ GSSN-02A Sounds 2-Nostalgia - (2015)
- ___ GSSN-03 Sounds 3
- ___ GSSN-04 Sounds 4



- ___ GSSN-05 Sounds 5-Simpsons 1
- ___ GSSN-06 Sounds 6-Simpsons 2
- ___ GSSN-07 Sounds 7
- ___ GSSN-08 Sounds 8
- ___ GSSN-09 Sounds 9
- ___ GSSN-10 Sounds 10
- ___ GSSN-11 Sounds 11
- ___ GSSN-12 Sounds 12-Cartoons 1
- ___ GSSN-13 Sounds 13-Cartoons 2
- ___ GSSN-14 Sounds 14-Cartoons 3
- ___ GSSN-15 Sounds 15-Cartoons 4
- ___ GSSN-16 Sounds 16-Cartoons 5

- IIGS UTILITIES (14 DISK SET-\$42)**
- ___ GSUT-01B Utilities 1 - (2001) - (SW)
 - ___ GSUT-02 JumpStart Prog.Sel V. 3 - (2021)
 - ___ GSUT-03A Utilities 2 - (2028) (SW)
 - ___ GSUT-04A Utilities 3 - (2029) (SW)
 - ___ GSUT-05A Utilities 4 - (SW)
 - ___ GSUT-06A ZZ Copy-V. 2.21 Disk Copier
 - ___ GSUT-07A Utilities 5 - (SW)
 - ___ GSUT-08D Utility Works GS V. 2.01 (SW)
 - ___ GSUT-09 Utilities 6 - (SW)
 - ___ GSUT-10 Utilities 7 - (SW)
 - ___ GSUT-11B Utility Works Launcher V. 2.3.1 - (SW)
 - ___ GSUT-12 Utilities 8
 - ___ GSUT-13 Utilities 9
 - ___ GSUT-14 Desktop Utilities V. 3.3

3.5" DISKS

APPLE II

- APPLE II-3.25" DISKS**
- APPLE SYSTEM DISKS**
- ___ 2APS-01 System Disk - Utilities V. 3.2-\$3.00



- APPLEWORKS**
- ___ 2AWK-01 CLARIS Tech Support for AW and AW-GS

- COMMUNICATIONS**
- ___ 2COM-01 TCS Instructions 1.05
 - ___ 2COM-02 Applenet V. 1.3

- EAMON (ProDOS): (18 DISK SET- \$54) or (14 DISK SET (1-14) -\$42)**
- ___ 2EAM-01 Dungeon Designer, Utilities, Etc.
 - ___ 2EAM-02 Adventures 5, 8, 12, 16, 19, 20, 21
 - ___ 2EAM-03 Adventures 22, 23, 24, 25, 26, 27, 28
 - ___ 2EAM-04 Adventures 29, 30, 31, 32, 33, 34, 35
 - ___ 2EAM-05 Adventures 36, 37, 38, 39, 41, 45
 - ___ 2EAM-06 Adventures 48, 49, 51, 53, 55, 56
 - ___ 2EAM-07 Adventures 58, 64, 68, 71, 73, 75, 76, 86
 - ___ 2EAM-08 Adventures 80, 81, 87, 90, 92, 93, 97
 - ___ 2EAM-09 Adventures 99, 100, 106, 109, 112, 113
 - ___ 2EAM-10 Adventures 117, 119, 121, 126, 135
 - ___ 2EAM-11 Adventures 137, 148, 149, 150, 154
 - ___ 2EAM-12 Adventures 139, 145, 148, 150, 154
 - ___ 2EAM-13 Adventures 149, A, B, C, D
 - ___ 2EAM-14 Adventures 158, 160, 166, 166A, 166B
 - ___ 2EAM-15 Adventures 170, 183, 191, 195, 204

- EAMON (ProDOS) (LOWER CASE)**
- ___ 2EAM-16 Adventures 33, 69, 77, 118, 124, 150
 - ___ 2EAM-17 Adventures 24, 120, 138, 161
 - ___ 2EAM-18 Adventures 78, 107, 108, 114, 147
 - ___ 2EAM-19 Adventures 91, 129, 169, 194, 206

- EDUCATION**
- ___ 2EDU-01 Newton's Apple/Cocaine & Teeth

- TECH NOTES** (5 DISK SET \$15.00)
- ___ 2TEN-01A II GS Parts 1 & 2
 - ___ 2TEN-02A II GS Parts 3, 4, & 5
 - ___ 2TEN-03A File Types
 - ___ 2TEN-04A More Tech Notes 1
 - ___ 2TEN-05A More Tech Notes 2

- UTILITIES**
- ___ 2UTL-01 New Member Disk 2.01
 - ___ 2UTL-02A DB Master V. 1.01 (SW)

5.25" DISKS

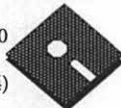
APPLE II

- APPLE SYSTEM DISKS**
- ___ APSD-01 System Disk-Utilities V. 3.2-\$1.50
 - ___ APSD-02 DOS 3.3 Sys. Master & DOS 3.3 Tut.-\$1.50

- APPLEWORKS**
- ___ APWK-01 Desk, Printer and Money Helpers - (813/814)
 - ___ APWK-02 Food, Lists, etc. - (815/816)

- COMMUNICATIONS (8 DISK SET- \$12)**
- ___ COMM-01 TCS Instr. 1.05 A & B- Disk 1 of 2 - (825)
 - ___ COMM-02 TCS Instr. 1.05 A & B- Disk 2 of 2 - (826)
 - ___ COMM-03** WAPABBS.1 Documentation - (121)
 - ___ COMM-04 WAPABBS.1 - (135/136)
 - ___ COMM-05 DI COMM(SW) - (503)
 - ___ COMM-06 Kermit 3.78-Kermit File Transfer - (516/820)
 - ___ COMM-07 Comm Term and Telecom - (808/817)
 - ___ COMM-08 MicroModem II (SW)-Hayes Term - (116/169)

CP/M (11DISK SET-\$16.50)



- ___ CP/M-01** Master Catalog - (401)
- ___ CP/M-02 Utilities I and II - (402/404)
- ___ CP/M-03 Communications - (403/409)
- ___ CP/M-04 ZCPR2 Install and Utilities - (406/408)
- ___ CP/M-05 ZCPR2 Doc. and Essential Utilities - (407/410)
- ___ CP/M-06 Text Editor and Spreadsheet - (411/412)
- ___ CP/M-07 MDM740 (SSC, Comm, 7710, & A-CAT) - (413/414)
- ___ CP/M-08 Permit Source and Running Code - (416/418)
- ___ CP/M-09** Kermit Documentation - (417)
- ___ CP/M-10 Utilities - (419)
- ___ CP/M-11 Small C. Compiler - (420)

- EAMON ADVENTURES (24 DISK SET- \$36)**
- ___ EAMN-01 Utilities II and III - (220/221)
 - ___ EAMN-02 Dungeon Designer & Adventure #38 - (180/229)
 - ___ EAMN-03 EAMON MASTER & Adventure #42 - (181/214)
 - ___ EAMN-04 Adventures 2 & 3 - (182/183)
 - ___ EAMN-05 Adventures 4 & 5 - (184/185)
 - ___ EAMN-06 Adventures 6 & 7 - (186/187)
 - ___ EAMN-07* Adventures 13 & 14 - (188/189)
 - ___ EAMN-08* Adventures 10 & 11 - (190/191)
 - ___ EAMN-09* Adventures 29 & 8 - (192/193)
 - ___ EAMN-10* Adventures 12 & 30 - (194/195)
 - ___ EAMN-11* Adventures 17 & 18 - (196/197)
 - ___ EAMN-12* Adventures 19 & 20 - (198/199)
 - ___ EAMN-13* Adventures 23 & 24 - (200/201)
 - ___ EAMN-14* Adventures 25 & 53 - (202/203)
 - ___ EAMN-15* Adventures 55 & 54 - (204/205)
 - ___ EAMN-16* Adventures 56 & 57 - (206/207)
 - ___ EAMN-17* Adventures 31 & 41 - (208/209)
 - ___ EAMN-18* Adventures 47 & 97 - (210/211)
 - ___ EAMN-19* Adventures 60 & 98 - (212/213)
 - ___ EAMN-20* Adventures 46 & 45 - (215/216)
 - ___ EAMN-21* Adventures 43 & 15 - (217/218)
 - ___ EAMN-22* Adventures Unk. & 37 - (223/224)
 - ___ EAMN-23* Adventures 16 & 33 - (225/226)
 - ___ EAMN-24* Adventures 34 & 44 - (227/228)

*Requires EAMN-03

- EDUCATION (20DISK SET- \$30)**
- ___ EDUC-01 Education and Personal Education - (76/110)
 - ___ EDUC-02 Personal Education 2 and Education 3 - (131/139)
 - ___ EDUC-03 Math / Science and Education 4 - (127/140)
 - ___ EDUC-04 Advanced Math and Vectors / Motion - (510/513)
 - ___ EDUC-05 Albert Camus Int and Elementary Math - (53/150)
 - ___ EDUC-06 French Vocab / Tutorial - (46/123)
 - ___ EDUC-07 Boot for L'Hote and L'Hote - (48/49)
 - ___ EDUC-08 Tic-Tac-Toe in French / L'Hote Quiz - (47/50)
 - ___ EDUC-09 French Poetry Tut and Appollinaire - (51/51)
 - ___ EDUC-10 Rated Boot Disk and Spanish - (55/56)
 - ___ EDUC-11 Tic-Tac-Toe in Spanish / Rated Quiz - (54/57)
 - ___ EDUC-12 Mature and Lo Fatal - (58/59)
 - ___ EDUC-13 Reading Fun (SW) - (505)
 - ___ EDUC-14 Language Arts Treasures
 - ___ EDUC-15 Floppy Book
 - ___ EDUC-16 Computation Game /AW Temp
 - ___ EDUC-17 Algebra / Tutorial and Bagels Disk
 - ___ EDUC-18 Newton's Apple (Cocaine)
 - ___ EDUC-19 Newton's Apple (1 ceth)
 - ___ EDUC-20 WAP Stack and Tutorial Demo

- FORTH**
- ___ FRTH-01 Assembler/Disassembler /Screen Editor - (700/701)
 - ___ FRTH-02 Go Forth Tutorial and Fig/Forth 78 - (702/703)
 - ___ FRTH-03 Forth and Floating Point Arithmetic - (704)

- GAMES (11 DISK SET- \$16.50)**
- ___ GAME-01 Games A and B - (102/107)
 - ___ GAME-02 Games C and D - (111/128)
 - ___ GAME-03 Games E and F - (162/164)
 - ___ GAME-04 Keyboard and Paddle Games - (72/74)
 - ___ GAME-05 Pinball and Arcade Games - (142/157)
 - ___ GAME-06 Text Adv /Mystery House (SIERRA) - (73/517)
 - ___ GAME-07 Educational Games G and H - (508/509)
 - ___ GAME-08 Sports and Utilities / Games - (143/160)
 - ___ GAME-09 Adventures /Game Room - (811/812)
 - ___ GAME-10 Haunted House - (176/810)
 - ___ GAME-11 Mostly Games /Wizard Worker I - (122/161)

- LOGO**
- ___ LOGO-01 Logo Tool Kit and \Docs - (145/146)
 - ___ LOGO-02 Sample Disk and Dallas Apple Logo - (147/158)

- MISCELLANEOUS (23 DISK SET- \$34.50)**
- ___ MISC-01 SS (Coin Collect) and Misc. - (95/115)
 - ___ MISC-02 Miscellaneous - (119/120)
 - ___ MISC-03 Miscellaneous and Recipe Files - (125/159)
 - ___ MISC-04 Gtag and No Name Yet - (129/175)
 - ___ MISC-05 Special Databases /Jim's Data Base (SW) - (141/504)
 - ___ MISC-06 Misc and Applesoft /AppleWriter IIe - (152/156)
 - ___ MISC-07 Astronomy Short Programs - (506)
 - ___ MISC-08 Griffith and Weise Astronomy - (507)
 - ___ MISC-09 Aviation - General (Disk 1 of 2) - (514)
 - ___ MISC-10 Aviation - Navigation (Disk 2 of 2) - (515)
 - ___ MISC-11 Gardner's Assistant - (518)
 - ___ MISC-12 Music and Sights / Sounds - (71/126)
 - ___ MISC-13 Merry Christmas and Happy Holidays - (103/165)
 - ___ MISC-14 Graphics and Cat Graphix - (108/171)
 - ___ MISC-15 Print Shop Graphics - (172)
 - ___ MISC-16 Color Graphics for Fun/Science / Engi - (75/106)
 - ___ MISC-17 Plots / Graphs and Charts / Graphs - (163/166)
 - ___ MISC-18 Business/Math Stat and SS - (70/90)
 - ___ MISC-19 SS (Investment) and SS (Business) - (91/92)
 - ___ MISC-20 Business A and B - (104/113)
 - ___ MISC-21 Investments A and B - (153/154)



--- MISC-22 Spreadsheet A and Miscellaneous - (137/155)
 --- MISC-23 Riley's Personal Instrumentation - (173)

NEW PRINT SHOP (31 DISK SET- \$46.50)

- NWPS-01 Graphics 01
- NWPS-02 Graphics 02
- NWPS-03 Graphics 03
- NWPS-04 Graphics 04
- NWPS-05 Graphics 05
- NWPS-06 Graphics 06
- NWPS-07 Graphics 07
- NWPS-08 Graphics 08
- NWPS-09 Graphics 09
- NWPS-10 Graphics 10
- NWPS-11 Graphics 11
- NWPS-12 Graphics 12
- NWPS-13 Graphics 13
- NWPS-14 Graphics 14
- NWPS-15 Graphics 15
- NWPS-16 Graphics 16
- NWPS-17 Graphics 17
- NWPS-18 Graphics 18
- NWPS-19 Graphics 19
- NWPS-20 Graphics 20
- NWPS-21 Graphics 21
- NWPS-22 Graphics 22
- NWPS-23 Graphics 23
- NWPS-24 Graphics 24
- NWPS-25 Graphics 25
- NWPS-26 Graphics 26
- NWPS-27 Graphics 27
- NWPS-28 Graphics 28
- NWPS-29 Borders 01
- NWPS-30 Borders 02
- NWPS-31 Fonts 01

PASCAL (8 DISK SET- \$12)

- PASC-01 AttachBios for Pascal 1.1 and Utilities - (300/301)
- PASC-02 Crypto/Graphics and Bios/Printers - (302/303)
- PASC-03 Misc. and Read/Write DOS / Printers - (304/305)
- PASC-04 Cataloger and Hires Printing/Lisp - (306/307)
- PASC-05 Puffin 7 Holiday Music - CPM/Pascal - (308/309)
- PASC-06 3D Education / Drill / Hackers Stuff - (310/311)
- PASC-07 Stocks/Weightwatch/Guerrilla Guide - (312/313)
- PASC-08 Pascal / To & From DOS - (133/314)

PILOT

- PILT-01** Pilot Language - (167)

UTILITIES (23 DISK SET- \$34.50)

- UTIL-01 New Member's Disk - 2.01 A/B - (821)
- UTIL-02 New Member's Disk - 2.01 C/D - (822)
- UTIL-03 Utilities A and B - (100/101)
- UTIL-04 Utilities C and D - (112/118)
- UTIL-05 Utilities E and F - (124/132)
- UTIL-06 Utilities G and H - (138/143)
- UTIL-07 Utilities I and J - (44/77)
- UTIL-08 Mach. Lang. Utilities and One-Key DOS - (41/42)
- UTIL-09 Beg. Choice / Intermediate Utils. - (501/502)
- UTIL-10 Diversi Copy and Diversi DOS - (45/130)
- UTIL-11 Additions to ProDOS and Zap Utility - (804/806)
- UTIL-12 Utilities A (ProDOS) and File Cabinet - (802/803)
- UTIL-13 Imageworks - (174/807)
- UTIL-14 Auto Shrinkit 1.01 / II Plus Shrinkit, Shrinkit 3.3
- UTIL-15 Visi-Trend / Visi-Plot and Calculink - (93/94)
- UTIL-16 Apple's Tutor and Picture Packer - (109/117)
- UTIL-17 AppleWriter Utilities - (168)
- UTIL-18 Apple's Sort Programs and Love's Follies - (144/170)
- UTIL-19 Old New Member's Disk - (134)
- UTIL-20 JoyReader (SW) - (819)
- UTIL-21 Large Type Joy Reader (SW) - (823)
- UTIL-22 DB Master V. 1.01 - Program Disk 1 / Sample Files (SW)
- UTIL-23 DB Master V. 1.01 - Program Disk 2 / Docs (SW)

5.25" DISKS

APPLE III

ACCOUNTING

- 3ACT-01A Easy Accounting
- 3ACT-02 Easy System and Accounts Rec.
- 3ACT-03 Easy System, A/P & G/L

** indicates single sided disks

III 3E/P & AW TEMPLATES (6 DISK SET- \$9.00)

- 3AWZ-01 AW - E/P Bus Templates - (1060)
- 3AWZ-02 Checkbook Plus by Lomartire
- 3AWZ-03 Accounting/Finance Templates
- 3AWZ-04 Mortgage Templates
- 3AWZ-05 Checkbook Templates
- 3AWZ-06 Contributions-Disk 1

III BUSINESS BASIC (9 DISK SET- \$13.50)

- 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)
- 3BSB-07 BASIC 1.23 & Utilities / Auto Basic by Boston
- 3BSB-08 Best of On Three-Basic Programs
- 3BSB-09 Menu Maker 6.0

III GAMES (5 DISK SET- \$7.50)

- 3GAM-01 Games 01 - (1001)

- 3GAM-02 Games for Kids - (1007)
- 3GAM-03 Cap'n Magneto-Revised 1/89 - (1041)
- 3GAM-04 Games 02
- 3GAM-05 Star Trek

III GRAPHICS (41 DISK SET - \$60.50)

- 3GRX-01 Sketchpad and Slideshow - (1012)
- 3GRX-02 Fig. Factory Manual - (1069)
- 3GRX-03 Fig. Factory - Black and 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 III - (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 Disk 01 - (1082)
- 3GRX-17 Typewriter Art Disk 02 - (1083)
- 3GRX-18 Poster by Bloom - (1084)
- 3GRX-19 Raster Demo / Tmapio
- 3GRX-20 Icon Demo / Tfont
- 3GRX-21 Trixelmap Demo / Mask Demo
- 3GRX-22 Tmem Demo / Treets Demo
- 3GRX-23 C.H.F. Graphics 01
- 3GRX-24 C.H.F. Graphics 02
- 3GRX-25 C.H.F. Graphics 03
- 3GRX-26 C.H.F. Graphics 04
- 3GRX-27 Grafixworks 1 and 2 (SW)
- 3GRX-28 Grafixworks 3 and 4 (SW)
- 3GRX-29 Sign by Bloom
- 3GRX-30 Scanned Graphics #1
- 3GRX-31 FOT/OView by Lomartire
- 3GRX-32 A2/A3 Graphics
- 3GRX-33 Floppy Coloring Book 1
- 3GRX-34 Floppy Coloring Book 2 (Trains)
- 3GRX-35 Floppy Coloring Book 3 (More Trains)
- 3GRX-36 Floppy Coloring Book 4 (Winter Olympics)
- 3GRX-37 GIF Graphics 05
- 3GRX-38 Dino Graphics
- 3GRX-39 Book Plate Graphics
- 3GRX-40 Animals #1
- 3GRX-41 ArtWorks

III INFORMATION (35 DISK SET - \$52.50)

- 3INF-01B WAP /// SIG PD Catalog
- 3INF-02B New Member's Disk - (805)
- 3INF-03 Best of MAUG - (1008)
- 3INF-04 Best of The Source - (1009)
- 3INF-05 Best of AU - (1010)
- 3INF-06 Best of ATUNC - (1055)
- 3INF-07 Best of III's Company-01 (1015)
- 3INF-08 Best of III's Company-02 (1057)
- 3INF-09 The Best of Bloom - (1035)
- 3INF-10 Impert's Corner by Bloom - (1096)
- 3INF-11 Phase III Conference Plus! - (1047)
- 3INF-12 Best of Ortalini-Disk 01 - (1040)
- 3INF-13 Best of Ortalini-Disk 02 - (1058)
- 3INF-14 Best of Ortalini-Disk 03 - (1059)
- 3INF-15 Best of Ortalini-Disk 04 - (1087)
- 3INF-16 Best of Pair BBS
- 3INF-17 Reviews by Bloom
- 3INF-18 III Cheers (Boot and Program)
- 3INF-19 III Cheers (Volumes 1 and 2)
- 3INF-20 Best of Ortalini-Disk 05
- 3INF-21 Three's Company BBS
- 3INF-22 Best of Bloom-Disk 02
- 3INF-23B WAP 3 SIG PD Catalog (3E/P)
- 3INF-24 Best of ATUNC-Disk 02
- 3INF-25 Best of ATUNC-Disk 03
- 3INF-26 Best of ATUNC-Disk 04
- 3INF-27 Best of ATUNC-Disk 05
- 3INF-28 Best of ATUNC-Disk 06
- 3INF-29 How Do I?
- 3INF-30 Pair/DA Data System Catalogs
- 3INF-31 Three Works for Apple 3 - Disks 1 & 2
- 3INF-32 Three Works for Apple 3 - Disks 3 & 4
- 3INF-33 Three Works for Apple 3 - Disks 5 & 6
- 3INF-34 Three Works for Apple 3 - Disks 7 & 8
- 3INF-35 Best of Ortalini-Disk 06

III MISCELLANEOUS (19 DISK SET- \$28.50)

- 3MSC-01 File Cabinet / Sort Directory - (1046)
- 3MSC-02 Contributions - Disk 01 - (1053)
- 3MSC-03 Contributions - Disk 02 - (1061)
- 3MSC-04 Contributions - Disk 03 - (1086)
- 3MSC-05 Le Grayhaven Cookbook Plus! - (1097)
- 3MSC-06 Double Boot (SOS & PRODOS) - (1099)
- 3MSC-07 Apple III Demo Disk 01 - (1100)
- 3MSC-08 Apple III Demo Disk 02 - (1101)
- 3MSC-09 Apple III Demo Disk 03 - (1102)
- 3MSC-10 Apple III+ Keyboard Demo
- 3MSC-11 Best of Salerno
- 3MSC-12 Apple II Boot Disk
- 3MSC-13 French Tutor



- ___ 3MSC-14 Italian Tutor
- ___ 3MSC-15 Contributions - Disk 04
- ___ 3MSC-16 Bowling Lstr /Grid Grade
- ___ 3MSC-17 Floppy Book
- ___ 3MSC-18 Music-Music-Music
- ___ 3MSC-19A Adv. Visi Calc (HD Ver.) & Mail List Manager (HD Ver.)

- III PASCAL (17 DISK SET- \$25.50)
- ___ 3PCL-01 Pascal 1.2
 - ___ 3PCL-02 2.0 Compiler/ToolKit V. 1
 - ___ 3PCL-03 ToolKit V. 2/V. 3
 - ___ 3PCL-04 Pronto Debugger/SANE 1
 - ___ 3PCL-05 SANE 2/ SANE 3
 - ___ 3PCL-06 SOS IO's/ExerSOS
 - ___ 3PCL-07 Utilities: PutDemo/PutLib
 - ___ 3PCL-08 Cisar's Pascal 1.2
 - ___ 3PCL-09 Chaos Pascal Programs
 - ___ 3PCL-10 Power Keys DM & Source Code
 - ___ 3PCL-11 Power Keys DM-Disk 2
 - ___ 3PCL-12 MacStuff
 - ___ 3PCL-13 David Craig-Disk 1
 - ___ 3PCL-14 David Craig-Disk 2
 - ___ 3PCL-15 David Craig-Disk 3
 - ___ 3PCL-16 IEEE Files for Apple II & Apple III
 - ___ 3PCL-17 Modified Pascal Menu Maker

- III REPAIRS (9 DISK SET- \$13.50)
- ___ 3REP-01 Apple 3 Diagnostics - Disk 01 - (1013)
 - ___ 3REP-02 Apple 3 Diagnostics - Disk 02 /Block
 - ___ 3REP-03 Repairing your Apple III - (1088)
 - ___ 3REP-04 Brain Surgeon - (1089)
 - ___ 3REP-05 Disk Map - (1090)
 - ___ 3REP-06 Disk Check and Pro Health - (1091)
 - ___ 3REP-07 Vindicator and Catalyst Fixer - (1092)
 - ___ 3REP-08 Block Editor and Block Byter - (1093)
 - ___ 3REP-09 Jeppson Disassembler - (1095)

- III TELECOMMUNICATIONS (9 DISK SET- \$13.50)
- ___ 3TEL-01 Telecom - Disk 01 - (1063)
 - ___ 3TEL-02 Telecom - Disk 02/Access III - (1064)
 - ___ 3TEL-03 Telecom - Disk 03 - (1065)
 - ___ 3TEL-04 Kermit III - (1066)
 - ___ 3TEL-05 XModem III - (1067)
 - ___ 3TEL-06 TerminALL Manual - (1032)
 - ___ 3TEL-07 TerminALL Program - (1033)
 - ___ 3TEL-08 WAP TCS Disk
 - ___ 3TEL-09 InfoNet (Source, Docs, & Program)

- III UTILITIES (39 DISK SET- \$57.50)
- ___ 3UTL-01 System Utilities and Data - (1004)
 - ___ 3UTL-02 Apple II Emulation - Disk 01 - (1043)

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